

# Kingdoms of Kalamar<sup>®</sup>

*Fantasy Campaign Setting*



*for use with Fourth Edition Dungeons & Dragons<sup>®</sup>*

# Kingdoms of Kalamar<sup>®</sup>

## BOOK 1: CAMPAIGN SETTING SOURCEBOOK

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### Table of Contents

Introduction . . . . .	2	Chapter 8: Organizations . . . . .	163
Chapter 1: Races of Tellene . . . . .	7	Chapter 9: Languages . . . . .	169
Chapter 2: Brandobia . . . . .	21	Chapter 10: The Gods of Tellene . . . . .	181
Chapter 3: Kalamar . . . . .	41	Appendix A: Celestial Bodies and Calendar . . . . .	239
Chapter 4: The Young Kingdoms . . . . .	77	Appendix B: Cities and Law . . . . .	245
Chapter 5: The Wild Lands . . . . .	101	Appendix C: The Imperial Legion . . . . .	251
Chapter 6: Reanaaria Bay . . . . .	125	Appendix D: Quick References . . . . .	257
Chapter 7: Svimohzia . . . . .	141	Appendix E: Pronunciation Guide and Glossary . . . . .	269

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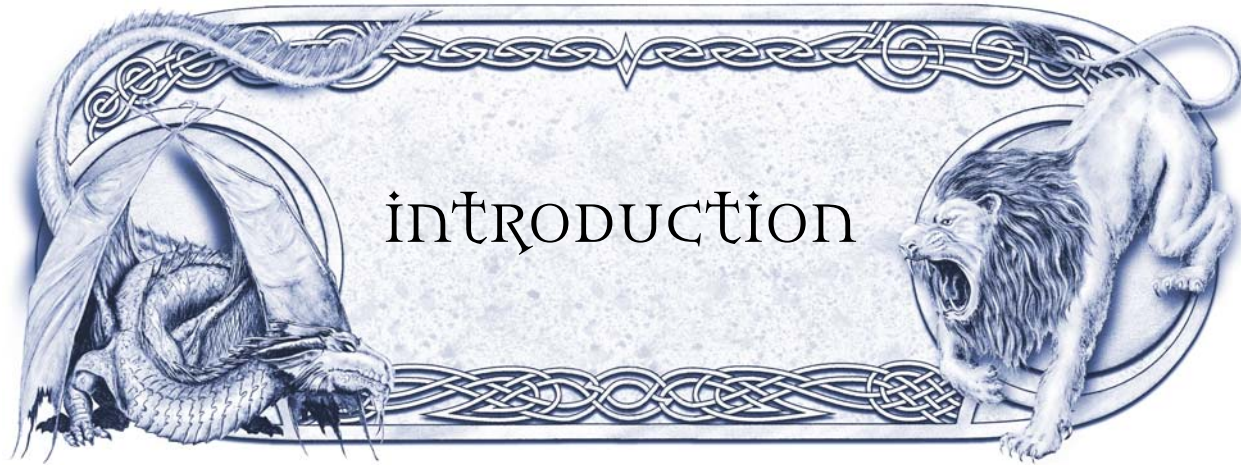


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# introduction

Creatures of dark evil roam the lands in search of prey, while others rule a terrified populace from the safety of their throne rooms. Meanwhile, elven warriors battle expansionist human kingdoms to protect their forest homes, dwarven rebels plot the overthrow of their human conquerors, and the armies of hobgoblin kingdoms grow increasingly powerful. Spies and spellcasters seek knowledge and power for themselves and those they serve, and strands of their web-like plots reach into cities and towns across the continent. Ruins of ancient empires lie buried beneath burning desert sands, and their stories told in smoky back rooms attract brave fools eager for excitement and quick wealth. The streets are full of the brave and foolhardy, eager to draw steel and strike for little cause, and war between kingdoms is a constant occurrence. The courts of the nobility also hold mystery and intrigue, provided one can master social pressures greater than the threat of a giant's club or a dragon's fang.

These adventures and more are yours when you step into the *Kingdoms of Kalamar* campaign setting.

## WHAT ARE THE KINGDOMS OF KALAMAR?

The *Kingdoms of Kalamar* campaign setting is named after the great Kalamaran Empire, which once covered much of Tellene. But time weighs heavily upon all, and the empire's reach is not what it once was. Its provinces declare independence, hobgoblin kingdoms thrive and foreign empires expand, while the monsters of the land grow stronger than ever. Still, its influence is felt almost everywhere in Tellene.

Tellene is a planet similar to Earth, but with a warmer climate. Many different races of beings populate Tellene, including humans, elves, dwarves, gnomes, halflings, hobgoblins and many types of monsters and other humanoids.

The lands of Tellene defined here in the *Kingdoms of Kalamar campaign setting sourcebook* are often referred to as the Sovereign Lands, and include the kingdoms of Brandobia, the Kalamaran Empire, the cities and city-states of Reanaaria Bay, the Isle of Svimohzia, the Wild Lands and the Young Kingdoms.

## HIGHLIGHTS

If you've never entered the Sovereign Lands before, I envy you. You're in for a rich experience that you'll never forget in all your many years of gaming to come. Whether you dream of finding great riches in the bellies of mountains or ridding the desert of undead abominations, the *Kingdoms of Kalamar* setting gives you the opportunity to do all this and more, without sacrificing continuity or common sense. Here you are presented with the opportunity to become great. Realizing that opportunity, however, requires skill, effort and a little bit of luck.

## INCREDIBLY DETAILED, INCREDIBLY REAL

While filled with many of the fantastical elements that roleplayers love, the *Kingdoms of Kalamar* setting is fundamentally based on realism - within the context of the game, everything makes sense! We've made sure that things like languages, topography, trade routes, weather, political divisions and tensions all follow real-world patterns, so the longer you adventure on Tellene, the more it feels like a real world!

For example, each human or humanoid subrace has its own language. Thus, each place that race populates is named in the language of the people who live there. (An exception to this would be if the place was conquered, in which case the place name is often renamed by the victors.) This means the names are consistent. When you consider that this kind of consistency exists throughout all aspects of the world, you'll see how it makes sense, avoiding logical inconsistencies without sacrificing any excitement or adventure.

The wide variety of races also have an extensively detailed history and background, starting from their original migration to the main continent and continuing through the present year. The political entities have a similarly detailed background history. Each governmental body is fully described with their history of war and peace. Thus it is easy to work large military and political conflicts into your campaign.

## THE PLAYER CHARACTERS ARE TRULY THE HEROES

While the mercenary band may be common, the adventuring party is rare, and no greater hero will step in at the last minute and save the day. No, the fate of many innocents depends on you - and you alone. You are the one who battles dragons, explores ancient tombs, and wields powerful magicks, while most common folk know only fear of

such things - if they know anything at all. Because the setting is driven by the actions of ordinary men, even a low-level PC can have a profound effect and shape the world with his actions.

Of course, player characters can't be everywhere at once. The world continues moving even when you are off exploring a forgotten dungeon somewhere. Evil cults spread their influence throughout a small town. A village succumbs to a mysterious disease. A band of humanoids halts merchant routes between two cities. Villains even kidnap princesses when you are not around to do anything about it. What happens then? Well, usually the Vicelord has his way with her. You see, the non-player characters of Tellene are not inept; otherwise, they would not be worthy (or successful) villains. A world full of morons is no place to live. You need the good, the bad and even the so-so to populate your campaign to make the party's heroic deeds exceptional. After all, if everybody on the block is a superhero, nobody stands out.

### MAGIC IS SCARCE

Warlocks, wizards and the like exist in Tellene, but they are uncommon among all of Tellene's inhabitants. In some areas, they are quite rare, and the peoples in such areas believe most unusual (and seemingly inexplicable) events are a sign from one of many gods. The townsfolk easily confuse wizards - and especially warlocks - with clerics, and arcane spells may be misunderstood as miracles. Even in the greatest cities, there are no "magic item shops" where a character might purchase items or spells, although centers of arcane learning, the treasure hoards of vanquished foes, ancient ruins, and the temples of the gods may provide characters with the rare magicks they need.

### SOCIETY IS MEDIEVAL - FOR GOOD OR BAD

On Tellene, only the most advanced societies use steel, including plate armor, and can fashion complex siege weapons. Most of the world uses iron, and less advanced cultures still use bronze (or even stone). There is certainly no gunpowder. Slavery of all races is common (and not considered "evil" by most people), the land is farmed by serfs and peasants (and not by magic), and so forth. While monsters and fantastical creatures exist, they are not so numerous that they begin tripping over each other.

### UNLIMITED CAMPAIGN POSSIBILITIES

Dwarven warriors carry the body of a fallen leader deep into their underground mountain city, passing the tombs of kings dead for some thirty dwarven generations. Wandering Deji nomads explore the ruins of a fallen civilization deep within the massive Vohven jungle,

While primarily a guide for Dungeon Masters, this book does include rules for players as well. Generally, these rules provide the player with colorful options specifically designed for this setting. Ultimately, however, the DM decides which rules to include in his or her own *Kingdoms of Kalamar* campaign. You will find these rules indicated in small boxes, often like this one, set apart from the main text.

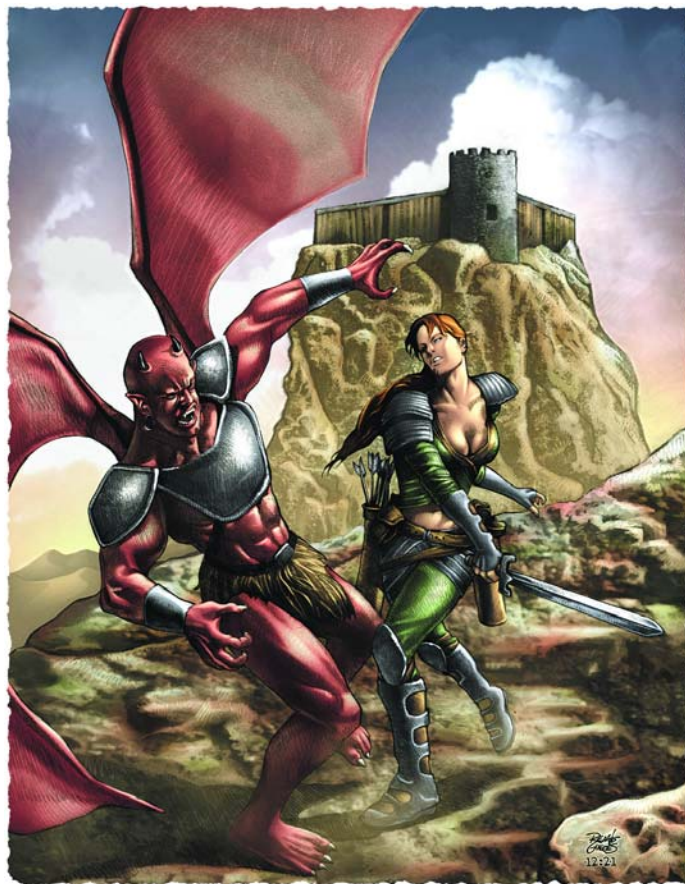
The DM will need this worldbook for the maps and full details concerning the lands, cities, deities, secret organizations, languages and other aspects of Tellene.

and awake a power none could expect. Bold adventurers set off into the Khydoban desert, seeking a country populated with undead and ruled by a powerful lich lord. Barbarian horselords war among each other for control of the cold north, while Slenish cultists kidnap the innocents left behind the lines. Xenophobic elves patrol the Lendelwood, guarding their ancient city against a threatened human assault. These adventures and more are yours when you step into Tellene.

As you can see, the *Kingdoms of Kalamar* campaign setting offers a great variety of lands and cultures, each with their own unique flavor, and thus many different locations in which to base your campaign. Whether you prefer to join raiding parties in the cold barbaric north, step on board a pirate ship in a cosmopolitan bay area, explore ancient cities and dark jungles on a tropical southern isle, wage front-line combat in a matriarchal society battling Imperial legions, journey deep into the harsh desert homes of savage creatures, slip through the shadowed streets of cities ruled by ancient (and modern) evils, or whatever locale you desire, you can find it here.

### YOU CONTROL THE STORY

Although the *Kingdoms of Kalamar* setting is designed as a scarce magic, realistic world under the shadows of war and racial tensions, its story is not written in stone. Adventure hooks are written as rumors, not facts - the DM decides which are true, and which are not. Plus, while some areas may become more detailed in other supplements, the timeline will not change. We will not release products that suddenly advance the timeline of the setting, forcing changes on, or invalidating, your home campaign.



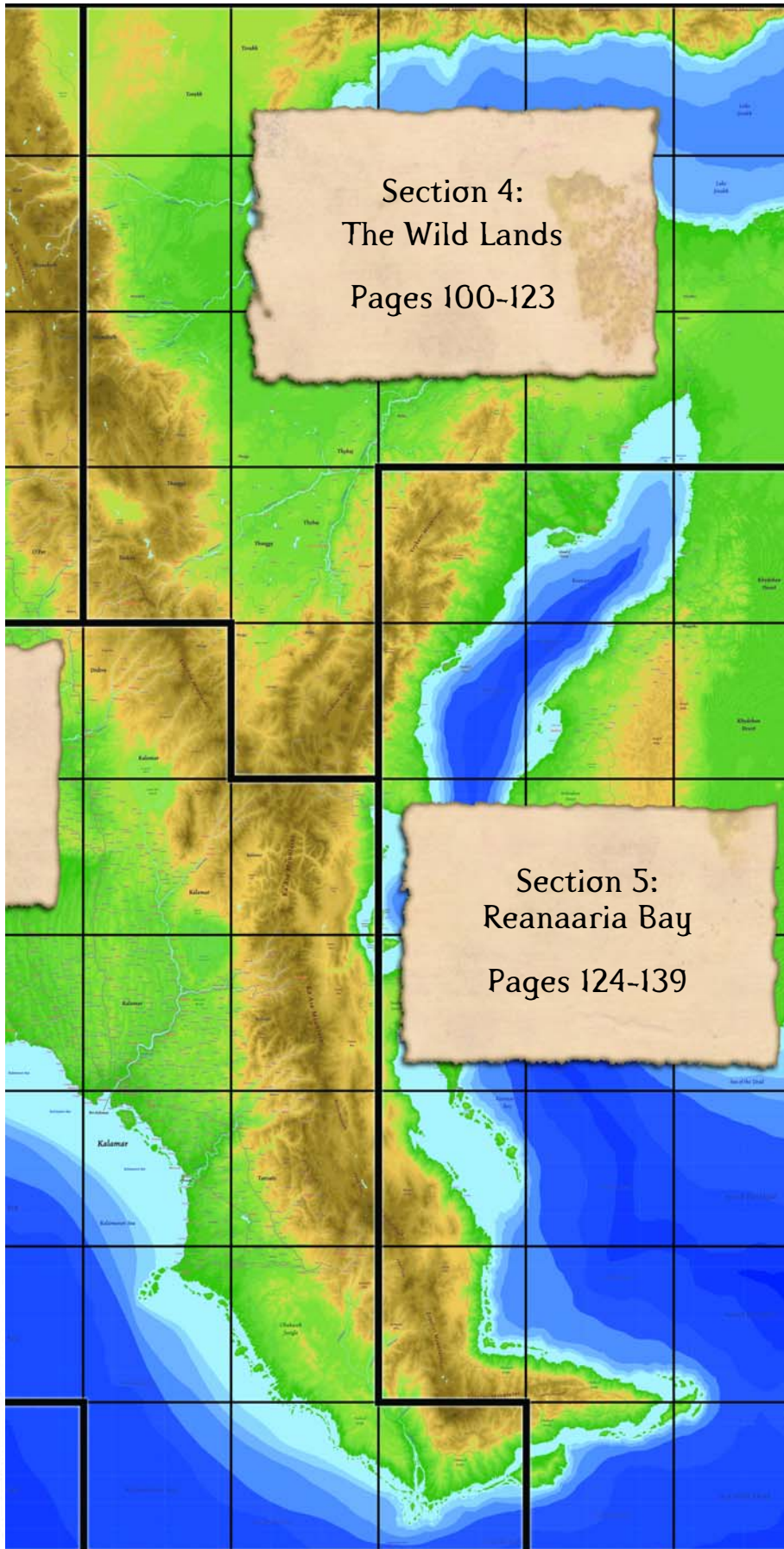


Section 1: Brandobia  
Pages 20-39

Section 3: The Young Kingdoms  
Pages 76-99

Section 2: Kalamar  
Pages 40-75

Section 6: Svimohzia  
Pages 140-162



Section 4:  
The Wild Lands  
Pages 100-123

Section 5:  
Reanaaria Bay  
Pages 124-139

## How to Read This Book

This worldbook details the continent of Tellene, its regions, the major countries of each region, and the largest or most notable cities, towns, and villages of those countries, and their prominent customs and inhabitants. Of course, this is a lot of information to try and swallow all at once. If you're the kind of person who enjoys sitting down and reading a history book from start to finish, you should tackle this tome the same way.

On the other hand, if you're just looking for somewhere to drop a new campaign, and you don't want to learn about the entire continent before you start, you should skip around. Try opening up the book at a random page and just start reading! When you find a potential adventure idea that you'd like to expand upon, read other sections that touch upon that idea.

For example, let's say you flip to the evil Theocracy of Slen, where torture and cruelty are a way of life, and you see this passage: "Grand Theocrat Toth Senkan keeps a small but formidable army of depraved and fearless lunatics. They constantly battle with Shynabyth for control of the northern Gadra Uplands."

From here, you might read more about Slen, then skip over to the section on Shynabyth and read that. You might also want to look at the regional map and see where the borders of these lands meet, and pick a nearby town to drop your players into. Or, if Slen doesn't interest you, just flip to another random page and continue from there!

## New Rules

You can find rules set apart in sidebars, or in sections of their own, as follows:

### Animals (Mounts)

Gaketan Mare	p66
Drhokkeran Charger	p103
Highland Dancer	p151

### Equipment

Brigandine Armor	p96
Sittik Venom	p117
Lamellar Armor	p131
Cord Armor	p155

### Feats

Channel Divinity feats	p233
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### Magic Items

Edarn's Ring of Vanishment	p34
Kargi Mourn	p115
Mother of Pearls	p132

### Races

Half-hobgoblin Racial Traits	p153
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### Wizard Spells

Shathy's Pestilence	p108
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## RACES AND CLASSES

### CHARACTER RACES

Many different races of beings populate Tellene. The six predominant human races share the world with dwarves, elves, gnomes, halflings, hobgoblins, orcs and a wide variety of other humanoids. In a *Kingdoms of Kalamar* campaign, a number of races are available for players. The standard races described in the *D&D Player's Handbook* are present on Tellene, although they often have different names. See Chapter Two: Races of Tellene for more information.

Eladrin are little known to the humans of Tellene, most of whom see them only as half-elves or tall elves. The most likely places for eladrin to appear are in or near high elf cities, the Fhokki village of Trarr, or any similar area where the juncture between planes is weak.

Dragonborn are extremely rare, but may be introduced as a small, depopulated tribe constantly battling undead for their share of the Khydoban desert. Tieflings are even rarer, and have no lands of their own, though you may bring them in as unique characters (perhaps in Trarr). Note that most inhabitants of Tellene will assume dragonborn and tieflings to be monsters, and treat them accordingly.

What you may be pleasantly surprised to see are the many varied racial types of humans, and the fact that the hobgoblin race has become far more civilized (by human standards) than the other humanoids. The hobgoblins have established a foothold amongst the other advanced races by establishing the kingdoms of Ul-Karg and Norga-Krangrel, though other scattered tribes do exist elsewhere. Orcs, while they still exist, lack both the prominence and the numbers of the hobgoblins. We even encourage you to choose a hobgoblin (see the *D&D Monster Manual* glossary) or a half-hobgoblin (in this book) as a player character!

### CHARACTER CLASSES

Many of the classes described in the *D&D Player's Handbook* have significant new opportunities in the *Kingdoms of Kalamar* campaign setting. For example, clerics may choose from forty-three patron deities, with access to new feat powers and information on advancing ever higher through the ranks of the church. This section clarifies what background works best for characters of a certain class.

**Cleric:** Clerics on Tellene adhere to their faith's strictures very closely, and for good reason. While the gods allow worshipers and followers some latitude with respect to their beliefs and practices, clerics must follow the faith's doctrine strictly.

**Fighter:** Fighters are ubiquitous. They appear among village militia, powerful monarchs and everywhere in between. Members of any race anywhere might be fighters.

The most savage, barbaric fighters hail from the harshest climates and locales of Tellene. Barbaric elves live in the Voldorwoods, while other races provide examples from the Obakasek Jungle, the Vohven Jungle, Torakk, Drhokker, Skarna, the Khydoban Desert, the Lopoliri Mountains, the Brindonwood and Ul-Karg. Barbaric Deji, for example, hail from all across Tellene, even in civilized lands such as Ek'Gakel and Pekal.

**Paladin:** The virtuous paladin can be found among people of like mind or in the midst of evil, where she does her best to reduce their

harm from within. Being a product of certain cultures and mindsets, most paladins hail from civilized nations. Few paladins originate in the Wild Lands, the Voldorwoods or the Brindonwood.

**Ranger:** Rangers are woodsmen that live in any wilderness. While primarily forest-dwellers, they might also live on the rocky islands off the coast of Mendarn, the vast Drhokkeran Plains, or the steep Ka'Asa Mountains. Rangers live where nature remains untamed.

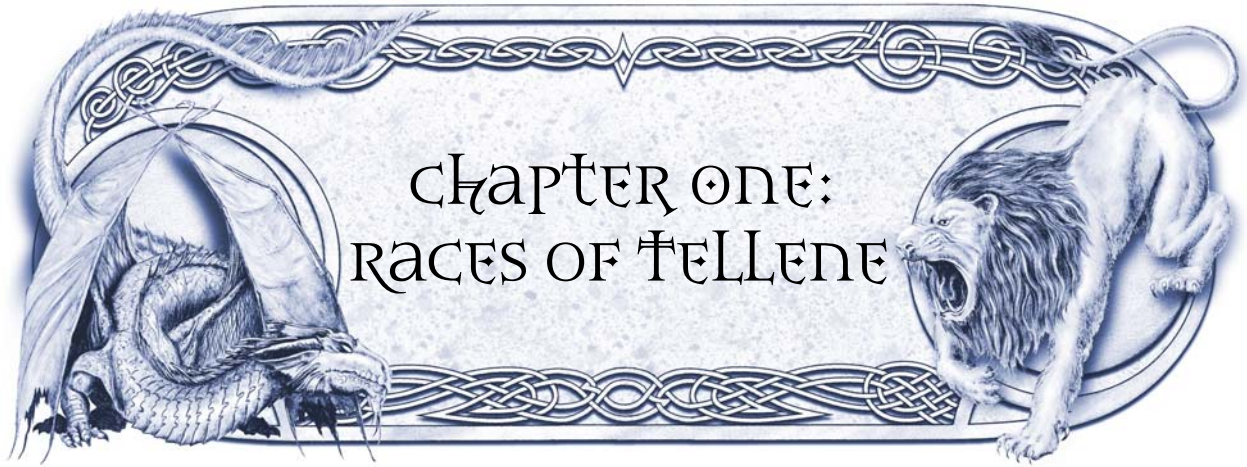
**Rogue:** Tellene's rogues, whether scoundrel or saint, live virtually everywhere. If they have a concentration anywhere, it is among the wealthy experts and craftsmen of the Reanaaria Bay.

**Warlock:** Among all races, certain individuals have the talent of innate arcane spellcasting, and warlocks appear even among some brutish humanoids. Adventures might meet benign or dangerous warlocks anywhere.

**Warlord:** The constant clash of military arms on Tellene, particularly between the Kalamaran Empire and its former holdings, allows the warlord class to prosper. Warlords on Tellene are usually human, dwarven, hobgoblin, or half-hobgoblin, but other races are possible.

**Wizard:** The demanding scholarly life of a wizard makes them scarce on Tellene. Given the need of most typical wizards for paper and proper writing instruments, wizards almost never come from the fringes of civilization. That said, a wizard might hail from almost any conceivable civilized location, though they are particularly scarce in the northeast.





## CHAPTER ONE: RACES OF TELLENE

Many different races of beings populate Tellene. The various human races share Tellene with elves, dwarves, gnomes, halflings and many types of monsters, including a wide variety of humanoids. Hobgoblins are the most prominent humanoid race. This is not to say that hobgoblins are the only humanoids, or even the most numerous, as orcs, kobolds, goblins, giants and other humanoid races also exist on Tellene in large numbers. The hobgoblin race has become far more civilized (by human standards) than the other humanoids. They have established a foothold amongst the advanced human and humanoid races by establishing the kingdoms of Ul-Karg and Norga-Krangrel.

### DWARVES

The dwarven races include the lowland or hill (*adurek*), highland or mountain (*rurok*), and stone (*durvalk*) dwarves. Most dwarves are distrustful of outsiders and have a fierce racial pride. Whether this developed over years of isolation, or forced them into isolation in the first place, is debatable. Dwarves are skilled craftsmen, mountaineers and knowledgeable guides and trackers.

If you want to play a dwarf, simply use the dwarf game statistics in the *Player's Handbook*, but with Merchant's Tongue replacing the Common language. You can use the same statistics for each dwarven subrace, or use the suggestions provided. For all races, the true differences lie in personality and appearance over game statistics.

**Hill dwarves** often interact freely with gnomes, but also trade with halflings, humans and half-elves. While they respect elven warriors, they have little in common with elven culture or religion. In general, dwarves are polite but succinct, and their lack of solicitousness comes across as rude to cultures such as the Svimohzish, which consider such things as banter to be a necessary courtesy.

They prefer to live among other dwarves, not out of dislike for other races, but because they prefer their own customs, language and traditions. When they live among humans or other races, they tend to work as artisans, craftsmen or mercenaries.

Adurek tend to live in vast underground cities. These communities rival human settlements in size, but they keep this information hidden from their enemies. Large extended families live in smaller settlements of only a few hundred and these are scattered across Tellene, typically clustered around a rich vein of ore. Lowland dwarves can be found in the foothills of any mountains, but there are high concentrations near the Kakidela and Ka'Asa ranges. Because of their exile from Karasta, many lowland dwarves now live in southwestern Reanaaria as well. Adurek favor worship of the Founder, the

Speaker of the Word, the True and the Powermaster. The Founder's teachings resonate with most lowland dwarves, even those who dedicate their lives to another god. Among evil dwarves, the most corrupting are Hatemonger, who plays upon distrust of other races, the Jealous Eye, who plays upon their greed, and the Dark One.

To play a hill dwarf, use the *Player's Handbook* statistics.

**Mountain dwarves** live in all of the major mountain ranges. They prefer the high peaks that offer safety and seclusion, so there are concentrations of highland dwarves in the Ka'Asa, P'Rorul, Elenon and Deshada ranges. They favor worship of the Holy Mother, the Eternal Lantern, the Night Watchman, and the Mule. Regardless of whom they worship, their reverence is deep, but their commitment to organized religion and ceremony is weak. They do not often become clerics of faiths that require major signs of dedication, like maiming.

For alternate mountain dwarf statistics, add another +1d6 inches to height and another 10 pounds to weight. You may also consider replacing the Stand Your Ground ability with the Furious Smash warlord exploit (see the *Player's Handbook*) as an encounter power.

**Stone dwarves** live deep underground, rarely encountering humans at all. Whether because they live in remote caverns, their enemies bar them from it, or they simply do not wish to make the effort, stone dwarves often spend their entire lives apart from non-dwarven races. Stone dwarves live brutal, demanding lives and have less respect for intangible rewards than their cousins nearer to the surface. Stone dwarves are masterful miners, and their race has delved far and deep below the surface. Here they have often encountered other subterranean races, and they wage a constant war against these evil races. As a result, stone dwarves have developed a unique fighting style for fighting in small caverns and confined passageways.

No place above the surface is home to the stone dwarves. They populate large cavern systems under the Grottos, live in huge realms underneath the Dashahn Mountains, and mine deep below the Napalago Hills. Most stone dwarves worship the Founder, the Earth Mother or the Watcher. The Dark One, while not widely worshiped, is paid sacrifice to stay away and not harm them. The Locust Lord also receives propitiation; hunger is a danger underground.

For alternate stone dwarf statistics, give them darkvision instead of low-light vision, and an alternate skill bonus of +2 Stealth instead of +2 Endurance. Consider replacing Stand Your Ground with a +1 racial bonus on attacks against dark elves, troglodytes, mind flayers, and similar subterranean creatures.



## ELVES

Elves live in villages and towns scattered throughout Tellene, usually loyal to a prince or a king that rules a loose hereditary monarchy. The oldest and most secluded of these settlements number in the tens of thousands, but these few are rare and exist only in deep forests. Surface elves often gather in cities in the Lendelwood and the Kalalali Forest, while ancient dark elf cities lie beneath the Elenon and Krimppatu Mountains.

The elven races include the high elves (*lathlani*), dark elves (*drow*), gray elves (*doulathan*), wild elves (*seleeris*), and wood elves (*aralarai*). To play an elf, simply use the game statistics in the *Player's Handbook*, but with Merchant's Tongue replacing the Common language. They also speak both High and Low Elven. You can use the same statistics for each subrace, or use those provided. Remember that the true difference is in personality and appearance, not mere game statistics.

**High elves** are content to remain within their lands and let the other races fight over the rest of the continent. They have grown weary of dealing with the short-lived races, especially the humans, and now prefer to let them run their course. However, should any race encroach on what the high elves perceive to be their domain, they will quickly learn what force has made the high elves one of the longest lasting races on Tellene.

The lathlani have the best relations with those humanoid races that live close to and respect nature: halflings, gnomes (forest gnomes in particular), half-elves, and other elves. While they respect the power and integrity of dwarves, they cannot understand their culture or the ways, and prefer to leave them alone. They are generally distrustful of humans, as they seem too eager to make and break promises, but tend to evaluate each one as an individual case. They look on half-hobgoblins and half-orcs as wretched creatures, only one step away from reverting to their barbaric nature. To the high elves, hobgoblins are more like a destructive force of nature, such as an earthquake, than a sentient race, and treat them as such.

High elves live all across Tellene, but their largest numbers are in Cilorealon, the Kalokopeli Forest and the Brindonwood. Lathlani favor worship of Raconteur, the Guardian, the Riftmaster, the Pure One, Ablutor, and Caregiver. To a lesser extent, they also revere the Eye Opener, the Great Huntress and the Raiser. It is not uncommon for an elf of any class to have ranks in Religion.

To alter high elf statistics, you might replace the +2 Wisdom bonus with +2 Charisma, and replace Wild Step with a +1 racial bonus on all saving throws versus charm spells.

**Dark elves** are paranoid, ambitious and untrustworthy. Individuals might be furtive, bold or secretive. They often strive to prove their dominance over others by means of exerting power (mental or physical) or influence over others. They also have a great love for things of beauty – not for their aesthetic appeal, but for the status and power they represent. In silhouette, a dark elf is indistinguishable from any other elf. In full light, however, its appearance is striking. Their skin is jet black, in sharp contrast to their white hair. Their eyes are amber, blood red or shades of violet, though an occasional dark elf may be born with pure white eyes – supposedly a sign of favor from the Dark One. Dark elves meditate for four hours instead of sleeping.

Dark elves hate most other races. They enslave those that live near them and undertake long journeys to kill those distant. They respect mind flayers, whom they consider equals, and fear the aboleths.

Dark elves live in cities underneath the surface of the earth, mostly beneath the Krimppatu Mountains of Svimohzia. These cities are large enough to be self-sufficient (5,000 to 10,000), but they never grow to the size of large human cities because of space constraints, warfare and the chaotic nature of their inhabitants. A single clan rules each city, paying fealty to their Empress. Dark elves revere the gods of Chaos and Evil, with worship of Bloodcurdler being most common. Warriors most often worship Ill-luck, while those of lower classes prefer the Vicelord. Other commonly worshipped deities are the Rotlord, the Avenger, the Dark One and the Laugher. The Confuser of Ways and the Despiser are rarely worshipped, for stories of these deities' foul treatment of the dark elves is detailed in many legends.

To play a dark elf, use the statistics from the *Monster Manual*, but reduce their height by 8 inches and weight by 15 pounds.

**Gray elves** are haughty creatures. They project either good intentions tinged with arrogance or depraved indifference, depending on their alignment. They are somber and dignified, and they do not tolerate familiarity or open affection from others. The doulathan are the tallest of the elves. Their skin resembles that of high elves, although with a more golden tone. ("Gray" sums up their emotional state, rather than their coloration.) Their hair colors run light and their eyes are blue, green, brown or gray. On rare occasions, a gray elf has black eyes. Gray elves, unique among elven cultures, often have beards in their old age. Younger gray elves can grow them, but consider them horribly unfashionable.

Gray elves do not consider other races equals. They respect the dignity of lowland dwarves, tolerate high elves and ignore most other races. Gnomes can be annoying, especially the ones fond of practical jokes, while half-orcs are offensive. They treat hobgoblins with some respect, usually because they show the same in return. Gray elves pay no attention to halflings (when they must, they usually condescend).

Gray elf cities have more stone and fewer trees than those of other elven civilizations, and their governments are similar in complexity to human nations. Gray elves live all over Tellene, but their greatest concentration is in the city of Doulathanorian in the Edosi forest. Individuals live throughout elven lands, preferring the company of other elves to that of the "lesser" races. Gray elves favor worship of the Eternal Lantern, the Peacemaker, the Pure One, the Founder, the Mule, the Eye Opener and Queen Destiny, with the largest following belonging to the Pure One. Their attitude toward others and their choice of religion might seem a contradiction. How can a race that holds others in disdain worship a goddess of love? Simple - they love other races in the way that a human might love its pet dog.

For gray elf statistics, you might replace the +2 Wisdom bonus with +2 Intelligence, replace +2 Nature with +2 Arcana, and add another 1d4 inches to height. You might even replace Wild Step with a +1 racial bonus on all saving throws versus illusion spells.

**Wild elves** are downright feral. They are nomadic, living wholly off the hunt and what food they can gather while on the move. Their movement patterns are not random, but designed to place them near different herds or vegetation according to that food source's migration

or ripening cycle. They spend their days hunting and gathering food, and spend the night in dance and worship. Wild elves are communal folk. They eat as a group around a common fire, sleep in multi-family tents and hunt in large groups. Despite this, they retain many individual freedoms. Wild elves have the freedom to worship whomever they choose, the right to disagree (in words) with the chief's decision and the right to enter and leave marriage freely.

Wild elves are physically similar to wood elves, except that their skin is even darker, occasionally appearing as a polished mahogany. Their clothing is rough and often well worn, but they decorate it with beautiful jewelry of semiprecious stones and copper, silver or gold. The selearis are a reclusive but belligerent race that lives apart from most other civilizations by mutual agreement. When they do meet other races, their primary form of communication is a spear, and even their ambassadors are likely to be barbaric.

Wild elves live in the Voldorwoods, the northern reaches of the Brindonwood west of the Shadesh Bay and the Vohven Jungle. Wild elves worship the Storm Lord, Battle Rager, the Great Huntress, the Guardian and the Raiser. They seldom worship or even acknowledge The Founder, the Coinmaster or the Vicelord. Evil wild elves follow the Rotlord, Bloodcurdler or the Locust Lord.

For wild elves, you can replace the +2 Wisdom with +2 Constitution, reduce their height by 6 inches, and reduce weight by 10-15 pounds.

**Wood elves** are jovial and friendly with their own kind and those they have accepted as friends. They are guarded and suspicious of strangers, and they do not give their trust easily. Wood elves enjoy celebrating holidays and playing musical instruments. Where high

elves have pale skin, aralarai boast dark skin that nearly matches the bark of the trees where they live. Their hair ranges from platinum blonde to chestnut brown and occasionally has a touch of auburn among the lighter shades. They dress in browns, greens and grays and wear jewelry only for special occasions. In general, wood elves find jewelry impractical.

Wood elves prefer to live apart from humankind, due to conflicts with other races. Wood elves tend to view lone strangers as scouts for larger groups of intruders, and large armed bands as raiders. Humans have been the worst of these invaders, and wood elves tend to shoot them first and ask questions later. Wood elves are likely to interrogate dwarf trespassers before deciding their fate, while they assume gnomes and halflings to be relatively harmless.

Large groups of wood elves live in the Lendelwood, the Brindonwood and the Edosi Forest, but smaller bands live in almost all major forests. They sometimes live with smaller numbers of high elves, and many individuals have friends or allies among the fey creatures of the forest. Wood elves primarily worship the Mother of the Elements, but the Bear, the Guardian, the Great Huntress, the Coddler, the Watcher and Ablutor all have followers among them as well. They generally avoid the Coinmaster, the Overlord, The True, or the other lawful gods (finding their faith too restrictive). Evil wood elves worship the Silent Slayer, Ill-luck or the Confuser of Ways.

To play a wood elf, use the statistics from the *Player's Handbook*, but you may reduce their height by 4 inches and weight by 10 pounds.



## GNOMES

Gnomes prosper both on their own and as productive members of other societies. Nominal kings lead their own cultures, with actual governmental duties handled by a handful of ancients. Gnomes are prevalent in the eastern parts of Tellene, especially Reanaaria Bay.

Their subraces include the rock gnomes (*dalgul*), deep gnomes (*mythar*), and forest gnomes (*fulmaran*). To play a gnome, just use the game statistics in the *Monster Manual*, but with Merchant's Tongue replacing the Common language. Alternate statistics for each subrace are suggested below.

**Rock gnomes** prefer to be among their own kind instead of other races. When they do venture out, gnomes are the most comfortable with the other "short" races: halflings and dwarves. They feel the most kinship with dwarves, as they both live underground and enjoy gems and mechanical contraptions. Halflings can be a little simple at times, but as long as they tolerate a few jokes, the gnomes consider them fine companions. Gnomes are more distrustful of the "taller" races. Although they share many of the same opinions, or perhaps because of it, gnomes leave the elves alone and vice versa. Half-elves and humans are more of an enigma to the gnomes, and they prefer to judge them on a case-by-case basis. Half-orcs and half-hobgoblins are just a little too dangerous to be trusted fully. Gnomes hate hobgoblins because they see them as big bullies.

Rock gnome settlements lie mainly in the hills of the Young Kingdoms, the Dopromond Downs and north central Kalamar. A large rural population lives throughout the Jorakk/Jendasha River valleys in the Wild Lands. Some rock gnomes also dwell in northern and western Svimohzia. Gnomes favor worship of The Holy Mother, The Peacemaker, The Liberator, and The Raconteur, and to a lesser extent The Mule, The Eye Opener and Risk.

To play a rock gnome, use the statistics from the *Monster Manual*.

**Deep gnomes** are very rarely seen by others, for they live hidden within the many caverns and lairs beneath Tellene's surface. As with elves and dark elves, deep gnomes are shunned by their aboveground relatives. Deep gnomes are as sullen, withdrawn and suspicious as the other gnomes tell. Deep gnomes are an antisocial, warlike race. They live in isolated cities where they war with other races for domination of the underground world. While deep gnomes are slightly more benign than their foes, they are often just as quick to judge—and destroy—outsiders who venture into their realms. The rare and reclusive *mythar* have muscular forearms, hairy bodies and thick, powerful hands. Their skin is steel gray to flat obsidian in color, and their eyes range from maroon to mahogany to jet.

The largest cities of the deep gnomes are underneath the Jorakk Mountains, where forest gnome legends talk of the grand cities of bustling Melkevia, the crystalline towers of Azurtal and the labyrinthine streets of Chadoka. Deep gnomes generally worship a single patron deity chosen by the ruler of their city. The idea of free religion is strange to them. The Liberator, the Old Man, the Speaker of the Word and Queen Destiny are all worshiped in one city or another. A few cultural dissenters might worship any of the gods. Of those, Hatemonger, the Watcher and the True are the most popular. Few deep gnomes have even heard of the Traveler, Ablutor, the Great Huntress, or the Storm Lord.

For alternate deep gnome statistics, you can give them darkvision instead of low-light, replace ability bonuses with +2 Constitution and +2 Wisdom, and apply +2 Dungeoneering instead of +2 Arcana.

**Forest gnomes** appear servile and fawning with others. They are not really sycophants, but constant flattery and self-deprecation are part of their culture. They are almost obsessive about cleanliness, and they dislike dirt and disorder in their homes. Forest gnomes place great importance on appearance and image.

Strangers often think that this attitude means that gnomes are weak and easy to exploit. In fact, attempting to abuse forest gnomes can be lethal. While a gnome might readily admit when she is defeated (and claim that luck was on her side when victorious), she fights fiercely and skillfully in defense of home, family or virtue. Forest gnomes are taller than rock gnomes, with bushy eyebrows and beards, wiry frames and easygoing personalities. Their skin varies from that of a lightly tanned Kalamaran to the deep brown of a teak side table. Their eyes have earthy colors, and their hair ranges from sandy blonde to auburn to chestnut. Clothes range from untanned hides to embroidered satin robes, depending on the gnome's wealth. Regardless of the clothing, it is likely to be neat and in good repair.

Forest gnomes live in the Fautee Forest, the Rokk Woods, the Kalasali Woods and other woods. The Raiser, the Peacemaker, Caregiver, the Liberator, the Eye Opener and the Bear all have followings. The Liberator is the most popular, and a large number of forest gnomes join or aid the Brotherhood of the Broken Chain. Among evil forest gnomes, the Vicelord and the Confuser of Ways are prominent. In any case, large temples are rare, since forest gnomes prefer informal worship at a household shrine to bustling congregations.

To create different forest gnome statistics, you might wish to replace +2 Intelligence with +2 Wisdom, and apply +2 Diplomacy and +2 Nature as alternate skill bonuses.

## HALF-ELVES

Half-elves (called *tel-lathlan* in Low Elven) do not live apart in their own cultures. Instead, they may or may not be accepted among either their human or elven parent's culture, depending on the society in question. Generally, surface elves accept them, but rapid development marks the half-elf, since he outstrips his childhood friends and joins the ranks of adults before he is ready by elven standards. Should such a coupling take place between a dark elf and a human, both the parents and unborn child are immediately put to death.

In human cities, people regard the half-elf as an exotic curiosity or an unwelcome outsider, depending on the location. Eldorans look poorly on anyone other than themselves, while Reanaarians generally do not consider race a factor in determining a person's worth.

To play a half-elf, use the statistics from the *Player's Handbook*.

## HALF-HOBGOBLINS

Half-hobgoblins (*sil-karg* to hobgoblins) have been around since before written history, appearing first on the edge of civilization and then creeping into it. Human folklore usually paints them as unfortunate victims, unable to avoid turning to evil in a crisis, as their hobgoblin taint overcomes them. Hobgoblin tradition calls them wayward, and a threat to civilization. Neither welcomes them.

Half-hobgoblins look like bulky humans, with square features, large hands and strong shoulders. Their skin is reddish, similar in tone to the Kakado Deji of the Young Kingdoms. They dress in an awkward combination of utilitarian clothing and elaborate jewelry.

The sil-karg do not have their own lands. They share space with either the humans (in Tarisato, Prompeldia and increasingly in other city-states of the Elos) or their hobgoblin parents (in Norga-Krangrel, Tarisato or Ul-Karg). The city of Prompeldia has a sizable sil-karg quarter that is threatening to become large enough to count as its own culture. Being outsiders, sil-karg are fond of the Watcher, but they also worship Risk, Powermaster and Queen Destiny in large numbers.

For half-hobgoblin statistics, see the sidebar on page 153.

## HALF-ORCS

Half-orcs (or “*guruk-vra*” in Orcish) are uncommon on Tellene. The chaotic orcs live in disorganized bands ruled by the strongest among them, and the humans and half-breeds who live among them share the dangers of short life spans dictated by orc society and constant challenges to their right to belong. Human races persecute them, and they tend to become thugs or thieves out of necessity. Their careers often end in a dark dungeon somewhere, or at the end of a rope.

Half-orcs spend most of their time either with orcs or with humans, depending on who raised them. They do, however, share a special bond with the other half-breeds, especially half-hobgoblins, alongside whom they are often persecuted. They generally do not get along well with the subterranean races, mostly because of those races' hatred of orcs. They are not on friendly terms with halflings either.

One generally sees half-orcs near lands dominated or frequently raided by orcs: Lake Jorakk, Shadesh Bay and southern Tarisato are prime examples. Particularly large tribes of orcs live in the Krond heights and Legasas. Thus, a few half-orcs live in small villages in Eldor, Cosdol and the land governed by P'Bapar. The villagers treat them like any other ugly cousin: with the acceptance of family, but with no particular favor.

Most *guruk-vra* tend to be loners and revere “less sociable” gods. The Watcher is a common patron. Others admire power, believing that sufficient personal power will change their predicament and allow them to fit in somewhere. These half-orcs might follow the Powermaster, the Storm Lord or the Riftmaster.

To play a half-orc, use the orc statistics from the *Monster Manual* glossary, with alterations, such as +2 Constitution with +2 Intelligence. Because humans are so versatile, you may want to replace an orc power with a human trait, such as Running Charge becoming a different at-will power from the character's class, an appropriate bonus feat, or skill bonus.

## HALFLINGS

Halflings are common throughout the civilized lands of Tellene. They are rare in the harsh north and rarely live high in the mountains, but they thrive in the peaceful lands tamed by themselves and others.

Halfling subraces include the lightfoot (*gurin*) and golden (*azravan*). To play a halfling, just use the game statistics in the *Monster Manual*, but with Merchant's Tongue replacing the Common language. Alternate statistics for each subrace are suggested below.

**Lightfoot halflings** consider gnomes good neighbors, because the two races share the same sized furniture. Gnomish inns are almost as comfortable as those run by halflings. The larger folk tend to get the scale wrong when making smaller furniture, or seat them with the children, which is annoying. Lightfeet also enjoy the company of wood elves and high elves. Gray elves are too haughty and condescending, while wild elves are foreign and dangerous. Lightfeet consider dwarves reliable but not fun (the opposite of their views on most elves).

Lightfeet thrive in central Kalamar, the Dopromond Hills and Welpremond Downs, Pekal, Prompeldia, the Fautee Forest, Ozhvinmish, Ahznomahn and the rural parts of western Reanaaria. Gurin enjoy city life as well as rural settlements, but they might feel stifled in an overcrowded city where humans are predominant. They tend to live in neighborhoods of their own people when they live in large cities. Lightfeet frequently worship the Raiser if good and the Silent Slayer if evil. Lightfeet of any alignment might revere Risk, and other common patrons are the Great Huntress, the Eye Opener, the Bear, Queen Destiny and the Laugher.

To play a lightfoot halfling, see the *Player's Handbook*.

**Golden halflings** claim to be the original halflings from whom the others are derived. Oral tradition tells of the birth of the first halflings, Azimen and Astemia, in a dry wasteland. They watered it with their sweat and nurtured life from the harsh land, turning it into a paradise. Halfling sages disagree about this fabled land's location, eventual fate and virtually every important detail concerning it.

Amberhairs are creative and adaptable creatures that manage to retain their own identity regardless of change. External happenings are unlikely to affect their attitude. A dour amberhair is dour even at weddings and jovial feasts; a good-natured one is likely to remain in good humor even in the midst of disaster. Others often describe them as “didactic,” and *azravan* frequently act like they hold some secret knowledge, the lack of which makes other folk ignorant and savage.

Amberhairs are the same size as lightfeet, but their ubiquitous rich golden locks give them away. Their eyes might be blue or even green, but a twinkling chestnut is more common than any other color. They tend to have tiny features, except for their large, observant eyes.

The amberhairs are currently concentrated in the Lopoliri Mountains, surrounded by dinosaurs, rocs and other ancient creatures. Their strain is strong, however, and seemingly pure amberhairs appear in areas where their racial stock once dominated: Shyff, Pekal, the Dopromonds, Dodera and the banks of the Jorakk River. The Lopoliri amberhairs favor worship of The Holy Mother above all others, although individual halflings worship a wide variety of gods and goddesses. The most popular are the Peacemaker (the Pacifist sect), the Pure One and the Riftmaster.

To play a golden halfling, you might use +2 Intelligence and +2 Wisdom instead of the standard ability scores, and replace the normal skill bonuses with +2 Bluff and +2 Perception.

## HOBGOBLINS

While the peaceful nations of Tellene strain under the threat of humanoid attack directed at their heart - the food-producing villages and farms - one race among the humanoids is now a dominant force in trade, politics and war. Hobgoblins are very competitive and see a

great deal of honor to be gained from winning a contest, whether an arm-wrestling contest, a foot race or a huge battle. During contests, friendships, religion and other factors lose importance – only winning matters. Competitors need not fear deceit, however. Hobgoblins consider cheating worse than losing.

Their subraces include the Krangi and Kargi, along with the lesser Dazlak, Kors, and Rankki. To play most hobgoblins, just use the game statistics in the *Monster Manual* glossary, but with different languages (Merchant's Tongue replaces Common, and Hobgoblin replaces Goblin). Variant statistics for some subraces are suggested below.

**Kargi** feel an urgent need to dominate everything around them. A Kargi farmer might tear up a piece of land that he does not intend to sow, just to show that he can. Kargi soldiers kill slaves to prove their strength. A Kargi cleric might torment a worshipper of another god for fun. This desire to dominate does not come from a basic insecurity or like weakness. A Kargi does not demonstrate his power to prove to himself that he is superior. However, he must demonstrate this superiority to others. Thus, even as children, hobgoblins fight, kill, maim, and torment each other.

Naturally, Kargi are in a constant state of conflict because of this belief. A hierarchy is necessary to maintain order, but this means that there can only be one completely dominant Kargi. They rationalize this by understanding that currently they are not the most dominant, but they believe that this is not a final state of things, and that they have not lost anything permanently. They can accept a setback because they believe that ultimately they will regain anything that was lost, and more.

The Kargi physique is fairly typical for hobgoblins, though they tend towards lighter and more yellow coloring. Their upper and lower bodies are proportioned like humans, but their arms are longer, hanging to their knees. Their skin color is generally a yellow-brown or tan color, with a definite weathered, leathery look.

Kargi faces have a definite goblinoid resemblance. Two small tusks protrude upward from the lower jaw. Kargi ears are pointed and elongated, with a rectangular appearance. The nose of a Kargi is wide and flat, and ranges in color from deep purple to light bluish-gray.

Kargi possess rough, thick facial hair, running along the jaw line and tapering into a goatee or small beard. Kargi eyes have a distinctly animal appearance, and range in color from dark yellow to brown.

Kargi females share all of the characteristics of their male counterparts, but weigh slightly less, and are slightly shorter. Their skin is lighter, and their thin facial hair tends to grow only on the chin.

Most Kargi dwell on the island of Svimohzia, in the southwestern territory known as the Kingdom of Ul-Karg. Faith is an important part of Kargi life, and the Church of Endless Nights holds the position of national religion. Almost all Kargi revere the Dark One as their god, and a large majority worship him exclusively. Even those that do not worship the Blacksoul or that choose to revere more than one god recognize him as their creator. All the other lawful evil temples have some representation and a congregation, albeit a small one. Several non-lawful evil churches are represented as well. Of these, the Temple of Armed Conflict is the largest and most popular. The third largest temple is the House of Knives.

To play a Kargi, use the statistics from the *Monster Manual*, but consider replacing the skill bonuses with +2 Bluff and +2 Intimidate.

**Krangi** follow the hobgoblin values of strength and honor, and their attitudes about themselves and others are founded upon these principles. However, the Krangi also believe that they are the only creatures that possess honor, and that every material possession rightfully belongs to them. This is not manifested as greed. The Krangi do not want to own every material possession, but those that they do want they believe are theirs. The Krangi value of strength also dictates that violence is an acceptable solution to every problem. If a Krangi is able to kill someone, he has power over their most important possession: their life. Without their life, a Krangi cannot have strength and cannot gain honor, so controlling another's life grants control over every other aspect of their life. Thus, demonstrating the power to kill through violence grants the stronger Krangi complete control over the weaker one. In Krangi society, killing a member of a lower caste, if a sufficient reason can be provided, is not a crime.

Their skin is usually a light brown or maroon coloring; yellow or tan skin is uncommon. Krangi faces have a goblinoid resemblance, but are squarer than the other hobgoblin subraces. The Krangi have two small tusks that extend from their lower jaw. At their longest, these tusks extend up to the broad, flat nose near the center of the face. The nose is usually a light gray or bluish gray color, but can be as dark as navy blue.

Krangi facial hair is confined almost entirely to the chin, where it grows thick and bushy. Like their facial hair, the Krangi hair grows long and thick, and is usually very dark. This hair is almost always braided into one or two long strands, and it hugs the shape of the head closely. Krangi eyes tend towards the lighter end of the spectrum: tan, gold, yellow and light brown. The pupil is usually black, but occasionally is red. These "red eyes" are considered by the Krangi to be blessed at birth, and are expected to assume positions of leadership quickly. Females are generally slightly smaller and lighter than the males, with less facial hair.

The largest concentration of Krangi lies in the Kingdom of Norga-Krangrel. The Church of Endless Nights is the state sponsored religion, but all lawful evil religions have a place, albeit an inferior one. The Krangi do not allow any faiths that are not of lawful evil alignment.

To play a Kargi, use the statistics from the *Monster Manual*, but consider replacing the skill bonuses with +2 Bluff and +2 Intimidate.

**Dazlak** were formed when, long ago, the great Krangi warrior Korrupt pi Dazlak was among the most honorable of hobgoblins and able of leaders. Calling for those who would follow him to another land, Dazlak led his people on a trek of many years, until they reached the Khydoban Desert. With their organizational skills and Dazlak's leadership, they prospered in a land where survival alone was more than merely difficult. Even in the face of the rugged terrain, ensuing generations grew larger. The tribe became many tribes, and the many tribes became a legitimate subrace, taking the name of Dazlak.

Separated from the rest of their hobgoblin kin, the Dazlak have developed a very unusual and unique culture. Whereas honor is the driving force for other hobgoblin castes, mere survival holds a

hallowed place among the Dazlak. Strength comes from taking your enemy's water and thus taking his life, while honor derives largely from ownership or control of water.

Years of living with limited water has made the Dazlak smaller and stringier than their western brethren, and unknowing humans sometimes confuse them for larger-than-average goblins. Their dry and leathery hide ranges from yellow-brown to red-brown, and their eyes are typically yellow or brown, with occasional reds and blacks. Likewise, their wild and unkempt hair is medium to dark brown in color, and never cut or cropped short. Any facial hair is confined to the mouth, chin and jaw line, and is thick but short. Females are only slightly smaller and lighter than the males.

Today the Dazlak hobgoblins can be found in small nomadic groups throughout the Khydoban Desert and the Arajyd Hills. Though they may not see their kin for months or years at a time, they remain tightly bound by culture and the necessity of surviving in a harsh land. Worship of Hatemonger dominates every aspect of Dazlak life, and failure to recite religious passages at any time can result in severe punishments. Dazlak particularly hate the Blacksoul; they feel his western hobgoblin worshippers have become inferior by emulating the human cultures that surround them.

To play a Dazlak, you should think about replacing the +2 Charisma ability score with +2 Dexterity, and replace the +2 History skill bonus with +2 Endurance. Also, drop the height by 8 inches and the weight by 25 pounds.

**Kors** are the only hobgoblin subrace whose population center is part of another nation. They live as citizens of the Kalamaran Empire, the largest human empire on the continent, and the humans have had a profound influence on their culture, their tribes, and their military. Though the Kors have made tremendous progress in the social and governmental arenas, they are biding their time until they are sophisticated enough to overthrow their Kalamaran masters and take the Empire for themselves.

The majority of the Kors believe in accepting what the human Emperor Kabori has done for them, and participating in their agreement for the purpose of corrupting the system from the inside. Because they cannot dominate the Kalamarans above them, they take their natural tendency to dominate out on those below them.

A vocal minority of the population, generally described as hard-liners or traditionalists, does not believe that a subservient position is at all acceptable. The hard-liners define honor as staying true to one's heritage. In this way, honor often becomes the only solace for these Kors. Because they are rarely in positions of power, they assuage their egos by maintaining their rebellious spirit and acting in ways that they believe are more fitting for hobgoblins. This often means resorting to guerilla attacks or terrorist acts. The traditionalists have also adopted a warped view of strength. To them, dominance means disrupting the actions of the accepting Kors and the Kalamaran system.

Their skin color ranges from a light brown to a light maroon, with a clay red-orange color being the most common. They have large amounts of body hair, ranging in color from a light gray to black (usually brown). Their facial hair is very bushy and long. Their eyes

come in all colors, but most are dark browns and reds. Females are as hairy as males, but they braid or groom their hair according to convenience or fashion. They average the same height as the males, but weigh less.

The Kors have always called the P'Tikor hills (east of the Obakasek Jungle and the lands of Tarisato) their home. Within these hills, the Kors can operate mostly as they please. As long as they do not attack any Kalamaran holdings and keep raids on Kalamaran merchants to a minimum, they can deal with others in any way they choose.

The Kors believe that the Blacksoul created them like the other hobgoblin subraces, and make sacrifices to him for guidance and protection. However, they do not usually worship one god exclusively, nor do they spend a great deal of time or effort in worship. They may pray to the Old Man before going into battle, or to Ill-luck before a large storm. However, the Kors that reject the Kalamaran cooperation are fanatics. They worship the Blacksoul exclusively, and they make sacrifices to him at least once a day. They also make an effort to convert their fellows to worship of the Blacksoul. They believe that most Kors have lost their faith and their religious direction, and that through conversion they can return the Kors to their rightful position as kings of the world.

To play a Kors hobgoblin, see the *Monster Manual* glossary.

**Rankki** began as a large group of explorers and settlers cut off from Norga-Krangrel, and now live on the northern edge of the known lands. Despite a long war with the native Fhokki humans that drove them into the Khorren Woods and greatly reduced their numbers into a small, isolated and fragmented population, they still refuse to give up. Their life revolves around the harsh climate (their greatest enemy), and awaiting an effective, charismatic leader to unite the tribes and descend into the plains of Torakk once again.

They take great pride in outliving or outlasting their neighbors, demonstrating the Rankki fitness to survive where lesser creatures fall. They also view physical trials, such as living without food for three days, as ways to gain honor. In addition, when a Rankki swears his allegiance, he boasts of how he will demonstrate his loyalty and increase the honor of the one to whom he swears allegiance. Once he has made that boast, honor binds him to fulfill it whenever the opportunity presents itself.

The Rankki have generally gray coloring, with skin colors ranging from light to dark gray, and hair colors ranging from gray to black, with the occasional individual having all white hair. Rankki height matches that of most other hobgoblins, but generally weigh 10 to 20 pounds more. They have the roundest faces of any hobgoblin subrace, and their ears are somewhat elf-like, but are a little fatter throughout. Rankki have the largest beards of any other hobgoblin subrace, and they very rarely ever cut or shave. The Rankki also have a good amount of body hair. Individuals most often have blue or gray eyes, but known eye colors include yellows, reds, and browns. Females closely resemble their male counterparts, but are slightly shorter, and tend to be somewhat slighter.

Today, the Rankki live in scattered tribes throughout the Khorren Woods and the western edges of the plains of Torakk. The Rankki do recognize the Blacksoul as their creator, and most place him in a place

of reverence above the other gods. However, the Rankki pray to the god that influences the particular domain in which they currently seek assistance. For military matters, the Rankki pray to the Old Man, the second most commonly worshipped god. The Storm Lord has become the third most popular deity because the Rankki believe he can offer them protection from the winter storms.

To play a Rankki, consider replacing the +2 History skill bonus with +2 Endurance, and the Battle Ready trait with a +5 racial bonus to saving throws against cold.

### THE HUMAN MIGRATION

Scholars often refer to the Svimohzish Isle as the Cradle of Civilization because today's civilized humans descended from the Isle's original inhabitants. The name is a misnomer, however, because millennia before the humans of the Isle ever formed the rudimentary elements of organized society, many great humanoid civilizations had risen and fallen on the main continent. Additionally, many sages believe that ample evidence exists of one or more great Deji (human) empires in several areas of continental Tellene, predating any migration from the Cradle of Civilization.

The early human clans who lived on the Svimohzish Isle practiced simple hunting and gathering of the resources on their bountiful island. They lived on Svimohzia happily until certain tribes migrated away from the Isle. Today, sages disagree as to whether the tribesmen were pushed out over time due to overpopulation or left voluntarily due to food shortages, plague, pestilence, war, fire or some other

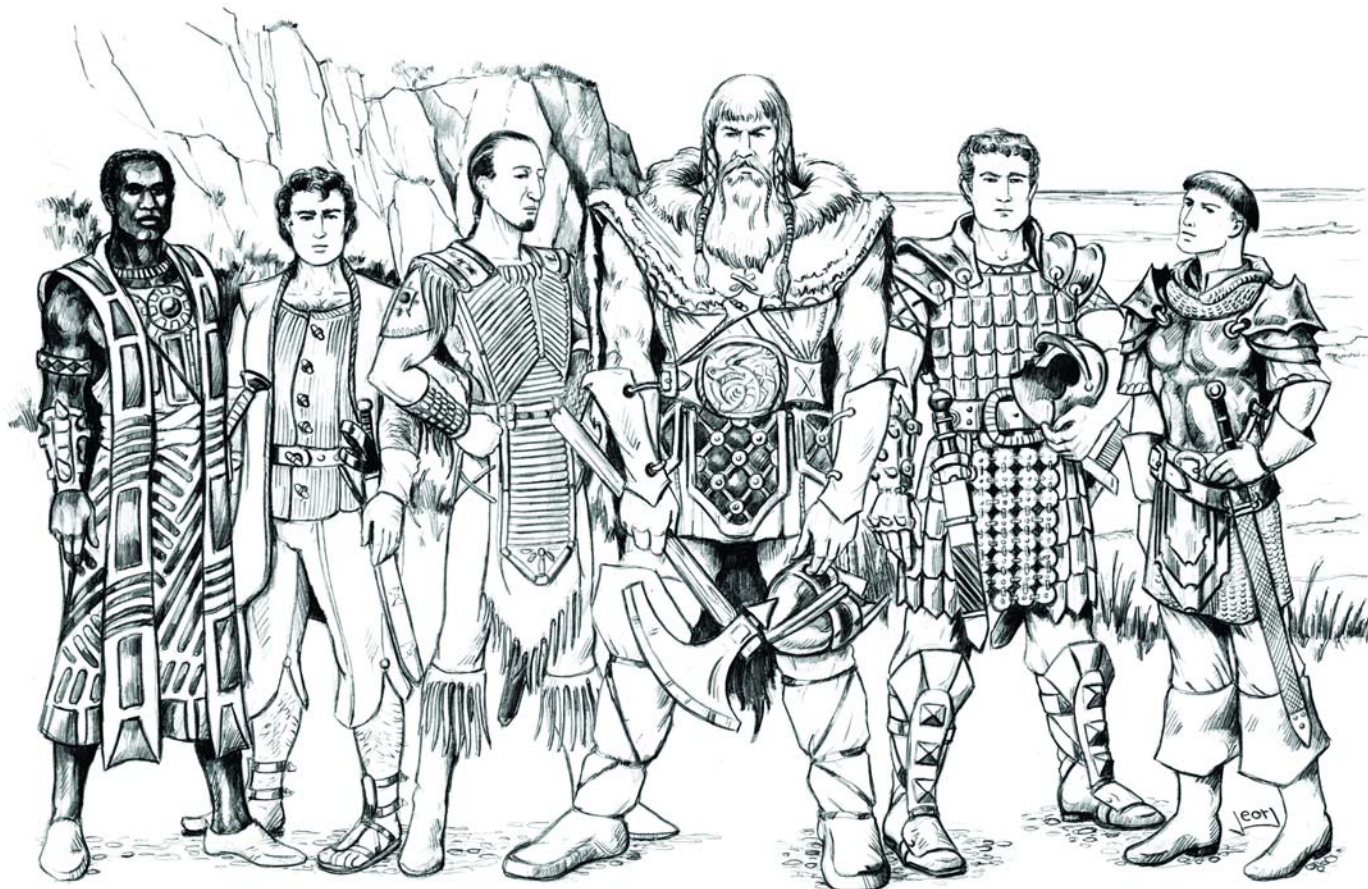
trouble. In any case, whether it was, in fact, none or all of those catastrophes, whatever plagues had befallen the tribesmen came and went over the course of centuries. During each of the periodic disturbances, different tribes ventured across what is believed to be a land bridge that once or periodically rose from the waves to connect the Isle of Svimohzia to the main continent. The simple clansmen that crossed the bridge to finally reach the wetlands of the Alubelok Swamp were certainly greeted with an amazing assortment of plant and animal life. They more than likely found an abundance of wild rice and edible berries growing, large quantities of wild honey and flocks of waterfowl that could be easily captured.

### BRANDOBIANS TODAY

The stereotypical Brandobians have brown hair, brown eyes and fair skin. Today, their hair ranges from sandy blonde to nearly black, and their skin is fair to medium in tone. Their eyes are still largely the same, ranging only from brown to black. They tend to be shorter and slighter than the other human races.

Brandobians today have the least contact with other races. They have several cultural curiosities not found in other lands. They are not affectionate people in public and generally prefer to keep contact with others to a minimum. Brandobians bury their dead face down or cut off a foot to prevent the dead from rising as undead.

The Brandobian language is used in their lands, colonies, including Miclenon, and many former colonies such as Alnarma, Vrandol and along the Elos coast. (Prompeldians now use Kalamaran or the Merchant's Tongue). The colonies like to accent it with their own



Male Svimohz, Reanaarian, Deji (Defohy), Ehokki, Kalamaran, and Brandobian.

spellings, pronunciations, and words, but continental Brandobians resist changing the language in any way. A few humanoids in the Young Kingdoms still understand some Brandobian, but they do not often speak it; after all, over 500 years has passed since the establishment of Eastern Brandobia. Despite the passage of time, there are still a few villages in the Young Kingdoms, especially north of P'Bapar, that speak a dialect of Brandobian because they were bypassed or for some reason never occupied by the Kalamarans.

### DEJY TODAY

The Dejy are the most varied of the human races. Their division into tribes as small as a single village or the size of Bet Kalamar gave rise to diversity of appearance, tongue, and culture. They do share certain physical traits, but only to a degree. They tend to have dry black hair, deep brown eyes and yellow skin. If they grow any facial hair, it is a small tuft at their chin. Within those guidelines, they vary greatly in appearance. The Chors tribe, for example, are short and squat, grow their hair long, and titter quietly when they laugh. By contrast, the Defohy, currently embroiled in bitter conflict in their home in Ek'Gakel, are tall and narrow of face, with high foreheads and long limbs.

Some Dejy clans have strong traditions that retarded their technological innovation. The social dominance of their clerics, the prevalence of certain tenets of the Conventicle of the Great Tree (even among those tribes that do not follow the Bear), their nomadic tendencies, and tradition have prevented many tribes from matching the advances of other cultures. Highly skilled flintworkers, powerful

clerics and warlocks, and raging fighters have kept many Dejy tribes from being overwhelmed by enemies. Tribes of Dejy with little outside contact still live largely apart from time, in pockets of the stone age of Tellenes's past. Yet other clans have evolved into nations such as the great Theocracy of Slen, its warring neighbor, Shynabyth, and Thybaj.

The Dejy have a long history of spoken language, and each tribe has its own tongue. Scholars might identify patterns or families of these languages, but the Dejy see little point in it. None of the tribes has any written language. The Dejy generally speak their own language among themselves and only those that must deal with outsiders learn to speak another language. With respect to the nomads and tribesmen, when they learn to speak another language, they still see no point in learning to read it. In the various nations and cities descended from Dejy, they have adopted a nearby human or humanoid language for recording history or transactions. For example, the City State of Thygasha uses alternately Reanaarian, Fhokki, Gnome and Merchant's Tongue!

### FHOKKI TODAY

Fhokki have blonde hair, pale skin, and blue eyes. Due to sharing land with the Dejy for untold generations, brown eyes and slightly darker skin are now common as well, and blonde is no longer the only hair color. Those who lived in O'Par or Dodera before the Kalamarans drove them out might show some red hair; a reminder of their oppressors. Fhokki tend to be the tallest of the human races, and in areas of



Female Brandobian, Kalamaran, Fhokki, Dejy (Chors), Reanaarian, and Svimohz.



pure Fhokki, a man under six and a half feet tall is rare. Men consider beards a mark of adulthood and only the very old or certain priests may shave theirs without inviting ridicule.

Fhokki are a vibrant people. They love to laugh, love, and fight. With this aggressive personality matched to a large frame, the effect shocks the peace-loving or the cultured. Fhokki prefer simple log homes large enough for their extended family. They prefer working with their hands, and many Fhokki distrust wizards or scholars. Fhokki burn their dead on great pyres with the possessions that best represented that person's life and desires.

The Fhokki language is surprisingly intact from ancient days, despite only recent adoption of quill and paper. Loremasters among the people painted onto stone or tree bark and have only used ink for the last hundred years or so. Fhokki is spoken in the lands of Jorakk, along the banks of the Jorakk River and in Skarrna, although its runes appear across the Wild Lands and as far South as Dodera.

### **KALAMARANS TODAY**

The ancient Kalamarans had red hair, with occasional browns and blondes. Their skin was olive in color, and their eyes were blue, hazel, or gray. Today, however, because the mighty Kalamaran Empire touched all human races, the diversity among them is great. Every combination of skin tone, hair and eye coloration, as well as build, can be found among the Kalamaran populace. Only the nobility, who marry chiefly among themselves, retain the classic red hair with any frequency. Their size varies greatly, with the tallest people in the north and the shortest to the west.

The Kalamaran language is spoken throughout Kalamar and the remaining elements of the former Empire. It is the native tongue of the inhabitants of the Young Kingdoms, even those who might be of Brandobian lineage or otherwise. Because of the many other peoples conquered and assimilated by the Kalamarans and the great size of the former empire, the dialects are many and varied. Natives of different regions have difficulty understanding each other's speech, although at this point in time, their written words are still nearly identical.

### **REANAARIANS TODAY**

Reanaarians have brown hair and eyes and their skin ranges from olive to darker tan. Hair spans the full range short of black—from blonde to red to brown, with medium brown being most common. The people are often shorter than Kalamarans (and much shorter than their Fhokki neighbors to the north), but their frames are strong, unlike the slender Brandobians.

Reanaarians live the closest to the humanoids of Tellene. Gnomes, halflings, dwarves, and even elves share their towns and cities. Reanaarians prefer to live in villages and govern themselves; a network of hundreds of these villages covers the Bay where they live. The Reanaarians are fond of crafts and they work hard, but they also like to enjoy themselves. Because they respect many faiths and share their lands with humanoid cultures, the Reanaarians have more holidays than any other people.

For the most part, Reanaarians speak their own language, although through trade it has lost much of its original character. Most folk speak at least a few words in a humanoid language (any of them)

because they associate with these races so often. Those that live in cities tend to speak Merchant's Tongue as a primary language.

### **SVIMOHZ TODAY**

The Svimohz actually encompass nearly as many cultures as the widespread Dejay. Their skin is very dark brown when not actually black, and their hair is black as well. Eyes are sometimes gray but few folk ever see anything but black and brown eyes in each other or in the mirror. Height ranges by culture, with the Zazahnii being generally shorter and the Meznams taller than the Ozhvins and Ahznoms.

Svimohzish culture is ancient and rich. The people are formal and have distinct social rules. Strangers are greeted warmly, and guests are treated like royalty. Bargaining in the marketplace is hard, but both parties are respectful and polite. The tradition of a dowry is still alive and shows no sign of being abandoned soon. The Svimohz bury their dead in catacombs when possible, and of all the human races, save perhaps certain Dejay clans, they are most prone to become obsessed with death or the preservation of their bodies.

The Svimohzish language is spoken across the island. Many native Svimohz speak no other human language. Svimohzish is recognized in major ports because of the importance of Zha-nehzmish as a trading partner. People in port cities often speak the Merchant's Tongue. Among central Svimohzia, the hobgoblin language is widely understood because of the neighboring kingdom of Ul-Karg.

## **HOW THE RACES LIVE**

### **Climate**

It is fortunate for the inhabitants of Tellene that nature is not numbered amongst their enemies, for Mother Tellene is most generous to her creatures. The gentle climate produces an adequate growing season as far north as Lake Jorakk. In most areas, drought, floods and pestilence are so rare that they are more likely to be recalled as childhood stories than actual experiences.

The Svimohzish Isle (with the exception of the Vohven Jungle) and the country of Tarisato have sub-tropical climates. The coastal areas are very hot and humid for most of the year. While uncomfortable for most races, conditions are excellent for growing crops, such as rice. Planting and harvesting are done year-round with abundant yields being the norm. The central highlands of Svimohzia are cooler and drier. A vast savanna stretches from the Dashahn Mountains eastward to the Kalamaran Sea. Herd animals graze upon this fertile plain and predators, such as lions, are common.

Brandobia has a mild, sunny climate that is moderated by warm, off-shore ocean currents. Even in Cosdol, rains are more common than snow, except in the middle of winter. Voldor Bay is infamous for the thick fog that makes navigation nearly impossible for all but the most seasoned of captains. In Mendarn, the pleasant temperatures and ample rain allow year-round growth of fruits and vegetables. Eldor is more temperate and snowfall is rare. Rain is common and largely responsible for the vast extent of the Lendelwood.

The Wild Lands have a climate with four distinct seasons and a full range of temperatures. The winter lows are often below zero with fierce, biting winds raging across the open plains. Summers can be

very warm (90°F days are not uncommon) and are sufficiently long enough to permit the growth of many crops.

The Young Kingdoms and Pekal enjoy a mild, temperate climate. The broad inlets of water (Shadesh and Elos Bays) spare even Ek'Gakel from the severe winters characteristic of the Wild Lands. While it will snow north of the Banader and Renador Rivers, it is unusual for snow to remain on the ground throughout the winter. Wheat and rye are the staple crops in the Young Kingdoms, while corn is grown from Pekal through Tokis. Basir and Kalamar grow abundant crops of rice along their shorelines. Severe weather is a problem for Basir, Kalamar and the east coast of Svimohzia, as they are prone to hurricanes during the winter months.

This hospitable climate and agricultural bounty have freed mankind from the tyranny of the soil. The growth of cities has been fueled by the large number of former farmers now able to seek employment as artisans, craftsmen and merchants. But the same soil that provides so well for man's needs also imparts sustenance to a myriad of hostile creatures. The lands outside human or humanoid dominion teem with wild beasts and monsters. The seas, while bestowing a plenitude of fish, are fraught with both human and inhuman predators.

## Religion

The majority of the people on Tellene are polytheistic; that is, they believe in more than one god. A person may or may not worship multiple deities, but she will most certainly acknowledge their existence. Tellene is home to magic, both divine and arcane, and a large pantheon of gods whose clerics, if not themselves, are constantly

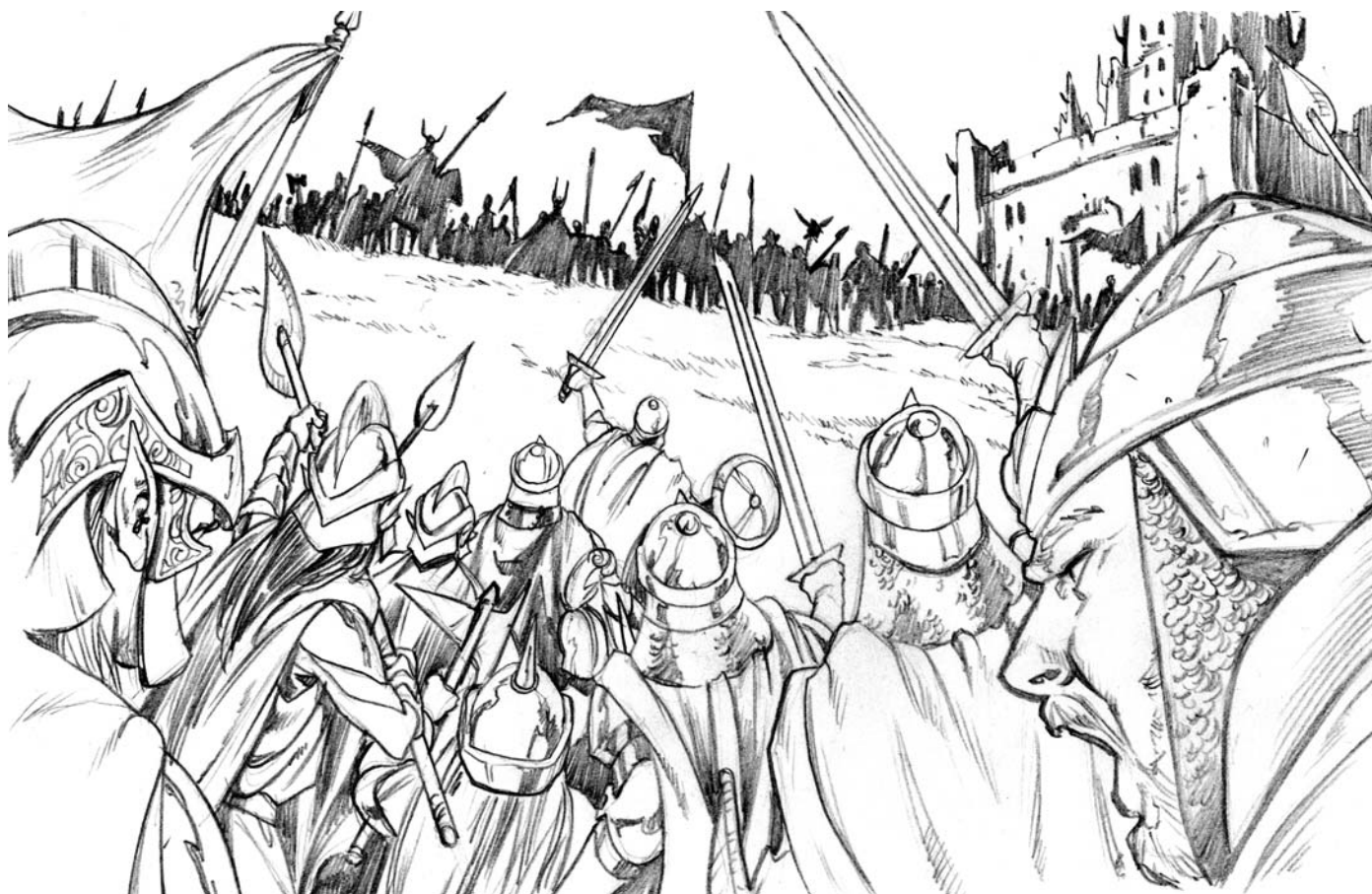
involved in the affairs of Tellene. Wizards and warlocks are not overly common and common people accept most unusual and seemingly inexplicable events as the work of one of the gods rather than arcane magic. In smaller communities, the townsfolk easily confuse wizards and especially warlocks with clerics, and arcane spells may be misconstrued as miracles or portents of the gods. This can work to a spell-caster's weal or woe depending on which god the commoners believe sent the miracle.

## Warfare and Technology

A warm climate and a normally good proliferation of food have allowed the population of Tellene to soar to over 26 million human inhabitants. The warm climate also allows for an extended campaign season. Wars are fought almost year-round, especially in the southern regions. Thus the Mendarn-Pel Brolenese border skirmishes and the Zazani civil conflicts continue throughout Tellene's thirteen months. Even in the central and northerly regions, only two or three months of winter go without combat, and some northern cultures merely change their tactics when set upon by the cold and snows of winter.

Superior generalship and the footsoldier's tenacity form but two elements of the triad that constitutes irresistible military power. The third key is technology. Superior technology can balance the odds for an inferior foe or assure victory for an evenly matched opponent. The physical manifestation of said equalizer bears an alluring yet insidious name - steel. It is both the razor's edge and the anvil's implacability.

The knowledge of steel is a jealously guarded secret. The dwarves had been making steel weapons, tools and armor for many centuries



before the first human folded a steel blade. The human Emperor Theodorus I first employed steel in his military. Legend has it that the dwarven king of Karasta saw fit to reveal this secret to the young Theodorus. While the truth of this tale is unknown, the ability to craft steel was found only among the various humanoid kingdoms and now within the Kalamaran Empire for the better part of three centuries. For good or evil, it was steel Kalamaran blades that won out an empire and steel breastplates which held back the barbarian encroachment.

Eventually, others learned the secret and forged steel. Now, steel metalworks are produced throughout Tellene, although primarily in the current and former Kalamaran Empire, Brandobia, Zoa and Svimohzia. In remote areas, such as near Lake Jorakk, or northern Cosdol the locals have difficulty obtaining steel weaponry. The nomadic Dejy use steel but purchase it from others, as do the Torakki. Most tribes and nomads also use iron, bronze or even stone tools.

## Travel

Many adventurers are surprised to learn that the common people hardly ever travel far from their home. Of course, commoners rarely have the experience or equipment of even a first-level character. They are familiar with the dangers of travel and find it well within their best interests to stay at home.

On land, travelers must deal with the constant threat of brigands, murderers, kidnappers, monsters and the weather. In the northern areas, the harsh climate can be a larger obstacle than monsters or bandits. By sea, pirates are a primary concern. These highwaymen of the waves constantly terrorize both Reanaaria Bay and the Straits of Svimohzia. The other major obstacles are bad weather and the infre-



quent sea monster. In certain areas, naval conflict is also a danger. A ship passing through the Elos Bay must be careful not to blunder into a battle between Pekalese warships and Kalamaran ships of the line. In times of war or heightened alerts, some countries may board, search, and confiscate ships regardless of their affiliation or purpose.

## ROADS

There are five basic levels of quality defined for the roads in Tellene, designated as First Rate through Fifth Rate.

**First Rate:** This quality class defines the primary roads of the Kalamaran Empire. These roads are wide, paved, extremely well built and have superior drainage. They are often made of well-fitted stones supported by over three feet of packed stone, gravel and cement. These roads are used to facilitate trade and deploy troops.

**Second Rate:** This quality class generally applies to First Rate roads in a state of disrepair or roads of an original construction quality somewhere between First and Third Rate.

**Third Rate:** This quality class describes secondary roads in the Kalamaran Empire or main thoroughfares in places such as Brandobia and Svimohzia. These roads are, for one reason or another, not up to First Rate standards. Kalamar's secondary roads are made of packed earth. Brandobia's main roads are paved but narrow and not cambered as well as Kalamaran roads, if at all. In other areas such as the Wildlands or Reanaaria Bay they may be timber roads. Timber roads are generally sturdy when new and help prevent excessive wheel rutting during rain or snow storms.

**Fourth Rate:** Roads with this rating may be Third Rate roads in a state of disrepair, or otherwise inferior in some way - such as not having any designed drainage or inadequate drainage, unpaved, or even just having rough split logs or narrow bands of paving laid so that wagons don't make ruts in the mud. Secondary roads in Brandobia and Svimohzia are of this type.

**Fifth Rate:** These tertiary tracks connect small villages and farming communities and tend to meander more than larger roads. These dirt paths are generally overgrown and weather damaged, but are still discernable from enough use that one can use them to get about in a remote area. Beyond this class are trails in certain areas that see little use. Trails are not discernable from wear but often show the best way through rugged terrain by markings left from previous travelers. Of course, such an arrangement is rife with mischief as unscrupulous individuals alter, damage or even remove trail markers.

As one can see from the previous discussion, a primary road implies something entirely different depending upon which region of Tellene is being discussed. Primary roads in Kalamar fall into the First and Second Rate categories while primary roads in Brandobia, Svimohzia and the Wild Lands fall into the Third Rate category.

## WATER TRAVEL

Characters may own ships, provided they can afford the cost to build or purchase one - not to mention the dock fees and other tariffs. Characters may also book passage on a ship, and travel to areas too remote or inaccessible by land. Though most ships do not specialize in transporting passengers, they may take a few along with their cargo. If a ship's hull is severely damaged, it must put into a dock (or beach itself, though causing further damage) before it can be repaired.

Dynaj is the nearest safe harbor for ships damaged in the Sea of the Dead, which makes it attractive for both opportunists seeking to collect salvage rights as well as captains whose ships are in need of repair. Despite this pressing need, the city's docks are barely adequate for the job. The shipwrights are mediocre, barely able to service a large seafaring ship. Many Reanaarese captains prefer to trust to fate before letting a Dynaj shipwright even touch their ships.

Unlike Dynaj, any watercraft made in Shyff sells for up to twice the price of a similar vessel from another port. Consider these ships to be masterwork tools that give their bonus to Profession (sailor). The citizens of Shyff sell these vessels to anyone, but they force known pirates to pay extra. Shyff's reputation for outstanding shipbuilding is legendary. Ships over 100 years old bearing her trademark swan emblem still sail as far away as Dowond-Brandel.

Typically, non-humans avoid sea travel. Elves, for example, have landlocked domains, leaving them no room for naval expansion. Sailing ships of humanoid construction do exist but, aside from river-going boats, are uncommon.

## Cities and Towns

While the maps show all of the largest and most important human cities, not all appear on the maps. Towns move, grow larger, fall prey to attack, and are otherwise too impermanent to include. Those featured are important in some way; they might be the home to an important person, have important harbors or garrisons, or a large humanoid settlement deserving of credit. Feel free to add or change towns as you wish. The cities are described in this format:

**Name:** The common name and any previous names, nicknames, or popular racial names.

**Population:** The total and breakdown by race. The population does not include the number of regular soldiers who might be detailed under Military, below. Any soldiers described as militia, however, come from the local population.

**At a Glance:** This section describes a visitor's first view of the city: the people and their dress, the level of activity, attitudes toward strangers, their language, the cleanliness and outstanding architectural designs, or anything else worth noting when characters first enter. A DM might wish to read this information to players as player characters enter the gates or use hints from it to roleplay their entry.

**Government:** The real leader and possibly secret forces behind her form the government. Potential heirs or disputes over inheritances might be listed here also. Competitors or supporters of the main government find their way into this listing.

**Economy:** Economy includes major imports and exports and how most of the people earn a living. Dungeon Masters will find this information convenient for determining which guilds are the largest and most powerful, deciding which supplies might be easy or difficult for the adventurers to find, or finding an occupation for random NPCs.

**Military:** The military lists not just numbers of the armed forces, but their morale, disposition, and exceptional leaders. The section also includes mercenary groups and their principals or availability.

**Temples:** The largest temples plus religious fanatics of false or alternative beliefs, heretics, and prophets of all kinds. Absence of mention does not mean that adventurers cannot find a cleric of a certain religion in this city or town; it only means that the cleric does

not operate a large temple. In a city large enough, a cleric of virtually any faith might operate a shrine out of his own home or preach on public streets to any who will listen.

**Mages & Sages:** These NPCs might hire adventurers, provide them with clues (or puzzles), be potential mentors, or even cast spells in exchange for gold or services.

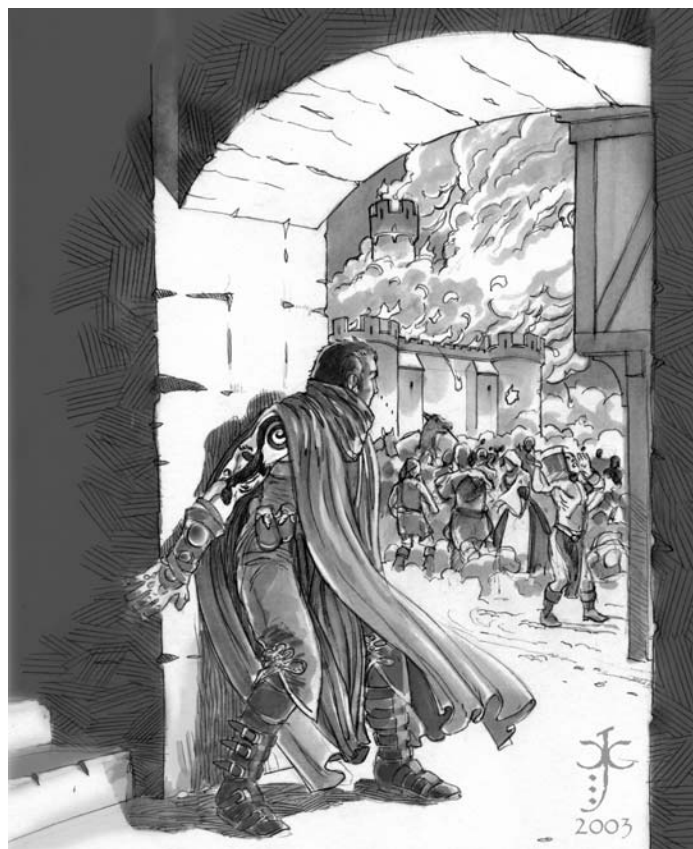
**Underworld:** This section describes the thieves' guild, if there is one (or more than one), and the general tone and prevalence of crime in the city or town. It might also describe the effectiveness of the police in preventing crime.

**Interesting Sites:** These sites include historically important sites such as battlefields, economically important ports or trade centers, and artistic centers (theaters, museums, etc.). Universities, hospitals, orphanages and other sites fall under this category as well.

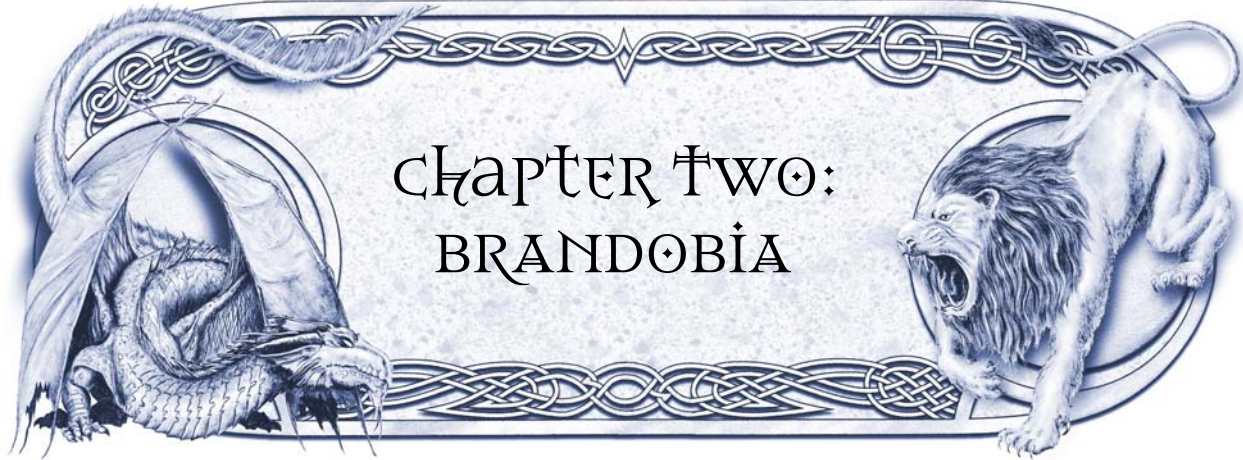
**Special Notes:** This section varies by city. It might include steep entry taxes, special laws, rumors, adventure seeds, or just weird stuff. A city along an alluvial flood plain that sits in a flooded river for three months out of the year, a town protected by a friendly giant, or a dwindling city with many emigrants all deserve consideration.

Perusing the personalities might lead to the conclusion that powerful NPCs litter the countryside. Actually, those mentioned are outstanding because of their accomplishments, level, or both. The mention of three wizards in a city might include every wizard in that city!

If necessary, the world has sufficient room for additional powerful NPCs. Skilled warriors serve as soldiers or sergeants because they lack the tact, temper, or administrative capability to rise in the ranks. Adventuring wizards move from city to city, making it difficult to pin them down for a text like this. Rogues thrive on anonymity and a DM who wishes to place another assassin or kidnapper in a bustling city's underbelly will not compromise his campaign's integrity in the least.







## CHAPTER TWO: BRANDOBIA

With few enemies to challenge them, save small groups of unorganized gnolls, a tribe of humans quickly settled the entire western coast of the mainland – to become known as Brandobia. Humanoids were welcomed at first, for the elves taught the Brandobians the basics of magic, seamanship, shipbuilding, and age-old fighting tactics, while halflings taught them advanced farming techniques. Yet, eventually, human arrogance took over and those with ‘true’ Brandobian blood began to take power.

In time, the Brandobians began to persecute their humanoid neighbors and all foreigners, even non-Brandobian humans. The elves withdrew into the Lendelwood, but the Brandobians were not content with this and soon mounted an attack, though the elves easily defeated them. Humiliated, the Brandobian king insulted the elven ruler, but the elven king merely laughed, blessing the human with fruitful loins. His queen soon gave birth to triplet boys who, as they matured, fought amongst themselves and eventually divided Brandobia into three separate kingdoms – Cosdol, Eldor and Mendarn. A fourth realm to the south, which outsiders often consider part of Brandobia, is known as Pel Brolenon.

### A DETAILED HISTORY OF BRANDOBIA

While conflicting in many areas, the oldest recorded Brandobian histories do agree that the Brandobian people reached the continent via the land bridge. A tribe of hunters, they followed herds of sheep and goats westward over the sharp peaks of the Legasa Mountain range and settled in the lush wooded western coastal area. As the tribe began to grow and develop, the Brandobians encountered humanoid races, namely elves and halflings. Except for small groups of unorganized gnolls, humanoids did little to hamper them. With few enemies to challenge them, the Brandobians grew into a mighty civilization whose influence spread along the entire west coast of the mainland.

Humanoids were welcome within the Brandobian tribe and some even commanded high ranks and important offices. The elves instructed the Brandobians in the basics of magic and the halflings showed them advanced farming techniques. The knowledge-hungry humans quickly learned what the humanoids taught and their power grew.

Eventually, Brandobian influence reached the Odril Hills and the orcs that dwelled there. Many Brandobian exploration parties vanished while scouting the hills and mountains to the north. Then, without warning, vast hordes of orcs swept out of the Kronnd Heights. The humanoid warriors easily vanquished the inexperienced human armies.

Only the most skilled Brandobian troops, trained in age-old elven fighting techniques and magic, supported by a full legion of halfling slingers, succeeded in driving off the orcish armies. The orc raids became a periodic event. Every ten to fifteen years, an army of orcs would descend from the mountains. The Brandobians, through training and experience, were soon able to fend off the raids without humanoid assistance.

The elves educated the Brandobians in seamanship and shipbuilding. Soon the humans learned to navigate the open water of the high seas with some expertise. They primarily used single-masted galleys that could be rowed if necessary. With these vessels, Brandobian kings sent off countless ships to conquer, colonize or enslave the nearby islands. Their efforts resulted in the establishment of dozens of colonies. Brandobia drained its colonies of resources and fast became one of the most powerful empires in ancient Tellene.

The Brandobian army even fended off the mighty Kalamaran armies of Fulakar the Conqueror when they came across the Legasa Peaks via P'Bapar Pass. Fulakar's Imperial army was an experienced fighting force composed of veterans of many wars. The ensuing campaign was a bloody one; the armies nearly destroyed one another. At Coniper Gap in the Napalago Hills, the Brandobians made their final stand. The volunteer halfling slingers broke the final Kalamaran cavalry charge that would have surely scattered the remaining Brandobian troops. As a result of the battle, Fulakar was forced to settle for a draw, holding only P'Bapar Pass rather than all of central Brandobia. The Brandobian King claimed victory and gave little credit to any of their allies.

The Brandobians had come to see themselves as superior to the humanoids and all other “lesser” races. They even credited themselves with teaching the elves magic and the halflings how to grow carrots. Soon only pure-blooded Brandobians held offices of power. The Brandobians persecuted their humanoid neighbors and all foreigners, even non-Brandobian humans.

When the elves had enough of the humans' arrogance, they withdrew into Lendelwood, content to wait for the short-lived humans to die off. The Brandobians were not content with driving the elves into the forest. In an effort to force all elves from the area, they mounted an attack on the Lendelwood. The elves ambushed the humans and easily defeated them in the first major clash.

Humiliated, the bitter Brandobian King threw insults at the elven ruler. The elven king responded with laughter and a magical blessing for fruitful loins. Less than a year later, the queen gave birth to triplet boys.

As the princes matured, each felt that he was the rightful heir to the throne. When the king died, all three brothers claimed the crown. The country fell into chaos as the brothers vied for control. The nature of the elven curse finally became apparent; Brandobia tumbled into a bitter civil war. After three years of bloodshed, the brothers ultimately agreed to divide the country into thirds. The strongest brother, Clond Endremin, who had the largest following of commoners, claimed what is now Eldor. The middle son, Avbron Endremin, ruled Mendarn. The weakest brother, Veseln Endremin, held sway over what is now Cosdol. The Lendelwood remained under elven influence, as none of the brothers was foolish enough to challenge the elves for control of the forest.

Many Brandobian merchants held large financial interests in the various colonies. Most of the merchants had established themselves in Dalen (now the Eldoran capital) and when Brandobia divided, all the colonies pledged their loyalty to Clond. Cosdol and Mendarn remain bitter with this state of affairs and often use everything short of open war to gain advantage with the Brandobian colonies.

## THE KINGDOM OF COSDOL

When Brandobia divided, those skilled in the use of magic, mostly elves and half-elves, fled to the solitude of the north in fear of persecution. Veseln, the youngest Endremin brother and a skilled conjurer, was the first king and the founder of Cosdol (population 650,000). Today, Archmage Welren, a great-grandson of Veseln, rules Cosdol. He has ruled for over a century, using magic to extend his life beyond that of a normal human.

Cosdol's population remains a peaceful collection of magicians and merchants. The merchants deal in furs, rare oils and perfumes made from trapped animals. In season, the fishing off the coast is good, and inland wild game (caribou and elk) is plentiful. Towers surrounded by smaller buildings dapple the Cosdol countryside. Stone walls circle many of these clusters of structures. Such walls keep out the many fearsome beasts of both natural and supernatural origin that roam the open wilderness.

Large numbers of humanoids dwell in Cosdol. In fact, humans are in the minority behind elves and half-elves. Further north, humanoids populate small towns and life there can be quite dangerous. The town of Dorndern, located in the north along the Omdal River, houses a vast library frequented by humanoid shamans.

Welren inherited his forefather's ill feelings from the time Brandobia split. Thus, Cosdol is on friendly terms with neither Eldor nor Mendarn. Eldoran goods are heavily taxed. Merchants do, however, trade with some Eldoran border towns. Foreign trade

occurs primarily through P'Bapar. Cosdolite merchants also trade Foodstuffs and textiles to some civilized tribes of orcs, goblins and hobgoblins living in the Odril Hills and Kronnd Heights for metals and minerals.

Religious tolerance ebbs high here, but many evil religions are still found only in the northern territory. The Temple of Enchantment, the Founder's Creation, the Fraternal Order of Aptitude and the Face of the Free are favorites among the populace. The Temple of the Patient Arrow, Order of Agony, Church of Endless Night, the Temple of Sleepless Nights and Assembly of the Four Corners also have significant followings in Cosdol.

Cosdol's powerful magic schools and guilds base themselves in Cosolen, the capital. Cosdol's military is also centered in Cosolen. The standing army numbers 1,000 pikemen, 800 heavy foot soldiers, 1,400 mounted troops, and 500 archers. The standing army enlists the services of several powerful wizards and many junior wizards. In times of war, there may be in excess of one wizard for every 100 soldiers.

### COSOLEN, CAPITAL OF COSDOL CALLED CAPITAL OF THE FAY OUTSIDE OF BRANDOBIA (FOR ITS CONCENTRATION OF ELVES)

**POPULATION:** 39,100 Brandobian humans, elves, and half-elves.

**AT A GLANCE:** Cosolen is shockingly crowded, and many of the people are ragged, injured, or just plain poor. Gate guards ask strangers how long they intend to stay and search their belongings to see if they are bringing everything they own. A year ago, a tidal wave struck the eastern coast of Voldor Bay and destroyed many of the villages there. The survivors, who suspected the incident was an attack by an unknown magical force, came to the capital to live.

**GOVERNMENT:** Cosolen is the capital of the Kingdom of Cosdol, and by tradition, the Royal Heir rules it directly as his fief. Prince Sevlén spent eleven years practicing magic full time. Unfortunately, since the death of one of his father's principal councilors he has had to abandon his scholarly studies to devote more attention to the kingdom.

**ECONOMY:** Refugees, who brought skills but little food, burden the economy. Winter was harsh, and Cosolens resented the intrusion. A bountiful harvest has helped ease the resentment and given the immigrants work. Normally, the city imports what it needs from P'Bapar via the pass, and trades food and textiles to civilized humanoid tribes in the east for iron and copper.

**MILITARY:** The prince takes a direct hand in both organization and leadership of the military. The garrison allows Sevlén to draw upon 200 each light and heavy infantry, pikemen and archers. These troops are familiar with fighting against wizards, skirmishers, and monsters—an array of experiences unavailable to most armies on Tellene. Their morale is high, and they practice against each other often.

The major military threats come from the goblins and frost giants ranging far from their homes in the Kronnd Heights and bloodthirsty orcs from the Odril Hills. Pirates do not trouble the city because the constant fog in Voldor Bay makes sailing hazardous.

**TEMPLES:** The Theater of the Arts has a solid foundation among the elves and half-elves of Cosdol. Surprisingly, many of the recent refugees cling to the faith. They are hungry for a bit of joy after their last grim spring. Artiste Danasan of Napalido welcomes them into the congregation by integrating them into plays and dances. The temple's performance hall seats 1,300 on full nights, and nobles from across Brandobia attend when the Artiste performs.

The Temple of Enchantment, the Founder's Creation, and the Temple of the Patient Arrow are most popular with the elves, while the Fraternal Order of Aptitude, the Face of the Free and the Assembly of the Four Corners are favorite human faiths. A few renegades of either race support the Order of Agony in a rustic brick building near the west gate to Crandolen.

**MAGES & SAGES:** The city is a center of magic, especially for elven wizards. Wizards can receive training in the Cosolen Military Academy, but the courses are strict, the cost is high (3,000 gold pieces or so, plus military service for eight years), and the competition is fierce.

The most famous arcane spellcaster is an elven warlock named Flamarze. She is older than most nations and still retains the youthful appearance of a debutante heartbreaker. Flamarze is a staunch traditionalist who warns other elves against adopting the ways of humans

and other races. She speaks Brandobian fluently, but she fakes a thick Elven accent and prefers to speak her native tongue.

While not as famous as Flamarze (his distant cousin), Hulrad Redbark is known to senior wizards as one of the most technically proficient casters on Tellene. His speech is crisp and precise, and his spells are both predictable and powerful.

In order to stand out among his flamboyant elven rivals, Culran the Spellsmith has chosen to bring attention to himself through creativity. He claims to have successfully researched over 100 rituals and powers, but as Culran is both a notorious and jealous braggart, he has not provided any significant evidence of this claim.

**UNDERWORLD:** Crime is a problem not likely to change in Cosolen for quite some time. After the breakup of Brandobia, Cosolen changed its judicial code more than its southerly neighbors did. Cosolen used the much more lenient elven model. Unfortunately, since the citizens do not all share the elven morals and social mores, much crime that would be suppressed in harsher governments goes unpunished.



Cosolen



Con games are common, as is smuggling. Not everyone who wears a weapon has the right to do so. Forgery is difficult to prosecute. The worst threat might be grave robbing, since the elves often burn their dead and the early law books failed to provide any mention of this appalling offense.

The thieves' guild is an exclusively human organization that maintains the Brandobian attitude toward humanoids and foreigners. The Guildmaster is a faithful follower of the House of Scorn and frequently targets good temples for silent, quick thefts. Violent crime is rare. A mugger never can be too sure that the teetering sot leaving a tavern is not a wizard looking for exactly that kind of trouble.

**INTERESTING SITES:** The city contains a unique museum dedicated to monsters of all kinds. Each wing of the museum recreates a particular setting—marine, desert, swamp, arctic, forest, and subterranean. Inside each wing are animals and plants from the appropriate area; the animals might be wax, stone (including petrified creatures), stuffed real animals, or even permanent illusions. The curator used to sculpt many of the wax figures personally, but that duty has now passed on to his three sons. Curator Minivl is friend to the most powerful nobles in Cosdol and any hostility toward him earns the offender a quick exile or death penalty.

**SPECIAL NOTES:** The city's civic engineering is its pride and joy. The streets are brick or tile, public wells are located in several prominent locations, and tended trees line the streets. Because of the care that city officials give the buildings, taxes are steeper in the capital than in other cities in the country, and a work crew is always visible—or audible—from any point in the city.

## CRANDOLEN

**POPULATION:** 18,100 Brandobian humans, half-elves, and elves.

**AT A GLANCE:** A steep but thin wall topped by sharp iron spikes protects the city's inhabitants. Two crowded gates allow entrance to the city. A steep tax of one gold coin grants a stranger access through the gates.

The city is large, the dirt roads are wide, and the homes are comfortably distant from one another. People are wary of strangers, but they quickly warm to clerics of good faiths or paladins. Aside from mules, animals are scarce in the city, leaving it cleaner than most.

**GOVERNMENT:** The city is the heart of the Shantren fief, and Duke Voldomar Shantren IV has ruled it for forty years. The duke's castle is full of trophies and mementos taken during the height of Brandobian expansion. A visitor might find a stone-tipped Deji islander spear, a hobgoblin war banner, or a golden dwarven helmet on stands or wall mounts in Castle Frestan, the ancient Shantren stronghold.

The Duke's adult son, Voldomar V, has been trained well and the people are confident in his ability to take his father's place on the duke's inevitable passing (may it be many years in the future). Voldomar V shares their confidence, but he dislikes nearly all of his father's advisors and plans to replace them upon his ascension. The crafty old counselors suspect his intentions and either try to ingratiate themselves with gifts or subtly threaten to subvert his rule if he dismisses them, according to their personality. The younger

Voldomar is not impressed with either the sycophants or the blusterers.

**ECONOMY:** Since the plague (see Special Notes below), the economy in Crandolen has been weak. The city lost many artisans and craftsmen, and new ones are reluctant to move here. The vitality shown by the survivors has been amazing, however, and the future looks promising.

The area around the city produces wheat, the mules are less stubborn than those elsewhere, and limestone from the shores northward make acceptable homes. Hemp, iron, and wine are popular imports. The city's largest and almost exclusive trading partner is Cosolen. Rare excursions by merchants across the bay from Almven and Dorndern are always exciting events the citizens anticipate with gold in hands.

**MILITARY:** The Shantren family has always been known for producing great archers, especially during its height. Now only a hundred skilled archers (longbow and longsword) and another hundred footmen (hide armor, light shields of hide wrapped over bone, and longswords) defend the city. Despite the low numbers, the troops are lightly armored for great mobility, they work together well, and they have a history of success in the face of grim odds.

**TEMPLES:** The Theater of the Arts is popular, but not as popular as it is in the capital. The Parish of Love has a large following, the Church of Everlasting Hope is well-known by most citizens, and the Halls of the Valiant thrives as well. Aside from these popular faiths, the people of Crandolen worship at the Church of Life's Fire, the Home Foundation, the Order of Thought, the Order of the Passionate One, and the Inevitable Order of Time. Evil faiths are not allowed, but the Temple of Strife and the House of Shackles both have secret clerics in Crandolen who have yet to be caught.

**MAGES & SAGES:** The famous foreigner named Kuwon Yan is from a distant continent and records everything he discovers on a scroll in a script legible to no one. He has been to Kalamar and Svimohzia and had been in Brandobia only two weeks when the plague struck. Many suspicious folk blame the stranger, but they have since come to accept that his arrival and the plague were mere coincidence. Kuwon's talents for language and his memory of culture are astonishing, and many natives do not know their own land as well as he does.

High Enchanter Valsin claims to be the most learned man in the world on the subject of golems. Valsin detests the macabre flesh golem and decries stone golems as works of pride rather than effectiveness. He instead is experimenting with new types of golems, including wax, straw, and wood. The local craftsmen are fond of Valsin because at one time or another, he has employed nearly all of them to help him with a project and because a friendly (if vain) wizard is a good neighbor to have.

**UNDERWORLD:** The plague struck the thieves' guild a fatal blow, and the locals sometimes whisper that it might have been a thief exploring somewhere he should not that started the plague in the first place. The guild is still staggering to its death and might attempt some elaborate act of desperation before it disappears entirely. Although no new guild has formed, freelancers still work the streets and alleys of Crandolen, making the city a dangerous place to be alone

at night. One of these is a monstrosity named Sanrev, a thug over seven feet in height whose favorite targets are elves.

**INTERESTING SITES:** The city now operates a public hospital known as the House of Mercy. The House of Mercy is one large building shaped like a capital "H", with the administration in the middle and the two long wings dedicated to patients. Soother Vrindon of the Church of Everlasting Hope tends the hospital, although he rarely sees patients. He trains healers and herbalists, solicits donations from the nobility and from other temples, and leads worship services once a week for all the sick and injured. Six other priests from different temples and ten lay healers of varying skill minister to the patients.

**SPECIAL NOTES:** Five years ago, plague struck Crandolen and nearly wiped it out. Powerful clerics selflessly entered the city, and their spells helped save the people. The cost was great, however; few of the saviors outlived the plague. A recent law forces visitors to make a donation of 1 gold piece each to the Rotlord before entering the city.

Sages and clerics fear the plague might be an ancient illness known as "Rulakan's woes," named after its most famous victim, the son of King Ali I of Kalamar.

## KINGDOM OF ELDOR

Ruled by the same royal family for over a millennium, the Kingdom of Eldor (population 2,625,000) boasts the oldest monarchy in all of Tellene. The Kingdom thrives economically on the income from its colonies that Eldor established long ago.

Eldor is a kingdom that is fiercely proud of its ancestry and strives to keep its racial heritage pure. Few humanoids can be found living anywhere in Eldor, neither out in the open countryside nor within its cities. Interracial marriage is an offense punishable by deportation or death. Abandoned racially mixed children are left to wander the streets and starve; no one dares acknowledge them. Foreign visitors are frowned upon, but tolerated. King Brenbol I recently declared that, within all Eldoran cities, any non-Eldoran must register at the gate and regularly report his whereabouts to a guard post. Failure to do so will result in being hunted down and promptly expelled from the city. Those caught a second time find themselves imprisoned. This attitude obviously discourages free and open trade.

Most Eldorans are farmers, fishermen, shipbuilders or soldiers. Many are merchants who have business interests in one or more of Eldor's foreign colonies.

After centuries of over harvesting, Eldor is quite devoid of natural resources. There is constant struggle with the elves over control of the Lendelwood and its resources. Food is the only true natural resource of most of Eldor, she relies heavily upon the timber of the Lendelwood for her shipbuilding. Several years ago, an Eldoran military patrol found an entire community of loggers slaughtered. The Crown blamed the elves and Eldor is now unofficially at war with the elves.

Eldor is on non-hostile terms with both Cosdol and Mendarn, yet there is ever-present friction between them. Eldoran merchants occasionally trade with their Mendarn neighbors, but they keep such activity to a minimum as Mendarn has allowed their country to become overrun with foreigners and humanoids.

The House of Shackles, House of Scorn, Parish of the Prolific Coin and the Courts of Inequity have large followings among the nobility. The gods of the Church of the Life's Fire, the Conventicle of the Great Tree and Parish of the Prolific Coin are worshipped by most of the general populace.

The military of Eldor is quite large. However, most of these soldiers are stationed throughout the colonies where they oversee the local militias. There are about 1,000 light footmen, 3,000 heavy footmen, 4,500 mounted troops, 1,200 marines and 1,000 archers. Aside from their regular military function, these troops also serve as city guards and border patrols who strive to keep non-Eldorans out.

## DALEN, THE CITY OF ANTIQUITY

**POPULATION:** 98,100, all human. The people are thoroughly Brandobian.

**AT A GLANCE:** The city's uniformity is striking. The buildings are similar, built of a local wood with a deep red hue, and having identical single-shuttered windows (all opening the same direction). The men dress in the same tan, off-white, or brown trousers, white (or originally white) shirts, while women wear the same tan, off-white or brown dresses with white (or originally white) trim and undergarments. The people are openly hostile to foreigners. Locals inform the unwelcome creatures quite pointedly about the policies that require outsiders to register their presence, state their reason for visiting (a good one!) and regularly check in to a guard post. Most merchants refuse to deal with foreigners, especially elves. Those who do sell to strangers double or even triple prices.

While not the oldest city on Tellene, Dalen claims to have the longest continuous dynasty in charge of their government. The people take excessive pride in this one claim to fame and consider themselves better than people elsewhere. Their condescension makes it difficult to deal with them; a servile attitude is best, since threats and violence draw the local constabulary to see what foreigner is harassing the good people of Dalen.

**GOVERNMENT:** The chamberlain of Malbun Palace, the home of the king, traditionally rules the capital of Eldor. This position makes the chamberlain a powerful man, since he personally controls a city of nearly 100,000 and the city's military of over 2,000 heavy footmen. The present chamberlain is Lord Rivlada, a giant of over seven feet. Rivlada wears a suit of plate armor as his official uniform (although he does change several times a day since the cotton gambeson underneath it becomes sweaty and stinks by mid-morning). His imposing image makes him a highly effective negotiator for the crown. He is aggressive and alternates between threats and generosity to turn even hardened ambassadors into eager puppies begging for table scraps.

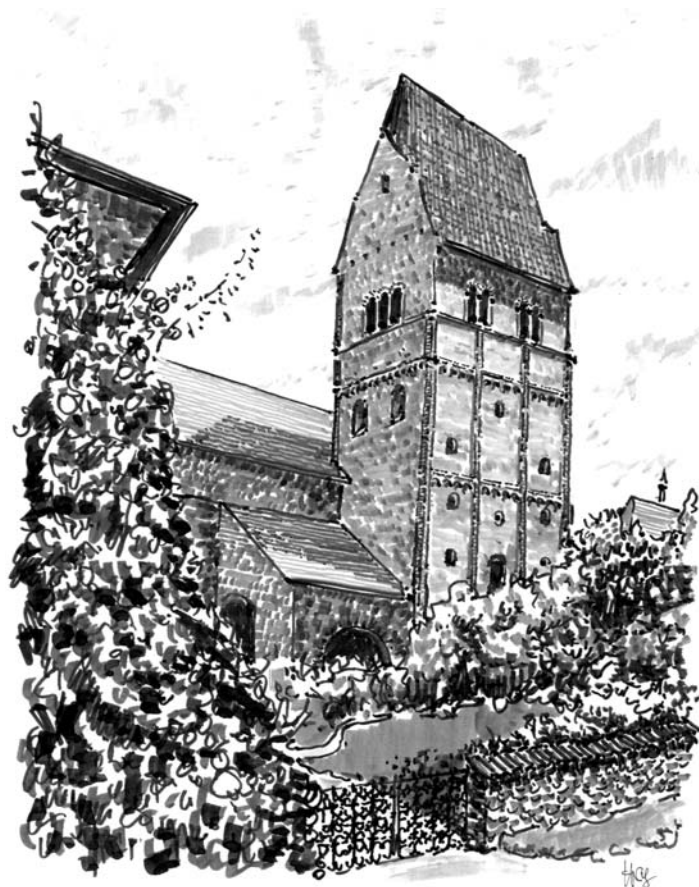
Ulrend, the leader of the Shipbuilder's Guild, is another powerful man in the city. Ulrend is fabulously wealthy, and a gift-giver of great fame. He owns an entire colony to himself - an island of almost 10,000 people far to the west (Isle of Ulendar) - from which he is secretly building a small military force that even includes a company of elven archers. Ulrend plans to become a hero by settling the border dispute with Mendarn by arms and then hopes to supplant Lord Rivlada as

chamberlain. If not, then his men-at-arms might serve a more sinister purpose.

**ECONOMY:** Dalen's economy is relatively simple, since it is fairly self-sufficient in all areas. It needs wood for its ship building industry; this lumber comes from the Lendelwood (Unvolen) – or, increasingly, from the Brolador Forest (Premolen). Dalen produces barely enough food for its citizens; not enough if the harvest is bad. Honey, spices, tubers of all kinds (especially onions), and salt are the major imports.

**MILITARY:** By tradition (everything is done by tradition in Eldor) Dalen houses the largest garrison in the kingdom. Ten companies of heavy foot soldiers nominally barrack there, but three of the ten are on patrol as far away as the Lendelwood at any given time. The troops have high morale, but they respect the elven arrows and spellcasters, and they are less eager to engage the humanoids than they were just a few years ago.

The Royal Marines are the heroes of the city. They train in Dalen, and they have a long tradition that extends back to the intrepid Brandobian explorers. The Marines enjoy special privileges such as the right to carry weapons, own property, and favoritism in law. Despite their military and violent reputation, their motto is "Glory Through Discovery," and the Obelisk of the Lance, where the command center is kept, has extensive maps, records, and charts for the entire western coast of Brandobia, the Straits of Svimohzia, Elos Bay, and the Kalamaran Sea.



Dalen

**TEMPLES:** The men of Dalen worship strength, and they do it at the Temple of the Three Strengths. The Master of the Three Strengths is Andal the Virile, a monster of a man who boasts often but has the capability to make good his boasts. Andal's oldest son is an embarrassment, too frail to join the priesthood, and too feeble even for his important father to buy him a commission in the Eldoran army.

The other influential faiths in the city include the Halls of Justice, the Home Foundation, the Hall of Oaths, the Church of Everlasting Hope, the Temple of the Stars, the Theater of the Arts (although with a distinctively different flavor than the large elven faith in Cosdol), and the Founder's Creation. The House of Scorn is by far the largest evil faith, and its tenets have found their way into popular belief across the nation. The Courts of Inequity are somewhat popular, and the House of Vice has followers across the city as well.

**MAGES & SAGES:** Human wizards are welcome in Dalen, although they must register their entry into the city at a guard post. The city is home to far more sages, however, than wizards.

One of the most notable sages is Kelnon Zundeb, a historian who specializes in royal dynasties and lines of succession. He knows the name and relation of every noble in the royal line for Eldor, Kalamar, Mendarn, Meznamish, Ozhvinnish, and other monarchies on Tellene. He is a master of heraldry, keeps the intricate rules of who inherits what in his head, and knows etiquette well enough to advise most ambassadors. Kelnon is also quite vocal about who should inherit what, and some accuse him of wishing ill will toward one or more powerful rulers.

Nivler Nund is a controversial sage who studies geology, meteorology, and the elemental plane of earth. He claims that he once visited the Elemental Chaos when he fell into a hole in the ground and woke up in a strange place. Strange creatures guided him about the plane and then returned him to the bottom of the well into which he had fallen. Since then he claims that Svimohzia and the main continent are moving apart, and that extensive mining by the dwarves will cause all of Brandobia to fall into the Brandobian Ocean. The Purgers (clerics of the House of Scorn) love this kind of propaganda and publish his writings to spread wherever they go.

**UNDERWORLD:** The underworld of Dalen is an ugly place where extortionists, racketeers, thugs and cutthroats stake out territories that they defend with the lives of paupers forced into service by threats against their friends and family. Instead of an organized guild, the city has gangs of thieves on nearly every block.

The Blackfoot Society maintains a stronghold in Dalen. Nine members of this secret society meet monthly in the back room of an inn where they reserve a private room that usually sits empty. The society keeps a low profile, but the Blackfeet have managed to convince a local caravaner to hire three score humanoid guards and teamsters for his Bronven-Randolen-Unvolen route. The Blackfeet consider this paltry step a major victory.

**INTERESTING SITES:** Marriages are often arranged in Dalen, and large neighborhood dances are a good place to shop for a potential bride or groom for the oldest children in the family. Dances number in the hundreds of attendees, and dances are exclusively multiple-person affairs; a couple dancing by themselves is not seen in Eldor (at

least not in public). These dances have bands to match their size: a musical group of 20-30 instruments is not uncommon, nor is a conductor who can bring that many sounds together much less common. These events usually take place outdoors, where they disturb no one because everybody for miles is there.

**SPECIAL NOTES:** Dalen is the seat of the oldest monarchy on Tellene. The nobility feel a great obligation to their families to remain in power and are pulled in two different directions. On one hand, they have no wish to dishonor themselves, and so are reluctant to take risks at which they might fail. They resist any change on the part of the nation and part with none of their wealth willingly. On the other hand, the younger generations feel they must prove themselves to their own family and to others. These young nobles are the most likely to attempt to gain fame by outrageous means, ranging from adventuring to rebellion to throwing massive parties.

Between the two extremes, the nobility feel a common bond. They have no wish for anyone new to come to power. All of the nobility in the capital agree that upstarts should be pushed down—by legislation, by threat, or by force. While the capital is a place for adventure, potential heroes should move elsewhere lest they encounter social pressures greater than the threat of a giant's club or a dragon's fang.

## **INOLEN**

**POPULATION:** 23,900. The humans are mostly Brandobians, but a few are recent returnees from the Young Kingdoms, and most of them have some Deji blood. Some 400 halflings and gnomes round out the population.

**AT A GLANCE:** The city has a surprisingly small port for a place so large, and the typical rowdy dockside taverns do not exist. Homes and streets tend to be large and comfortable, making the city look much larger than it really is. Roads head north and south and ancient wagon paths snake to the east, where massive farms must exist to account for the steady stream of wagons and carts of vegetables and other goods coming toward the city.

**GOVERNMENT:** Inolen sits firmly within Eldor's borders, although Mendarn makes a dubious claim to the fief because of a contractual marriage three generations ago. The Duke of Inolen, Davrosil pays taxes to the government in Dalen, but it is common knowledge that he also sends a nominal tax to Mendarn. Davrosil's chief ambition is to rule independently, under neither the yoke of Eldor nor Mendarn.

Davrosil has managed to pigeon-hole the official representatives of Eldor in powerless positions and appointed servants loyal to himself now perform their duties. The flunkies sent by Dalen to help him rule the city enjoy their free time hunting and fishing and have little to protest.

**ECONOMY:** Despite being a port city, Inolen's harbor is not the friendliest to foreign ships. The draft, while serviceable for the rowed galleys of the Brandobians, is too shallow for many vessels and it offers few products that cannot be traded in larger quantities in Dalen or Ospolen. The Duke keeps taxes light in order to encourage trade and spends considerable sums building a larger port a few miles west where the draft is greater. Light taxes also discourage smuggling, since the gain for avoiding the taxes is also less.

Inolen offers the world carrots, radishes and other foods that travel well, a small amount of amber from along the Edros Bay, and a variety of gemstones from the Welpremond Downs. Davrosil is eager to gain the trust of the Welpremond dwarves because he wants an exclusive trade agreement with them. They trade dwarven arms and platinum in exchange for foreign ales, gold, draft animals, leather, and textiles.

**MILITARY:** The Eldoran garrison of 300 heavy infantry and 1,000 heavy cavalry includes many heroes who wear the Cross of Inolen, a special medal of valor the Duke devised that bears an uncanny resemblance to his own coat of arms. Duke Davrosil awards the Cross for exceptional courage and loyalty. He hopes to equate great deeds with his own name rather than King Brenbol's with this stratagem so that he does not have to fight the entire garrison should he choose to split with the country.

The cavalry commander, Crend Santren, comes from one of the country's oldest families, and his patriotism is strong. He respects Davrosil as a strong, imaginative leader, but he is beginning to question the Duke's loyalty to King Brenbol. Crend would like to find a way to keep close to the Duke despite frequent orders to patrol the gnome and halfling villages to the far eastern corners of the duchy.

Mercenary companies pass through Inolen on the way to Mendarn, where they sometimes find commissions to undertake covert missions against Pel Brolenon (or the other way around). They have found the Duke friendly and many bands have discovered that he offers simple missions, pays on time, and does not argue about how to conduct military operations. As a result of these ingratiating missions, Davrosil could summon over 1,300 mercenary soldiers that he trusts on short notice if necessary.

The largest band to pass through recently has been the Golden Bracers, a band of 90 longbowmen and 100 heavy infantry that wear gold-chased bracers on their wrists as a uniform. Their leader is Culusa Noeia, a half-elven woman skilled at using terrain in a battle to keep her archers safe and concentrate the swords of her infantry against an enemy's weak point.

**TEMPLES:** The Order of Thought's Imparter (high priest) leads his priesthood and followers from a towering obelisk nine stories over the city of Inolen. Imparter Oprem Crel was a soldier in the Mendarn army. Scars cover his face and hands. Now he preaches peace and is a personal friend of Senden the Seer in Dayolen. Oprem has a quick wit and a natural talent for poetry that confounds his junior clerics. They say he is destined for sainthood, a destiny he hopes not to meet for many years.

The Church of the Life's Fire is very popular, and the Conventicle of the Great Tree, the Parish of the Prolific Coin, the Temple of the Stars, and the House of Solace are also favorites. Some evil faiths have followers as well. These faiths include the House of Shackles (under constant attack because of the presence of a prominent member of the Brotherhood of the Broken Chain), the House of Scorn, and the Courts of Inequity.

**MAGES & SAGES:** Nandten, one of the followers of the Order of Thought, has the distinction of being the oldest human in Brandobia. This man of over six score years detests nonhumans and sprinkles his language with colorful epithets. Ironically, it is the subject of his hate

on which he is an expert. He knows where to find the major settlements of dwarves, elves, halflings, and gnomes across Tellene. He reads several of their languages ("barbaric scribble"), knows their leaders ("biggest swine in the sty"), and their history ("bastard children of bastards").

**UNDERWORLD:** Inolen's thieves' guild is a thorn in Davrosil's side. They assail merchants with scams and cons, sneak onto ships to steal or vandalize cargo, and threaten local businessmen. Thalan Neal, a half-elven knight and swashbuckler, rules the guild. His noble birth means he does not need the salary that the guild's by-laws grant him. Thalan's lack of any real concern for the guild's welfare ensures that the squabbling between his underlings does not disturb him one bit. So naturally the guild actually thrives under his leadership.

**INTERESTING SITES:** A series of caves both above and below the surface of the Edros Bay two miles south of Inolen was the prehistoric home to both monsters and Deji at different times. The caves house quiet dangers now, such as unusually timid troglodytes. Farmers insist that disgusting, tentacled creatures (otyughs) live in the caves, too. Davrosil does not worry about monsters that know not to threaten a huge human civilization neighboring them, but he is greatly concerned about the rumors of a secret cult of a dead god of Tellene. Clerics assure Davrosil that such worshippers cannot have spells, but the Duke would prefer to interrogate one of these worshippers personally, if they even exist.

**SPECIAL NOTES:** If someone were to look closely at Inolen's administration, economy, and military, it might become apparent that the city would flourish quite well without Eldor. In fact, the good Duke is giving thought to the idea of declaring independence as soon as he can think of a way to do so without inciting a war between Eldor and Mendarn or both nations and Inolen itself.

## PREMOLEN

**POPULATION:** 9,800 Brandobian humans. No humanoids are allowed to live in the city.

**AT A GLANCE:** The city is thoroughly walled and guarded. The walls are thick stone, with wooden fortifications atop and behind them. A huge beam stands ready to swing across the northern river entrance to the city. The gate guards charge no fee to enter the city on foot, but a boat fee of 1 gp per foot of keel length applies to merchant vessels.

**GOVERNMENT:** Count Transen Ingamin might be the most oppressive of Eldoran nobles. His hatred of foreigners and humanoids extends to even those of his own city who show less enthusiasm in their enmity.

The Count's son Stren does not share his father's enthusiasm, and the two of them are at odds. Fortunately for Stren, his father does not know the extent or the reason for the 20-year old son's feelings. Stren met Sablen Tornis while out hunting one day and the two fell in love immediately. Stren has not told her who he is, and she has not asked. One day Transen will find out and Stren's love will be weighed against his perceived duty to his father. Stren believes his father will decide in favor of Stren's filial love, but Stren could not be more wrong.

**ECONOMY:** Premolen's main income comes from taxation of river traffic. Boats pay five times the rates that wagons pay for the same

cargo. The citizens purchase little from the river merchants, however, since the boats often include humanoid or foreign crew. Buying from these merchants is illegal. Instead, Premoleners purchase goods from land-bound caravans from Dalen and Unvolen.

**MILITARY:** Captain Bromolel Castrovel leads a company of 200 archers and 100 light footmen (both wearing leather armor, with either bows and shortsword, or light shield and shortsword). A student of the teachings of the Old Man, she is a competent commander and strategist. She keeps her troops well trained, though they mainly hunt down dissidents hiding in the Brolador Forest and keep river traffic safe. Even so, Bromolel longs for an opportunity to test her military knowledge on the field of battle.

**TEMPLES:** The Hall of Oaths, the House of Solace, the Founder's Creation, the Temple of Armed Conflict, the Assembly of the Four Corners, the Courts of Inequity, and the House of Scorn have temples in Premolen. Comfort Maker Kiralna is the most vocal of these, preaching messages of peace to hard and uncaring ears. She has only two junior priests and a modest but enthusiastic following of 260 regular worshippers.

**MAGES & SAGES:** Seldar Nortron lives in seclusion, earning his meals telling fortunes for his neighbors and paying for his rent by mending clothes and shoes. At night, he stands on the roof with a spyglass searching the heavens for new phenomena. Seldar's gift for seeing the future is natural. As a youth, the Prophets attempted to kidnap Seldar several times to force him to join their order. Each time he wriggled free and ran home. He eventually escaped by becoming apprentice to a wizard in P'Bapar, where he had to work for ten years to pay off the fees his mentor demanded. Seldar is convinced the skies hold some secret that will enlighten him and allow him to use his foresight with perfect clarity.

**UNDERWORLD:** The Blackfoot Society has a group of ambitious souls living in Premolen. Five men and three women of great zeal and caution meet at the shop of Damant the cooper, their leader. Damant is a former Royal Marine and is tough as nails. During his service, he came to despise the authoritarian government he served and formed this cell when he returned home after six years at sea. Unlike other branches of the Blackfoot Society, this one is a real threat. Damant once served as part of a security escort for the king and knows the general procedures for the Royal Guard.

Another fanatic member, Praban, has been chosen to actually assassinate King Brenbol. Praban practices his archery for the attempt every single day. His target is a human-like dummy wearing a crown. The dummy rests against a tree deep in the forest under a loose camouflage of leaves. The city's flamboyant hedge wizard Ablen is trying to develop the perfect poison for the arrow. This chapter of the Society represents a very real threat to the crown, and Transen would be mortified to hear of their existence in his city.

**INTERESTING SITES:** An enormous oak stands near the center of the city and serves as both formal and informal meeting place. The tree radiates magic, and common suspicion is that a dryad lives in the tree. If so, none have seen her, even six years ago when some hooligans snuck out at night and broke off or cut off several limbs. The amateur sage Mindolm suspects that if a person were to tie or wedge an object

into a fork and allowed the tree's natural growth to wholly encompass the item, the object might be made magical. Then, he supposes, one would have to use some sort of wood shaping ritual to recover the item without harming the tree. He is correct, but nobody has been able to fully test the theory because of the tree's slow growth.

**SPECIAL NOTES:** By fate, individuals whose opinions stand polar to the Count's surround and infest his city. The half-elven vigilantes in the Brolador Forest answer to Sablen Tornis, a driven woman who lost both parents and husband to Eldoran prejudice. Count Transen ordered her family killed when soldiers searching for bandits captured them. The Count assumed that Sablen's elven father was a bandit, and the others were guilty by association.

## UNVOLEN

**POPULATION:** 10,000 Brandobian humans and a few hundred shameful half-elves.

**AT A GLANCE:** Tall stone walls surround the city, and wooden towers along their length bristle with ballistae, bolts, and crossbowmen. A catwalk behind the city walls allows patrols to make a complete circuit of the city, and the watch is both continuous and vigilant.

The walls are not the only sign that this city is the principal Eldoran front in the war against Lendelwood. People lock their doors at night and the poorest folk bring as many of their animals indoors as they can fit. Despite royal law, commoners typically have a crossbow in the house, and they do not hesitate to poke it through a window and fire at nightly noises.

**GOVERNMENT:** Unvolen has no local lord at the present. Its previous ruler, the infamous "Bloody Vrasten" was captured by the elves and is widely assumed to have been executed. Instead of immediately appointing a new lord, King Brenbol has expanded upon the powers of the Chief Magistrate, formerly a relatively weak post in the city's government. Chief Magistrate Folnen was shocked but quick to realize the potential.

First, he changed the system of selecting magistrates so that he could appoint chosen advisors instead of the bickering people he worked with under Bloody Vrasten. Next, he convinced (with the help of a vacant keep and a fat stipend) a retired military officer to move from Dalen and help train and arm his militia. Finally, he secretly sent ambassadors to the elves to let them know that Vrasten's policies were no longer in effect, that he apologized for the atrocious behavior of his countryman (to the tune of 5,000 gold pieces) and that he hopes the war between their peoples ends soon.

**ECONOMY:** Unvolen taxes the ships that pass through it on their way to Dalen, but not vessels going upriver. Their main concern is that non-Brandobians from the Young Kingdoms might be trying to sneak into the kingdom and corrupt it. Unvolen detains ships with humanoids or foreigners and creates steep taxes for them. Merchants unable or unwilling to pay see their wares or even their boat confiscated.

**MILITARY:** The city always has a large garrison of Eldoran soldiers, prepared to push the war against the elves of the Lendelwood. Five hundred or more infantrymen and a growing number of archers

(usually 100 each of shortbows and crossbows) use Unvolen as a base of operations for patrols and invasions across the northern borders of the Lendelwood.

Lately, the humans have been craftier and have begun sailing upriver a distance before setting out on foot. A flotilla of 20-40 boats might carry 150 men several miles into the forest. This tactic has been popular, despite one entire fleet floating back down river bristling with arrows and devoid of soldiers.

Besides the garrison, the city is now the home of 200 young trainees of Datarn, a veteran of both the war with the elves and numerous skirmishes with humanoids in the Legasas. This militia corps wears hide armor and light shield and fight with spear or battleaxe. Datarn hated the motto "A busy soldier is a happy soldier" when he was the busy soldier, but now that he is in command of the militia, he sees the wisdom in it. The troops train at least once a week (more in the winter when there is less work to do) and they are becoming as tough as the regulars.

**TEMPLES:** The Church of the Life's Fire, the Parish of the Prolific Coin and the Conventicle of the Great Tree are strong in Unvolen. Even stronger is the House of Scorn, especially among royal soldiers. Their temple was recently burned by elven rogues, but they are building a newer, larger building on the ruins of the old one.

Clerk Acostra Danguld leads the Parish of the Prolific Coin. She is under some suspicion because her faith encourages her to sell spells and services to non-humans, but nobody can deny that she is becoming rich from the process. Fortunately, she wisely spends her proceeds on the temple and the town (except for a tidy 50% that she keeps for herself).

**MAGES & SAGES:** Brovlen Dreplon is the engineer responsible for maintaining the bridge, walls, palace and other projects around the city. He was a good friend to Vrasten and few people trust him, but he is a good engineer and keeps to himself. He spends his time expanding his own home and taking a few commissions from local merchants to build a secure vault, repair warehouses, or perform other tasks.

**UNDERWORLD:** Elven spies sneak through the city at night (usually rogues of level two to seven, but sometimes assassins on a mission of death). Constables, now wise to the thieves, also sneak about. Meeting a stranger at night in Unvolen is a dangerous situation. Even if one did avoid the constabulary, nosy neighbors would certainly report the activity first thing in the morning.

**INTERESTING SITES:** The city has a long drawbridge across the river that usually stands up to facilitate river traffic. The bridge stands in two pieces, each raised individually from either side of the river. Despite being the scene of some intense battles, the elves have never tried to destroy the bridge.

**SPECIAL NOTES:** Adventure is all over Unvolen. Bloody Vrasten might return, and either he or Folnen might recruit adventurers to his side as they fight over power in the city. The words and actions of the adventurers might sway King Brenbol into supporting either the former Baron or the Chief Magistrate, throwing the royal garrison into the clash.

Smugglers carrying forbidden goods and/or cargo might have to pass by the city and Folnen might recruit adventurers to help find them or stop them. Adventurers themselves might include humanoids and have to run the gauntlet in Unvolen.

The elves might strike into the city while adventurers are there. Depending on the race and alignment of the group, the party could help the elves, try to stop them, or become caught in the middle and earn the ire of both sides.

## KINGDOM OF MENDARN

Mendarn (population 1,125,000) was first ruled by Avbron, the second son of the last Brandobian king. Heredity determines Mendarn's rulership. The current ruler, King Aldorn III, is a pleasant, but vindictive fellow. Still angry with Pel Brolenon (see Vrandol), he constantly dreams up new schemes for invading his eastern neighbor.

Mendarn's natural resources make it a rich nation. Crops grow abundantly in the warm wet climate and farmers take advantage of the long growing season by reaping two harvests each year. Large numbers of halflings farm the countryside, especially in the valleys along the Welpremond Downs and Dopromond Hills. There is ample pasture for livestock, and most farmers supplement their diet and income by keeping a small herd of cattle. Fishing is also a common way of life, especially along the coast and on the many rivers. Prospectors pan gold from rivers running out of the mountains and mining towns and villages populate almost every waterway.

Dwarves and gnomes in the Dopromond Hills and Welpremond Downs mine gems from deep within the ancient rock. They trade the precious stones to Mendarn merchants for food and textiles. Mendarn jewelers are world-renowned for their excellence of craftsmanship and many seek their beautiful gem-encrusted jewelry. In fact, Mendarn jewelers have made crowns for almost every head of state on Tellene.

Mendarn merchants colonized many of the nearby islands. Though the islands have coral, pearls and other natural resources, the merchants primarily take Dejy natives from these isles and sell them to the recently acquired colony of Vrandol. Mendarn merchants trade freely with both Meznamish and Ozhvinnish and also with the dwarves and gnomes who reside in the nearby hills and mountains. Trading with Eldor is limited, as Eldor looks down upon Mendarn citizens for living with "impurities" (humanoids).

Mendarn is not as fanatical as Eldor with regard to racial purity and encourages access to their cities by humanoid merchants and farmers. Interracial marriages, however, are frowned upon and most races keep to their own groups and guilds when within city limits.

As might be expected, the Church of the Life's Fire has a tremendous following among the Mendarn citizens. The House of Laughter, Temple of the Stars, House of Solace and the Assembly of the Four Corners also have significant numbers of worshippers within Mendarn. There are some small Temples of Enchantment, Houses of Shackles, Houses of Scorn and Temples of Armed Conflict.

The country has a standing army of approximately 1,500 light footmen who serve as border guards. There are also some 1,200 heavy footmen who are the king's personal troops and guard the capital.

There are approximately 1,200 mixed cavalry and archers number around 1,000.

### OSPOLEN, CAPITAL OF MENDARN

**POPULATION:** 45,700. Brandobian humans make up 90% of the population, and a few hundred halflings, gnomes, and elves fill out the rest.

**AT A GLANCE:** Ospolen's age is obvious and its pattern of growth easy to see. Several interior walls show where the Ospoles erected new walls to protect a growing population and the architecture of each section reflects a different period in its history. Anticipating further growth, the Ospoles erected several towers outside of the current walls. They use these towers as watchpoints and defenses for the present and anchors for new walls in the future.

Mendarns are more enlightened than their northern neighbor, but they still refuse to extend the full protection of the law to humanoids. In this capital city, the humanoids have places to live, but the law forces them to return to those neighborhoods at night or face the pillory the next morning.

The port is a busy place, but some of the thickest walls of the city lie between the port and the rest of the city. Steep fees at the gates in these walls keep curious merchants in the port ward, but enough taverns, brothels, and inns are open to keep them content.

**GOVERNMENT:** The city has a council of nine Elders who answer directly to King Aldorn III, although they are generally free to do as they wish; Aldorn rarely interferes with their duties. The Elders are all humans, as are all government officials, and most of them earn the title; the youngest is forty-eight.

Wencrel Basteln, the third eldest of the Elders, controls the largest power block in the city outside of the king. He is Guildmaster of three guilds – unprecedented! Basteln spends lavishly at each of several temples as well, eliciting the favor of the clerics there. Basteln recently lost a ship full of cargo to questionable causes and is currently in search of someone to find the ship and discover the reason for its loss.

**ECONOMY:** Ospolen survives off the resources produced locally, but it thrives because of the port and the trade it mediates between its interior and the rest of the world. Wool, goat cheese, butter, citrus fruits and juices, wines (especially Dopromond Dry), and (when they find it) gold from the Breven Mines sell for high prices to the rest of the world. Ospolen's merchants buy lumber from Svimohzia, precious metals (especially silver from P'Bapar through Dalen), and textiles from as far away as Tharggy.

Merchants find that taxes in Ospolen are small but frequent. The total is steeper than smaller ports like Dayolen, but central Mendarn produces several unique goods that fetch a high price (such as the citrus fruits and certain wines). Additionally, the locals here have more money to spend on their goods than do those in the smaller ports.

**MILITARY:** The Mendarn army is not very large in proportion to its size. It relies on natural borders, a strong navy, and an old tradition of an officer's school that predates the founding of Kalamar. The garrisons in Ospolen include 500-700 heavy cavalry (scale or plate

armor, heavy or light shield, and longsword), a like number of heavy infantry (scale or plate armor, heavy or light shield, and battleaxe), and 1,000 or more pikemen (hide armor, spear, and dagger).

The pikemen are the pride of the army. Their commander, Tolchis Colfen once marched six companies a hundred miles in under three days to deter a Brolenese incursion along the coast. Only Colfen's military expertise and personal charisma have allowed him to advance to his current rank. His insistence that humanoid contingents would bolster the army's effectiveness makes him unpopular and distrusted. To prove his point, he has been secretly training a company of dwarven pikemen (scaled down, of course) and is planning to send them over the Elenons into Pel Brolenon. He is convinced that the dwarves can march over the mountains more easily than humans could, and the ability to attack along the entire border would give Mendarn a huge advantage over their enemy's numerically inferior army.

Fleet Admiral Isilrim led the invasion of Vrandol on Svimohzia and brought home a fortune in looted gold and jewelry. Since then he has urged the king to invade another target, such as Dowond-Brandel or Ul-Karg. For the last nine years, he has spent extravagantly, blowing not only his own moderate wealth as the most powerful person in Mendarn's military, but his loot as well. As the coffers start to show more space than gold, he is becoming desperate and might resort to fabricating insults against the crown in order to incite Aldorn to war.

**TEMPLES:** The temple with the largest following is the Church of the Life's Fire, with nearly a thousand worshippers joining a young Field Leader named Othmal on holy days. Othmal has little interest outside of his own faith, other than the Chief Elder's youngest daughter, a sassy child of seventeen.

The Inevitable Order of Time, however, is also of prime importance. The Timelord, Desgen of Dijishy, was left on the temple's steps as an infant. His potential became obvious at an early age, as he cried inconsolably in the presence of one of the senior clerics who was later discovered to be a secret follower of Risk and an embezzler of temple funds. Now Desgen hides in his inner chambers, met only by those visitors his juniors allow in to see him; otherwise, he would never accomplish anything for the long string of petitioners who wish to know their future. He could grow rich accepting payment for his services, but he refuses to accept money. Of course, he does require donations to the Order.

**MAGES & SAGES:** Gelten, a female human sailor searching for the legendary wreck of the Breezekeeper, has been here for six months hiring and outfitting a crew to go investigate a wreck that might be her prize. The Breezekeeper is a galley that disappeared six years ago while returning from a distant and potentially very large island that it had discovered in the far northwest. Even that minimal information is due to a chance meeting the Breezekeeper had with a dromond near Yordon Sound. Sighted again south of Dralven, the galley is suspected of being somewhere near the underwater cliff that separates the tame Edros Bay from the wilder waters of the Brandobian Ocean.

Vreten "the Bone Dancer" lives in the city only on tenuous probation. The Council suspects him of animating dead citizens in Narlven for foul purposes, but he has behaved thus far. In truth, the animation

in Narlven (and Ranven before that, and Inolen before that) has been the result of a curse. Vreten owns the ancient *Spirit of Sorrow*, a tome that describes a process of using the ebbing energy of a dead person to heal others. The words are all false, and Vreten's experiments with it actually enable the book's powers to create boneclaws under the control of the writer, a 15th level cleric of the Harvester of Souls.

**UNDERWORLD:** The underworld is abuzz with the latest outrageous crime. A gang of rogues kidnapped the daughter of one of the richest nobles in the city. Olta Lelten, oldest daughter of Duke Rold Lelten, disappeared practically right under the noses of two bodyguards, whom Rold executed because he suspected them of complicity. The reward for her return is up to 10,000 gold pieces, and the Duke is prepared to raise it if she does not return soon.

The police and adventurers have many suspects – what criminal would not at least consider the crime? – but few serious ones. One suspected by both police and private investigators is a moneylender and sometime blackmailer named Wuld who has kidnapped before. Wuld has lived quite openly since the crime and done nothing even slightly illegal. His attitude when questioned seems to be a challenge to the authorities to accuse him of wrongdoing, and the police are careful around him. He is very slippery and so smug that they expect trickery.

The city has a definite seamy side to it that visitors rarely see because the criminals prey on their own and because most visitors do not see the real city. Ospole police ruthlessly quash any criminals who offend the nobility, but they are less effective in rooting out



The ancient tome, *Spirit of Sorrow*, describes a process of using the ebbing energy of the recently dead to heal the living.



crime in the lower class, probably because the poor are afraid to help them.

**INTERESTING SITES:** The Port Gate Tavern is a large tavern and inn near the gate that gives it its name. The proprietor, Fortind, used to be a sailor in the Mendarn navy, and he loves to talk shop with any sailors who come in. The tavern is a common meeting place for merchants from around the kingdom and sailors from all over. Pirates are not welcome.

**SPECIAL NOTES:** The tension between the Mendarn attitudes and the wood elves in the Crondor Woods makes the border between the two very delicate. Adventurers could find jobs here protecting merchant caravans, ferrying messages (or threats!) between the city and the elves, or working for the elves to protect the sanctuary they have established against humanoids or militant bands of Mendarns.

## DAYOLEN

**POPULATION:** 13,900 Brandobian humans and a few humanoids of various races.

**AT A GLANCE:** The rocky coast leads quite naturally to the jagged, angular buildings of Dayolen. The city stands on three levels as the peninsula rises toward the east. The lowest level houses the docks, warehouses, and the majority of the population. The next highest ring houses the temples, the barracks, and the rest of the common folk. The highest level contains government buildings, the Mayor's Palace, and the East Gate, which leads along long roads northeast toward the interior of the country and the capital.

The people are among the smallest anywhere. Women are barely taller than dwarves (but much thinner), and men no larger than elves. Their main interest in strangers is often trade goods, but once convinced that strangers are there for reasons other than trade, the people of Dayolen are jovial and fun-loving. They appreciate the resources of the islands, but they cannot rid themselves of a feeling of superiority over the colonists. They treat all others as peers, however.

**GOVERNMENT:** Management of the busy port requires a leader with business acumen, so King Aldorn does not allow Dayolen to be the center of noble squabbling. Instead, a Reeve appointed by the king (or one of the king's councilors) rules the city with near-total authority.

Reeve Nunalta retired several years ago as owner and principal operator of a large shipping company to write poetry and compose music, but she could not refuse Aldorn's request that she become reeve of Dayolen. Nunalta has thus far managed to avoid a boycott by angry fishermen over poor trade rates, suppressed a riot initiated by an evil cleric, and prevented an emigration of nearly a tenth of her city when

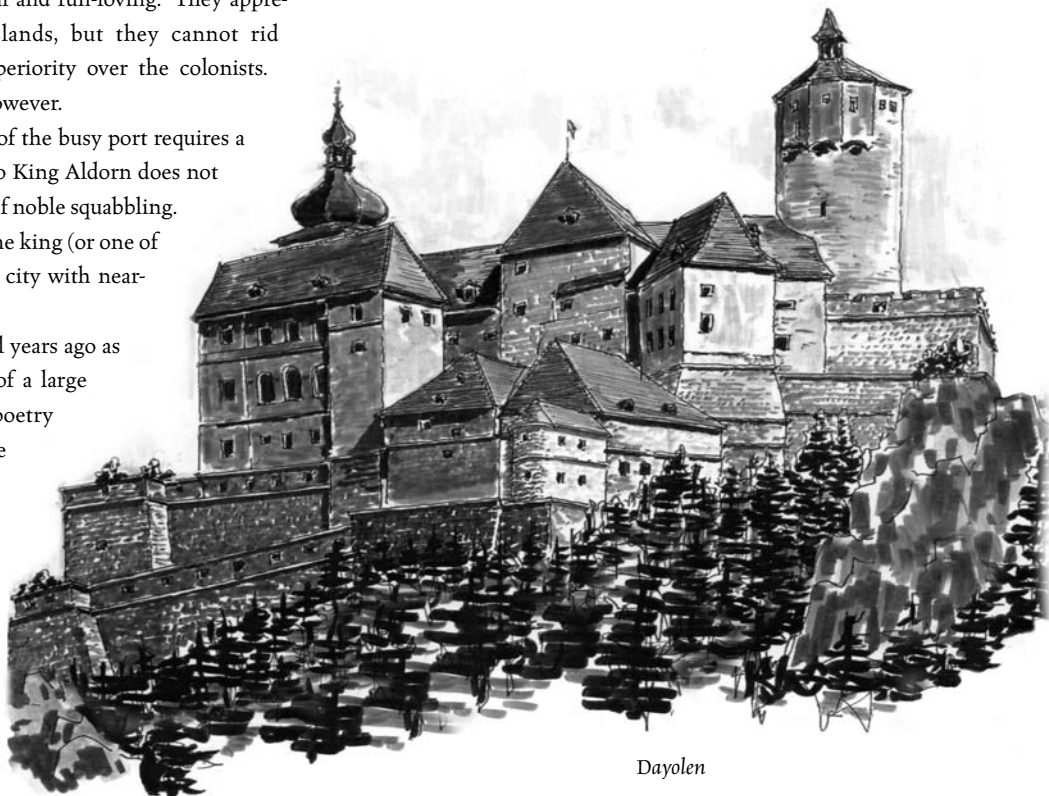
gold was reputedly discovered on one of the outer islands (it was actually a fraudulent rumor begun by a Brolenese spy). The citizens have complete confidence in her now and when she speaks in the council meetings, her soft voice is clearly audible in the far corners of the hall as her advisors fall respectfully silent.

**ECONOMY:** Dayolen is the main port with which the island colonies of Mendarn do business. Therefore, it has a huge surplus of fish and other seafood, and requires ready supplies of linen, cloth, hemp, wheat, leather, tin, and other common goods that the rocky islands cannot produce themselves. It receives those goods it cannot produce locally from Ospolen or various ports in Svimohzia.

**MILITARY:** A mere 300 light footmen (hide armor, light shield and longsword) guard the city. Humans and humanoids fairly thickly populate the coast, so monstrous creatures are not major threats. The footmen also serve as marines and occasionally visit the islands to deal with troubles there.

As one of the cities close to the border with the Theocracy of Pel Brolenon, Dayolen must be concerned with military threats from that nation. Nunalta correctly surmises that no major invasions are forthcoming and does not spend a great deal of time or worry on that threat. On the side of caution, however, she does maintain a force of 200 pikemen in a compact but secure fort two miles outside of the city along the road to the south.

**TEMPLES:** The city of Dayolen is the home to half of the largest schism among the major faiths on Tellene. High Peace Maker Senden the Seer heads the Preachers of Peace, the more aggressive branch of the House of Solace. The Preachers believe that peace brought about by non-resistance is temporary. Even worse, it is irresponsible to



Dayolen

allow evil to flourish undeterred at the risk of harming others. While the clerics believe it is their duty to encourage peace, if no other option is available, they must destroy the source of the conflict.

The temple is actually outside the city's walls and occupies a height near the ocean. The complex consists of a large plain square building for worship (clerics of other faiths call it the "holy barn of peace"), and other smaller buildings for teaching the young, healing the sick, and housing the clerics.

Other worshippers practice their faith at the Church of the Life's Fire, the House of Laughter, and the Temple of the Stars. The Church of the Life's Fire is the most consistent and oldest faith in the city, and it has the most worshippers.

**MAGES & SAGES:** Brendol Sormen is well on his way toward entering the history books. His peers recognize him as a master of anatomy and biology, and his spells deal with repairing and strengthening the body rather than controlling or creating undead. Thankfully, he is also a prodigious writer, and he records his knowledge for others to use. So far, he has written twenty books on the human (and humanoid) body, medicine, health, and disease.

Lonvlen Thronel practices mathematics that confuse even other sages. He is conversant with geometry, algebra, and even trigonometry, but his ability to teach or even explain what he understands is limited by his poor knowledge of language (a subject he refuses to even consider).

**UNDERWORLD:** The thieves' guild is a quiet but deadly force in Dayolen. It operates brothels in the name of the Vicelord, pilfers from overland merchants and ships alike, and occasionally conducts high-profile heists of gems and jewelry from seemingly impregnable vaults. The Specter's Path, as the guild is known, is the brainchild of Ichil Nalvan, a diabolical man with a particular hatred for the Reeve.

Nunalta was married to Nalvan's brother for less than a year when the man apparently killed himself. Nalvan blamed Nunalta for his death, although she was away on a trip to investigate accidents at a warehouse. In truth, Nalvan's brother was killed by a member of the Golden Alliance that Nunalta had angered by refusing a demand that she stop running her ships along a particulate trade route.

Now Nalvan manipulates his band of 40 rogues as tools in his private war. He operates delicately, unwilling to be caught before the Reeve is removed for her ineffectiveness. Nalvan hopes to embarrass her into suicide, but if he cannot, then he will be happy to deliver a final blow himself.

**INTERESTING SITES:** The rocky coastline is quite beautiful, even if the sky above is covered in cloud most of the year. The coastline shelters some animals and monsters, but few of these are dangerous. Seals spend the winter here, away from their summer homes in the barbaric lands north of Cosdol. Giant eagles prey on the seals, as do sharks, mountain lions and the occasional werewolf.

**SPECIAL NOTES:** The Humble Giant Inn is a fixture of local entertainment. This inn appears to be made for giants—the furnishings, the doors, the dishes and the tableware are all oversized. In the inn's tavern, the bartender stands on a higher level than the patrons, giving him the illusion of greater height. While visitors favor the 'Giant when staying overnight, locals fill the tavern every night. The atmos-

phere is friendly, non-violent, and a bit expensive, and its patrons would not have it any other way.

Despite the place's traditions, some trouble has snuck in. An enterprising captain of the guard has pinpointed the 'Giant as a meeting place for Brolenese spies. Several guardsmen have moved in as permanent residents disguised as civil engineers bidding on a proposed pier (Hedlen, the group's leader, is a military engineer and can back up his disguise). Any suspicious activity earns closer observation, and the guards are prepared to act on treason or sedition immediately.

## THEOCRACY OF PEL BROLENON

Pel Brolenon (population thought to be 375,000) lies nestled between the Yan Elenon and Sliv Elenon mountain ranges. While Brandobians largely account for the country's population, most citizens can trace their heritage to an elven ancestor. Before ancient Brandobia's great civil war, a group of half-elves, halflings and sympathetic humans who feared for their "racially impure" lives fled to the lush valley of the Eldrose Forest. The founding fathers of Pel Brolenon believed that through hard work, physical labor and strict order, they would be able create a true communistic society where every citizen was treated and provided for equally.

For the first ten years of its existence, Pel Brolenon was a utopia. Then a scouting party came upon a strange stone temple in the Eldrose Forest. Its doors stood over twenty feet tall and were inscribed with a large rune. The party managed to open the doors, and in doing so, broke the ancient magical seal. Unwittingly, they released the Overlord who had been imprisoned there by other gods millennia before. The deity immediately made followers of the valley people. Pel Brolenon has since become the single largest source of slaves on Tellene.

Brolenese merchants trade slaves to the Meznamns for gold and minerals. The Kargi, fast becoming a leading trade partner, offer ivory and rare spices as well as precious metals and gems of all varieties. Buccaneers flourish from the now-active sea trade across the Straits of Svimohzia. Consequently, pirates who enjoy being close to such an active slave market, call many of the nearby islands home.

Secluded within the Eldrose Forest is the capital city of Vrendolen (population unknown), home to the High Priest of the Whip and one of the largest temples on Tellene. The city is a vast collection of stockades filled with slaves and their keepers. From here the Theocrat rules, and plots to vindicate his god for the punishment that the other gods exacted upon him.

On the coast near the Sliv Elenon Mountains lies the city of Dowond-Brandel. The largest city in Pel Brolenon, Dowond-Brandel hosts the active slave markets. Her streets are populated with humanoids, cutthroats and drunken pirates. Within Dowond Harbor there is room for over a hundred vessels to anchor, safe from the tempests of the Straits of Svimohzia - and Mendarn frigates.

The country is rumored to have an army of less than 3,000. However, as the Theocracy is only easily accessible from the sea, it has a sizable navy. Pel Brolenese warships are small and fast. In an

encounter, they race up to their opponents to quickly board. It is said that even the most desperate of pirates will not attack a slaver's ship.

## DOWOND-BRANDEL

**POPULATION:** 21,100 citizens and about 65,000 slaves. The citizens are Brandobian and include humanoids of all races. The slaves represent every race and culture on Tellene.

**AT A GLANCE:** Four concentric walls circle the city, protecting the Brolenese inside from the unpleasantness that lives within the outer walls. People in Dowond-Brandel refer to those of lesser social status as "fourth wallers" or "third wallers" and take pride in their physical position in the city.

Hobgoblins, pirates, and common street thugs thrive in the outer circles. Guardposts along each wall keep the unwanted out and the slaves inside. Chaos reigns among the last wall, and even mounted patrols use caution lest they tread where they are unwelcome. The anarchy stands in polar contrast to the sterility and peace of the palace grounds inside the innermost wall.

**GOVERNMENT:** As a theocracy, a cleric obviously rules Dowond-Brandel. Freed of any religious or ceremonial duties, the cleric devotes her entire energies to ruling the city. Her major concerns are the city's safety, the operation of the port, and younger clerics trying to usurp her position. Grand Mistress of the Whip Yulan Velsin rivals goddesses in her beauty and devils in her evil. Besides being the prime candidate for the principal position in her faith when that seat becomes open, she has a large number of military officers, guards, and

slave merchants who obey her slightest whim. They are loyal to her gold, her magic, or her irresistible smile.

The Golden Alliance has a large palace inside the city, from which it operates a sizable percentage of its interests. Only three levels rise above the city, while at least a dozen extend into the earth below. Gem Munvaln Edarn leads the association's activities in Dowond-Brandel and is the titular controller for all of Brandobia and western Svimohzia as well, although his authority on the local level is often strained. Edarn's brutality is legendary, and his staff is terrified of him. Until one can argue with the coven of hags allied to him or overcome his *ring of vanishment*, however, his leadership is secure. Edarn's counsel carries great weight with Yulan because he hears news about everything of importance faster than most messengers can travel (thanks to his network of spies).

**ECONOMY:** Dowond-Brandel generates huge revenues for the Theocracy. The slave market brings pirates looking for rowers or sailors, nobles looking for household or pleasure slaves, landowners looking for farmers, and humanoids in search of substitutes for whatever job they hold within their tribe. The market is open every day of the year, regardless of weather, holiday, or even natural disaster.

**MILITARY:** Over 600 soldiers clad in scale or plate armor guard the city. Their barracks sit against the auction block, a reminder of the penalty for desertion as well as a convenience. The armories are tightly locked and even legitimate soldiers sometimes have difficulty procuring a weapon from the paranoid guards who must account for all weapons. The guards are paid slightly higher than in other nations, but their greatest incentive is that they may own slaves and travel freely, although income precludes the former and insufficient free time restricts the latter.

**TEMPLES:** A mammoth temple of the Overlord stands just inside the city gates, forcing traffic to go around it. The temple and the surrounding city answers to Pandren Folnester, Grand Mistress of the Whip and unparalleled tyrant. Turnover among her senior clerics is very high, since she expects nothing less than perfection and absolute loyalty from her immediate juniors. Pandren speaks quietly, and her frail body is hardly imposing, but the weak-willed find it hard to argue with the unswerving loyalty of her bodyguard of six ogres and the impressive power of her spells.

The temple is a stone building with skull bas-reliefs inside and out. Manacles dangle from the walls, and a massive iron fist 16 feet tall stands behind the main altar to remind the often unwilling service attendees where the power lies in Dowond-Brandel.

**MAGES & SAGES:** Dolothar the Knighted is a former champion of Kalamar who was taken in a raid in the Elos Bay. After rowing the galleys of Pel Brolenon for six years, he finally found a chance to free himself when the slaver ship attempted to take a Meznamishii sambuc. Dolothar waited until the right moment and a couple of flame arrows later, he was the undisputed master of both vessels. Seeing a chance to fare better in Pel Brolenon than in Kalamar (where he surely would not be trusted), he returned to Dowond-Brandel leading the two ships. He gave the sambuc to the Overlord (its crew was given as sacrifice) and sold the other ship.



### Edarn's Ring of Vanishment

This golden ring bears an engraved pattern similar to an endless knot, with two tiny semi-spheres of ruby flanking a snake's eye gem. The only known version of this ring lies in the hands of Munvaln Edarn, local leader of the Golden Alliance in the city of Dowond-Brandel. Interestingly, Edarn seemingly has no known arcane powers, and the ring's true creator is unknown.

Level: 22.      Item Slot: Ring.      Value: 325,000 gp  
Property: The wearer gains a +2 item bonus on Stealth checks.  
Use: Daily      Action: Minor

Components: Illusion

Power: The wearer becomes invisible when he puts on this ring, and remains invisible until he removes the ring, suffers damage, or makes an attack, whichever comes first. To become invisible again, he must take a minor action to remove and replace the ring on his finger. While invisible, he can see other invisible creatures just as if they were visible (no concealment penalties on attack rolls), though they can also see him.

If the wearer has already reached a milestone today, he can end the invisibility effect at will.

Granden Solir, known as the Ringmaker, is a master of magical lore concerning magical rings, although he studies other trinkets such as necklaces, bracelets, and torcs as well. He is a fine jeweler and makes magnificent gold rings. His greatest ambition is to be able to one day craft a magical ring of unequaled power.

**UNDERWORLD:** The underside of Dowond-Brandel is terrifying. Angry slaves, not content to flee, kidnap the children of their former owners and use them to extort gold or promises of freedom. The children do not always survive the conflicts.

The wholesale slaughter of a person's slaves is akin to raiding another man's barn and torching a pile of hay in other nations. Ambitious clerics encourage their sons or servants to engage in these practices in a low-scale civil war between rivals. Midnight raiders leave behind abattoirs where slave quarters once stood. The offended slave owners heave a sigh of exasperation and rise early the next morning to be the first to the auction. The more macabre among them animate the dead slaves and continue to use them.

**INTERESTING SITES:** The Golden Alliance's palace is a mystery to all slaves and most citizens as well. Foreign traders, members of the Golden Alliance, and alien races such as duergar have been seen going inside. They do not always exit, and rumor says that the place has underground exits all over the city (these rumors are true, but the ones that say passageways run to the temple and Yulan's palace are not).

**SPECIAL NOTES:** Infiltrating Dowond-Brandel is not a daunting task; escaping is more difficult. The city's guards are alert to characters exiting the city, and they routinely hold up traffic for hours to investigate claims, verify papers, or interrogate suspicious persons. Leaving the city takes only a few moments for a respected citizen, but it might take a whole day for strangers—longer during periods of civil unrest. In the case of full slave riots, the guards might prevent anyone's exit, well known or not!

## **VRENDOLEN, CAPITAL OF PEL BROLENON, CITY OF SERVITUDE**

**POPULATION:** 10,000 humans of Brandobian, Svimohzish and (rarely) Kalamaran stock. The city includes humanoid wards exclusive to each race and numbers about 1,700 hobgoblins, 1,400 goblins, and 300 gnolls. The city also houses a variable number of slaves, ranging from 20,000 at the lowest to over 70,000 during the winter (the slaves sell for the highest prices during the summer, when they can be delivered for fall harvest).

**AT A GLANCE:** Steep double walls surround the city. The outer wall protects against invaders, and the inner wall keeps slaves from escaping. The streets are meticulously clean, and a patrol of half a dozen slaves led by a driver picking up trash, repairing roads, or digging canals is a common sight on the streets.

The misery in this city is almost palpable. Thick stone walls both outside and inside control movement. Heavily armed guards patrol a labyrinth of walls. They move in a world of their own two stories above the rest of the city. The frequent stone walls, thin streets, and musty old temples and barracks create a most oppressive feeling.

Citizens must have papers to move about freely, and this right is restricted even among its citizens according to social class. Visitors receive a pass that allows little entry into the rest of the city, unless they pay high fees or equally high bribes. Having an improper pass results in flogging or a stay in one of many pillories in the city.

**GOVERNMENT:** The Theocrat rules over the entire country as the High Priest of the Whip, but one of the four Grand Masters of the Whip rules the city. The current city leader is Ilthan Vilitok, a loud man with vitriolic temper. He dyes his naturally flaming red hair a nut brown, the better to mix in with the Brandobian majority.

**ECONOMY:** The national and local economy both require the frequent acquisition and sale of slaves. The nobles and slave merchants (they are usually the same) compete with each other to build the most ostentatious and most elaborate homes possible. Their frequent spending actually keeps money moving through the economy and maintains a healthy, predictable pace. The country never has too little food. If food is scarce, slave owners sell off a few of their slaves to other nations, thereby reducing how much the owners have to spend on food while simultaneously filling their own coffers.

Numerous slave mines burrow into the Yan and Sliv Elenon ranges. The fertile mines allow the Vrendol merchants to export a variety of gems and precious metals to the rest of Tellene via Dowond-Brandel. Many Brolenese consider the risks of the Yan Elenons minor in comparison to the wealth of precious gemstones they garner there. Miners that fear loss of slaves or their own death wisely delve the Sliv Elenons instead.

**MILITARY:** The nation's military need is small, since excellent natural borders protect her. The standing army answers to General Lea Tran, a hardened veteran of a dozen battles and hundreds of skirmishes.

Lea grew up in the Whisvomi forest. At the tender age of eleven her uncle sold her to a gang of slavers. Years of brutal forced labor only fermented her hatred of her family and expanded its scope to include all Whisvomi people.

Her master perceived her physical toughness and willpower early on and made her an overseer. In this more visible role, Lea caught the eye of one of the Theocrat's recruiters who usurped her masters property rights and dragged her off into the army. Much to his chagrin, his little prize turned out to be an infinitely more shrewd leader and quickly disposed of him and anyone else who barred her way.

The small standing army is usually preoccupied with internal policing activity - slave unrest being a constant threat no matter how harsh the penalties may be. In times of crisis, however, they can quickly be mobilized and augmented if need be by marines from Pel Brolenon's sizable navy.

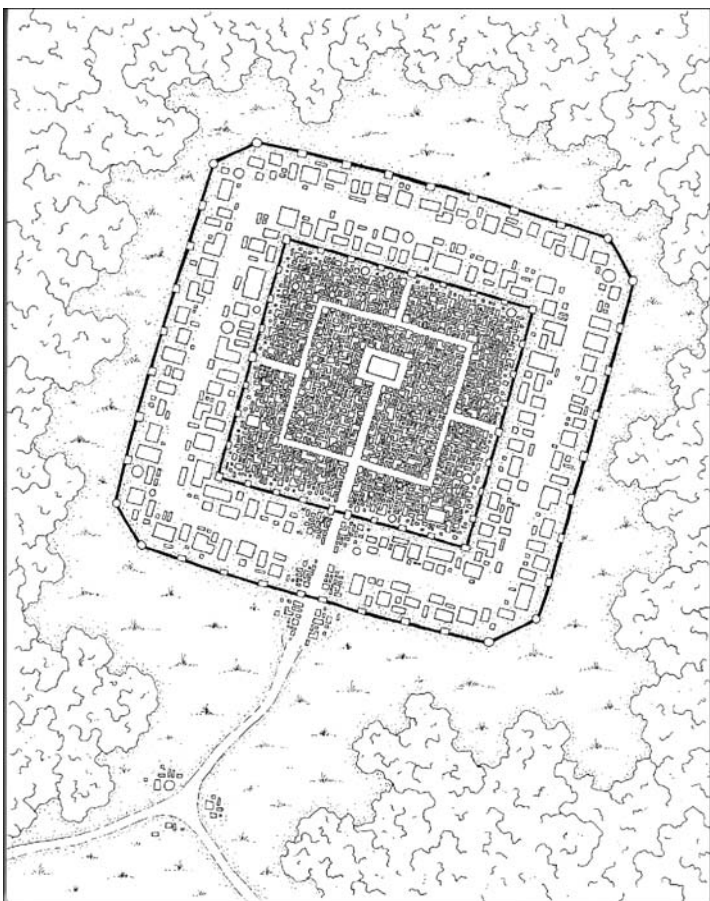
**TEMPLES:** No faiths are allowed other than the House of Shackles, which has an immense temple in Vrendolen (and a physical presence in every town, village and thorp in the country). The temple houses no less than a dozen high-level clerics, 60 junior clerics, twenty monks, and 400 loyal followers who live and work in the temple. An

open assault on the temple would require tremendous force of numbers and magic.

**MAGES & SAGES:** The nobility of Pel Brolenon have a great love of magic, and it is standard for wealthy families to have a minor wizard as a tutor for their children. The nobles thus learn reading, writing, history, and other academia. Because the Brolenese consider magic a sophisticated and cultured pastime, the upper strata of Brolenese society occasionally dabble in magic. For this reason, low-level spellcasters are less rare in Pel Brolenon than in other parts of the world. Also, they tend to create unique spells designed for very specific purposes.

Helcawn Stron is a typical example. He owns a large tract of land in and along the foothills below the Yan Elenon Mountains. His slaves collect bat guano by the shipload. He knows a spell he calls "*web of stinking sludge*" that sprays guano at a single target, covering a person completely. Besides the horrible smell, the guano acts as a *web* spell of lesser range (close burst 2). Stron, however, wastes it on obnoxious people who like to mock his unusual source of income at parties.

**UNDERWORLD:** The Brotherhood of the Broken Chain has a small cell of fighters, rangers, and clerics in the city. These people meet in select inns and homes in the rare circumstances that require the whole group to meet. Their primary purpose is learning the departure times and places for overland caravans. Their leader, Gruthal, fears being caught and enslaved, so he refuses suggestions for overt missions against the slavers.



A cartographer's rendering of Vrendolen.

Unfortunately for Gruthal, the Theocrat already knows about his group. In fact, he has been receiving misinformation for nearly a year now, and the other members of the Brotherhood are beginning to suspect him of turning against them.

**INTERESTING SITES:** The city boasts a magnificent arena which is the social gathering place for the wealthy and commoner alike. The wealthy visitors sit in seats shaded by canopies and served by attractive elven slaves. The commoners sit on cramped stone benches distant from the action in the arena. Activities range from plays and musical performances to displays of captured monsters and magic.

**SPECIAL NOTES:** Vrendolen could easily serve as the destination for high-level adventurers. It contains many adversaries of different character classes that could serve as foes, and the strands of their web-like plots reach into cities and towns across Tellene. Adventurers might have to visit Vrendolen to investigate the activities of the Golden Alliance, search for a particular (and valuable) captive of the slavers, pursue a stolen artifact taken by the Bringers of the New Order, or seek to strike back at the slave operations in general.

## TOPOGRAPHY OF BRANDOBIA

### WOODLANDS

**Brolador Forest:** This shrunken, yet dense, forest is a bastion for the foes of the racial policies of Eldor. Oddly enough, few pure-blooded elves actually live here, as the population is mainly militant half-elven yeomanry. Under cover of darkness, bands of vigilantes seek out the most racist Eldorans who have committed heinous crimes against their ilk, yet have been excused by the distorted legal code. The justice offered by these vigilantes is swift and usually fatal. Their favored targets are those who maliciously exploit the racial purity codes for their own twisted pleasure.

**Crondor Woods:** The Crondor River passes through the northern portion of this woodland in southern Mendarn. Within the last century, a significant population of elves established themselves here and transformed this formerly scrubby area into a beautiful deciduous hardwood forest.

**Eldrose Forest:** This tangled forest on the south slopes of the Yan Elenons is home to the House of Shackles. As such, it is a hive of evil. Slave labor has transformed the area into a veritable fortress, bolstering the region's natural defenses. Keeps line the broad road from Vrendolen, the capital city, to the temple while fortifications are evidenced throughout. Elite fanatical troops patrol the forest ever wary of those who would intrude upon the dominion. At night, a dim reddish hue can be seen leagues away from the temple.

**Lendelwood:** This large sylvan region meanders outward from the western foothills of the Legasa Peaks. It is a bastion of elven culture and one can feel a faerie influence throughout the entire forest. The ancient elven city of Lathlanian lies within the heart of this wood. Reputedly, the city spreads a faint magical aura over the whole domain. It would be hard to dispute this claim, as the weather is most gentle, and good creatures abound. The small pastoral communities bordering Lendelwood are home to woodsmen and farmers of both human and halfling stock. They tend to be of a more elven tempera-

ment than is usual in such folk and consequently they dislike the Eldoran intruders.

### LATHLANIAN, CITY OF THE WOOD

**POPULATION:** 11,400 wood elves. High elves originally founded Lathlanian, though most of the high elves left for Cosdol. Fewer than 800 now remain.

**AT A GLANCE:** Lathlanian is difficult to find because it sits in a low valley of which travelers must travel within a hundreds yards to see at all. Once a visitor finds (or more likely, is led to) the valley, he must travel down precarious paths to the level of the city, where monstrous trees rise to the level of the forest above. The city forms a wedge pointed toward the west, corresponding to the shape of the valley with a rounded back along the lake.

The city's wooden buildings grace the shores of Lake Fanateen in the center of the forest. About a quarter of the city is actually on the lake, resting on solid docks over water up to thirty feet deep.

Visitors are not usually welcome, and they almost never surprise the Lathlans because patrols alert them before bringing strangers into the valley. The elves are courteous to strangers who are friendly themselves, although Eldoran humans are always suspect.

**GOVERNMENT:** King Cevranath has ruled the city for 200 years, ever since the untimely death of his father. Cevranath holds sway over the entire Lendelwood Forest, a kingdom less than a third the size of the one his father ruled. While the situation galls him, he knows his tiny kingdom could not maintain a lengthy war with Eldor on Eldor's own territory, and he is content to kill off intruders as they enter his forest until they relent.

Cevranath's people support him, but growing danger in the Legasas has them worried. A generation ago (that is, 300 or 400 years), the elves would have moved west for a while and then returned. Now that route is blocked by hostile humans, and they have to contend with the threats the best they can. Some elves argue that they should take the war to the humans, by stopping the vital trade that flows down the Brolador River with force, and sending a flotilla of war rafts all the way to Dalen. The Lathlans know, however, that the military of Eldor is as large as their own civilian population, and they would be annihilated entirely if they lost such a venture.

**ECONOMY:** Lake Fanateen provides the Lathlans with fish, the forest has abundant game, and tended groves provide a variety of fruits, berries, and nuts. Lathlanian trades its food surplus (especially nuts) with the Legasan dwarves in return for gems and iron (they could trade for finished products, but the elves prefer to work it themselves). Despite the proximity, the elves trade little with the elves and halflings in the northern Welpremond Downs; both cultures produce many similar products. The Downs are more likely to suffer during bad seasons, however, and the Lathlans will trade their food surpluses for whatever their neighbors have to offer.

**MILITARY:** Although at odds with the people of Eldor, the elves are not aggressive. On the other hand, they ruthlessly hunt down any armed bands entering their lands. The Lathlans possess an army of close to 1,000 skirmishers in hide armor or leather armor with shortbows, spears, and shortswords. Another 200 heavier footmen (scale

mail or chainmail, longsword, and light shields) guard the city and the immediate area from monsters who live in the wood and trespassers from the Legasa Peaks.

The military's elite includes hippogriff cavalry, a tiny band of 30-40 fearless veterans. Their leader, Thelanaeorive Rawannaesian, chafes under the King's orders to remain in the Lendelwood. Before the war, Thelanaeorive and his band ranged from Cosolen to Breven, and from Dralven to the Norga Tors. Folk in these places relied on the cavalry



### Sentinels Grove

Sentinels Grove (Falagadruila Thaeralandi): Home to the largest trees on Tellene, Sentinels Grove is located deep within the heart of Lendelwood. Although a variety of trees grows within the forest, the mammoth redwoods, fir and oaks of Sentinels Grove are unique to the grove itself. Soaring to heights of over six hundred feet, these giant trees pierce the canopy of the surrounding forest. It is said that even the largest rocs could easily nest in the branches of one of these enormous trees.

Regarded as sacred by the elves, Sentinels Grove is aptly named. Cloaked in a dense fog that shrouds the entire grove and covered by moss and lichen, the mighty trees appear to be towering sentinels guarding the mysteries that lie within.

for protection and moral support. Rawannaesian fears that the people he used to protect will think he has abandoned them, and he resents the restrictions that place these people in possible danger.

**TEMPLES:** Worship of the Raconteur is popular, but not as much so as in the north. The wood elves of Lathlanian worship the Great Huntress more than any other god or goddess. Great Hunter Ellerand modestly denies that he is the most influential person in the city aside from the King and his two sons, but the elves know that it is true. The Church of the Silver Mist, the Conventicle of the Great Tree, the Face of the Free, the Church of the Night's Beauty, the Inevitable Order of Time, and the Church of Everlasting Hope vie for the remainder of the city's faithful. The House of Knives claims a handful of individuals who make no church and meet clandestinely.

**MAGES & SAGES:** The elves of Lathlanian are less magically inclined than their kin in other places. They prefer works made of their own hands to those summoned by magic. Wizards are still respected, and the most respected wizard is Anaechin Tovalathlanco, whose odd name identifies him as belonging to one of the oldest elven families. Anaechin knows spells that humans have never seen, guards secrets forgotten by others for centuries, and protects the people of Lathlanian as if they were his own children.

Instead of wizards, druids are formidable powers in the city. Although respected for their magical prowess, the elves also revere them for their role in the culture. The wood elves look to the druids as leaders and spiritual guides. Currund the Golden, one of these elders, supports the elven policy of patience; eventually the humans will tire of their war with them, and they will be free to wander again. They will see the sea turtles of the Yordon Sound, walk the broken coastline of southern Mendarn, and hear the voices of their rustic kin in the Voldorwoods.

**UNDERWORLD:** The city has a dark side the elves prefer to keep as quiet as possible. Always given to pleasures of art and music, a core group of elves has found themselves worshiping the Vicelord and enjoying the pleasures of his faith. The city is determined to find the cult and eliminate it, but so far they have had no luck.

Aside from the unspeakable acts of the Vicelord's followers, crime in the city is rare and seems to be limited to theft, robbery, and occasional assault. Murder is rare but not impossible.

**INTERESTING SITES:** Most elves live in "the wedge", the land-bound portion of the city, and they celebrate life as only elves do. Every night one friend or another throws a party, and few elves see a week without a celebration of some sort. These events often combine family, friends, and religious ceremonies, as the Lathlans are faithful folk.

**SPECIAL NOTES:** The war with Eldor is a major concern to the elves, although they appear to have done nothing to end it. The issue over which the war began, the destruction of the logging camp, is true. The elves destroyed the camp and all within it. Despite warnings, the loggers cut down an ancient druidic grove, a shrine to the Old Oak that had stood for 3,000 years.

The area would be perilous for player characters to investigate at this point. Besides being guarded by extremely vigilant and martial

elves, the spirits of the loggers haunt the former grove as ghosts, prepared to destroy elf, human, and forest creature alike.

Cevranath believes that the human leaders received the ample warnings his people gave and that they acted maliciously, ordering the grove destroyed to spite the elves and prove their intention to act as they wish in the ancient elven home. In fact, the loggers cut down the grove of their own free will, heedless of the conflict their action would come to cause.

**Voldorwoods:** This massive virgin cluster of conifers borders the northern edge of Voldor Bay. Rustic wood elves live here and they report that xenophobic wild elves live in the western portions of the forest. The growing elven influence on the human population has encouraged dialog between the inhabitants. The eastern portion has begun to develop a small timber industry albeit under the watchful eye of the elves.

## MOUNTAIN RANGES

**Elenon Mountains:** Without question the most foreboding mountains on Tellene, this range is blanketed in a mantle of snow year round. The ruggedness of the terrain and severity of the weather render the northern Elenons almost impassable. The southern Elenons are not as severe and do contain several passes, but one must then traverse the desolate Elos Desert. Despite the harsh conditions, several clans of mountain dwarves dwell in these heights because rich veins of platinum and mithral exist here. The dwarves do so with great trepidation, as the peaks and valleys are home to many horrific creatures.

**Krond Heights:** Comprising the northernmost stretches of the Elenon mountain range, these peaks extend from the P'Bapar Pass at Coniper Gap north past the known realms. Though not as lofty as the Legasa Peaks, their austere slopes impede all but the most determined explorers. The range has been little explored, though all sorts of giants and many goblins and orcs are known to dwell herein.

**Legasa Peaks:** The zenith of the Elenon Mountains, these colossal peaks stretch from the P'Bapar Pass in the north to the origins of both the Lendel and Ek'Ridar rivers at their southern slopes. No pass exists through this range. The caves and valleys of the eastern slopes shelter a wide variety of terrible monsters and reputedly spectacular jewels. The Lendelwood extends up the western slopes to the tree line. Hippogriff-mounted elves patrol these western slopes, so they are relatively safe within the forest.

**Alumapale Springs:** High in the Legasa Peaks is a deep ravine filled with actively boiling, hot sulfur springs, although, due to the altitude they are not scalding. Steam billows from these springs for miles around, then condenses on the peaks, making their surfaces exceptionally icy. Many creatures visit the Springs, attracted by this phenomenon.

**Sliv Elenon Mountains:** See the Young Kingdoms

**Yan Elenon Mountains:** This southwestern fork of the Elenon Mountains is far less rugged than the connecting mountains, and consequently, is home to a wider variety of creatures. Orcs numbering in the thousands and their ogre allies claim mastery over the range. In truth, this is hardly the case. Creatures such as griffins

and packs of displacer beasts roam free and often supplement their diet with orc meat. Constant skirmishing occurs in the vicinity of the Eldrose Forest as the orcs attempt to drive off the elf-bloods of Pel Brolenon.

## HILLS

**Dopromond Hills:** This range flanks the Yan Elenon Mountains in southeastern Mendarn. Though not possessing significant metal deposits, the area produces large quantities of semi-precious stones. Many gnomish and halfling clans mine these hills. The halflings who inhabit this area are of the deep variety and are excellent miners as well as farmers.

**Napalago Hills:** Known locally as the gateway to the east, these hills lie at the western outlet of the Coniper Gap. The headwaters of the Brolador River are but a league away from this point and a lightly encumbered traveler can paddle all the way down river to the city of Dalen. The hills themselves are home to sturdy hillmen who have a noticeable strain of Kalamaran blood and deep halflings.

**Odril Hills:** These windswept hills in northeastern Cosdol are uninhabited as the bulk of her population clusters around Voldor Bay and the lower Omdal River. In season, one can occasionally encounter trappers near the north branch of the Omdal.

**Welpremond Downs:** Lying just west of the Elenon Mountains and south of the Lendelwood, these rolling, grassy hills are rich in both gemstones and valuable metals. The southern region is home to many deep halflings and a few dwarven clans, while many elves and tallfellows live in the agriculturally-oriented northern districts.

## WETLANDS

**Avdoron Mires:** This large swampy area lies about forty leagues south of Voldor Bay in southern Cosdol. Often ten leagues across, this trackless waste is home to mongrelmen. When the Brandobians began to persecute the other races, the forefathers of these pitiful creatures were expelled from cities and towns for their racial impurity or birth defects and condemned to live in the mires. Over time, a fairly homogenous blend of traits emerged. These traits serve to define the race and allow them to survive in these poor surroundings.

Needless to say, the human inhabitants of the surrounding areas give the area wide berth. The true story of what occurred has been distorted into a local superstition of bogeymen who creep out of the swamp at night and murder unsuspecting victims. In truth, the mire is free of large predators and safe to cross, as the mongrelmen want nothing more than to be left alone.

**Pel Brolenon Marsh:** This low stretch of land abutting the Straits of Svimohzia in southwestern Pel Brolenon is a poor haven for those trying to escape the iron grasp of Pel Brolenese enslavement. In

### DM's Note: Mongrelmen

For the mongrelmen of the Avdoron, simply use human NPCs, giving each creature one very low and one very high statistic. You may also consider giving each creature a single (perhaps watered down) racial power from a different humanoid race.

addition to the threat posed by native creatures, such as giant weasels, inquisitive creatures from the Yan Elenon mountain range wend their way through this bog in preparation for raiding into the Pel. The Theocrat also dispatches patrols into this area with a dual purpose: to intercept possible raiding parties, as well as to capture escaped slaves. Those slaves who are caught are publicly eviscerated as a deterrent to others contemplating escape.

## BODIES OF WATER

**Brandobian Ocean:** This westernmost ocean of Tellene is heavily trafficked. Maritime travel is prevalent here as merchants venture between the many islands and the mainland. Most of the isles are colonies of Eldor, although Mendarn claims a few. Eldor gains most of her raw materials from these islands. Additionally, Eldoran and Mendarn slave traders capture natives here. Sailors encounter few sea monsters in this ocean, although many pirates scour these waters.

**Edros Bay:** The Brolador and Crondor rivers empty into this inlet. Although the Edros' depth provides an excellent bay for larger vessels, the coasts are rocky and hazardous to sail past or near. Nevertheless, several important towns sit between the mouths of the two rivers.

**Lake Fanateen:** This large lake in the heart of Lendelwood is the remnant of an ancient glacier that once wound down a spur of the Elenons. Still fed by virgin streams from those lofty peaks, its clear waters are icy cold yet pure and invigorating. Large (and giant!) game fish abound. Elegant skiffs undoubtedly piloted by elven fishermen can occasionally be seen far off in the distance, but their sailing skill is such that encounters are explicitly at their option.

**Voldor Bay:** This inlet of the Brandobian Ocean is isolated from the rest of the realm and infamous for its thick fog. Thus, it boasts little commercial traffic. However, small fishing vessels alight at the port city of Cosolen.

**Yordon Sound:** This minor inlet of the Brandobian Ocean is located in northern Eldor. Its sheltered waters form an excellent natural harbor.

## RIVERS

**Brolador River:** The greatest river west of the Legasa Peaks, the Brolador runs all the way from the town of Napalido on the west side of the Coniper Gap, through the northern stretches of Lendelwood, and westward through the center of Eldor before reaching the Brandobian Ocean. Navigable, albeit with some intermittent difficulty, as far as the Napalago Hills, the Brolador is the first, or last, leg in most east-west journeys.

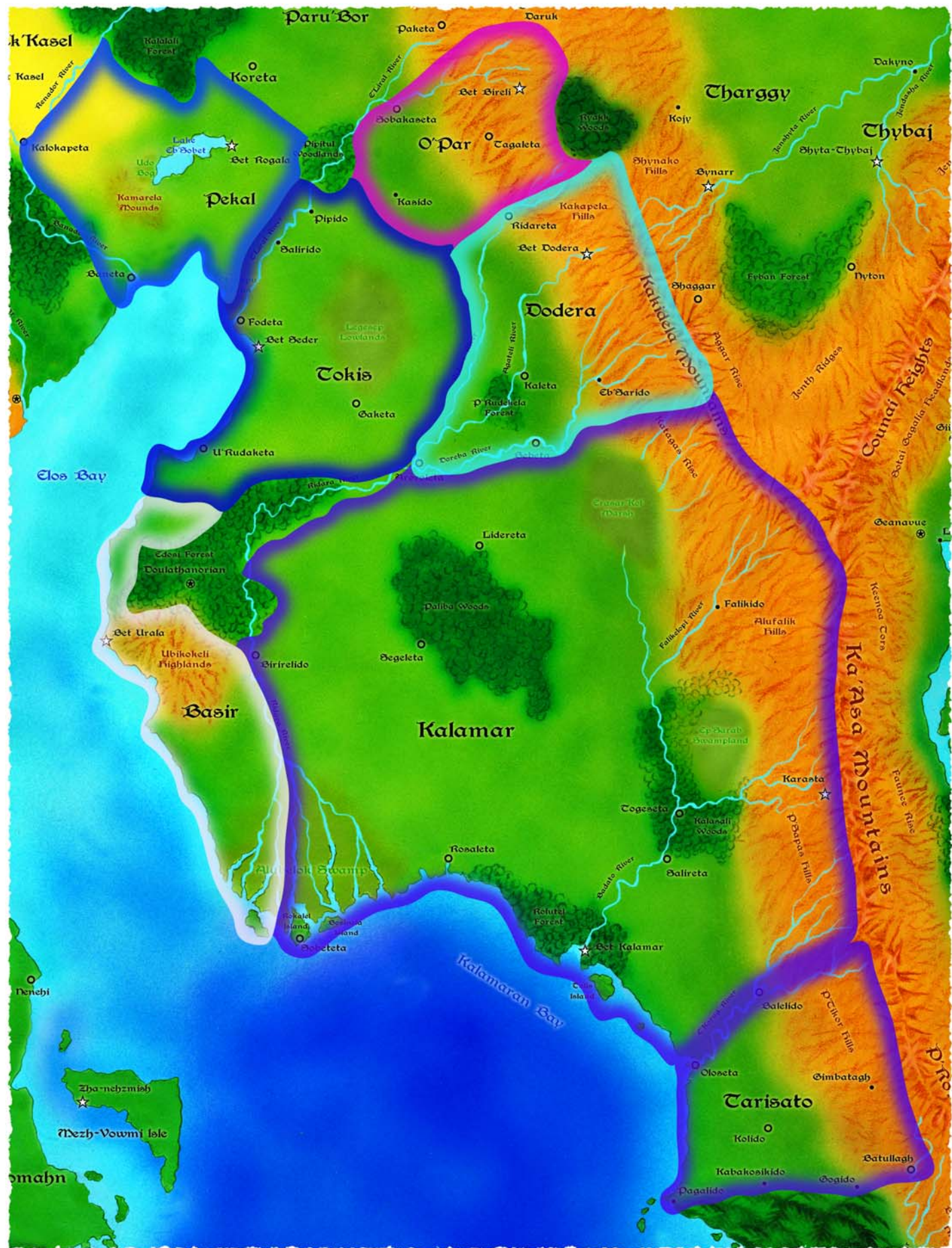
**Crondor River:** From its origin, the point where the Yan Elenon Mountains begin to give way to the surrounding foothills, this river runs a mere fifty leagues until it empties into the Brandobian Ocean. It is navigable for less than twenty leagues from its mouth.

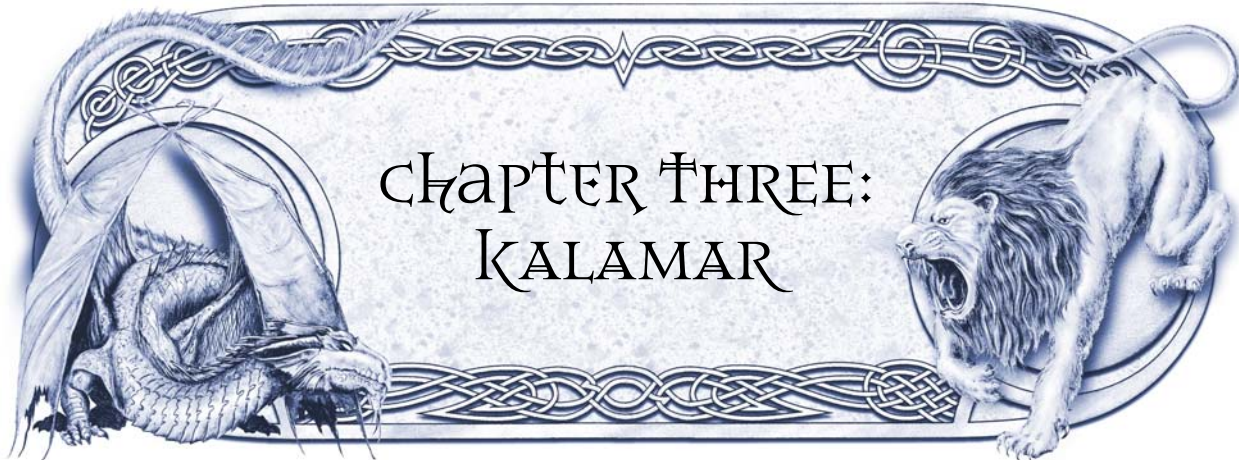
**Dalmond River:** This river is a tributary of the Omdal that flows west from the Kronnd Heights. Every year in the fall, vast numbers of sea salmon swim up this river to spawn in the Odril Hills.

**Lendel River:** This waterway is a tributary of the Brolador that flows through Lendelwood.

**Omdal River:** An ice-choked flow six months of the year, the Omdal runs south from the unexplored northern hinterlands.







## CHAPTER THREE: KALAMAR

After their journey over the land bridge to the mainland, the tribe soon to be known as the Kalamaran people settled down to become a kingdom of simple farmers and ranchers. Then, after encountering a settlement of dwarves who traded with them for the secret of bronze, everything changed. Armed with this new knowledge, they easily crushed any force that dared oppose them. After securing the jungle border to the south, the Kalamaran leaders spied on the countries to the north, but were turned back by the local barbarians, as well as by sub-zero temperatures and heavy snow. Declaring the north a worthless wasteland, the Kalamarans focused their attention on the lands of Brandobia.

After the battle, the Brandobians retained all lands west of the Legasa Mountains, but conceded P'Bapar Pass and the Legasa Peaks to the Kalamarans. Foreseeing his inability to control such an enormous land, the Kalamaran emperor divided the land into smaller kingdoms and duchies that were to pay fealty directly to Kalamar. Two noble houses each declared their own senior member as the new Emperor, and the land was thrown into a bloody civil war.

During the next seventy years, commonly known as the Age of Great Anguish, the Empire crumbled into fragmented kingdoms ruled by lesser lords with each monarch attempting to assume the Imperial throne. However, one petty lord from the south, Prince Theodorus, had a small army of loyal troops including many dwarves from the Ka'Asa Mountains - and the secret of steel. With his troops' steel weapons and armor, King Theodorus I vanquished the remaining lords and reunited the Empire, reigning for the next fifty-seven years. Yet, little more than a week after his death, the land was thrown into another civil war.

The next several years, known as the Time of Misfortune, were marked by a return to conditions not unlike those of the Age of Great Anguish. Over the next three centuries, the once great Empire slowly deteriorated to less than half its original size. During the last 200 years, incompetent, insane or drunken emperors dominated the Bakar dynasty. These feeble rulers allowed dependent duchies to openly defy the Crown and eventually the western and northern lands began to declare independence. While some of these provinces (Basir, Doderia, O'Par, Tarisato, and Tokis) remain under the nominal control or guidance of the Kalamaran Empire, others became completely independent (see Pekal, and the Young Kingdoms, below).

### A DETAILED HISTORY OF KALAMAR

Slowly the Kalamaran people migrated from the cradle of civilization to the wetlands of the Alubelok Swamp. There they settled and became an agricultural society. They lived primarily on the wild rice they found, but eventually, the Kalamarans learned how to drain the wetlands and cultivate rice and other crops. Their crops fared well in the warm, wet climate and the weather allowed two full growing seasons. They supplemented their diet with meat from the abundant supply of wild cattle and deer that roamed the open plains and forests. As the deer population became sparse, and the Kalamaran numbers grew, they began domesticating wild cattle. They also learned to capture and break the wild mustangs that were indigenous to the area.

When the Kalamarans explored the Ka'Asa Mountains, they encountered a settlement of dwarves who were engaged in mining an area rich in copper and tin. The dwarves were smelting these two metals together, to make bronze. Kalamar's ruler, King Ali Inakas, who believed in peaceful coexistence, made a trade agreement with the dwarves. He traded foodstuffs and other products, including gold that had been panned from the rivers, to the dwarves in exchange for their bronze.

The bronze proved to be an ideal material for weapons and armor. The metal proved stronger than anything they had ever used. King Ali's two sons, Rulakan and Fulakar, realized that these new bronze items, together with their newly created horse-mounted troops, produced an army superior to any other. However, Rulakan and Fulakar could not convince King Ali to conquer the surrounding lands; they orchestrated a successful coup and assassinated their father. Together, they assumed the throne and began the most successful military campaign in the history of Tellene.

Armed with their bronze weapons, protected by their bronze armor, and with the use of their charging cavalry, they easily crushed any force that dared oppose them. As they spread to the south they reached the Obakasek Jungle. Peopled entirely by savage humanoids, the Obakasek quickly earned the reputation of being unconquerable. After more than five years of vicious fighting, known as the Jungle Wars, Rulakan and Fulakar were convinced that the Obakasek could not be conquered. To guard against humanoid incursions, they built forts along the jungle's edge. Unfortunately, the brothers severely underestimated the sheer numbers of humanoids and several of the

outposts were overrun. It is widely rumored that Rulakan had to make a pact with Lamas, the Lurker in the Void, to gain the service of devils, thus ensuring that the southern border remained intact.

After securing the south, the brothers spied on the countries to the north. Fulakar learned the exact locations of his neighbors' armies and their numbers. Armed with this knowledge, Fulakar set off on a nonstop march northward and beyond.

Fulakar, a brilliant strategist by the age of nineteen, moved northward up the western edge of the Ka'Asas almost unhindered. All able-bodied captives were impressed into his army and used as front-line troops. Those captives that could not fight were left behind in hastily constructed outposts and border towns. Fulakar rewarded many of his original warriors by appointing them governors at these new outposts and keeps.

As Fulakar marched northward, every opponent was either destroyed or absorbed. Often, when his advancing army reached a nation's border, it would find large numbers of soldiers waiting to surrender. Only when they arrived at the lands surrounding Lake Jorakk were they turned away.

There they fought the harsh winter of the frozen north and tribes of Fhokki barbarians. Ignorant of the consequences of beginning a fall campaign in such a climate, their troops were decimated by sub-zero temperatures and heavy snow. The barbarians used the weather to both conceal their numbers and carry out guerrilla-style raids. Rather than directly confronting Fulakar's far superior numbers, the barbarians would quickly strike the Kalamaran's flank, usually during the height of a snowstorm. Often they would only destroy the Kalamaran supplies and then flee into the blizzard, the storm quickly covering their tracks.

During that first winter, there were ten Kalamarans lost to the elements for every one that died in combat. They were forced to retreat. The following spring, Fulakar himself almost died from a bout of pneumonia. Upon recovery, he declared the north a wasteland and worthless to the Empire. Fulakar set up a border to defend against barbarian incursions and focused his attention on the western lands.

Fulakar met little resistance as he spread west to the Legasa Peaks. After only nine years, Fulakar had conquered almost the entirety of his known world. His only set back came when he crossed the Legasa Peaks and invaded Brandobia. There he met heavy resistance, and fought to a draw in the famous Battle of Coniper Gap. After the battle, both sides were decimated. Realizing that he needed to return to Kalamar for fresh troops and supplies, Fulakar sued for peace. The Brandobians retained all lands west of the Legasas, but conceded P'Bapar Pass and the Legasa Peaks to the Kalamarans.

With Fulakar off fighting in the north and the west, and Rulakan keeping the south secure, Kalamar itself was actually being ruled by Rulakan's wife, Lelana. Lelana was a very charismatic woman and used magic, which she

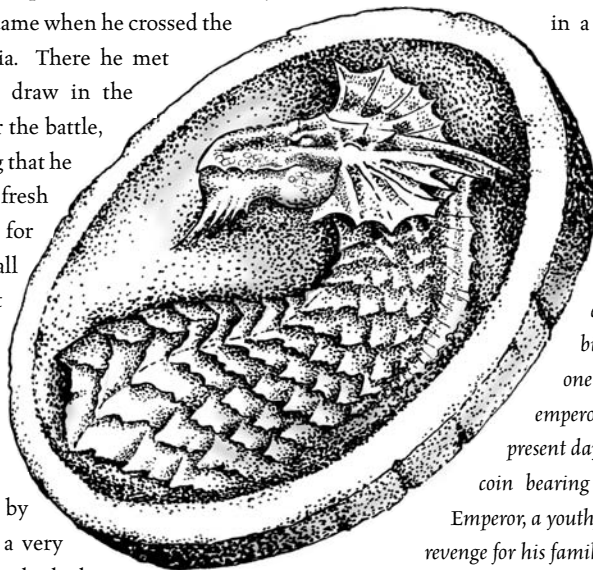
learned from her husband, to make herself appear even more beautiful than she already was. When Fulakar triumphantly returned to Kalamar, he found his brother, Rulakan, suffering from a mysterious disease and Lelana in full control of the country! Fulakar blamed Lelana's magic for his brother's illness and when Rulakan died less than twelve months later, Fulakar vowed to avenge his brother's death. He was planning a military coup to overthrow Lelana, but he vanished without a trace a week later.

Having lost its strong military leadership, the Vast Empire quickly began to deteriorate. The south was overrun by humanoids and they advanced as far north as the southern edge of the Rolutel Forest. There they were turned away by Rulakan's son, Kolokar, leading the Kalamaran troops in his first battle.

Kolokar realized that the empire was falling apart. He removed his now senile mother, Lelana, from the throne and he and his wife ruled. He assembled what army he could and went to secure the north. There, Kolokar found Fhokki and Deji tribes slowly advancing. The barbarians had met little resistance and had taken control of the land north of the Shynako Hills. With the vast majority of his troops being green, Kolokar was in no position to war with the seasoned barbarians. He hastily opted for peace treaties with the Fhokki and Deji chieftains, conceding the land that had already been lost. He then ordered construction of a great battlement now known as Kolokar's Barrier. Kolokar set up outposts along the border to oversee construction and fortify his barrier.

Kolokar then moved to secure the west. Surprisingly, the west had remained almost intact. Since the Eastern Brandobian Empire had been all but wiped out during Fulakar's conquest, there was little in the way of organized resistance. Some of the petty nobles had declared themselves supreme and seceded from the kingdom. But, after a series of quick and decisive battles, the lords were removed and the northwest was reunited. Foreseeing his inability to control such an enormous Kingdom, Kolokar divided the land into smaller kingdoms and duchies that were to pay fealty directly to Kalamar.

Kolokar's victory was short-lived because of his inability to keep peace between the dependencies. He imposed stricter and stricter laws and exercised several successful military campaigns in a vain effort to maintain order. In the end,



#### *The Silver Dragon Coins*

*In an effort to destroy all memory of the Inakas line, Vilik banned the use of all former coins and minted new currency in his own image. The people were commanded to turn over their old currency upon pain of death for disobedience. However, every year on Theodorus' birthday, Vilik would receive a mysterious gift of one Silver Dragon coin! Despite the wrath of the emperors, this rebellious tradition has continued to the present day. It is said that when an ancient Golden Crown coin bearing the image of Theodorus I is delivered to the Emperor, a youthful Theodorus will be restored to life and will exact revenge for his family and reclaim his throne.*

Kolokar's preoccupation with the northwest proved to be his undoing. While away in the new kingdoms on a peacekeeping military mission, the two most powerful noble houses, Eramis and Pilitala, conspired to remove him from power. They captured and imprisoned Kolokar's family and declared themselves in charge. In a fury, Kolokar raced back from the west, intending to regain control of the government and rescue his family. While racing back, Kolokar was thrown from his mount and died with a broken neck.

The two noble houses each declared their own senior member as the new Emperor, and the land was thrown into a bloody civil war. During the next seventy years, commonly known as the Age of Great Anguish, the Empire crumbled into fragmented kingdoms ruled by lesser lords with each monarch attempting to assume the Imperial throne. The commoners suffered the most in this civil war. At first, they were forced to turn over all their crops to feed their lord's mercenaries. Later, their crops, fields and homes were either raided or burned by passing armies. The land fell into decay. Starvation, disease and pestilence ran rampant.

One petty lord from the south, Prince Theodorus, claimed to be a direct descendant of Emperor Kolokar and a member of the royal House of Inakas. Theodorus had a small army of loyal troops, including many dwarves from the Ka'Asa Mountains. It is said that Theodorus had the support of the dwarven king of the Ka'Asas, who revealed to him the secret of steel. With weaponry made of this superior metal, plus an excellent commander, Rovak Fen'doral (a paladin, who rode a silver dragon, Vevisalakale, into battle), Theodorus defeated the other southern lords and reunited the main Kingdom of Kalamar.

With the aid of his former champion Rovak Fen'doral (see sidebar on p. 39) and Vevisalakale, King Theodorus I was able to vanquish the remaining lords and reunite the Empire. Theodorus I reigned for fifty-seven years, controlling all the land from the Legasas to the Ka'Asas. During his reign, the humanoid and barbarians were defeated and the old Kalamaran borders were re-established. Great roads and magnificent cities were built. Trade flourished and the highways were free from robbers and bandits. The land prospered and famine, pestilence and hunger were all but a distant memory. There seemed to be no evil left in the lands. At the age of eighty-nine, Theodorus I, the most popular emperor in the history of Tellene, died peacefully in his sleep.

Theodorus' son, Lakali, was found brutally murdered the day before his coronation. All evidence indicated that it was a demonic assassination as no natural beast could possibly have caused such wounds. Within hours of the news, Vilik, the senior member of the noble House of Bakar seized the throne and butchered Theodorus' remaining children and grandchildren. However, the crown, the rest of the Imperial trappings and the Sword of Kings were never found.

Within a week, Vilik crowned himself Emperor Vilik I. The land was instantly thrown into civil war. The next several years, known as the Time of Misfortune, were marked by a return to conditions not unlike those of the Age of Great Anguish.

It became apparent to Vilik that he did not have the funds nor power base to control the Vast Empire, so he divided it into smaller territories. He placed allies and members of the royal family (Bakar

into these new positions of power. The rulers followed Vilik's laws and paid him a portion of their taxes out of fear of his wrath. Vilik vowed that if a titing was late as much as one day, the ruler in power would be killed, as well as all of his top aides.

Over the next three centuries, the once great Empire slowly deteriorated to less than half its original size. During the last 200 years, incompetent, insane or drunken emperors dominated the Bakar dynasty. These feeble rulers allowed dependent duchies to openly defy the Crown and eventually the western and northern lands began to declare independence.

Today, the Empire is ruled by His Most August Supremacy, Kabori I, of the royal House of Bakar. Kabori rules with an iron fist and strong military leadership. By far the most capable of all the Bakar emperors, he has vowed to return the Vast Empire to her former glory.

## THE KINGDOM OF KALAMAR

The Kingdom of Kalamar (population 4,450,000), the largest and most populous nation on Tellene, is the central kingdom of the Vast Kalamaran Empire. Once the most powerful force for good and justice, the Vast Empire has declined to an unspeakable state of decadence. The current ruling family, the royal House of Bakar, has controlled the Empire for the last three centuries. During this time, the incompetent Bakar dynasty has managed to lose half the original land of the Empire.

Despite this decline, the central Kingdom's borders remain unchanged. Kalamar's boundaries include the Doreba, Ridara and E'Korug Rivers on the north, west and south, and the mighty Ka'Asa Mountains on the east. Kalamar and the rest of the Kalamaran Empire are ruled solely by His Most August Supremacy, Emperor Kabori I of the House of Bakar. The other nations currently under Emperor Kabori's rule are the Kingdoms of Tokis and Basir, the Lands of Tarisato, as well as the Duchy of Dodera. Additionally, Kabori occupies the dwarven Kingdom of Karasta, located beneath the Ka'Asa Mountains.

Unlike his ancestors, Emperor Kabori is a strong, gifted and clever ruler. His genius in military tactics and strategy is said to be exceeded only by the Old Man himself. At the Battle of Kadir Ridge, Kabori's tactical abilities and ruthlessness brought the dwarves and gnomes of the Ka'Asas to their knees.

In order to ensure productivity and obedience from his humanoid slaves, Kabori has stationed an army along the Ka'Asa Mountains. Most of the troops consist of hobgoblin infantry, recruited from the P'Tikor Hills and the Obakasek Jungle. The apparent unending supply of iron, tin, silver and copper ores flowing out of the mountains justifies the high costs of such an army. Along with these raw materials, Kalamar has an abundance of foodstuffs, livestock and gems. Kalamaran merchants export all of these resources to foreign ports, imperial and otherwise.

Kalamar remains on good terms with the entire Empire. In the foreign political arena, Kabori has given favorable trade status to Ahznomahn and Ek'Kasel, that is, merchants from these countries are taxed less than those from other nations. It is rumored that the Emperor has been secretly aiding Ek'Kasel in her battles against

Norga-Krangrel and in return, Ek'Kasel is to help Kabori reunite the Young Kingdoms with the rest of the Vast.

The Kalamaran empire has three main political enemies; Pekal, Tharggy and Paru'Bor. Of these, Kabori's primary foe is the Principality of Pekal, which, of course, was once a member of the Kalamaran Empire. For the last decade, there has been an increase in violence along the E'Liral River, including several major battles between Pekalese and Tokite troops. King Adoku of Tokis is reportedly preparing for a major offensive, designed to destroy Pekal and return her to Kalamaran control. It is generally believed that if Adoku fails, Kabori will personally invade Pekal using the Imperial Grand Army. This action may mean the end of Pekal, but it would certainly mean the end of Adoku.

Additionally, Pekalese warships constantly battle Imperial frigates for control of Elos Bay. This activity has increased as of late, because Kabori recently issued letters of marque to several local pirates, effectively giving them the freedom to legally assault Pekalese water-borne craft. Kabori has also issued an Imperial Decree to Basir ordering all Basiran ships to attack Pekalese vessels on sight.

Kalamar herself, like all nations of the Empire, is organized as a feudal society. Serfs farm the land owned by manorial lords, who pay tithing to their lords and so on. Ultimately, Kabori receives tribute from every lord and landholder in the Empire. For the common folk, this system provides an extremely harsh way of life. There is no liberty for serfs as they are bound to serve their lord. They are merely chattel, owned by the landed gentry and unable to travel. Occasionally, the peasants revolt. But, since Kabori has assumed the throne, these revolts have only resulted in the destruction of whole towns and villages. All involved are flogged and their leaders are publicly butchered. News of these massacres has spread far and wide resulting in fewer and fewer revolts.

Taxes are extraordinarily heavy as Kabori bleeds the nation in preparation for Imperial expansion. The lords who have dared to express their dissatisfaction over the current state of affairs have been arrested and their lands seized. One plot to overthrow Kabori resulted in the destruction of an entire noble family. Thus, commoners and lords alike cringe before the Emperor. Although they fear his wrath, most of the lords support Kabori and hope to gain his favor.

The heavy taxes have created a burgeoning black market for untaxed goods. Although the penalty for selling untaxed goods is often dismemberment or worse, every large town and city has an underground where anything can be purchased - for a price. In

connection with most of these services is the Society of the Blue Salamander, which is very active within all nations of the Empire.

Banditry is common throughout Kalamar and brigands can be encountered along any major road. While the vast majority of these highwaymen are independent, some are paid by robber-barons. As local lords look for ways to increase the size of their own coffers in the face of heavy taxation, they have taken to disguising their personal troops as bandits. They then raid their neighbor's lands or ambush merchants or affluent travelers. As a result, Imperial soldiers scour the countryside, in search of these offenders. These same soldiers are very corrupt and many have taken to waylaying passersby and forcing them to pay a small fee or suffer arrest. Some of these troops also receive kickbacks from the local lords, and thus, turn a blind eye to their illegal activities.

Humanoids are occasionally seen in Kalamar. Dwarves and gnomes are rarely seen east of the city of Lidereta because they fear being mistaken for escaped slaves. Many elves and half-elves live within Kalamar, although the elves typically stay within the confines of the Paliba Woods and the Edosi Forest. Halflings are rarely ever seen. Humanoids are common only as Kalamaran soldiery. Independent humanoid tribes are sometimes seen raiding the countryside, but these excursions usually end in complete annihilation of the humanoids by well-trained Kalamaran soldiers.

### **BET KALAMAR, CAPITAL OF KALAMAR, THE HOME OF THE EMPEROR, SEAT OF THE EMPIRE, ETC.**

**Population:** Over 300,000, including thousands of elves, dwarves, gnomes, halflings, hobgoblins and orcs.

**At a Glance:** Bet Kalamar is a massive city, by far the largest and most opulent on Tellene. Home to Emperor Kabori and the Kalamaran Royal Court, the magnificent city sprawls for miles in all directions. Every lord and noble of the Vast Empire has an estate in or near the city. Amid all this wealth and plenty, dwell the meek and downtrodden dregs of society. Beggars and cripples are seen everywhere but in the Rich Quarter. Outside the city walls, lay the rundown shanties of the many people who came to seek riches but failed.

The city is a tall, sprawling mess. The victim of several separate eras of growth and different architectural periods, the city has a variety of building types, sizes, and ages. Roads are often constricted and cluttered. Even semi-regular repair can do nothing about the haphazard streets. Beggars wander the streets, avoiding the authorities and following the merchants and craftsmen like shadows.

#### **The Towers of Bet Kalamar**

*Bet Kalamar is famous for its magnificent towers and architecture. The city has hundreds of marble towers and spiraling buildings that climb higher than most fortresses. Most of these structures were built two centuries ago in a more decadent age, when the lords and ladies of Kalamar measured social status by the height of their homes. In a race to the sky, architects and masons were hired to build additional rooms and towers above the homes of the wealthy. The renowned College of Architecture was founded during this period.*

*Eventually, towers fell out of popularity, and the building frenzy subsided, but many of the towers remain as does the College of Architecture. However, because of these tall, narrow towers, some areas of the city are extremely unstable and certain sections are strewn with rubble from fallen structures. In these areas, ruined towers lean heavily against neighboring abandoned buildings. These areas resemble dungeons far more than city streets and are sometimes populated by thieves, criminals, giant rats or worse.*

Three large bridges cross the Badato River. These bridges are cluttered with shops and inns until they look as if they could collapse at any moment. They are old but sturdy; one of them is barely a generation old, but two are much older and show remarkable craftsmanship.

All manner of goods and races are found within the city. Merchants from all nations flock to Bet Kalamar. They bring exotic and rare goods from all corners of Tellene, knowing full well that the wealthy Kalamaran gentry will pay any price to be the most fashionable at Court.

Visitors are generally welcomed according to the wealth they bring. The people cater to the wealthy and scorn the poor. A favorite joke among the people regardless of the stranger's station is to direct the visitor to the Sleeping Dragon Inn. The Sleeping Dragon is a joke; it does not exist. The citizens take a great deal of pleasure in routing foreigners all over the huge city in search of it, however.

**Government:** The Emperor rules this massive city directly, and he insists on having a hand in everything of importance. The government taxes every guild, every temple, every wizard, every mercenary group—anything it can. The huge revenues are necessary to cover the active military presence inside the country and to prepare for Kabori's dreams of expansion.

**Economy:** Bet Kalamar's hungry thousands demand an incredible amount of food. They import sugar beets and olives from Svimohzia, corn and dried fruit from Brandobia, cattle and raisins from the north, and tuns of wine from Shyta-na-Dobyo. Few food products leave the city other than rice, but many manufactured products do. Barrels, pottery, musical instruments, tableware (mostly silver, but gold is popular among the nobles of other kingdoms under Kalamaran rule), and wagons leave for places as close as the shores of the Badato river to as distant as the shores of Lake Jorakk.

**Military:** The city houses a full legion, the 1st Legion or "Kabori" Legion. Formally known as the Guardians of the Imperial Throne, this unit represents the Empire's finest military unit. These plate-armored troops are chosen primarily for their fighting ability. Most began as veteran soldiers, but some have been noble duelers, some were pious paladins, and a few were wanted bandits! Despite their origin, they are all fiercely loyal and will die to a man to protect the Emperor. Although officially prohibited from it, some secretly duel in the Grand Amphitheater, both to propagate their reputation and to keep in practice.

The Gray Masks mercenary group is also in Bet Kalamar. Rumored to be thugs and assassins, their presence is a mystery. They claim to be under a commission and therefore unavailable, but they will not say to whom they are bound. Popular belief is that they have hired on with the Blue Salamanders.

**Major Temples:** Every deity has at least one temple in Bet Kalamar. The most prominent are the Parish of Love, the Fraternal Order of Aptitude, the Parish of the Prolific Coin and the House of Vice. Worshipers and clerics of all faiths are present, although some of the evil faiths are represented only by a household shrine outside the city walls.



### **the Sword of Kings**

*King Thedorus I wished to reward Rovak Fen'doral for his loyalty and bravery and ordered a silver coin struck with Rovak's likeness on one side and Vevisalakale's on the other. Today, these coins are called "Silver Dragons" by collectors and are priceless.*

*Overwhelmed with love for his king, Rovak Fen'doral swore eternal fealty to good King Thedorus I. He swore that he and every firstborn of his lineage would forever be the king's champion. That very night, Rovak Fen'doral was visited by his patron god, Deb'fo, the Swift Sword, who was accompanied by Forinori, the Speaker of the Word. They came to inform Rovak Fen'doral that he would never father a child and, therefore, could not keep his oath.*

*Overwhelmed by their divine presence and with the grief of the news, the paladin lord fell to the floor and begged forgiveness for giving a false oath, thereby, dishonoring his god and king.*

*The deities told him that if he wished to keep his oath, they could grant him eternal life, for a price. Rovak Fen'doral swore the oath again and the gods turned him into a sword, the Sword of Kings.*

The Parish of Love is led by Japati Ezamil, a dark-eyed man with a massive gray mane of hair. His presence is shocking only until he begins to speak with his rich, seductive voice and his passionate words shake the listener. The noble women of the country's capital love Japati, and they donate hundreds of thousands of gold pieces each year to the faith. The Grand Advocate of the Heart does not know that one of his Keepers of Harmony secretly spends some of this wealth at a brothel run by the House of Vice because the Keeper is fond of one of the girls who works there. The young Keeper is trying to persuade the girl to leave, but she enjoys her work and the attentions of the nobles and clerics she serves.

The Grand Professor who leads the Fraternal Order of Aptitude is a venerable elf who remembers King Ali Inakas and his belligerent sons. Cyrn Whitehelm can hold an intelligent conversation on dozens of topics, including astronomy, astrology, algebra, engineering, alchemy, history, geography, cartography, metallurgy, and anatomy. His subordinate Masters say he is so brilliant that they expect him to "pass beyond" mortality soon, becoming a Master of the Fourth Dimension and departing this world. The building in which Cyrn preaches and studies is the tallest in the city, if not all of Tellene.

The thirty-story tower bears a huge clock face, maintained by the clerics of the Order in secret ceremonies witnessed by no outsiders.

The House of Vice openly operates five brothels in the city and secretly operates two more that cater to more bizarre tastes. The local Vicelord (the cleric, not the god) is reputed to be the most famous of his faith. Feranis is a physically powerful wereboar; this form of lycanthropy is considered to be a blessing of the god. In a recent coup, he captured and defiled three of the priestesses of the Kalamaran Face of the Free, a small but vocal temple led by Liberator Imanuril. He killed one, returned another so she could tell her story, and keeps the last sealed in a stone cell, a fate her faith considers worse than death.

The temple of the Parish of the Prolific Coin gleams in the daylight and fairly glows after dark. Its bronze dome is one of the most visible objects in the city, and the spires of its four smaller domes compete against it with colorful banners. Its altar, holy water fonts, and other accouterments are all pure gold, although the weapons of the guards are pure steel (eight fighters protect the temple and its belongings with their lives). The current Magnus, Guwan Bakar, is not only a second cousin to the Emperor, he is also related by marriage to one of the Enforcers of the Founder's Creation, and related by business (that



*Bet Kalamar is a city of both beauty and danger...*

is, a 50,000 gold piece loan) to Horan Kuwaki, a guiding member of the Golden Alliance.

**Mages & Sages:** The Royal Diviner, a hook-nosed worm named Shifan, is an ancient elf who has served a half dozen Emperors. He is openly scornful of his master—the only person alive who can get away with it. While some say the “Diviner” is the power behind the throne and the instigator to Kabori’s aggression, nothing could be further from the truth. Shifan’s reputation alone deters most threats to the person of the Emperor, and he has piles of magical items from which he occasionally gives a gift to his master.

**Underworld:** The largest city on Tellene is naturally the home to several of the largest thieves’ guilds. Each guild vies, not only for control of the city’s underworld, but also for control of several nearby cities’ crime rights as well.

One guild, called only The Namirs, is remarkable in that it is a hereditary monarchy and not led by an elected leader like other guilds. The Namir family has led the guild for seven generations, and Badilo is an outstanding leader, bringing talents in many areas to the guild. An exceptional statesman, a brilliant orator, and a nimble adventurer, Badilo is a hero to his followers.

Additionally, rumor has it that the Society of the Blue Salamander has its headquarters somewhere in the hidden reaches of Bet Kalamar. If these rumors are true, Kabori must surely know. One wonders whether Kabori himself sanctions their covert activities, perhaps for a share in the profits.

**Interesting Sites:** The city is a home to many actors, engravers, sculptors, and other artists. An annual Festival of Life that originally celebrated an early harvest is now a busy week of two plays a night drawn from the talent of local playwrights. Kelona’i of Salirido is one playwright to be named “Master of the Feast,” meaning that his work was chosen as the best of all those performed. He draws from ancient history and Svimohzish myth for his material, adding local morals and views.

Bet Kalamar also houses a large house of healing, the Apothecarium, where two dozen doctors practice medicine and constantly train both new doctors and army medics. The services are expensive, but payment is sometimes rendered in service rather than coin or goods. The very poor end up becoming indentured to the Apothecarium for long terms. Nobles or merchants can buy out their indenture, so they see the Apothecarium as a source of unskilled labor.

**Special Notes:** It is harder not to find adventure in Bet Kalamar than it is to find it. Scheming nobles, haughty ambassadors, miserable paupers, and arrogant soldiers all have desires and plans. Most of these dreams involve wealth and power, and all of them have someone who wishes to stop them.

## ROSALETA

**Population:** 14,800 Kalamarans.

**At a Glance:** Rosaleta sits on a windy shelf overlooking the blue Kalamaran Bay. The view is spectacular, and everyone in the city seems to think so. Many homes, even of the middle class, have more

than one story, and large windows on the upper stories are apparently mandatory by custom, if not by law.

The people are friendly to strangers, but heavily armed strangers are treated with suspicion. Since the port’s narrow mouth provides a great natural defense to deter would-be pirates, the nearby Rolutel Forest harbors no dangerous monsters and the city is well inside the borders of a large kingdom, Rosaleta is one of the most peaceful cities visitors will ever see.

**Government:** Rosaleta is a choice fief controlled by the noble house of Harutor. Duke Falamar Harutor has ruled it for the last ten years, ever since his older brother N’Manac died without an heir. Falamar is loyal to Kabori and friendly with his neighbors. Harutor has two sons; the elder acts as magistrate and nominal commander of the militia. The younger, a brilliant scholar and imaginative artist, has joined the Theater of the Arts and has elevated that previously unknown temple to great status within Rosaleta.

**Economy:** Since most foreign merchant vessels land at the more easily accessible ports of Bet Kalamar (arrivals from south) or Sobeteta (arrivals from the north or west), Rosaleta’s imports primarily arrive from Bet Kalamar and Sobeteta. Rosaleta’s merchant vessels export to all major ports.

Rosaleta also sees considerable overland trade with the marketing juggernaut at Bet Kalamar. Even caravans operated by competitors travel together for protection from bandits and wandering orcs or gnolls. The city imports worked tools and luxury items (including furs, jewelry, and exotic wines) and exports wheat, soft pine for furniture, and mint, for which they have an excellent reputation within the kingdom.

**Military:** A bored garrison of 150 footmen guards the city from what they consider imaginary enemies. The men are a sloppy military unit: they wear only partial armor, sleep or play cards on duty, and they rarely patrol. Rolator, their captain, spends most of his time at the city’s one small brothel.

**Temples:** The Hall of Oaths, the Courts of Justice, the Parish of Love, the Church of the Night’s Beauty, the Church of the Silver Mist, and the Founder’s Creation have temples in Rosaleta. The most extravagant is the Church of the Silver Mist, which has a 50 foot diameter copper-plated dome visible for miles.

Not to be outdone, the Hall of Oaths has a jade statue of the Speaker of the Word sitting on a marble pedestal inside their worship area. The Parish of Love is building a fountain that they hope will reach 100 feet into the air. The Church of the Night’s Beauty has a craftsman working long hours creating stained-glass designs for their temple.

**Mages & Sages:** The city has a wizards’ guild of four wizards who meet for drinks and pastries in a bakery twice a month. They complain about the weather, lie about where they have been and who they know, and entertain the bakery’s patrons with minor spells.

Cabaron, the group’s newest member, has a more sinister background. Until 557 I.R., Cabaron was an active member of the Network of the Blue Salamander and worked closely with the mind flayers who lead the society. He incited rebellions in certain towns that have been recently erased from Kalamar’s map by Kabori’s



implacable armies. Not by coincidence, these towns were all extremely loyal to the Emperor before Cabaron's appearance. He is not in Rosaleta to work, however. He is in hiding after Imperial spies almost discovered him in O'Par, where he was feeding Kabori's spies misinformation about the military preparedness of Tharggy.

**Underworld:** Rosaleta's crime center is a literal underworld. The thieves' guild meets in an old catacomb that has been out of use since the Church of the Life's Fire came to prominence about 200 years ago. This macabre meeting hall sees only a dozen or so attendees on regular monthly meetings, but on the annual Night of Knives, nearly the full membership of 200 rogues attends.

An evil hunter named Porisal leads the guild. This half-elf has an outstanding reward of 5,000 gp for killing a count's family in eastern Kalamar, and he brags about both the reward and the murder to his followers. Porisal is known to have several magical items of extreme usefulness, including *elven boots*, a suit of *bloodthread armor* (level 10), and a *cloak of feywild escape* (level 20). The ranger's followers are bandits, muggers, and murderers and operate within clearly delineated wards within the city. Porisal's control of Rosaleta's underside is absolute and unquestioned.

**Interesting Sites:** The cliff face over which Rosaleta sits bears a natural rock formation that looks like a contorted human face. The "wailing man" is infamous among sailors who pass near the area. Sailors avoid passing the city at night especially because they fear the stone face might have some hostile arcane powers.

**Special Notes:** The quiet Rolutel Forest does have its sinister secrets. Mysterious undead creatures similar to shadows have been reported, but the shadows are not of men, but of trees!

A growing number of humanoids live in or near Rosaleta. Over the last few years, improvements in their weaponry and tactics have increased the threat they pose to the standard patrols of soldiers used to deter their attacks. Rumor says that a fierce bugbear with a legendary magical sword now leads them.

## SEGELETA

**Population:** 10,100 Kalamaran humans with traces of Fhokki, Deji and perhaps even Reanaarian blood. Humanoids are few and include families of halflings and elves. Dwarves and gnomes are sometimes seen here as well.

**At a Glance:** Segeleta originally sat on a smooth round hill, but it has overgrown the hill and it now spills down onto the plain below. The hill's edges still show signs of an older wall that was torn down decades ago for the construction of new homes.

A newer wall, this one of excellent construction and poor maintenance, stands outside of the homes and business of Segeleta. Two gates large enough to accommodate caravans or even armies open the city to the northwest and the southeast.

**Government:** Segeleta is in the timid hands of Baron Karaso, aided by his appointed Council of Peers. The Council supervises the city's administration and Karaso chooses to exercise his power only when a military threat confronts the city. Karaso is an unimpressive general and has only a small number of troops.

Peer Monshar, an aged healer with strong Deji heritage, was knighted in his youth for saving a duke's infant son from kidnappers. Monshar is the senior Peer on the Council (of 30) and commands total respect from the community. He decides major policies and enacts new laws in Segeleta, with little protest from Karaso.

**Economy:** Segeleta relies on overland trade, especially with Lidereta, Rosaleta, and Aroroleta. The rare caravan from Bet Kalamar is met with a warm welcome. Exports include wagons laden with berries, beans, vegetables (especially peanuts, which are rare outside of central Kalamar) and lumbers not found in the Rolutel, Kalasali or Edosi forests. Incoming wagons might carry raw iron or copper, tough hemp cloth from Tarisato, Basiran rice, or Tokisian corn. Horses from the north are popular, too, especially the rare Drhokkeran chargers, used as overpriced draft animals.

**Military:** Baron Karaso commands a personal following of 30 heavy cavalry (armed only in scale mail with heavy shields, javelins, and longswords) on Gakite steeds. The horses wear scale barding that matches their riders. Karaso also employs another 200 foot soldiers (hide armor, longsword, and heavy shield). Segeleta's interior position and history of loyalty ensure that it sees few Imperial soldiers.

Segeleta's main military concern is keeping the trade routes open and making the merchants who use them feel safe. Long narrow roads extend north and south from the city, and soldiers are always on them in bands of twenty. They guard incoming and leaving caravans for about twenty miles from the city's walls.

**Temples:** Formerly, the elven presence in Segeleta encouraged the worship at the Theater of the Arts, the Church of the Night's Beauty, and the Temple of the Patient Arrow. Their worship has declined over the past decades, although the Church of the Night's Beauty still retains many of its followers due to the charisma of its sagely gnome priest, Ansren.

The newer temples that gained popularity after the elven exodus include the House of Solace, the Church of Everlasting Hope, and the Temple of the Stars. The Parish of the Prolific Coin is popular with traveling merchants, although few citizens worship there.

**Mages & Sages:** A wood elven wizard now sits on the city's Council of Peers, a position formerly common, but not seen for three generations. Menolak goes by his human (Kalamaran) name in the city, a sign of his eagerness to restore friendly trade and communication.

**Underworld:** While the memory of the elves still includes the events that separated them from the "human tribe" on their borders, none of the humans still living in Segeleta remembers the elves as friends and neighbors. Aside from stories told them by the gnomes in the city and by their grandparents, they know the elves only as vigilant guardians of the forest who do not hesitate to shoot trespassers.

Some people do not trust the elves and have initiated violence against Menolak and Paliba elves who come to trade. While they have not committed murder yet, the violence is growing in intensity. The hatred is fueled by Tomar, the senior cleric of the local House of Scorn and half-elf who sees his father in all elves. Tomar's father, formerly a

Council member, reluctantly left the family when the elves cut off contact and could not convince Tomar's mother to join him. Tomar does not know it, but Menolak is a distant cousin; Tomar's father died from a poisonous spider bite thirty years ago.

Other crime in the city is sporadic and high for a city the size of Segeleta, but it is not as bad as in Tarisato.

**Interesting Sites:** A few miles into the forest, one can find the original site of Segeleta, a Fhokki settlement from thousands of years ago. The woods have overgrown the log homes of the tall folk, and the homes are overrun with spiders, vines, and nesting birds.

**Special Notes:** A band of adventurers recently discovered the reason why the wood elves of the southern Paliba Woods so abruptly broke off friendly relations with Segeleta almost a century ago. A band of greedy humans, having heard of the rumors of wealth belonging to their "Lady of the Forest," invaded her cave lair and slew her. The wood elves rescued her son, then only six years old and incapable of caring for himself, and brought him to live with them. The elves, erring on the side of caution, cut off all contact with humans until the young prince was ready to claim his birthright.

Now the prince, a copper dragon, has grown strong enough to assume his role as the forest's protector. The timing could not be better, for each year since the Lady's death, the wood elves have been pushed further south by humanoids and monsters from the more dangerous northern end of the Paliba Woods.

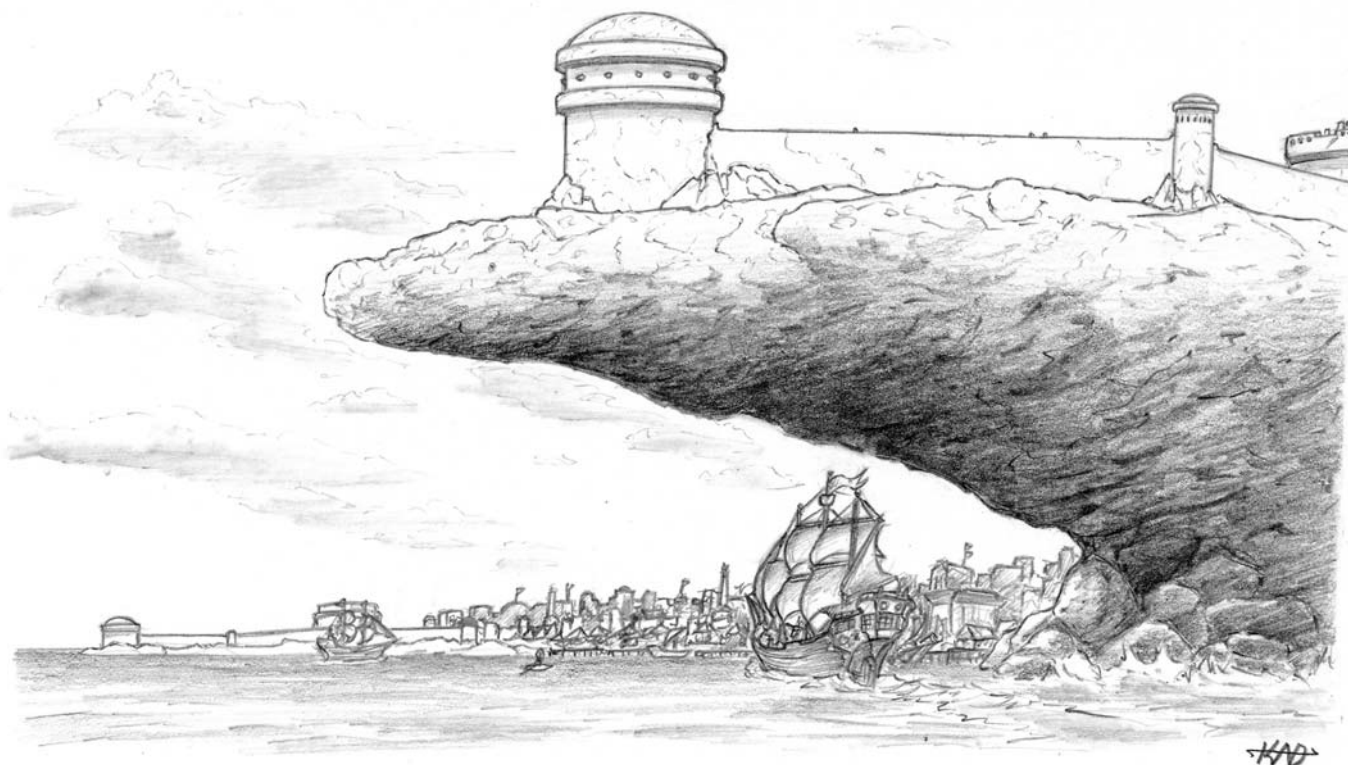
## SOBETETA, CITY ON THE ROCK

**Population:** 56,300 humans, nearly all Kalamarans. A thousand or two Svimohz and their second-generation progeny are the result of an emigration from unhappy Zazahni. At any given time, the city has a fairly large transient population thanks to heavy traffic from the Ridara and sea travel.

**At a Glance:** Sobeteta sits on Rokalel, a rock-rimmed island in the delta of the Ridara River. Apart from the city's sprawling mess, the island boasts little more than sheep, pigs, and farms. Inside and around the city's walls, however, dwells a busy metropolis. In the summer, the constant breeze from the south and southwest is a welcome companion. Its rare absence allows the putrid reek from the Alubelok Swamp to overpower the smells of the city.

**Government:** The city is governed by the Emperor's most trusted duke, and the position is not hereditary. The city's importance does not allow the vagaries of chance and birth for Kabori to entrust this vital city to just anyone. Duke Sorabek II proved his loyalty during the annexation of the dwarven kingdom of Karasta in the Battle of Kadir Ridge, where he ordered the massacre of a gnome village that hid dwarven dissidents. Sorabek has a reputation for being the Emperor's "hatchet man", a man who fixes problems. Sorbak's solutions require ruthlessness and merciless dedication to results.

**Economy:** Sobetata lives largely on the rice produced locally, but it also trades with Svimohzia and the cities along the Reanaarian Bay. The city is often the end point of trade from the Ridara River. The frail river vessels are capable of weathering neither the stormy Kalamaran Sea nor the pirate-thick waters of the Elos Bay. Instead,



Sobeteta

shipping going upriver or to the rest of the world trades hands in Sobeteta, leaving a tidy profit in this Kalamaran metropolis.

**Military:** The city's barracks house 2,000 to 3,000 infantry and marines. These troops are primarily concerned with external threats from the Alubelok Swamp and pirates in search of wealthy Svimohzish merchantmen.

**Temples:** The rocky island is the seat of the Valiant (high priest) of the Swift Sword. The Halls of the Valiant occupy a prominent position in the city, since over 4,000 of the faithful fill its lofty halls on holy days. The Valiant, a swarthy Svimohz named Vanamir has personally saved the city or its citizens from attack by sea monsters three times—once from a band of aquatic trolls, once from a giant squid, and once from a slew of elementals who streamed from a portal that opened a quarter mile off the island.

The Hall of Oaths is also popular, and its Grand Esquire, Minon, serves the city as Sobeteta's highest magistrate. He has a flawless memory for faces and crimes and criminals fear being brought before him a second time. His policy is "Once, show mercy. Twice, show justice."

Lesser temples exist dedicated to all of the good gods of the Sovereign Lands, the Parish of the Prolific Coin, the Temple of the Three Strengths, the Inevitable Order of Time, the House of Scorn, and the House of Vice. The Temple of Strife boasted a fairly large following until very recently. Ironically, internal dissent among its clerics tore the faith apart and its former followers are now scattered among a dozen other faiths.

**Mages & Sages:** Resemer the Unholy is a converted spellslinger with a bad reputation, as his moniker indicates. Resemer was one of the main persecutors of the dwarves in Dodera and the blood of many clans is on his hands. When an unknowing dwarf saved him from a rockslide in the Kakidela Mountains, nursing the near-dead warlock back to health in his own home, Resemer changed his outlook and his life. He took a vow of poverty and now lives in the port city hunting down clerics of the House of Scorn, whom he blames for his previous prejudices.

Dorata Ku'Ato is a young graduate of the College of Magic and one of the wealthiest merchants in the city. Ku'Ato's willingness to throw around charm spells has multiplied the fruit of his business acumen and hard work. He is so subtle and so naturally charismatic that even his most intense business rivals are only beginning to suspect anything unnatural.

**Underworld:** Expert and creative burglars make up the most influential members of the thieves' guild, but smugglers, fences (selling loot for their pirate partners), and a hearty collection of thugs make up one of the most numerous and active thieves' guilds on Tellene.

Guildmaster Teren Masa'i, known as Teren the Drowned, refuses to set foot on a ship of any kind. Ten years ago, Teren was part of a pirate crew attacking an Ozhvinmishii trading ship full of gold. A boom knocked him overboard and his pirate "friends" never thought twice about him. His body washed ashore near Rosaleta, and a selfless cleric of the Raiser saved him, thinking he must have been one of the Basiran marines who had sunk in a storm the day before.

**Interesting Sites:** The city's docks include a long section of low-lying docks for personal craft. These boats are not used for work or war; they are sleek racing vessels. Most of the people in the city have been on a boat, and many of them spend much time on the water. A few of the rich have time and gold to spend on boats that have no other purpose than to enter a seasonal race from Bosinela Island to the east back to the docks at Rokalel Island, where garlands of lilies and orchids are draped over the winner.

**Special Notes:** Monstrous threats to the city are many and varied. Flying creatures from the Alubelok Swamp or the rocky islands around Sobeteta are a hazard to farmers, ranchers, and sailors. Giant vultures, eagles, harpies, and stirges keep citizens wary of the skies. Dire crocodiles, aquatic trolls, and other marine creatures threaten trade and travel.

## THE KINGDOM OF BASIR

The Kingdom of Basir (population 685,000), the naval power of the Kalamaran Empire, is ruled by the royal House of Kadana. Three hundred years ago, the House of Kadana swore fealty to Emperor Vilik and, in return for their loyalty, Vilik granted them the land now known as Basir. Ever since the creation of the Kingdom of Basir, a gift of one hundred of the finest pearls from the King's pearl farms are given to the Kalamaran Emperor on the anniversary of his day of birth.

The current ruler of Basir, King Rapos II is now nearing seven decades of life. As a result of his age, for the past ten years Basir has actually been ruled by Rapos' daughter, Princess Dela. Dela refuses to take the crown from her father until he dies.

Princess Dela has proven to be a very capable ruler. She remains completely loyal to Emperor Kabori, a loyalty she learned from her father. Her laws are fair and just, and racial tolerance is very high in Basir. As a result, dwarven and gnomish miners are common among the Ubikokeli Highlands, as are halfling farmers. Many elves also reside in the Edosi Forest, although they claim allegiance only to their elven king. The recent influx of humanoids over the last decade has produced an extra source of tax revenue, mostly from the Ubikokeli's miners.

Religious tolerance is almost as widespread as racial lenity. Only the Conventicle of Affliction has been banned and most others are welcomed. Temple of the Stars, the Courts of Inequity, the Founder's Creation, Parish of the Prolific Coin, House of Vice, House of Solace and Temple of Enchantment are the most popular, and of these, Temple of the Stars and the Courts of Inequity are the largest and most influential, especially within the capital city.

Basir is a small, yet affluent part of the Kalamaran Empire. Most of the Kingdom's wealth derives from her abundant natural resources. These include: the foodstuffs and staples that are amply provided by two full growing seasons, rare and exotic herbs from the Alubelok Swamp, gold panned from the Ridara River, gems and minerals mined from the Ubikokeli Highlands and wood from the giant trees in the Edosi Forest. Additionally, Basir's domestic economy has never been directly affected by warfare as no foreign nation has ever invaded

Basiran soil. The heavy duties and tithes collected by Emperor Kabori seem a small price to pay for such safety.

Due to the Emperor's protection and the lack of landward enemies, the standing army is small, only consisting of 1,000 heavy footmen, 400 bowmen and 800 horsemen. In the past, these troops have been used only for the invasion of pirate islands or the military resolution of disputes among petty lords.

Basir's navy boasts well over 250 warships and has some of the finest marines in the world. The Kingdom uses its navy to protect the Empire and its allies from pirates and also enforces Emperor Kabori's decree that all Pekalese ships shall be attacked on sight. To this end, a large portion of the fleet aggressively patrols southern Elos Bay.

## BET URALA, CAPITAL OF BASIR

**Population:** 53,300. The Kalamarans are in the majority, but not by much. Brandobians, a few Deji, and even recent Svimohzish immigrants walk the streets without prejudice. Humanoids are welcome and include a fair number of elves, halflings, and gnomes. Dwarves find the area too flat, but they are welcome also.

**At a Glance:** Basir's capital city, Bet Urala, graces a large hill of gentle slope. Its wall stands but eight feet tall and is now well inside the real borders of the city. For temporary protection, a wooden fence marks where a new city wall will be built some 500 yards beyond the present wall. Three gates allow for entry from the north, south, and east. Paved Imperial roads travel north and south and a dirt wagon trail splits into three in the east.

The city overlooks a large natural harbor. Merchants from Svimohzia and elsewhere feel much safer in the port of Bet Urala than in the naval war zone between Tokis and Pekal and prefer to bring their goods here. Consequently, the bustling marketplace rivals those of Zoa and Dalen in business, if not in size.

The excellent marketplace and the fact that Bet Urala is the only major city in Basir, has resulted in most Basiran nobility building permanent residences within the city. The exotic wares of foreign merchants intermixed with the presence of the rich nobility has given Bet Urala a very cosmopolitan aura. Accordingly, for the wealthy, life in Bet Urala is of an elegant, almost fairy tale quality. The affluent stroll the immaculate Rich Quarter, dressed in brocades, satins and silks, woven in far away lands. It is a poor outfit that does not have at least one pearl button or pin.

Of course, Bet Urala has a dark side too. Slums and broken-down hovels sprawl beyond the city's outer wall. The wharfs and docks along the harbor are home to many seedy and unpleasant characters. Rough-and-tumble sailors, dockworkers, marines and mercenaries call the seaside home. Catering to this dangerous lot are the owners of the many portside swill holes and rundown taverns. Truly, one foolhardy enough to venture into such inns should be wary of losing more than just his purse.

**Government:** Princess Dela rules Basir and Bet Urala directly. The dukes (especially Duke Banakal, the ruler of the poorest and southernmost duchy) urge her to marry and they all hope to win her for themselves or for a son or brother. Princess Dela wishes Prince Osud of Birirelido to be her husband, but she does not want to seem to bow

before their demands. Until an appropriate situation presents itself (or can be arranged), the Prince will not ask for her hand publicly. Osud does not share the Princess's passion and sees the future marriage as a chance to restore his ancient family line to the glory it enjoyed when they ruled generations ago.

Princess Dela does not approve of the war between her neighbors in Tokis and the Pekalese, who could be profitable trade partners. In her mind, the Tokis military could be put to better use patrolling the Edosi Forest, which gives her continuous problems.

**Economy:** Pearls are the most famous of the city's exports and are partly the reason for its founding. The name "urala" means "pearl" in Kalamaran. Despite the attention given to the lustrous pearls, rice generates two-thirds of the city's income. The city also sees the exchange of Ubikokeli gems and metals, Edosi woods, and Ridara gold. Bet Urala is a popular port with merchants (especially Ahznoms) and no trading ships go into the Elos Bay without stopping at the city.

**Military:** The army is small in proportion to the city's population. Of the nation's military, only 100 soldiers protect the city. The navy, on the other hand, includes some of the finest ships in the known world. They lack the speed and grace of the Reanaarese vessels, or the huge cargo capacity of the Ashoshani merchant ships, but skilled captains and veteran mates make them some of the best ships in the world.

One of the foremost captains in the navy is Pesaron Badir, a local commoner who was impressed into the navy some ten years ago. He has a mane of white hair that has nothing to do with his age (he's barely 30), but he can perform the complicated math necessary for navigation in his head, and he understands winds and currents intuitively. Badir tells nobody about his membership as a Disciple of Avrynn; his crew attributes him with amazing gifts, but they suspect nothing about clairvoyance or other psionic abilities.

**Temples:** The Hall of the Valiant and the Assembly of Light have the largest followings in Bet Urala, but the Temple of Enchantment is the most spectacular. It features four ancient belfries, with the largest of a dozen bells weighing over five tons. Its tolling wakes the city at dawn each day, and the bells echo for miles over the Kalamaran Sea. The Temple of the Stars boasts a larger than usual shrine in the form of an extremely large and permanently docked Kalamaran merchantman.

Other temples of note include the House of Solace, the Home Foundation, the Church of the Life's Fire, the Theater of the Arts (the Princess is a strong patron of the arts), the Founder's Creation, the Order of the Passionate One, and the Congregation of the Dead. The Temple of Sleepless Nights once tried to establish a temple in Bet Urala, but the Princess discovered an ancient law which the temple had violated and vigorously exploited it to close the temple down. The building is still there, but it has stood empty for years. Children dare each other to explore within, and those who accept the challenge report horrible nightmares for months afterward.

**Mages & Sages:** The city boasts a skilled conjurer named Nalar (actually a vampire lord). Nalar's preferred summonings come from the Abyss or the Nine Hells, and he has amazing skill at controlling

## THE DUCHY OF DODERA

such creatures. He crafts his bargains with lower planar creatures most adroitly. At any given time, two or more devils protect his fine home outside of the city gates, and six or more wander the extensive topiary gardens surrounding the home. Forbiddance, Eye of Alarm, and similar rituals protect the topiary, making the home difficult to reach by surprise.

The former Field Master, who retired to raise his grandchildren after the death of his oldest son in the Edosi Forest, is a respected master of agriculture and the weather. Feledar Hap'nam lives along the coast near the harbor, where he owns several merchant ships. Feledar frequents the docks and is a friend to many ship captains, including Pesaron Badir. His extensive olive groves are the envy of the kingdom and provide most of the olives and olive oil for Basir, Tokis, O'Par, and Dodera.

**Underworld:** Dela allows one thieves' guild and all thieves nominally belong to it. In actuality, fewer than a quarter of the thieves in the city report their activities and the Guildmaster secretly urges the rest to operate as they wish as well. Freelance thieves can expect steeper punishments than guild members, but guild members must pay a tithe to the crown. Crime is less common in Bet Urala than in other parts of Kalamar.

**Interesting Sites:** Duchess Felana is a headstrong follower of the Swift Sword and one of the most famous heroines of that faith. Felana has given away her personal sword, armor, and magic items to younger members of her order and now teaches swordsmanship, etiquette, and diplomacy to young ladies in Bet Urala. Many of the men dislike this practice, especially those who have taken a beating from one of her students for acting like a boor. Her tower and "gardens" (hedges behind which she practices in secret) sit directly across from the Castle Kadana.

A trio of wizards has formed a core of a guild that they hope will grow into a large organization. They claim as their goal the discovery of the fabled Lost City of Sekhancha, supposedly destroyed by the gods because their primary wizards had developed alchemy and medicine to such a degree that potions, poultices, and balms cured people of all diseases, extended one's lifespan and enhanced magical abilities beyond those of mortals and into realms belonging to the gods. The Seekers of Sekhancha meet in a casual tavern known as the One-Eyed Ogre.

**Special Notes:** Whimnoz, a guardian naga, hides within the poor section of town, performing rituals and casting helpful spells on local thieves in return for gold. She has lived in the area since before the city was founded and has expert knowledge of history, and an in-depth knowledge of the city's underworld. Whimnoz sometimes cannot resist the urge to eat an occasional vagrant, despite the extra attention it brings her from the authorities.

The Duchy of Dodera (population 525,000) is the smallest province in the Kalamaran Empire. Nestled between the Kakidela Mountains and the Ridara and Doreba Rivers, Dodera marks the northeastern corner of the Empire. Dodera represents the last remaining of the three Dukedoms established to protect the Imperial northland from Dejj and Fhokki barbarian tribes. During the last two centuries its function has changed from defender to an Imperial staging area for launching assaults into Tharggy and Paru'Bor. More recently, the Duchy's duties have included raiding camps of renegade Ka'Asa dwarven slaves living in the Kakidela Mountains.

Since Kabori ascended the Kalamaran throne, the position of Duke of Dodera has proven to be a very temporary one, indeed. The last sixteen years have seen no less than nine different dukes. Because of failure to both reconquer Tharggy and eliminate the dwarven freedom fighters in the Kakidelas, all but two of the dukes have been removed and executed for incompetence or disloyalty. Of those two, one met an untimely death under questionable circumstances and the other is the present Grand Duke Orilaras, bastard half-brother of Emperor Kabori.

Orilaras knows that, half-brother or not, there is no currying favor in this Empire. If he does not conquer Tharggy or eliminate the raiding dwarves by next year he will suffer the same fate as his predecessors. Thus, the Grand Duke keeps a very tight grip on his Duchy. He keeps the province well ordered, and his troops are always battle-ready. He feels that by next campaign season his troops will be ready to overrun Tharggy. Additionally, Orilaras is reported to have an extensive spy network consisting of traitor dwarves who report the location of renegade camps in the Kakidelas. It seems that, for the moment, Orilaras is content with gathering information. Eventually, he must attempt to clear the Kakidelas of outlaws, since his life may depend on it.

The Grand Duke's plans must have merit because he has convinced Emperor Kabori to loan him elite Imperial heavy infantry and cavalry. In addition to these troops, the Duke's own army consists of 1,000 heavy footmen, 600 pikemen, 800 horsemen, and 250 crossbowmen.

The iron, copper, tin and gold that are mined from the Kakidela Mountains and the Katagas Rise are used exclusively to support the Duke's armies. The food supply has been severely reduced in order to support Orilaras' men. This, coupled with ever increasing taxes, makes life difficult for the simple farmer or shepherd. Due to the depressed, war-time economy, few merchants besides those dealing in arms and armor travel to Dodera.

Humanoids are rarely seen in Dodera, although there are a handful of successful halfling farmers. Gnomes and dwarves stay clear for fear of enslavement. Elves do not like Dodera, for it is an altogether dreary and oppressive place.

All religions have some representation in Dodera, except the Conventicle of Affliction and the House of Laughter, which have been banned by the Duke. The largest and most popular faiths are the Founder's Creation, the Assembly of Light, Church of Everlasting Hope, House of Scorn and the Congregation of the Dead.

## BET DODERA, CAPITAL OF DODERA, CITY OF THE MOUNTS

**Population:** 17,900. Over 17,000 humans and a handful of elves and half-elves live in the city. The remainder number a handful of humanoids and one or two gnomes who hide among friends. The humans are Kalamaran; the natives do not trust outsiders.

**At a Glance:** The buildings look much like small mountains themselves, with sharply conical wooden roofs and stone walls. A glance inside these curious buildings shows that the bottom floor is devoted to living, cooking, eating, and serving guests, while the narrow upper stories are used solely for sleeping. Small basements store supplies and food.

The roads twist and wind to take the easiest way up and down the city's natural slopes, making travel tedious. Horses are rare, but mules are common. People have small red monkeys for pets, and the little imps get into anything. Other animals are uncommon, except for native goats that apparently wander freely through the city.

Bet Dodera grew up around the ancient Castle Tipili, built for protection from the northern barbarians. Overlooking the surrounding city from atop Tipili Hill, the highest of the many heights in the city, rests Castle Tipili. While home to the Dukes of Dodera, the castle remains a strictly military building with frequent guard patrols, armed with crossbows, spears, and swords. The guards scrutinize castle visitors closely, even ones they know. The guards interrogate strangers with legitimate business for hours, and those without good cause are beaten, fined (often of everything they own), and kicked out of the city.

**Government:** In an attempt to concentrate his attention on the twin problems of the dwarves and bandits, Orilaras appointed a Reeve to rule his capital city. Kenos, the hopeful appointee, quickly assumed total authority. He was almost overwhelmed with the responsibility. Fortunately, he learned to handle it and now governs the city fairly well. Lately, he has moved the city's pillory and chopping block near the city gates to remind visitors how seriously they take the law in Dodera.

The Grand Duke Orilaras has not been executed, a rare victory in Bet Dodera. Free of the daily functions of the capital, he has been free to accompany sallies east, disrupting several important dwarven caravans and smoking out (literally!) two underground clans. His extensive spy network has also broken a commonly used dwarven military code. Orilaras has not decided how best to use this advantage, or how far he can abuse it before the dwarves discover the coup.

**Economy:** The city creates little other than fine arms and armor. That which is not used locally is exported and sold to other parts of Kalamar, especially Tokis. The city's chainmail, axes, swords, and spears are all widely respected.

The symbol of Aladis the Fletcher, a stylized Kalamaran "A" with a bolt for the upstroke, marks some of the best crossbow bolts in the Sovereign Lands. The half-elf destroys any bolt that is not masterwork to ensure his reputation. He has grown wealthy from his wares and now trains three apprentices.



*Aladis' mark*

The city imports hemp and cotton, although wool is very common. The local drink, a flat beer, leaves the city's drinkers thirsty for good wine. Any wines that arrive via the port sell quickly and at a nice profit.

**Military:** Bet Dodera uses a large veteran force both to defend itself and conduct offensive operations. At any given time, visitors might see experienced soldiers in the city, returning to the city, and leaving for other garrisons or duty. The barracks is a hive of activity—training, moving, building, and the leisure activities of the off-duty soldiers.

The military is well respected here: the soldiers generally behave themselves, and the officers often marry local girls and move here when they resign their commission. Hence, the local militia is both well trained and ably led. Girod, the Captain of the Northern Frontier, is a loud city leader who insists that the city needs more arts to balance the emphasis on the army. He encourages sculptors especially to visit the austere city, ostensibly for "inspiration." He has been known to inspire them with gold out of his own purse.

**Major Temples:** The Halls of the Valiant, Hall of Oaths, the House of Solace, the Parish of the Prolific Coin, and the Inevitable Order of Time have the largest temples in the city, but their domination is not great. The city is remarkably enlightened in its views on religion, and the faiths share followers freely. Because of the diversity, no temple stands as a clear leader when counting its number of regular worshipers.

The Courts of Justice, however, might claim dominance by the quality of its followers. Justifier Lanitorn Enday, an Eldoran expatriate, leads a knightly order of the most famous paladins in eastern Tellene. These heroes travel all but three weeks of the year, when they return to Enday's temple for rest, paying tithes, and sharing stories. One of the order's champions is Trezhek Zarduk, a humble and pious dwarf from the Jenth Ridges. Only his position in the order keeps him safe in Bet Dodera.

**Mages & Sages:** Besides several lackluster but efficient wizards in the army, Bet Dodera has few wizards. It is the home of Gabilano, the most famous sage of all things avian. In addition to birds, Gabilano knows things about genies, air elementals, and other elemental creatures. Rumors persist that the ethereally lovely maiden seen about his isolated home sometimes is a nymph; she certainly is not known to any of the locals.

Ki'Isa, a tall woman known to many as a potter and maker of brilliant inks and dyes, is also known among magical circles as Lisanara the Colorful. A nine-colored circle is both her symbol and common design on her work. She specializes in light and color, and her illusions are said to be perfect in size, depth, and detail.

**Underworld:** Bet Dodera claims one of the oldest thieves' guilds on Tellene. The guild gives a new freelancer three days to join and then sends four to twelve thieves to beat him and dump him outside the city's borders or kill him, depending on how active the thief is during his three day "grace period." The guild cares for its own with equal vigor. Guild thieves arrested can expect a rescue attempt as soon as the guild can arrange it.

**Interesting Sites:** It is hard for visitors to avoid seeing the public execution and punishment area in the center of town. This area sees activity daily, ranging from a quick flogging to multiple beheadings and disembowelings. Because of the crowds in the area, it is an ideal meeting place for surreptitious meetings and note-passing. Spies, undercover military and civil police, and thieves convene here to do their work. Nearly anything could happen there, including hauntings, rising dead and ghostly visions.

**Special Notes:** Bet Dodera has a secret labyrinth of underground passages, tunneled ages ago by the dwarves. Originally a hugely prosperous gold mine, the vein ran out before ancient Kalamarans settled the city. Now the tunnels have been reopened by the dwarves and hide refugees and allow for retaliatory strikes near the capital.

Lord Thurvalka is a prince among the dwarven people and a tireless force to be reckoned with in the capital. Thurvalka has an outstanding reward of 5,000 gold pieces and he suspects any humans he meets of trying to collect that reward. His distrust extends to elves, halflings, and even dwarves of other clans. Thurvalka and a band of 40 lightly-armed infiltrators raid the surface no more than once a month. They seek to burn a barracks, cause a landslide, or assassinate an officer, but circumstances often force them to abort their mission because of the risk of compromising their secret hideout.

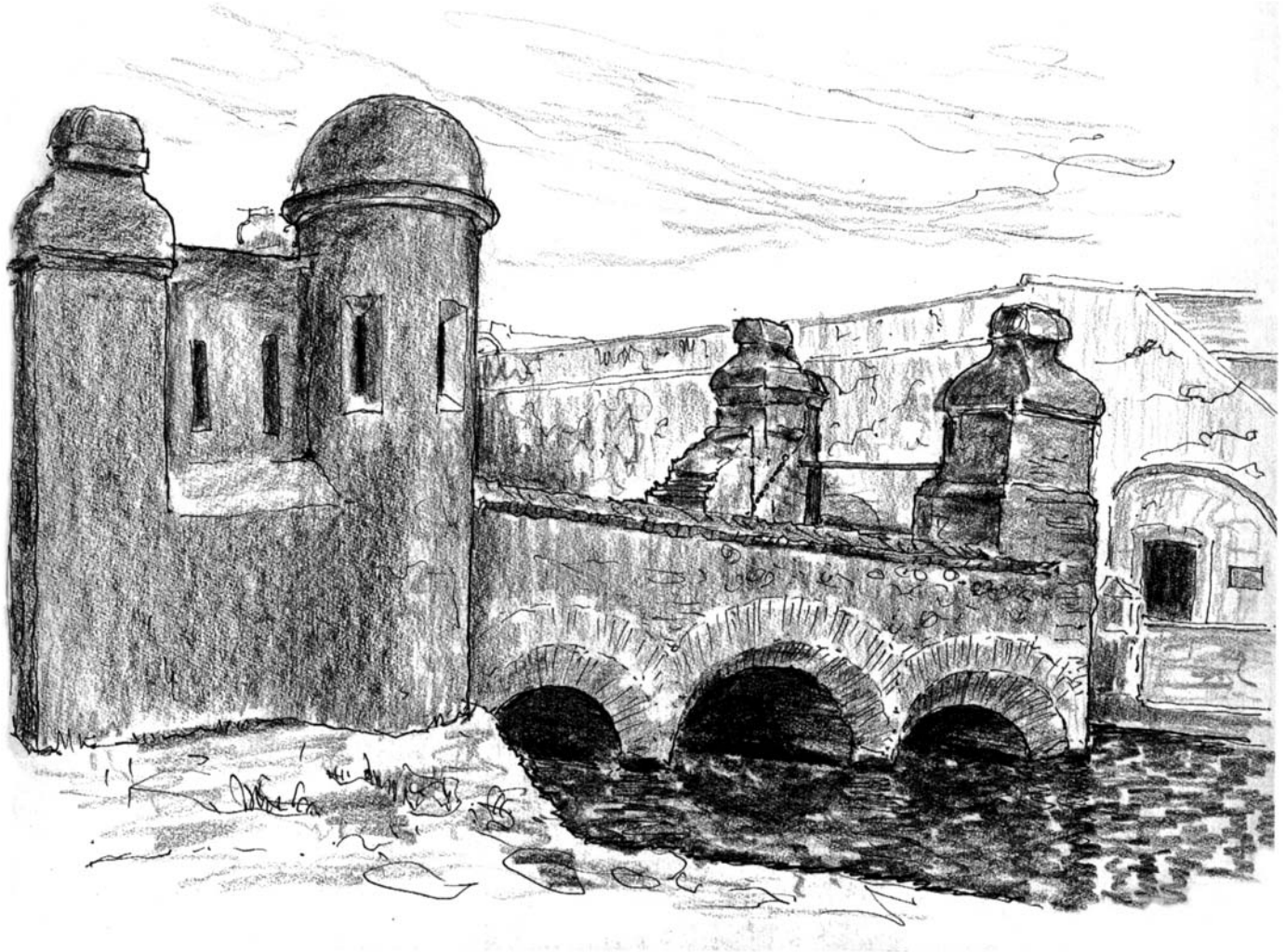
## AROROLETA, THE GATEWAY TO DODERA

**Population:** 24,100, nearly all human. They are Kalamaran, but the large frame and fair skin of the Fhokki shows in some of them. A few show Deji heritage. The city houses fewer than 200 elves and half-elves, and slightly more halflings. Dwarves and gnomes are unwelcome and likely to be targeted for violence by the populace and authorities.

**At a Glance:** Travelers seeing Aroroleta for the first time from the river are likely to notice the boat traffic that comes through. The city's port is a routine stopping place, although the river's merchants conduct little actual trade there. The buildings are mostly wooden, although a few have stone foundations, especially among the wealthy.

Those travelers that come from the plains and farmlands outside the city see a low gray wall, broken by three gates. The gates are usually open, and farmers and herdsmen pass through them in a steady stream most of the morning and evening. The walls are poorly maintained but well-manned.

**Government:** The baron, Lord Kasimer, does not bother much with the war against the dwarves. His main concern is making himself as rich as possible through the trade that comes through the city. He is unable to see that his policies actually deter trade that



Aroroleta

would benefit himself and his people much more. His son, Sir Hasimat, is likely to follow closely in his footsteps.

**Economy:** Aroroleta produces little, but the cities north of it and the surrounding farms and pastures send goods through it to the south. Cattle, horses, iron, copper, tin, and gold all stop in the port overnight before heading out.

Aroroleta attempts to keep much of what passes through, although Lord Kasimer's stiff taxes make many of these products too expensive for local buyers. Iron and cattle are especially welcome, and the people are loath to see these goods leave.

**Military:** The local garrison of foot soldiers consists mainly of retired veterans of wars with dwarves or Thars. Many were no longer considered suitable for military duty and were sent to the far reaches of the Duchy for retirement. Some bear obvious scars or missing digits or limbs as testament to battles past. Like the common folk, the soldiers are suspicious of dwarves and gnomes. This prejudice causes them to react slowly to protect any foreigners of these races.

The soldiers sometimes fight off the brigands who follow rich trade. Although Aroroleta currently houses no mercenary groups, many of the soldiers – regular and militia alike – hire on as occasional caravan guards or merchant marines. Most that leave return only occasionally, and then merely to boast about the exciting new places they have discovered.

**Temples:** Aroroleta contains temples dedicated to the Home Foundation, the Hall of Oaths, the Assembly of Light, the Church of Everlasting Hope, the Fraternal Order of Aptitude, The Temple of the Three Strengths, the Parish of the Prolific Coin, the Thunderer's Temple, and the House of Vice. Several of the evil faiths—the Order of Agony, the Temple of Strife, and the House of Hunger—operate surreptitiously and claim a surprising number of followers due to the personal charisma of their leaders. Lord Kasimer's greed blinds him to their presence.

Noticeably absent is a temple to the Pure One. Inquiries into this absence reveal a scandal. Lord Kasimer burned the temple and banned the faith because he suspected that his wife was having an affair with the temple's cleric. The townsfolk are still very angry about the whole subject, and agitating the matter is a sure way to raise tempers in the city.

**Mages & Sages:** Gosiralo, the Sage of the Doreba River, has studied the river's currents, ecology, history, and animals. He knows what monsters live along its banks or between its shores, when it might rise or lie low, or what merchant ships have sunk beneath its lazy current. Gosiralo might ask adventuring parties to investigate a late migration of birds, remove an unknown predator that threatens a herd of wild animals, or take warnings of an imminent flood to small villages along the banks.

The city is home to Misatir, a transmuter who studies alchemy. Ignoring the lesser practices of making potions, he seeks only the ultimate exchange—lead for gold. Perhaps not surprisingly, nobody in the market accepts his coins.

Alidd, a half-elf with long white hair and bronzed skin, is a magistrate with a reputation for taking bribes. He is certainly wealthy, and rumor says he can be bought, but that he goes to the opposing side to

## The Vast Empire's Great Sport

The historical expansion and military dominance of the Kalamaran Empire bears witness to its citizens' natural lust for excitement. For a few skilled enough, this desire for action manifests in adventuring careers. Others join the Imperial Legions. For those bold enough for neither, there is a seat at the local arena and the gladiatorial circuit.

Gladiators are an institution in Kalamaran life. Hardly a thorp or dorf exists in which one cannot find at least a crudely fenced corral in which the blood sport ensues. Larger villages have dug pits where the combatants can be viewed from above. Of course, these amateur brawls are a far cry from the intricate killing orgies at the Grand Amphitheater in Bet Kalamar, but they do reveal the sport's ubiquity.

The public's desire for this brutal sport has spawned an entire industry. At the most basic level are the gruesome bludgeonings conducted for a crowd of drunken hayseeds in some poor border province. The beginning gladiator usually gets his start here. Though most contestants are slaves, at times a desperate freeman (especially one facing the prospect of a sentencing to the debtors' prison) may willingly enter the arena.

The stakes are high, not only for the participant's physical well being, but also for the fiscal well being of the gladiator's sponsor. If the fighter is good enough and lucky enough to survive his initial blooding, he can build a reputation and attract the interest of a larger arena – one with the resources to pay for the attraction of a veteran gladiator.

The fondest desire of anyone sponsoring a gladiator is to display his warrior's prowess before the nobility of Bet Kalamar. The arena for this is the Grand Amphitheater. Kabori attends often and there's no surer way of securing an invitation to the next palatial social event than to have a meritorious gladiator triumph in his presence.

Certain elitists decry such combats as mere entertainment for the twisted. They move for an end to the games and more civic uses of the various arenas. Unfortunately for these idealists, the majority of freemen does not agree.





petition a larger bribe, too! He might also consider taking money to accuse innocents of crimes.

**Underworld:** The underworld of Aroroleta is in the hands of a single rogue leader, Ilagon and his faithful follower Nelata. Ilagon first turned to crime when he needed some extra muscle to harass competitors and late accounts for his small fur merchant operation. Later, he met Nelata, who had been put ashore by her band of river pirates for demanding too much treasure. Nelata became fond of Ilagon, who has a casual attitude toward his illegal activities and holds other people in little esteem. Ilagon handles the strong-arm methods and Nelata brings a touch (a very light touch) of class and subtlety to the act. They have eighteen loyal rogues of level one to six who work for them.

Police in the city receive low pay and have few benefits other than the opportunity to solicit bribes. Visitors are frequent targets for harassment; a patrol of six to ten constables surrounds them, questions them thoroughly about their identity and intentions (while trying to discover their wealth and armament) and then threaten to arrest them for some imaginary crime. Ten to 50 gold pieces is enough to deter one patrol, but it often draws others.

**Interesting Sites:** The city houses a crude but efficient hospital. The plain stone building sits near the center of town, on the edge of the merchant district. It used to be a part of the garrison, but the local chaplain insisted that it be open to the public. It is not free, of course, and the chaplain is now the wealthiest soldier for miles around.

The one source of cheer for the miserable inhabitants is an annual riderless horse race. It takes place just outside the city, along temporary stakes erected each year just for the race. The fine steeds of Doderia and Kalamar participate, often bred and trained extensively just for the event. Massive wagering accompanies the race every year, and many a fortune has been won or lost there. Winning horses sell for up to ten times the price of a normal horse, but few of them are ever sold until they are on their last legs, because of their value as studs.

**Special Notes:** A place of tired drudgery during the day, Aroroleta lightens up at night. Lanterns light up the river as folk with boats sit down for an hour or so to have a drink, chat with friends and neighbors, and listen to music. Unlike most of the city, the waterfront is clean and cool and makes a fine place to relax. The majority of the city's taverns are on the Ridara's shores.

## KALETA

**Population:** 9,800 Kalamaran humans and halflings, although halflings are outnumbered ten to one.

**At a Glance:** The Agateli River runs alongside the thriving city of Kaleta, carrying its goods downstream. The clean river is narrow, but not as swift as it should be, hinting that part of its current flows underground. The city has a ford toward the north end and a road to Ridareta begins at its western side. Ruins on either side show where a wooden bridge used to cross the Agateli.

**Government:** Kaleta is the center of Count P'Lomel's fief, and he rules it fairly, if without distinction. The Count is loyal to the duke – whichever duke that may be at the time – and sends the required

levies to war against the dwarves and Tharggy. He would rather have the men at home to work the fields, but a razed village only twenty miles to the southeast reminds him what happens to rebels in the Kalamaran Empire.

**Economy:** Kaleta's gifts to the Empire are corn, strong soldiers, and monstrous hogs. The city also raises ponies of a breed favored by dwarves and gnomes as work animals. Since selling these animals to the dwarves would be treasonous, the Kaletans sell them to halfling farmers instead, knowing that the ponies eventually end up in the Kakidela Mountains.

**Military:** A meager garrison of 120 heavy infantry guards the city and its important ford. These soldiers often regale the locals with tales of their courage against the dwarves to the north, but none seem too eager to return to the action. Their morale is low, and their leader, Captain Nidopar has become infected with their mood and is incapable of restoring it. Only extreme and imminent danger can rouse the soldiers.

**Temples:** The House of Scorn, the Halls of the Valiant, the Temple of the Stars, the Temple of the Patient Arrow, the Order of Thought, and the Parish of Love are the most popular temples in the city. The Count attends the Halls of the Valiant and is widely believed to be a paladin of that order (he is not and never was).

**Mages & Sages:** A halfling named Borin claims mastery of the under-appreciated field of strong drink. He knows wines, ales, meads, beer, rum, and whiskey. Borin has tasted drinks made from just about anything that can ferment. Although he was born in Kaleta, he only lives there during the winter months. The rest of the time, he wanders the world in search of his next favorite brew.

**Underworld:** The halflings in Kaleta are suspect because they are believed to associate with the dwarves and gnomes with whom Doderia is at war. The suspicion is based completely on fact. The halflings fear that if the humans wipe out the other humanoids, they will be killed, forced to leave, or enslaved next. In the dead of the night, dwarves sometimes come into town to visit prominent halflings, hear news, purchase weapons or food, and then leave again well before morning. Because of the suspicion, punishment given to halflings for crimes committed is often harsher than it might be for a human.

**Interesting Sites:** The Half-full Inn and Tavern is never anything but packed. The inn's patrons are primarily soldiers. Fights are common, but serious injuries are not. A soldier named Pinavik checks all weapons at the door and keeps them safe from theft during a patron's stay. Should a person pass out from drinking or brawling, Pinavik sees that he or she makes it home and returns his or her weapons in the morning.

**Special Notes:** In addition to Kaleta's ponies (that can be trained for war), the halflings also raise fierce dogs for both riding and hunting. They do not sell the dogs, except on rare occasions. Dogs are considered part of the family. If a stranger can convince a halfling to sell a dog, the dog is either untrainable, diseased, or stolen.

## THE DUCHY OF O'PAR

The Duchy of O'Par (population 520,000) was part of the Kalamaran Empire until only 83 years ago. The Duke at that time, Ukadoran II of the noble House of Asalate, decided to ignore the Emperor and not participate in a joint assault with the Duchy of Dodera against Tharggy. Thus, O'Par slipped away from the weak Emperor and declared its independence, with no retaliation from Kalamar.

Today, O'Par is ruled by Duke Gadadik I, a direct descendant of Ukadoran II. The Grand Duke is a devious, scheming ruler. Gadadik knows that O'Par is neither rich nor powerful and, therefore, to ensure her survival, he plays a game of politics and intrigue with his neighbors. Although surrounded by the warring nations of Paru'Bor, Shynabyth, Pecal, Tokis, Tharggy and Dodera, Duke Gadadik has declared complete neutrality. He remains neutral so that he may play both ends against the middle, and serve as a trading post for the fighting countries. Gadadik allows all nations to send their troops and merchants through his small dukedom; this gives him the opportunity to collect tithes and tax goods from all of his neighbors.

Due to O'Par's neutral status, it has a very small standing army. Foreign raiders and armies often pass through unhindered. However, because their rulers give them strict orders to cause no harm to O'Par, these foreign troops rarely bother the locals. Not only do they not damage the land, but Gadadik charges their rulers a tithe for each soldier that is allowed to pass as well.

The northern Kakapela hills provide decent grazing land, but O'Par has few valuable resources. O'Par's greatest export is her spies. Duke Gadadik has an extraordinary spy network, arguably the best on Tellene. It is said that Gadadik has posted at least one spy within every foreign government. Thus, he knows about every war, treaty, tax increase and alliance before it occurs.

Because he has infiltrated the governments of each of the nearby countries, Gadadik is able to sell information to both the Empire and its enemies. The information that the Duke sells is not necessarily the truth, and is often used to incite or prolong conflict. He does this without remorse, as he profits from the warfare. Gadadik sells this information with great care, especially with respect to the Empire, for he does not wish to anger Emperor Kabori enough to see O'Par once again in the hands of the Bakar dynasty.

Most religions have churches in O'Par. The most prevalent are: the Home Foundation, the Theater of the Arts, the Parish of the Prolific Coin, the Order of the Passionate One, the Courts of Inequity, the House of Knives, the Church of Chance and the Impostors.

Castle P'Adis, located in the northern Kakapela Hills, serves as the home of the Duke. Surrounding P'Adis is the small capital city of Bet Bireli. This unremarkable city is home mostly to shepherds and farmers. Bet Bireli is famous only for being a town where knowledge may be purchased and spies can be trained. All races are permitted within the Duchy of O'Par. Indeed, humanoids often make excellent infiltrators.

## BET BIRELI, CAPITAL OF O'PAR, CITY OF EARS

**Population:** 8,800 humans, nearly all Kalamaran. The city contains about 1,800 humanoids of all kinds, including about 300 dwarven refugees formerly of northwestern Dodera.

**At a Glance:** The people are reluctant to talk about themselves and express no opinions of their own. They eagerly ask questions, however, and some of them push past the limits of friendly curiosity and become downright nosy. The suspicious townsfolk are wary of visitors and even those who move into the city discover that acceptance takes years to earn.

**Government:** Duke Gadadik rules his capital city personally, trusting no one else with the task. He defers the most boring tasks to the Council, a panel of advisors numbering six to nine. These Councilors are appointed to a certain task and can be removed by the Duke at his whim. After years of intrigue and seeing his country surviving by the merest margins, Gadadik has been considering declaring allegiance once again to Kalamar. This advice has come largely from the mouth of Odis Omar, a Councilor of nine years' experience and currently the head of Gadadik's bodyguard. Omar is also a spy for Kalamar.

Gadadik has no legitimate children, but he has adopted Apatos, his 12-year old bastard, as his heir. Apatos lives in Castle P'Adis with his father; the mother has been expelled from the country and now lives in Tokis.

**Economy:** The city and its environs produce a small surplus of grains (hops, wheat, and rye). The major financial boon to the city comes from politics and personal knowledge: information about enemy movements, bribes, tributes, and expert spies all produce wealth for the Duke and his city.

**Military:** Castle P'Adis, the military and civil center, needs little in the way of standing defense, since the Duke knows about any attack long before it arrives. Only 100 men with halberds defend the city. The castle is small, but its design is sound, and a few defenders can deliver a great deal of missile fire and spells at any army from behind parapets and shuttered arrow slits.

**Temples:** Risk, the Coinmaster, the Holy Mother, the True, the Raiser, and the Silent Slayer all have temples in Bet Bireli. The Parish of the Prolific Coin is the most vocal, and Financier Helena has served as a Councilor in the past.

The city's most controversial cleric is Selemar Um'ra, an elven cleric believed to be the highest ranking member of the Veiled Priesthood. He openly solicits his priesthood's services and often boasts of assassinations. Selemar supposedly uses spells to summon scorpions that kill his victims with their lethal sting and then disappear. The elf is hated by others of his own kind, but since he rules an assassins' guild reportedly thirty members strong, no one dares act against him.

**Mages & Sages:** Perekay the Swift is a tall, lean man with marbled hair and tan skin. This Councilor directly controls all magic-using soldiers and spies in the duchy. His byzantine mind retains details about people and their motivations for decades, and he needs no paper records to keep track of the small army of spies the duchy employs.

Everyone is a sage in Bet Bireli, and their field of interest is Everybody Else's Business. In this land where information is a commodity, the sages who specialize in academia are less respected than in other parts of the world. Still, they do have their place, and those familiar with cryptography, finances, or military strategy stay busy and well-fed.

Kibika Heran is a notable exception. She studies the planes, other dimensions, and theoretical alternate realities. She is an ardent follower of the Mule, and religion often enters conversations with her. Kibika prefers books on her favorite subjects as payment for her services, but she knows their value exactly and she is a hard bargainer.

**Underworld:** Thieves, spies and assassins ply their trade here, but many more see the place as a refuge and neutral ground of sorts. They come here to seek employment, and they often find it through agents hired by barons, dukes, wizards, clerics, merchants, and guildmasters from across Tellene.

The police are fairly capable at suppressing crime, especially violent crime. They have several low-level wizards employed in that capacity who do a great deal to solve puzzles that mundane investigators would have a difficult time unraveling. The police also use many techniques and spells developed by the country's intelligence and counter-intelligence agents to stop thieves' guilds from developing or growing into powerful organizations.

**Interesting Sites:** Bet Bireli's oldest section of town includes numerous dwarven buildings that still stand from before the Kalamarans crossed the land bridge from Svimohzia. These buildings are often round stone structure, with glyphs and paintings on the walls. The glyphs and images have mostly been worn away, but some folk still point proudly at colorful religious symbols or striking geometric designs along lintels. Because the ceilings in these homes are only a few inches over six feet (and barely four feet at the edges), these formerly grand buildings house large families of poor people who too often fail to appreciate the historical and artistic value of their home.

**Special Notes:** The City of Ears is an ideal place to hire spies, assassins, and other unsavory specialists. It is also a perfect place for the same people to hide from those they have spied on or tried to assassinate. It is a sure bet that any character who has an enemy would do worse than to head to Bet Bireli, either to head that person off, or to take action of his own.

## PRINCIPALITY OF PEKAL

Until 107 years ago, the Principality of Pekal (population 1,275,000) was one of the Vast Empire's largest holdings. The people of Pekal, having enough of the oppressive Kalamaran Empire, revolted. The leader of the revolution, Lamnian Endremin, was a half-elf with both elven (Cilorean) and Brandobian (Mendarn) royal blood. Aid from Cilorea assured a successful revolution in less than a fortnight. However, Lamnian was slain in battle while his troops were capturing the Imperial command. His son, Kafen, was to be crowned King by the people, but he refused, accepting rulership as prince only. He believed that his father alone deserved to be king and Prince Kafen's first official ruling was that Pekal shall have no king, and forevermore

shall only be ruled by princes. Kafen's elven heritage has given him a long life, and even today, the venerable Kafen still holds the throne of Pekal.

For the last ten years, the Principality of Pekal has been at war with the Kingdom of Tokis, but over the last two years the fighting has been reduced to border skirmishes. Pekal would have been overrun if not for the aid received from Paru'Bor, Tharggy and Cilorea who supplied arms, armor and troops. The College of Magic has also supplied wizards who have become a permanent corps of the army.

The navy is greatly outnumbered by the Empire, having only 90 warships, but its ranks are swelled somewhat by pirates paid to attack Imperial frigates and merchant ships bound for the Kalamaran lands.

Pekal has a reputation for racial tolerance and harmony. Because of these Pekalese attitudes, a wide variety of both human and humanoid races dwell within its borders. Among the most common are Brandobians, Dejy, Kalamarans, halflings, gnomes and elves. Dwarves and Svimohz are sometimes encountered and monstrous humanoids are rarely seen.

The Pekalese tolerate all good gods and even some evil religions persist in smaller communities. The most popular churches are: the Temple of Enchantment, the Halls of the Valiant, the Assembly of Light, the Parish of Love and the Order of Thought.

The Principality does not have many resources other than foodstuffs, some trace minerals and textiles. Although not wealthy, the people are well fed and happy with the current state of affairs.

### BET ROGALA, CAPITAL OF PEKAL

**Population:** 20,900. About half are human of various races (Kalamarans, Brandobians and Dejy), and the other half is split evenly between gnomes, halflings, and elves.

**At a Glance:** Bet Rogala, located on the northeastern shores of Lake Eb'Sobet, is home to a wide variety of both humans and humanoids. Most of the city's residents are artisans, farmers or fisherman. These simple folk live comfortably because of the plentiful supply of fish and the mild climate. Additionally, the high concentration of affluent mages and their adventuring companions brings a good deal of wealth into the community.

The city's architecture is an eclectic mix of different styles and sizes of buildings. The ancient lake-houses of the Dejy still house some of the city's poorest inhabitants, while small natural or artificial hills are home to halflings and dwarves. Soldiers bivouac outside the city's walls, and the middle and upper classes live in large brick homes.

**Government:** The Pekalese Prince, Kafen, has organized a collection of humanoids to help him rule the city. In actuality, these three elves, two gnomes, and four halflings do little other than police their own semi-independent races. Kafen is busy with maintaining trade, advancing the war with Tokis, and his own shrewd plan to convince Adoku Soriba to part from the Kalamaran Empire. Kafen has his own man inside the Pekalese delegation to Bet Seder, a subtle and charismatic elf who enjoys pursuing this impossible task.

**Economy:** Bet Rogala's primary trade is with the small communities encircling Lake Eb'Sobet, from which it collects raw goods and foods and to whom it sells finished works such as wagons, small boats,

furnishings, and tools. Bet Rogala sees little in the way of foreign trade as most of the larger merchant trains find it easier to travel along the Banader and Renador rivers, thus bypassing Bet Rogala.

The city does see its share of domestic trade as Pekalese merchants from Baneta and other cities come to trade with the Rogalans. These smaller merchants find that the wealth of the Bet Rogalan citizenry warrants the overland journey. Thus, rare and exotic foreign goods may be purchased in the city, however, the prices are highly inflated. Several local caravans head south to Baneta each year, and the same often continue north to Koreta and Bet Regor after they stop in Bet Rogala.

**Military:** The army epitomizes racial integration. Halfling slingers, gnomish engineers, and elven scouts and archers round out a core of human foot and horse. War wizards, skilled at attacking the enemy with *fireball* spells and affecting the battlefield terrain, stand beside clerics who heal the wounded and counter enemy spells.

Recently, the Kalamaran Empire has managed to slip a few spies into the Pekalese military machine. The discovery of a few of these spies has caused speculation and fear about how many more there might be and how high up the chain of command the infection has spread. Any suspicious activity concerning any soldier or sailor (a midnight meeting, rumors about consorting with the enemy, or a sudden influx of wealth) results in a quick inquiry and possibly court-martial. The officers' efficiency is thus hampered, but the tight cohesion and experience of the troops have thus far prevented major deterioration of the army.

The elves are led by a prince of their own race, Elevation Solivandrial. Elevation boldly wears a gold diadem that he took in a raid on Pipido, a full day's ride over the border with Tokis. Elevation is a proud warrior and fiercely protective of his troops. He takes offense to the suspicious atmosphere his troops are subjected to when they enter town and lately has camped his archers around a Temple of the Patient Arrow three miles from the capital.

The halfling leader, on the other hand, is Nolan Brightstar, a hardworking soldier who bunks and messes with his slingers. Nolan is slow, but clever, and he personally discovered one of the spies by following a soldier who slipped out of the barracks the night before a planned raid. He is currently in favor, and the Prince is about to allow him to expand his force of slingers. Since they are far cheaper to train and equip than archers, Nolan plans to add another 400 men to his command—nearly double its current size.

**Temples:** Bet Rogala is the proud home to the Holder of the Platinum Key, the highest cleric of the Temple of Enchantment. Tomas Palinwayt is personally powerful, but he is politically impotent because his religious zeal prevents him from separating lay and clerical matters. His position as Chancellor of the College of Magic is nominal only and is typically given to the Holder of the Platinum Key as a courtesy.

His temple sees 200-300 worshippers on larger holy days, but when the College of Magic calls its annual Magic Fair, the temple nearly bursts at the seams as wizards and apprentices pack its hall.

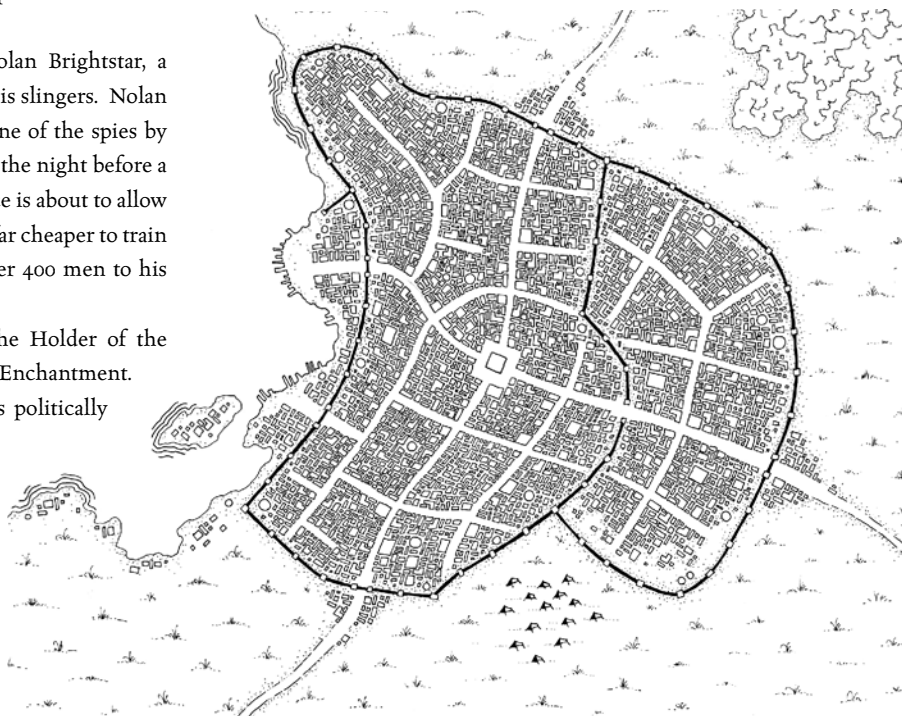
**Mages & Sages:** Bet Rogala has a greater concentration of wizards than anywhere else on Tellene. Its College of Magic alone claims two dozen instructors and possibly fifty dedicated students at any one time. Its graduates become leaders of the city and of the nation. The Archmage Zenith, the current Dean of the College, is not a man to anger if one has any aspirations in the city. He is quick to forgive, fortunately, but he is also quick to take long-term offense to seemingly minor incidents.

Gamar Harukan, the prince's personal bodyguard, does not attract much attention, but he has the deep respect of the faculty at the College. He stays behind the scenes, hiding behind the prince's Honor Guard—a number of deadly swordsmen who number from four to twelve, depending on the level of threat that Gamar perceives. Gamar is reputed to have several killing spells of short range but fearsome effectiveness.

Zo'Amas the Lamé is the former tutor to the prince's progeny. He fell out of favor when his personal endeavors took more of his attention than did the prince's two young sons. Zo'Amas is a master of curses, wards, and magical traps. His book, "Shielding the Mind and the Body" is one of the best-known tomes of magical defenses.

**Underworld:** Unlike the rest of the city, the thieves' guild is an exclusively human organization. The humans fear the natural skills of their humanoid rivals and actively hunt down and kill any humanoid freelancers. The guild invites human freelancers to join, but it does not force them. The guild follows the commands of Ziril, a diminutive woman whose honey brown hair falls below her waist. Ziril owns a *circlet of authority* and a *ring of protection*. Her magical items and off-hand way of ordering a bloody death by cudgel keep her enemies respectfully distant.

**Interesting Sites:** The city is famous for the College of Magic that was built during the reign of Kolokar. All schools of magic are offered



A cartographer's rendition of Bet Rogala.

for study within its hallowed halls. The eccentric wizard Zenith has been Dean of the College for the last thirty years. The College has always had a strong influence in the governing of the Principality and a centuries-old law requires that all magic performed in Pekal be approved and licensed by the College. The penalty for performing unlicensed magic varies from warnings to death, depending on the power of the magic and the ruling of the Dean.

The College of Magic hosts an annual Fair, where performers of all kinds gather from around the Young Kingdoms to display their talents. After dark each night for a week, adept jugglers, rowdy musicians, vigorous dancers, and clumsy clowns entertain crowds for a few copper coins.

Despite the proliferation of wizards, the common man knows little about magic. People understand a good fight, though, and another event occurs at a flat area called simply “the Green.” This event is the annual wrestling competition hosted by the Temple of Three Strengths. Hundreds of entrants and thousands of spectators gather in the city for a weekend of boasting, betting, and brawling.

**Special Notes:** The city is ripe for adventure. College intrigues between noble students who will do anything to eliminate a rival, professors hungry for fame and attention, and dropouts who wish revenge provide unlimited potential for conflict. The real threat of spies makes everyone a bit paranoid, and doubles any suspicion careless adventurers earn themselves. The growing conflict with Tokis as Adoku becomes more desperate for victories against Pekal provides opportunity for warriors, thieves, assassins, and anyone else that might have an interest in fighting an enemy of the state.

## BANETA, CITY OF THE WHALE

**Population:** 16,000 residents, mostly Kalamaran humans with a strong Brandobian and Deji influence. A handful of Fhokki fled to Baneta when the Kalamarans first spread north to their home in modern O’Par, but they have since intermingled with the other races. Now their only legacy is a spot of fair hair now and again among the Banetans. Each civilized humanoid race is represented in small but open groups that keep together.

**At a Glance:** The people wear plain clothes but brilliant accessories. Feathers, jewelry, scarves, beads, and bags adorn the poorest, even if only shiny stones and linen pouches. The city is warm and the sea breeze carries into all corners of the city. The sky overhead mirrors the rich blue of the sea almost every day. Buildings are plain square one- or two-story wooden homes, decorated with gardens, banners, and many boast colorful glass windows. The people show no prejudice toward humanoids, although dwarves earn attention for their scarcity, and many people are tentatively curious about them.

**Government:** Nominally ruled by Lord B’Pareso, few significant changes are made without the consent of Lakaran the wizard. Fortunately, he does not interfere with local politics unless they interfere with him. B’Pareso relies strongly on his wife, the capable and matronly Fitolima. “Fima” is widely known and respected for her diplomatic skills and snickered at for her outrageous (even by local standards) costumes.

**Economy:** Baneta’s best-known product is its supply of otter furs, taken from the shores of the nearby Elos Bay. Hunters practically farm the otters, as they hunt down predators who might eat them and leave offerings of fish along favorite streams. Strangely, the locals do not wear the fur much themselves.

The people of Baneta rely on ships coming down the Banader River for most of their supplies, especially gems and other mineral wealth from P’Bapar. Exports other than otter fur are few, but include fish oils and the poison of the rainbow eel, a mild anesthetic.

**Military:** Baneta, sitting at an important port, has a large garrison numbering 300. Additionally, Baneta is the home port of the 90 ships that make up the Pekalese navy. At any given time, about one-third of these vessels are at sea, while the rest are in harbor for rest, repairs, or refitting. Lately, as the naval war has begun to swing in favor of Tokis, damaged ships are keeping the docks busy. The inability to return these ships to action might soon play a heavy part in the war, as Tokite marines (often on Basiran ships) already have the upper hand in the Bay.

Admiral Ruwasan is a fussy and bumbling leader, scrambling now to make up for past errors in the naval war. The most costly of these errors was publicly thrashing a pirate leader, who later became one of the first to side with Tokis in the war. Other pirates followed, and Prince Kafen would like to promote a captain to Ruwasan’s position, but he is quickly losing veterans to casualties, and none of his younger captains can match the admiral’s knowledge of the Bay.

**Major Temples:** Baneta’s temples are clean but plain stone buildings. They include modest temples of the Halls of the Valiant, the Assembly of Light, and the Parish of Love. The Order of Thought used to have a temple here, but the cleric was removed for apostasy: he began secretly worshipping the Confuser of Ways (or worse, was always an Imposter) and began posing unsolvable riddles to his followers and junior clerics. The faith’s hierarchy has not replaced him, and the temple stands empty except for a flock of doves that roost in the rafters.

**Mages & Sages:** One wizard stands supreme in Baneta. An ancient man with a constant, hacking cough, Lakaran the Twisted walks with a noticeable limp. Part of his face is paralyzed, and his right arm hangs uselessly from the shoulder. He claims to have been around since before the city was founded, and written record and magical divination seem to bear his story out. Now he fears he is near the end of his days.

He has even taken on an apprentice, fueling the rumors that maybe his long life is coming to an end. Bandorian the Bold was chosen from over 600 petitioners who applied at Lakaran’s door when the ancient wizard announced his intention to seek an apprentice. Bandorian is the youngest son of Kafen, the Prince of Pekal, and his presence gives Baneta a new importance. Lakaran insists that Bandorian’s status had nothing to do with his decision, and that he did not even know the youngster’s name when he made his choice. So far, Bandorian has acquitted himself well. So well, in fact, that he recently sent home the bodyguards his father insisted accompany him. People speculate that this rash act might invite an assassination attempt from

Tokis, but Bandorian scoffs at such talk and pointedly rubs a malachite brooch at his neck.

**Underworld:** Crime in Baneta is a rare thing. While the city does have theft and violence, the authorities are eager, well-equipped, and ably led. The white-clad constables might seem brusque to outsiders, but their attitude warms up if the foreigners include clerics of lawful gods, paladins, or other noteworthy individuals.

**Interesting Sites:** Weddings in Baneta are often morbidly performed in a cemetery. The ceremonies take place at a tranquil altar located near a couple's tomb. The two were a popular knight and dame whose own wedding was performed in the middle of a great battle. A tribe of orcs led by a deaf shaman and his harpy servants attacked the town in its infancy and the two nobles stood together to fight them off. Not wishing to die unwed, the town's most popular couple asked the only cleric at the time to perform the ceremony while they were fighting. The three of them died only moments later. The Tomb of Hivlas and Hiltu'A is kept immaculate by the Parish of Love, in whose cemetery it rests.

**Special Notes:** The City of the Whale takes its name from an annual migration. A pod apparently makes its home in the Elos Bay and appears just outside the city each spring. Watching the whales is a favorite activity of locals and travelers alike. Hunting them is punishable by death.

Back in the dim days of prehistory, a rash elf tried to kill one of the whales. He rowed out to sea in his little boat, spinning a cord around his spear to aid his aim and allow him to retrieve the weapon. Just as he prepared to cast his weapon at the fearless animals basking in the sun, a freak wave lifted his boat high into the air, carried him back to his village, and crashed him against a large rock on the shore. Until the whales returned a year later, any boats moored near that rock drifted away or sank. Whether they claim to believe the story or not, no native Banetan will allow a stranger to harm the giants.

## THE LANDS OF TARISATO

All Imperial land south of the E'Korug River is known as the Lands of Tarisato. The Lands of Tarisato (population 937,500) consists of several small fiefs, each ruled by a separate lord, duke or baron. These petty nobles control the land in the name of the Emperor. Emperor Kabori allows these lords free control of these lands due to the shortage of military manpower and the high cost of protecting the land from the masses of humanoids in the Obakasek Jungle. Currently, there are nine lords governing these lands. Each lord has his own keep, typically surrounded by a small city or town.

The Emperor has placed a garrison of 100 elite Imperial soldiers in each of the lords' castles to aid these lords in defending the land from the humanoids. These lords fight each other from time to time, when they believe there is a chance of taking control of more land. The Imperial soldiers stationed with the lords have been ordered not to interfere in these Tarisatan squabbles unless such a war jeopardizes the defenses against the Obakasek Jungle.

The P'Tikor Hills in eastern Tarisato, are home to the civilized Kors hobgoblins. Emperor Kabori has chosen to allow these tribes to inhabit the P'Tikors and even helped them build several mining

towns and villages. The hobgoblins are allowed to mine the P'Rorul Peaks for riches, and have been given Kalamaran citizenship. In return for Kabori's generosity, the Kors are required to provide troops to the Emperor from either among their own people or from savages taken from the Obakasek Jungle. The Kors undergo Kalamaran military training and are used as shock troops or to control the slaves of the Ka'Asas.

The Obakasek Jungle is the greatest threat to Tarisato in that the number of bloodthirsty humanoids emerging from there seems endless. Over the last three decades some lords have made alliances with less savage humanoid tribes for trade, protection and to hire warriors as mercenaries. The human lords also have pacts of mutual protection with the civilized hobgoblins of the P'Tikors.

Humanoids are rare in Tarisato. This is most likely due to the growing humanoid population within the towns and cities. The lords tolerate the humanoids because they are cheap labor and disposable mercenaries. Those humanoids that are encountered are usually members of adventuring bands or merchant trains.

Tarisato produces the finest cattle in the world and the nobles receive high prices for these animals. Besides livestock, other exports are precious gems, minerals and metals from the P'Rorul range and rare and exotic plants, herbs, spices and roots from the Obakasek Jungle. The value and rarity of these resources cause many foreign merchants to visit Tarisato, despite the dangers.

All churches have some form of representation in Tarisato. But, the Temple of the Patient Arrow, the Conventicle of the Great Tree, the Way of the Berserk, the Congregation of the Dead, the Temple of Strife and the Temple of Sleepless Nights are the most popular. Additionally, many adventurers are found in Tarisato. They are attracted by the rumors of riches beyond imagination in the Obakasek Jungle and in the treacherous P'Rorul Peaks.

## BALELIDO

**Population:** 6,000 humans of Kalamaran descent. Some of them show traces of Reanaarese features, and a fraction even show signs of hobgoblin or other humanoid parentage. About 400 humanoids live in the city.

**At a Glance:** The city is peaceful and quiet. No wall surrounds it, only a double row of sharpened stakes. The first row is about four feet high and sits at a 45-degree angle. The second is taller and closer to vertical. Instead of gates, soldiers man breaks in the barrier and explain that bandits or armies are not much of a threat. Large animals and monsters are.

**Government:** Baron Rewano's ambition is relentless. He is currently bent on taking Mt. M'Pasa from the hobgoblin tribes that live there because a miner once came to town bragging about a motherlode of gold he had found there. This aggression threatens the tenuous peace with the hobgoblin tribes, much to Emperor Kabori's dismay.

**Economy:** Balelido's exports are mostly small and valuable. They include herbs, monster parts, and spices. They sometimes include gold, copper, iron, medicines, and always include cattle, which is a major source of food, leather, and horn in the town.

The wealthy hunger for food other than the omnipresent beef. Seafood is especially precious to them. They will try any new dish, and they often pay premium wages for skilled cooks.

**Military:** The city's garrison includes light local horsemen and pikemen in addition to the 100 Imperial soldiers ordered by Emperor Kabori. Personally, they disapprove of the rising conflict with the humanoids and would prefer to live in peace with them. Their orders to the contrary reduce their morale.

A mercenary group, the Black Soul Band, has refused to join the Baron. The Band includes 30 light horsemen skilled in silent, quick attacks. They will raid, but the leader, Hovaran, is leaning toward good alignment, having had about enough of the Baron and his greed. Lately, he has turned away evil would-be patrons. The Band prefers to work for a single mission only, or for a period of no more than a month.

**Major Temples:** The Courts of Justice are surprisingly popular in Balelido, thanks to a charismatic young cleric named Fonamar. Fonamar's wisdom is deep and he is an excellent peacemaker. At one time, Princess Dela of Bet Urala offered to appoint him as an ambassador, but he humbly refused on the basis of his commitment to Tarisato.

Other faiths include the Church of the Life's Fire, the Temple of the Stars, the Theater of the Arts, the Temple of the Three Strengths, the Assembly of the Four Corners, the Thunderer's Temple, the Church of Chance, the Church of Endless Night, and the House of Vice. None of these temples is very large, and some of them are no larger than a commoner's home.

**Mages & Sages:** Uglug, a hobgoblin spellcaster, is a packrat. He wears native charms, fetishes, and face paint. Morisato is a hedge wizard whose knowledge of herbs and medicines is nothing short of astonishing. The town is the current home of Aburago, a sage convinced the hobgoblins live among the ruins of an ancient and advanced civilization. He is a master of architecture, especially ancient temples.

**Underworld:** The presence of the humanoids leads to a great deal of violence in the city. They have taken over the city's puny thieves' guild and now burglarize, mug, and rob the citizens of Balelido with seeming impunity. Durmank is the principal force behind the guild, although he is only the guild's recruitmaster, not its Guildmaster. Durmank's favoritism toward hobgoblins is obvious, but since he has allowed them to become so numerous, he cannot be voted out of the office. And none other in the guild would dare to draw a weapon on Durmank.

**Interesting Sites:** People dance here. Every week has a major dance for some reason or another. Local music has a strong, irresistible beat and is made by percussion and stringed instruments of wide variety and excellent construction. The Theater of the Arts contains a separate building used as a dance hall that is full every weekend.

**Special Notes:** A flash flood last spring tore away many docks and sank every boat in the town. Now, the people labor to retrieve their flat-bottomed boats from the fifteen-foot deep water. For recreation, kayaks are common, since some of the rivers out of the mountain fall

steeply and rapids and short waterfalls are part of the countryside. Strangers should beware poisonous creatures in the countryside, including frogs, snakes, and the thorns of some vines.

## KABAKOSIKIDO

**Population:** 4,200 Kalamaran humans. Fewer than 200 of the citizens have humanoid blood, and none are fully humanoid.

**At a Glance:** The population seems barely large enough to man the impressive fortifications in this town even if all of its inhabitants were strong soldiers. A double ring of thick stone walls, tall towers, and an array of siege engines protect the town.

On the south side of the town, shirtless men work at a steady pace, digging a huge trench 20 feet across and at least as deep. Instead of encircling the town like a moat, the builders intend to run the trench for miles in either direction. Currently, only wooden planks lead from one side to the other, and there is no sign of a foundation for a bridge.

**Government:** Baron Boganiro rules Kabakosikido as the center of his fief. The baron has long envied the economically stronger towns east and west of him, and now his envy grows as he watches the heavy garrison in Kabakosikido break his town apart. Boganiro's son Melesip is tenuously enrolled in the College of Magic in Bet Rogala, but the Baron is tempted to recall him to help enforce his rule, which grows weaker as the fortifications and soldiers wreck the economy.

**Economy:** Kabakosikido, like the other southerly towns of the lands of Tarisato, lives on the small but hardy cattle native to the area, but they also sometimes go into the Obakasek Jungle to hunt birds, large lizards, and monkeys (a favorite local treat). Export of these items is low, but caravans regularly take goods north to Oloseta or sometimes to Pagalido, which thinks it has a port (two shoddy docks and 8 feet of draft do not make a port in the eyes of the Golden Alliance).

In return for nondescript butter, leather, and pickled birds (eaten uncooked), and "kabak" cheese—actually a fairly popular item—the townsfolk import sugar (when they can get it), cotton, Kalamaran rice, and worked tools and weapons.

**Military:** While the town has formidable physical defenses, its manpower falls short of standard. Because of the harsh demands of the local climate, the locals can spare virtually nobody for a militia, so the duties of manning the fortifications fall on the garrison.

The garrison numbers 100 Imperial heavy infantry and 200 heavy infantry from Oloseta, which produces a backbreaking strain on the town's resources. The army shortsightedly stations no engineers here to man the numerous siege engines. Captain Takano petitions both Oloseta and Bet Kalamar for assistance weekly by way of messenger, reminding his superiors constantly about the humanoid invasion hundreds of years ago that advanced to within sight of the capital. Takano hopes the trench he is building between the town and the jungle will slow the humanoids until help arrives. He does not delude himself into thinking that they will stop the inevitable attack when it comes.

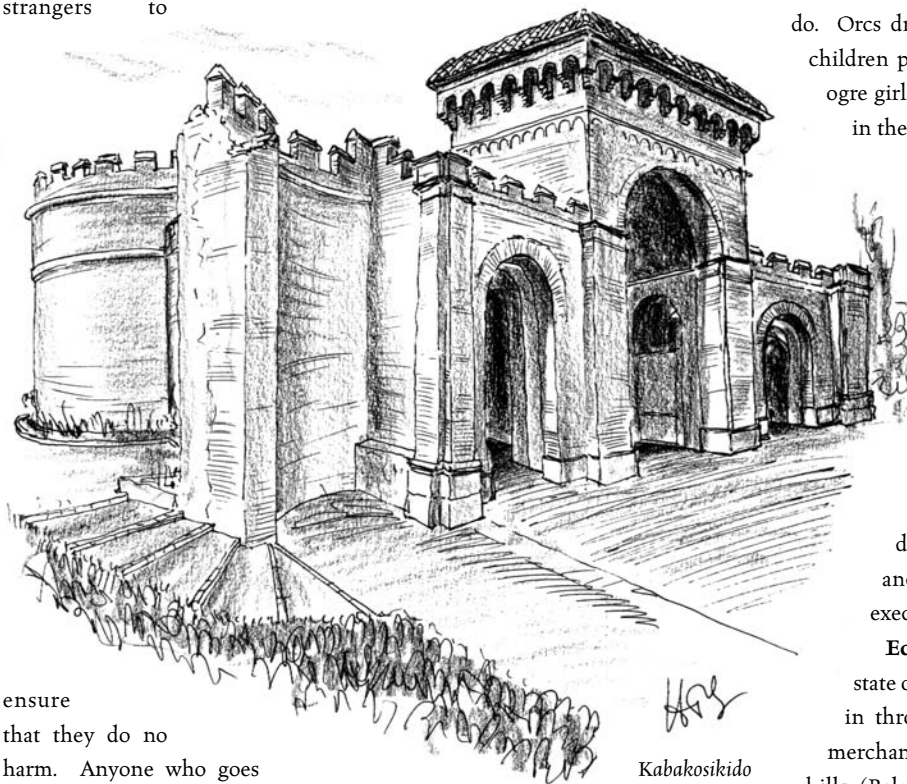
**Temples:** The Temple of the Patient Arrow, the Conventicle of the Great Tree, and the Way of the Berserk have traditionally been the

most popular faiths, but people are turning to the Church of the Life's Fire for better crops and to the Face of the Free out of fear of what lies in the Obakasek Jungle.

The temples for the Raiser and the Liberator are both much newer than the other three temples, and they show signs of hasty construction. The garrison has a small chapel dedicated to The Old Man, and the senior cleric, a mere Lieutenant, has been requesting that a senior member of the faith take over this important position.

**Mages & Sages:** The local townsfolk have no wizards or learned scholars among them. Only one wizard, Golzumak "the Earthmage", has been attached to the soldiers. The men respect Golzumak and his ability to magically work stone into fine shapes. Since Golzumak has been stationed on the border of the jungle, he has become more versatile, learning spells that deal with earth and nature.

**Underworld:** Punishment is extremely harsh in this little town. The paranoid Boganiro liberally maims, exiles, or executes criminals, seeing humanoid spies at work everywhere. Soldiers openly follow strangers to



Kabakosikido

ensure that they do no harm. Anyone who goes into the Obakasek Jungle without first earning the solid trust of the town is assumed to be a spy and is tried and most likely hanged or at best banished upon his return.

**Interesting Sites:** The trench reaches east about four miles and west six miles. Only a reedy fence keeps people from falling into it in the dark, and the fence is down in some places for people to repair damage to the trench from rain. The far side is about 3 feet lower than the near side and the near side has wooden spikes facing out to hinder enemies that might climb up it. Its depth ranges from 15 feet to 25 feet at random, and garbage sits in the bottom. The filth attracts giant rats, snakes, crows and even carrion crawlers.

**Special Notes:** The Obakasek Jungle is about to explode and the people of Kabakosikido can feel it. They know that an enormous

swarm of humanoids will soon erupt from the jungle and the first place to feel their wrath will be the tiny human town.

Adventuring parties have returned in defeat from expeditions into the jungle, claiming to have seen great encampments of goblins with thousands of tents. These goblins danced a frenzied ritual dance to primal music while a dispassionate hooded figure wearing a belt of shrunken heads watched. Lizard-like creatures larger than homes hissed at each other inside pits 30 feet deep. The people of Kabakosikido would have ignored one such story as the result of an adventurer chewing on the wrong roots, but the number and similarity of their stories leaves the citizens with hearts thumping in time to a silent tribal drum.

## OLOSETA

**Population:** 23,700 humans, 2,100 hobgoblins, and 400 other humanoids

**At a Glance:** Humanoids openly walk the street as if they live there. After a few moments of watching, it becomes obvious that they do. Orcs draw water from the well, hobgoblin and goblin children play ball in the streets with humans, and a half-ogre girl stands two heads over her friends as they giggle in the shade of a large tree.

**Government:** Duke Hor'Bek of Oloseta controls the largest and most populous city in the wild Lands of Tarisato. He is a fierce warrior, but he has his hands full with the other bickering and ambitious lords in Tarisato. Daily operation of the city is a task given to Hor'Bek's reeve, Murolak. Murolak's main interest lies in leaving a legacy in stone. He has at least a dozen monuments to himself around the city and has two or three more in progress at any given time. Recent vandalism or outright destruction of these monuments has enraged him, and Murolak has announced his intention to execute anyone caught defacing his monuments.

**Economy:** The economy in Oloseta is in a steady state of chaos. Sometimes, a great deal of wealth comes in through foreign merchants seeking cattle. Many merchants who are afraid to go directly to the towns in the hills (Balelido, Gimbatagh, Batullagh, and Gogido) use Oloseta as a meeting place, so the city's merchants make a fair profit by importing goods from the nearby hills.

**Military:** Murolak is at least clever enough to make use of the mandatory company of 100 Imperial soldiers imposed by Emperor Kabori of Kalamar to keep the peace. He sends them on patrols to protect the constant flow of merchant caravans to the eastern town and villages. For his own schemes, he employs a mercenary band of 200 hobgoblins armed as heavy infantry (Murolak is at least half hobgoblin). The band is accompanied by a foul-tempered ogre named Ogg-Chukka, easily identified by his black leather armor, coat of cave bear fur, and the massive iron mace he carries.



The city's barracks, located in the center of town near the duke's fortress (and Murolak's largest statue), house over 1,000 unruly soldiers, all of them in heavy armor with a variety of weapons. These soldiers cause frequent problems for the local constabulary, whom they outnumber and regularly outfight.

**Temples:** The Temple of Armed Conflict thrives because of frequent visit by soldiers. Major Relaton Abuto is highly revered for leading his followers against a horde of gibbering beasts that shook the ground when they moved, and surviving the battle with nearly a third of his force still intact.

Other faiths include the Church of the Silver Mist, the Temple of the Patient Arrow, the Congregation of the Dead, the Temple of Strife, and the Temple of Sleepless Nights. These religions must walk a thin line between preaching publicly to attract new worshippers and staying quiet enough to avoid thieves.

Followers of The Way of the Berserk also have a place to worship in Oloseta—a former wooden keep that dates from before the rise of King Ali Inakas. Brother in Blood Venimok leads their worship. Venimok is a powerful fighter and his faiths' beliefs are very popular in the Tarisato. Unfortunately, he once incited a horde of gibbering beasts to descend on a rival barony that happened to be well-protected and what he saw as his biggest opportunity for sainthood faded before his eyes. He hates Relaton Abuto and spends more time undermining the Temple of Armed Conflict than he spends recruiting new followers.

**Mages & Sages:** The city is a home to many strong fighters. Wizards often feel acutely alone here. Galenon Mornstar is both a fighter (or at least an experienced bar brawler) and a wizard. Galenon maintains the rough and tumble image, but when it comes to his magic, he's really a cool, cautious professional. His spells tend to be direct rather than flashy.

Tajeril "the Sinister" has a reputation for associating with unsavory folks. Considering that he sells poisons and dabbles in necromancy, the reputation is probably deserved. Tajeril has an efreet servant in a carefully worded contract that has bound him for ninety-nine years. Though the efreet stays out of public sight, any fires that start in the city are usually attributed to him.

The closest thing to a sage in the city is a retired cleric of the Mule named Saterus. He is knowledgeable about the major faiths on Tellene and some obscure cults as well, although his cynicism taints any information he gives out.

**Underworld:** Active thieves' and assassins' guilds operate in Oloseta. Both encroach on each other's territory from time to time, and they have come to blows in the streets before. The largest thieves' guild is loyal to Hul'Mar Oarth, an old crone who talks about what it was like "in the old days" constantly. Between her ramblings, she imparts great wisdom to those careful enough to listen to her. She exaggerates her age and senility to feign weakness and draw out enemies. Her senses are still acute, as is her mind. Hul'Mar calls her growing band of burglars, pickpockets, and robbers the "Tangle of Thorns."

**Interesting Sites:** The citizens avoid a short alley called Filly Street because of a brutal conflict between thieves' guilds a few years

ago. Several thieves were left mortally wounded, and their cries for pain echoed for a long time. Nobody investigated for fear that the attackers would mistake them for rival guild members and cut them open as well. Most citizens who lived nearby still remember the "Night of Screams" and feel very guilty about not helping, despite their fear. Now they vigorously oppose any street violence and take steps to keep the street lit and free of debris that might hide an assailant.

**Special Notes:** Oloseta can be dangerous for those unprepared. The streets are full of warriors and rogues eager to draw steel and strike for little cause. The soldiers are restless, the humanoids are always willing to fight, and the thieves are often too dumb to flee.

## KINGDOM OF TOKIS

The Kingdom of Tokis (population 1,690,000) is the largest under the influence of Kalamar. Until fifteen years ago, three royal houses were involved in a deadly power struggle for the Tokite throne. This deadly contest, which lasted almost seventy years, continued because the ineffective and weak emperors of Kalamar were unable to stop it.

The emergence of Emperor Kabori changed the situation dramatically. As soon as he established his dominance over the dwarves of the Ka'Asa Mountains, Kabori turned his attention to the reunification of his Empire. Since the stabilization of Tokis was vital to reunification, Kabori decided to put an immediate end to the conflict. He marched the elite Imperial Guard into Tokis and after a few short, but decisive battles, re-established order. Kabori placed Adoku, head of the noble House of Soriba, on the throne and banished the other noble houses.

King Adoku I is now paying a high price for the Imperial aid he received. The Emperor has ordered the reacquisition of Pekal. This has proved most difficult due to the alliances between Pekal and Paru'Bor, Tharggy and the elven nation of the Cilorea. Tharggy provides Pekal with capital and military advisors, while Paru'Bor provides knights and the elves provide archers.

The economic stability of Tokis has declined rapidly over the last ten years. These financial woes began with the Pekalese wars and, over the last four years, mysterious locust migrations have brought the economy to near collapse. The acrididas have destroyed most of the Kingdom's crops. It is rumored that the locusts were a deathbed curse from a surviving member of one of the noble houses banished by Emperor Kabori.

King Adoku is now faced with a starving populous and an ill-equipped army. Frequent assaults by Pekalese raiders have only served to worsen matters. Furthermore, he knows that another major military failure against Pekal will result in his removal from the Tokite throne. Adoku's solution has apparently been to hire thousands of Zazahnii and Koraki mercenaries. He pays for these veterans with the Soriba family's personal fortune and promises of Pekalese spoils. Adoku is also reportedly attempting to entice King Joto II of Shynabyth into attacking Paru'Bor, thus eliminating any Paruvian aid during his next assault upon Pekal.

The local lords who have been victimized by the locusts have openly defied Adoku by refusing to pay their taxes. King Adoku has allowed this to continue because he knows that they have no crops to

spare. If the lords paid their tithing, their serfs would starve and there would be nobody to farm the land next year. Therefore, the lords whose crops were not devoured by locusts have been taxed mercifully. Many of these lords talk of revolt, though the thought of angering Emperor Kabori has caused them to remain loyal thus far.

Few merchants frequent Tokis because there is no money to be gained. Those that come are usually just passing through. Some merchants can be found in the eastern lordships and along the Elos Bay, where the crops were not destroyed.

King Adoku's army currently consists of 5,000 heavy footmen, 700 pikemen, 1,600 heavy horsemen, 500 light horsemen, 400 longbowmen and 800 crossbowmen. The navy consists of seven score of warships, although forty are Basiran vessels, ordered to patrol the northern Elos Bay.

### **BET SEDER, CAPITAL OF TOKIS, CITY OF ROGUES**

**Population:** 47,800 total. The humans are Kalamaran and Dejy. Humanoids, mostly halflings, make up about 15% of the population.

**At a Glance:** The capital city of Bet Seder is situated in the center of the Kingdom of Tokis' coast. Once a magnificent city, the recent economic afflictions have left Bet Seder in a sorry state of disrepair. Bet Seder remains well-fortified due to Imperial aid, however, years of financial neglect have taken their toll within her walls. Since most artisans have left the city in search of greener pastures, there are few left that are skilled enough to repair the aging buildings. The King employs many of the remaining craftsmen to maintain his keep and palace.

Bet Seder's once dazzling marketplace is now home to two-bit merchants, charlatans and thieves. The wares traded are usually of poor quality and workmanship. Most merchants feel it necessary to hire mercenaries to ward off thieves and the corrupt city watch. The streets of Bet Seder are quite dangerous as hunger has turned many once honorable thieves into cutthroats, worried less with style and grace and more with filling their bellies.

The city's poor live in sod houses on the eastern side of town. Their homes crowd against the tall city walls, and no paved roads pass through the slum. The homes inside the walls are better, but naked children still play around crowded tenement buildings.

People have a desperate attitude, making the merchants tenacious bargainers, the muggers bolder, and the innkeepers reluctant to extend credit. The citizens welcome strangers with insincere words of welcome, but they treat them fairly enough. In dark taverns late at night, people blame the worsening situation in the city on Adoku's growing concern for his neck.

**Government:** Adoku Soriba holds a tight rein on the nobility, since the House of Soriba is the only noble house allowed. All government officials are related to the King in some way, although they know the familial ties are not stronger than the need for results, so they work hard at their given tasks. Adoku has executed several family members, including his youngest brother, for incompetence or sedition. Adoku has been feeling pressure from Kabori and tolerates no resistance.

Adoku's stated heir is his nephew Jaralam, a mean and petty lord whose appeal to Adoku lies in his loyalty. Adoku does not really expect his nephew to handle the kingdom well, but since he'll have to be dead for the youth to see the crown, he figures it will not be his problem.

**Economy:** The Royal Treasury has been depleted in recent years. Adoku's tyranny has eliminated the graft or scared the embezzlers into hiding, however, and recovery might very well be in the near future. For now, the city has little wealth.

Famine or plague has lowered the amount of corn, wool, and other staple crops the kingdom normally relies on for exports. Fortunately, one of the ranchers in the northern fields managed to come across and capture a large herd of horses bearing no brands (there were brands, and the mark belonged to an O'Paran noble family, but Adoku claimed they were trophies taken from Pekal and reported a great victory to Bet Kalamar). Recent naval victories over Pekalese merchants have also kept the city's economy alive, if still weak.

**Military:** The capital city maintains a strong army presence, including several thousand heavy infantry (usually scale mail, heavy mace or longsword, and shield) and one or more companies of archers (cloth armor, longbow or crossbow, shortsword). The captain of the crossbowmen, a bold baron named Rulamar, recently won a contest of accuracy with the longbow champion. That the longbowman was as drunk as usual at the time meant nothing to the hundreds of onlookers, nor to the victor.

The soldiers tire of seeing the focus of the war in the Elos Bay and their own ineffectiveness along the E'Liral River erodes their morale. A few have abandoned their posts to take up positions as marines or pirates. The remaining soldiers punish any deserters they come across brutally; beatings are standard, and they often turn in a dead deserter for court-martial.

Many prospective privateers tie up at Bet Seder, seeking letters of marque or presenting the King with their bid from Pekal to see if he will match it. Outright pirates also visit the harbor; the pirate captains love the risky climate. Adoku sometimes hires them for adventures and sometimes slaughters the officers and conscripts the sailors for his own vessels. The deciding factor is often the first impression the pirate captain makes on the dockmaster, a personal friend of King Adoku.

**Temples:** Temples include the Temple of the Stars, the Inevitable Order of Time, the Church of Chance, the Courts of Justice, the Parish of the Prolific Coin, the Way of the Berserk, the Assembly of Light, the Order of the Passionate One, and a tiny temple used by the Face of the Free. The most influential is the Parish of the Prolific Coin, which is predictably wealthy and manages better than most to avoid giving its riches over to the coffers of the King. The Treasurer (the cleric of the Coinmaster) is a miserly old halfling named Gonflen. Gonflen has a personal hoard that a dragon would envy, but he wears twenty-year old robes and dines on bread and water.

**Mages & Sages:** Lendel Vin is a half-elf from the Eldoran colony of Miclenon. He originally came to Bet Seder as a mercenary wizard on board a ship, where he revolutionized ship-to-ship wizardry for the navy. Until Vin, fire-based spells were very common, since their

effects are so deadly against crew, lines, sails, and the structure of the ship. Vin, however, used spells that did not harm the ship, leaving the victorious sailors with a great prize.

Furum Sapran is a halfling scholar popular with the locals for his knowledge of herbs and gardens. He has a passing knowledge of fungi and spores, knows all trees and large plants indigenous to the continent, and recognizes many poisons derived from these plants. In his knowledge of intelligent plant life, however, Sapran stands supreme. He speaks the language of the treants, can communicate with battlebriars, and knows secrets that keep him relatively safe from shambling mounds.

**Underworld:** The ranks of the thieves' guild have swollen to record numbers in recent years. Guildmaster Malaran could be the most influential person in the city unrelated to the house of Soriba. Malaran fears government plants have joined undetected with the large increase of guild members and has initiated tests of loyalty for the guild. Malaran's mistress, Inala, is at least as cunning and operates several legitimate businesses, including a small merchant company with which to spirit out "hot" goods, and a jewelry shop that sometimes sells superlative glass fakes.

The feared and hated dwarven assassin Kestarak is widely rumored to be in town. The lanky dwarf is able to hide in plain sight because his slight build and willingness to shave (or at least trim) his beard allow him to pass for a gnome. Kestarak's reputation says he has slain numerous barons, powerful clerics, and rich merchant leaders. Presently, he is employed by agents of Emperor Kabori and is prepared to slay Adoku should the emperor so command.

**Interesting Sites:** The city encompasses a shrine to Kolokar, former Emperor of Kalamar. The monument depicts Kolokar on a rearing mount. Supposedly, the monument stands on the exact spot where the Emperor was thrown from his horse and killed and later buried, but most historians insist he is buried in the capital with the rest of the emperors.

The Pit is a famous wrestling arena, although its popularity has waned over the past few years. Despite the decline, the annual Frosting Games draw hundreds of competitors and sees thousands of

coins trade hands as spectators eat, drink, wager, and fill the local inns. Matches are two falls out of three, and the overall winner receives a purse of 250 gold pieces (down from the top prize of 600 gold some years ago) and a ceremonial mace of silver that could fetch another 100 gold pieces if one were destitute enough to sell it.

**Special Notes:** Adoku has stayed in power for two reasons. The first is that he is an expert at putting a positive spin on the stories he sends to Emperor Kabori—positive enough that Kabori questions the reports he receives from his own spies within Tokis. The second reason is that he actually has begun to swing the naval war to his advantage by outbidding the poor Pekalese government for the pirates and buccaneers that formerly sided with them. On the other hand, the land war has deteriorated horribly. Pekalese raiders cross the E'Liral at will, striking into Pipido, and even Salirido. With O'Par's policy of not hindering the passage of troops, the Pekalese can strike at any point on the northern border. Adoku is still in power, but his rule is as shaky as the last leaf of fall.

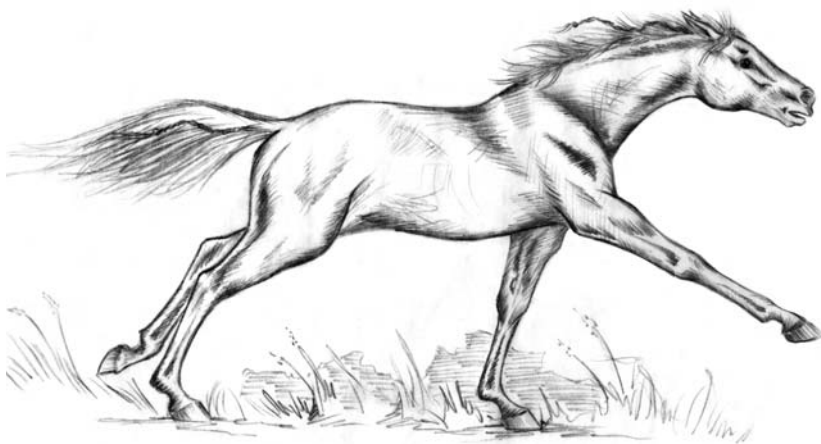
## GAKETA, CITY OF STEEDS

**Population:** 7,700 Kalamarans. Few of the citizens show heritage other than Kalamaran- the city is home to few humanoids.

**At a Glance:** Gaketa boasts only a wooden wall and moat around the city, with three gates at the corners of what is essentially a triangular wall. The chains of the drawbridges are thick with rust, the guards play cards on duty, and several guard towers stand empty.

Inside the gates, the city bustles with activity. Foreigners are welcomed, although the people consider themselves superior to other folk and consider foreign customs and ways strange and barbaric. Gaketans, despite their condescension, are far less extreme than the Brandobians in their view of outsiders.

**Government:** Gaketa was the original capital for Tokis when the Kalamaran Empire first annexed it, and some of the old institutions are still based here. Gaketa is the military center, for example, and the Field Marshal of the Kingdom makes his base here. Gaketa is ruled by Yufur Balemo, nephew of the previous ruler. Yufur spends his family's considerable fortune on personal vices and the real power in the city



*Gaketan steeds are prized for their speed and stamina. Gaketans are capable of maintaining a gallop for great distances, and the rider racing virtually anything on Tellene will probably win if he is mounted on a Gaketan.*

### Gaketan Mare

Large natural beast (mount); Skirmisher 2; XP 125  
Initiative +1  
Senses: Perception +6; low-light vision  
HP 42; Bloodied 21  
AC 16; Fortitude 16; Reflex 12; Will 11  
Speed 12  
Kick (standard; at will) +7 vs.AC; 1d6+4 damage  
Racer's Resolution (at will; while mounted by a friendly level 3+ rider)  
While moving, a Gaketan mare grants its rider a +1 bonus to all defenses.  
Trample (standard; at will): The Gaketan mare can trample like a warhorse, with an attack of:  
+5 vs. Reflex; 1d6+5 damage, target knocked prone  
Alignment: Unaligned Languages –  
Str 19 (+4), Dex 13 (+1), Con 18 (+5), Int 3 (-2),  
Wis 12 (+1), Cha 9 (-1)

is the “Archmage” Sulat, a former advisor to the king of Tokis and a strong administrator.

**Economy:** On a good year, the fields surrounding the Legesep Lowlands produce enough food for the whole kingdom. Even on a bad year, it feeds the people of Gaketa well. The area produces corn, fruits, and even some nuts. The alfalfa fields between the Lowlands and the city grow fast and hearty year after year. The city’s economy depends on these foods and the alfalfa, but the riches come from the herds of horses and a growing number of sturdy ponies. The people of Tokis both raise and train these animals as warhorses. “Faster than a Gaketan mare” is a common expression of superlative speed in the Sovereign Lands.

**Military:** Naturally, the city’s cavalry is well-equipped in terms of mounts, men, and weaponry. The heavy infantry crushes opponents on the battlefield while the light infantry dances out of striking range and harries enemies with arrows and javelins. Gaketa maintains fewer footmen than other parts of the country (around 800), and the troops are poorly equipped (maces, light shields and cloth or leather armor) because most of the gold goes to the cavalry divisions. The Field Marshal, Gorin Nosahu, belongs to an old noble family with a strong tradition of producing some of the best horses and horsemen in the Kalamaran Empire. Nosahu is proud of his heritage but mindful of the kingdom’s current state and he takes his family’s - and his kingdom’s - responsibilities to the common folk seriously.

**Temples:** The temples in Gaketa have grown in wealth, power, and size since Adoku took the throne. With the banishment of the rival noble houses, many former nobility joined whatever faith they followed as clerics, bringing their family fortunes as donations (which they would administer as the new clerics, of course).

The Halls of the Valiant, the Hall of Oaths, the Assembly of Light, the Church of the Life’s Fire, the Parish of Love, the Church of the Night’s Beauty, the Church of the Silver Mist, the Temple of the Three Strengths, the Order of Thought, the Order of the Passionate One, the Order of Agony, the House of Hunger, and the Conventicle of Affliction all have independent temples in Gaketa, although some of them are little larger than tool sheds (such as the House of Hunger). Visiting clerics do not find as warm a welcome as they might expect unless they are also nobility.

**Mages & Sages:** Holomar Bandeskrin is one of the best-known sages of the Sovereign Lands. The public would be shocked to learn that his popular book on dragons, “Tooth and Nail, Wing and Scale” is based on conjecture; he has never seen a real dragon. On the subject of other draconians (dragonborn, dragonspawn, wyverns, etc.), his book is entirely accurate and very thorough. In person, Holomar’s cocky attitude and presumptuousness make him a popular person at parties, but he has few (if any) real friends.

Archmage Talus has a reputation for understatement. Once he discovered a bullette that had dug its way into the castle dungeon and dispatched it after a fierce battle that cost him two fingers on his left hand. After he wiped off most of the blood, he went upstairs to the king’s chamber and reported a “rodent problem.” He retired to his native Gaketa after only four years in Adoku’s employ.

Jolizek the Rider, a young noble from Dodera, is a masterful equestrian. Jolizek is a poet, a patriot, and a pacifist. He’s also the most popular bachelor in the kingdom’s heartland. Jolizek would love to meet a female adventurer as direct and as virtuous as he.

**Underworld:** A sect of rebels has convinced themselves that Adoku should be replaced and that Gaketa should again be the capital. These revolutionaries are mostly merchants whose families lost a great deal of business after the capital moved, and they now bemoan their misery over pints at a local tavern. Though few of them are seriously interested in seditious activities, one or two of the youngest, full of pride and a little less full of common sense, vandalize barracks, cheat on taxes, and engage in other harmless acts of defiance.

The thieves’ guild in Gaketa knows that Adoku’s agents monitor it and correspondingly keeps its activities low-key. Guildmaster Pekanato, a gnome burglar, has great plans for the guild if he can somehow remake it with less governmental intrusion. He keeps handy drafts for a dozen potential charters for the guild and has yet to convince himself that any of them would work. A reputable rogue with organizational skills would be a great asset to the guild.

**Interesting Sites:** After years of letting it stand empty, Balemo ordered the former Royal Court turned into a stable and smithy. Other changes followed soon after. The end result is that some buildings that look like they should house wealthy merchants or nobles are used as barns and silos.

**Special Notes:** The city is home to famous horse trainers and breeders. The ranchers celebrate each spring with a parade that includes over 300 of the finest horses on Tellene. Unlike the monstrous Drhokkeran stallions or the agile steeds of east central Svimohzia, the Gaketans are valued for their speed and stamina.

## PIPIDO

**Population:** 4,300 Kalamaran citizens. They have a slight Deji heritage and none other.

**At a Glance:** The remnants of several wooden bridges, charred buildings, and prevalence of broken weapons in the fields shows that this town has seen more battles than harvests in the past few years.

The people are cautious of strangers. Foreigners—even from their own kingdom—are not welcome, since disaster inevitably follows an outsider’s visit. Outsiders come to Pipido to further the war, and the war has been hard on Pipido.

**Government:** King Adoku has replaced the baron of Pipido several times with knights or other barons who have proven themselves in warfare. The current baron is Retara of the House of Eramis. Retara and his younger brother Setana have labored to restore their family’s name to greatness and erase the association with one of the two Emperors who plunged Kalamar into the Age of Anguish.

Retara understands his main goals clearly: he must prevent Pekalese forays while conducting his own raids into enemy territory. Setana has proposed a bold mission into Bet Rogala, but Retara is content to keep his troops closer to home, raiding nearby villages, and preventing enemy troops from sneaking past him deep into Tokis.

**Economy:** Pipido harvests huge crops of corn, relying on that crop more than anything else for local food and surplus for export. They

openly sell much of it to the merchants going up and down the E'Liral River and secretly sell laden carts to the elves of the Pipitul Woodlands. In return, they ask for honey and vellum (which they get) and weapons (which they do not get).

**Military:** Two hundred heavy cavalry (plate, heavy shield, longsword, and mace) and 800 heavy infantry (scale mail, longsword, and heavy shield) garrison a stone keep just north of town. The keep has been expanded recently to include an outer wooden wall enclosing the army's stables, kennels, and smithies. The wooden wall is already being replaced by stone in sections and should be complete within another year.

**Temples:** Pipido's main temples are the Halls of the Valiant, the Temple of Enchantment, and the Conventicle of the Great Tree. Homes or businesses contain shrines to most good gods, and about half of the neutral gods. The sole known shrine to an evil deity is an abandoned temple to the Harvester of Souls in the catacombs below Rosaleta.

**Mages & Sages:** Va'Anamil retired from the adventuring life ten years ago and returned home in search of peace and quiet. Seven times since then, old enemies have come seeking revenge or the return of stolen artifacts. This attention has earned him isolation even within his home city. People shun him for fear of being perceived as a friend and being kidnapped or killed because some demon wants a message delivered.

Serafil is an elf from the Pipitul Woods who has a half-elven son in Pipido. The enchanter visits from time to time, usually bearing beautiful gifts and staying for a night or two before returning home. He knows the Young Kingdoms extremely well, since this paternal visit is one of dozens he makes from P'Bapar to Bet Regor and from Miclenon to Pipido.

**Underworld:** Pekalese spies and Tokisian agents compete in a shadowy world of silent death and denial. The humble town of Pipido sees stolen documents changing hands, assassins seeking to cross the border, and scouts returning from forays into enemy territory. Speed, stealth, and cleverness keep a rogue alive, and a person's physical might is less important than the enemies he makes or the company he keeps.

Pipido is an arms smuggler's dream. It brings great risk but it also brings great wealth. Smugglers who are able to sell their wares to the right customer might earn a small fortune, while the unfortunate ones find themselves imprisoned and executed with blinding speed.

**Interesting Sites:** One of the fallen bridges is the anchor for a ghost. Puramal was a soldier who fought on the bridge and continued to fight even while it was being destroyed. Enemy wizards sought to destroy him while friendly clerics and wizards healed him and countered enemy spells. Between the blasts of magic and volleys of arrows from the far bank, the soldier finally collapsed with the last of the bridge.

Puramal's ghost still guards the bridge he died to protect. If anyone tries to cross the river at that point, whether by swimming, watercraft, building another bridge or otherwise, he attacks (but travel up or down the river does not disturb him). After seeing his cowardly

companions flee, only too eager to leave him to die, the soldier no longer cares whom he attacks.

**Special Notes:** The town is the frequent site of skirmishes between Pekal and Tokis. Because of the apparent lack of effort on the part of Adoku, sedition among the garrison and gentle persuasion from the elves of the Pipitul Woods, a definite anti-Tokite sentiment is developing.

The people of Pipido do not know that the elves allow Pekalese raiders to pass through their woods, or they would surely cease all trade. The popular belief is that the Pekalese have simply had greater luck avoiding the militant elves.

## U'RUDAKETA

**Population:** 16,100 Kalamaran humans, less a handful of halfling pig farmers and shepherds who clot the city's roads with their animals.

**At a Glance:** U'Rudaketa is an old place by Kalamaran standards, built up from a coastal fishing town into a major city during the reign of Thedorus. While its most prominent features—great arches over the city gates, a large arena, and a courthouse that seats hundreds open to the public—have fallen into disrepair, some features have been maintained through the ages. The city's roads are paved smoothly enough for wheeled traffic (as long as it does not move too quickly).

Statues and plaques dot the city, sometimes in odd places, such as the hero with sword raised to the heavens that serves as a hitching post. A bronze dedication plaque to an old temple that identifies the Two Jugs of Beer tavern in the fashion of a palimpsest. There is also the statue of former Duke Magapar, once known for a naval battle in which his crew sank two pirate vessels at the cost of his own ship; then Magapar kept fourteen of his crew alive in the water until help came four days later. Magapar is now known for keeping the crows out of the northern fields of a farmer named Samir.

**Government:** Chelean is a recent appointee, a former privateer and reputed smuggler. He knows the coast along the Elos bay like the back of his hook and is often away at sea on some "diplomatic" mission or another. Chelean's concerns are wealth, fame, and the welfare of his city, in that order.

Chelean has granted a local hero the title "seneschal," partly because it pleased his ego to have somebody by that title (Chelean loves lording over his former pirate cronies, "I'll have my seneschal handle the details"). The hero, Sir Delem, could not believe his eyes when he saw the hastily-prepared charter that gave him his position. The pirate had given him virtually unlimited power within the city. As long as he did not bring the oversight to Chelean's attention, he could work wonders for the city. One of his first tasks (after rushing to his temple to give thanks to The Speaker of the Word) was restoring the largest and most visible public works. This project stimulated the economy by employing a great portion of the town and performed miracles for the city's morale, which was subdued by Chelean's appointment.

**Economy:** The sailors from Basir, Kalamar and occasionally others drink, gamble, and otherwise spend a great deal of money in

U'Rudaketa. Entrepreneurs have built numerous inns, taverns, and brothels to accommodate their needs. The marketplace is a bit busier than Bet Seder's as it is geographically farther from the conflict with Pekal. Additionally, a goodly amount of overland trade makes its way to U'Rudaketa from the numerous towns and villages dotting the Basiran coastline on the Imperial Road leading to Bet Urala and, of course, with Bet Urala herself.

U'Rudaketa is a stopping point for traders from Ozhvinmish as well, although the Ahznoms skip over it as often as not, finding Chelean distasteful and boorish. Personal clashes between the Svimohzish captains and their Kalamaran counterparts have at times threatened the trade, but the diplomacy of the Svimohzish merchants has—so far—kept the matters from affecting business.

**Military:** While the army has only a token presence at U'Rudaketa, the city boasts a large navy, and is often home to many visiting Kalamaran vessels. Swift Basiran vessels make up the bulk of these visitors, although Kalamaran ships of the line bull their way in as well. At any given time, up to 1,000 sailors and marines clog the streets of U'Rudaketa, and their dozens of ships cram into the overworked port or weigh anchor offshore.

Captain Palopi, an unlanded Basiran count, is one of the least trusted ship captains in the navy. He suffers more desertions than anyone and therefore keeps press gangs on the streets nightly. Palopi understands the value of a trained crew and does not consider other captains' sailors off limits. He knows the wind, however, and he can guide his ship next to the most agile of Reanaarian pirates like a lover seeking an embrace.

**Temples:** The Temple of the Stars, in its position as guardian of ships, has a respectable temple led by Worlder Oratak Pateris, a cheerful man with the build of a marathon runner. Other temples with prominent membership include the Temple of the Three Strengths, the Parish of the Prolific Coin (which gives lie to its name with its abandoned appearance and drafty interior), and the House of Solace. Ironically, the House of Solace's most devout parishioners these days are soldiers. These men, infantry for the most part, are tired of the war and wish the conflict that keeps them from their families to finally end, one way or another.

Lesser temples include the Halls of the Valiant, the Assembly of Light, the Parish of Love, and the Temple of Enchantment. Household shrines exist for the benefit of those who worship the Raiser, the Coddler, Queen Destiny, or the Laugher. In general, people of U'Rudaketa are indifferent in their faith. They attend a service when the urge strikes them, pay a tithe if a cleric confronts them directly and make offerings only on the largest of holy days.

**Mages & Sages:** With few people turning to their neighborhood cleric for their needs, wealthy merchants, nobles, and guildmasters must find a wizard for removing curses and other minor spellcasting needs. Fanam Setiran has developed complex mathematical procedures that have convinced her that she can earn the most profit for her time by casting nothing but Arcane Lock, so that ritual (and higher-level metamagic versions of it) is one of the few she knows. Of course, few wizards are so specialized, and a prospective adventurer who needs a tough lock opened with Knock, or a favorite sword

magically marked can find a wizard to perform the task for a reasonable price. Spells with special material components, spells that debilitate the caster, and combat spells are higher priced (five to ten times as much) or not for sale.

Hejrast, a gnome scholar and illuminator, lives in a monastic home near the southeast corner of the city. He shares his homely abode with religious texts, bottles of bright ink, and quills (and a few of the geese he takes them from). Anyone who succeeds at a Knowledge Religion check (DC 20) can recognize Hejrast's name. He has personally copied hundreds, if not thousands, of canons and religious texts for all of the good and neutral faiths. Hejrast's sole indulgence of his own ego is that he writes his name in small letters at the bottom of one of the book's pages.

**Underworld:** Where there are wizards, thieves are not far behind. A spellbook is a valuable item, one that low-level wizards must protect with ingenuity. Since few wizards in U'Rudaketa are strong enough to ward their possessions with mystical traps or store them in extra-dimensional spaces, they often resort to cunning disguises and mundane locks.

The U'Rudaketa thieves' guild has virtually abandoned all other activities to search for these items. The few wizards with wealth and power hire them to steal the books from rivals and potential rivals, while the smuggling arm of the guild knows how much it can get for these books from crooked students at the Pekalese College of Magic (perhaps many thousand gold pieces, depending on the condition and contents of the spellbook). Guildmaster Borokar has an uncanny knack for knowing where to find hidden books that he attributes to his experience as a child working for the previous guildmaster, who was also an illusionist of high caliber.

**Interesting Sites:** The arena, in addition to being a place for regular gladiatorial events and other regular sporting events, also serves as a place for civic functions, such as the announcement of new laws, speeches, and executions. Attendance is traditionally poor, but Chelean is pleased to see that the crowds have been growing lately (for that matter, the arena itself is in better shape.). At night, the arena is a dueling ground for nobles. Even later, quarreling thieves use it for the same purpose (albeit with less formal procedure.)

**Special Notes:** The city is now a haven for pirates, ever since Adoku has been endorsing piracy to simultaneously generate needed income and strike at Pekalese shipping. He sells letters of marque as well, a prospect that draws legitimate privateers and pirates in search of excuses.

The city is prone lately to attacks by vicious spider-like creatures from the northern reaches of the Edosi Forest. The distance involved has convinced Chelean the creatures must have some great motivation for their departure and has sent scouts to investigate. So far, the explorers have discovered nothing, except for, perhaps, the one group that never returned. They were spotted three months later in peaceful Shyff, claiming "one too many close calls" when asked about their retirement and refusing to answer questions about the Edosi Forest.

## TOPOGRAPHY OF KALAMAR

### WOODLANDS

**Edosi Forest:** Once the pride of the Kalamaran Empire, the Edosi's majestic trees were the main source of her burgeoning shipbuilding industry. As the Kingdom became decadent, the forest was overlogged and damaged. This angered the citizens of Doulathanorian, an elven kingdom that is located deep in the Edosi. The elves began to mount a defense against the loggers. It initially involved sabotaging equipment and campsites but escalated into guerrilla warfare after numerous faerie creatures were found brutally murdered. Periodically, attempts are still made by Imperial troops to secure the forest, but success is tenuous at best. These woods are a haven for those fleeing Imperial tyranny.

### DOULATHANORIAN, CITY OF PERIL

**Population:** 18,000 gray elves

**At a Glance:** The people are initially belligerent, since they assume any strangers are bandits or others fleeing the Kalamaran government. If strangers convince them of peaceful intentions, the elves are friendly and open, although they are quite vocal about their dislike of the people of Basir.

The city is a marvel of elven architecture. Aromatic woods, used by humans in the making of artistic carvings and expensive toys, form the tall homes of the elves. Their designs make clever use of wide windows and shuttered doors to stay cool in summer, and cloth or skin coverings keep the homes warm and cozy in the winter. Meticulously interlocked stonework allows buildings such as temples, schools, and guard towers to be constructed without the use of mortar yet actually increases their structural strength.

**Government:** The elves have minimal government in the sense of any bureaucracy or permanent positions. King Dorlanisti has ruled for over 200 years, and his father ruled the kingdom for twice that long. Most of the elves are content under his rule, but a growing faction demands that their nation be recognized by the humans and that they prohibit the humans entirely. Others want the official recognition but prefer to be on peaceful terms with the humans. Dorlanisti wishes no path that would

lead to war because offending the Basirans would mean fighting the entire Kalamaran Empire, and he knows that such a war could only end one way.

**Economy:** The elves trade primarily with other humanoids, especially the agricultural halflings to the northeast. While the halflings have been producing less food than usual (and able to keep less of it due to heavy taxes), they always manage to hold back some for their trading partners because the elven crafts are so valuable and the halflings receive superior prices for them from the merchants of Dodera and O'Par.

In return for food (especially beef, corn, and bread), the elves provide the halflings with their own unusual wine, known as Basiran Gold by the rest of the world (Vahianallis Enoala "Winter Sunrise" to the Edosan elves). Other goods include fletched arrows ready for the point, handsome buckles, clasps and brooches of antler, and superior hemp rope.

**Military:** The military force of the elves is impressive due to the personal ability of its soldiers rather than any claim of great numbers. The 900 foot soldiers are skilled with bow, spear, longsword, axe, and mace. Any one of them is worth at least two of Kalamar's finest, and their ranks are supported by clerics and wizards. The overall commander, Dail Swylantia is a master of the sword who wields his magical blade with blinding speed and accuracy. His lieutenants say that he once decapitated a demon (true) and cut the head in four pieces before it hit the ground (not quite true; it shattered with a thunderclap all on its own).

**Temples:** Virtually all of the citizens worship at the Temple of the Patient Arrow on occasion, but other popular faiths include the Parish of Love, the Church of Night's Beauty, the Church of Everlasting Hope, the Theater of the Arts, the Face of the Free, the Temple of Enchantment, and the Order of the Passionate One. A few of the elves make sacrifices to The Watcher or the Way of the Berserk, but these occasions are very rare.

**Mages & Sages:** Helana Reanali specializes in the oral histories of the elves. The oldest of her stories have been told for over 12,000 years. Humans will find her unproductive as a



sage, but dwarves and gnomes can learn much about the histories of their races and their first kings. Helana specializes in stories of the gods, the ancient heroes of the elves, and mythical monsters (some of which might be real).

Coronos the Blind was cured of his blindness years ago, but the name has stuck. He collects maps of all kinds, sizes, and levels of quality. He is reluctant to sell any of them, but he can be talked into letting others copy one of his maps in return for any map he does not have (25% chance).

**Underworld:** The humans are not the only one robbing the Kalamaran merchants, nor are the humans operating on their own. An exiled elf named Jasselan equips them with weapons, arrows, shields, and the location of choice targets. Jasselan maintains a facade of peace by attending services at the Theater of the Arts (even going so far as to write hymns and plays). He controls at least six bands of brigands, ranging in size from One Egg Short (11 humans, deserters from Tokis) to the Gross Count (nominally 144 men led by a disenfranchised noble, but actually just over six score led by the guy with the biggest sword).

**Interesting Sites:** Doulanthorian controls several springs within its borders. These springs are extremely deep and some of them contain wonders the elves have yet to explore, despite their long habitation of the area. At least one contains a tribe of reclusive nixies, and another holds the wealth of a silver dragon that died of natural causes decades ago.

**Special Notes:** Bands of brigands live near the city and have come to rely on it as a place to re-supply themselves and sell loot taken from Kalamarans they have robbed. The elves do not appreciate the attention these activities bring them, but the trade is useful so they have not ended it yet.

The increasing danger of certain parts of the forest is due to several evils rising independently of one another. A band of feral Dejj, long cut off from other races, practices cannibalism. Their fierce barbarian warriors strike fear even into the elves, who avoid them. A cleric of Ill-luck, Mulator by name, has claimed a section of the woods and begun collecting giant spiders, stirges, and the few orcs remaining in the woods to his area. Lastly, the renegade herald Haraman, suspected of attempting to poison King Rapos II of Basir, has secluded himself in the forest to avoid capture yet remain in the country of his birth.

Dorlanisti favors peace, but he secretly favors declaring the nation independent as well. In order to do both, he has a secret congress of wizards, warlocks and clerics working on powerful spells that will either erect impregnable barriers around the Edosi, remove it from this plane, or do something else to keep hostile humans out. It might take a hundred or two hundred years, but the wait will be worth it if it keeps his people alive.

**Kalalali Forest:** See the Young Kingdoms

**Kalasal Woods:** The sturdy inhabitants of this ancient wood nestled against the Ka'Asa Mountains provide most of the Imperial levy of light infantry. The northern edge of the forest situated between the fork of the Badato and Falikelopi rivers is known as

Willowood (Ep'Sarab Swampland) and its boggy stretches have an ominous reputation amongst the locals.

**Kalokopeli Forest:** See the Young Kingdoms

**Obakasek Jungle:** This inhospitable territory fans outward from the southwestern slopes of the Lopoliri Mountains down to the Kalamaran Sea. Rain is a daily occurrence and temperatures seldom drop below 95°F. Goblin tribes inhabit the entire region and have adapted to the rigors of the jungle. Because the heat and humidity accelerate decay, bronze has never been supplanted by iron or steel as the latter metals tend to rust too easily. Few permanent structures exist, most buildings are flimsy huts designed merely to provide shelter from the rain. Fortifications are exclusively stone.

The typical warrior has at best leather armor, a light shield, and is bereft of headgear. Weaponry is usually a broad bladed shortsword, useful for clearing underbrush, and several barbed javelins. Certain tribes have also domesticated warm-blooded lizards and use them as steeds or hunting companions.

There are huge warm-blooded lizards with ferocious dispositions that hunt in this jungle. If, as rumor goes, these lizards can swallow an ogre whole, they would be terrible opponents indeed.

**Paliba Woods:** That a major river does not flow through the Paliba has spared it the woodsman's axe. Much game still exists despite generations of Kalamaran hunting, for this forest is quite large. Deep within the northern half, the forest is still quite virgin and a hunter is likely to become the hunted, due to the fearsome beasts that still prowl the interior. Elven communities still exist in the southern section, but they have actively avoided human contact for the past century.

**Pipitul Woodlands:** Situated at the convergence of Tokis, Pekal, O'Par, and Paru'Bor, and offering the only concealed crossing point of the E'Liral River, the minuscule Pipitul has assumed an importance vastly disproportionate to its size. A permanent garrison of veteran elven troops ensures that the forest is not used as a covert staging area for humanoid marauders in the employ of Tokis, yet they allow Pekalese raiders to pass.

**P'Rudekela Forest:** A smallish timberland lying on the Agateli River in the heart of Doderia. Some forestry is practiced on its perimeter and a few wood elves still live in the interior.

**Rolutel Forest:** This nondescript forest lying on the outskirts of Bet Kalamar became inhabited by humans long ago. Despite heavy logging, the woods are kept viable by replanting and the high replacement growth is sustained by the warm humid climate. Nonetheless, it exists without a soul, one only feels the hand of man when trekking through these woods. The flora is limited as a rapidly growing fir dominates. Little, if any, wildlife lives within this forest, having long ago been hunted down or driven away.

**Ryakk Woods:** This unusually large fold in the Kakapela Hills hosts a large hardwood forest of mysterious temperament. Local clansmen fear entering its bourn after twilight as all sorts of queer things have occurred. Consequently, little is known of its denizens by this gazetteer.



## MOUNTAIN RANGES

**Ka'Asa Mountains:** This active volcanic range is a scourge to all of eastern Kalamar. In addition to the noxious fumes lingering for miles beyond their bases, they are home to all sorts of giants and humanoids. Brave souls, however, regularly explore this area as it is reportedly rich in diamonds and other jewels.

The western slopes of the Ka'Asa mountains were home to the dwarven kingdom of Karasta that endured, even prospered, despite the perils encountered in this unforgiving terrain. A new enemy appeared some fifteen years ago, however, and changed all that. Emperor Kabori gazed enviously upon the dwarven wealth and determined to make it his own. Years of fighting proved fruitless despite the high caliber of the Kalamaran soldiers, for the stubborn dwarves were masters of their terrain and used it to their utmost advantage.

The Emperor began to supplement his men-at-arms with hobgoblin mercenaries and, in a political coup, managed to curry the favor of several fire giant chieftains. In exchange for their aid in driving the dwarves out of their fortress at Irontop, the giants and whatever allies they could muster would receive all the treasure they could carry away from the citadel. Thus ensued the Battle of Kadir Ridge.

Marshall Jevanik with a force of 2,000 infantrymen, 4,500 goblinoid mercenaries and scores of giants and ogres launched an all-out assault on the dwarven citadel of Irontop. After an exceedingly bloody five days, the dwarves and their gnomish allies were forced to abandon the fortress after sustaining losses of well over 1,500. The victorious Marshall Jevanik promptly turned upon his supposed giant allies and scattered the remnants of this bloodied force to the four winds. Despite the nearly complete decimation of the goblinoid expeditionary force, Jevanik's infantrymen had possession of the heart of the dwarven Kingdom. Reinforcements, predominantly hobgoblins, were quickly levied to supplement his occupying force.

Today, the Ka'Asas are in a state of utter disarray. The dwarves and gnomes have pulled back to reclusive camps from which they wage guerrilla warfare upon the forces of Emperor Kabori. The latter forces are never encountered in strength of under 100 strong, including a full score of human longbowmen. The footmen, both human and hobgoblin, wield halberds and are clad in unusually heavy armor, scale mail being most common. It is well they do, for it is not only the dwarves they must fear.

## KARASTA "IRONTOP", REFUGE OF EXILES

Karasta is called the First Kingdom of the Seven Clans (among dwarves), or a Protectorate of Kalamar (by the humans).

**Population:** Nearly 4,000 Kalamaran government officials, soldiers, and their families. Over 21,000 mountain dwarves live in the intricate system of caves, surface buildings, and mines that makes up the kingdom.

**At a Glance:** The small buildings and workshops visible from above ground represent only a tiny fraction of the city. Underground, the spacious caverns of the dwarves include samples of the magnificent stonework for which the dwarves are famous. Channels guide a river through the complex, and streams connect workstations,

smelters, and forges. Locks and overflow sluices prevent flooding during the spring thaws and allow smooth transportation of goods directly from the mine to the various workmen in the city.

With its ancient tombs and dusty runed doors, the city's age is much more solid and tangible than that of an elven city, with its flowers and carved wood, or a human city of thrown-together bricks and mortar.

**Government:** Officially ruled by King Ungrum of the dwarves, Karasta is currently under the supervision of Duke Satira Mokira, a dark-skinned native of Tarisato. He hates dwarves and terrorizes the clan, taxing them ruthlessly and imposing no discipline on his men.

Ungrum bristles under this tyranny. He bears the humiliation Mokira heaps on him in the hopes of one day rebelling and restoring pride to his people.

**Economy:** The kingdom produces huge quantities of obsidian, iron, and the pockets of gold found there have been extraordinarily pure. When the kingdom was independent, gnomish glassmakers made works of art no longer seen on Tellene. The scattered artisans no longer have the materials or the opportunity to exercise their craft.

Above all else, however, the mines produce more diamonds than any other source known. The gems are polished locally and fetch a high price in markets in Bet Kalamar. Mokira manages to smuggle out a handful each year to sell in Zoa for his own gain.

**Military:** The dwarves are not allowed to field their own army, although some expatriates have joined the Kalamaran Imperial Army that "defends" the kingdom. The Imperial garrison includes over 600 heavy footmen (300 of which are hobgoblin infantry), 800 light infantry, and a company of 250 crossbowmen.

The dwarves have managed to retain a "police force" that includes a large number of veterans of the Battle of Kadir Ridge in 548 I.R.

**Temples:** The dwarves of Karasta attend temples such as the Halls of the Valiant, the Church of Life's Fire, The Hall of Oaths, and the Courts of Justice. The humans in the city prefer the Church of the Silver Mist, the Temple of Armed Conflict, the House of Scorn, and the House of Shackles. The Champion of the Halls of the Valiant, Kuoro Jalek, remembers the Battle of Kadir Ridge well; he lost four sons there. He has said and done nothing in the presence of Mokira to alarm him, but Jalek is among the most ardent supporters of the inevitable rebellion.

**Mages & Sages:** Emperor Kabori appointed a wizard to assist in governing the Protectorate of Karasta. The latest appointee is Sir Etera Zem'Par, a useless hedonist who hides his ineptitude behind stories about slaying giants, raising mountains, and other nonsense. In a one-on-one battle, his choice of spells and tactical use presents an overwhelming onslaught, and only a fool would so engage him.

**Underworld:** Theft from other dwarves goes so strongly against their culture that stealing is virtually unheard of. Stealing from other races is a different story. Dwarven patriots steal from the human residents as a means of harassment. They freely murder their oppressors as well when they can get away with it.

**Interesting Sites:** An explorer could delve for years and not discover all of the places worth noting in Karasta. Irontop boasts underground lakes and rivers, waterfalls, fountains, and whirlpools.

Tombs of kings dead for 30 generations –dwarven generations–line the walls in hidden caves. Inscriptions ancient before the first Kalamarans wandered across the land bridge to the Alubelok Swamp still sit unread since their carving.

The Miner's Guild Hall contrasts starkly with the older parts of the city. Its design mirrors Kalamaran buildings in Tarisato and other places east of the Badato River. Chief Councilor Kurak leads the movement for a peaceful return to dwarven independence. In a brilliant ploy, he discovered a loophole in the laws of Kalamar that allows him to collect fees from the soldiers guarding the mines without giving any of them a vote in the Guild's activities. This enormous increase in the Guild's coffers adds weight to the words he speaks into the ears of other Guild leaders and the nobility in Bet Kalamar, which he visits as often as he can.

**Special Notes:** The dwarves sneak out as much mineral wealth as they can. One vein of precious ore has run out, but others are not reported so the dwarves can take their wealth for themselves. They use this gold to prepare for a rebellion; they hire assassins, buy mercenaries, and store weapons in Reanaarian cities and towns sympathetic to their cause.

Despite the riches taken from them, the mines are a source for constant headache for Kabori and his local representative Mokira. Mokira is no miner, and since dwarves and soldiers are often lost in

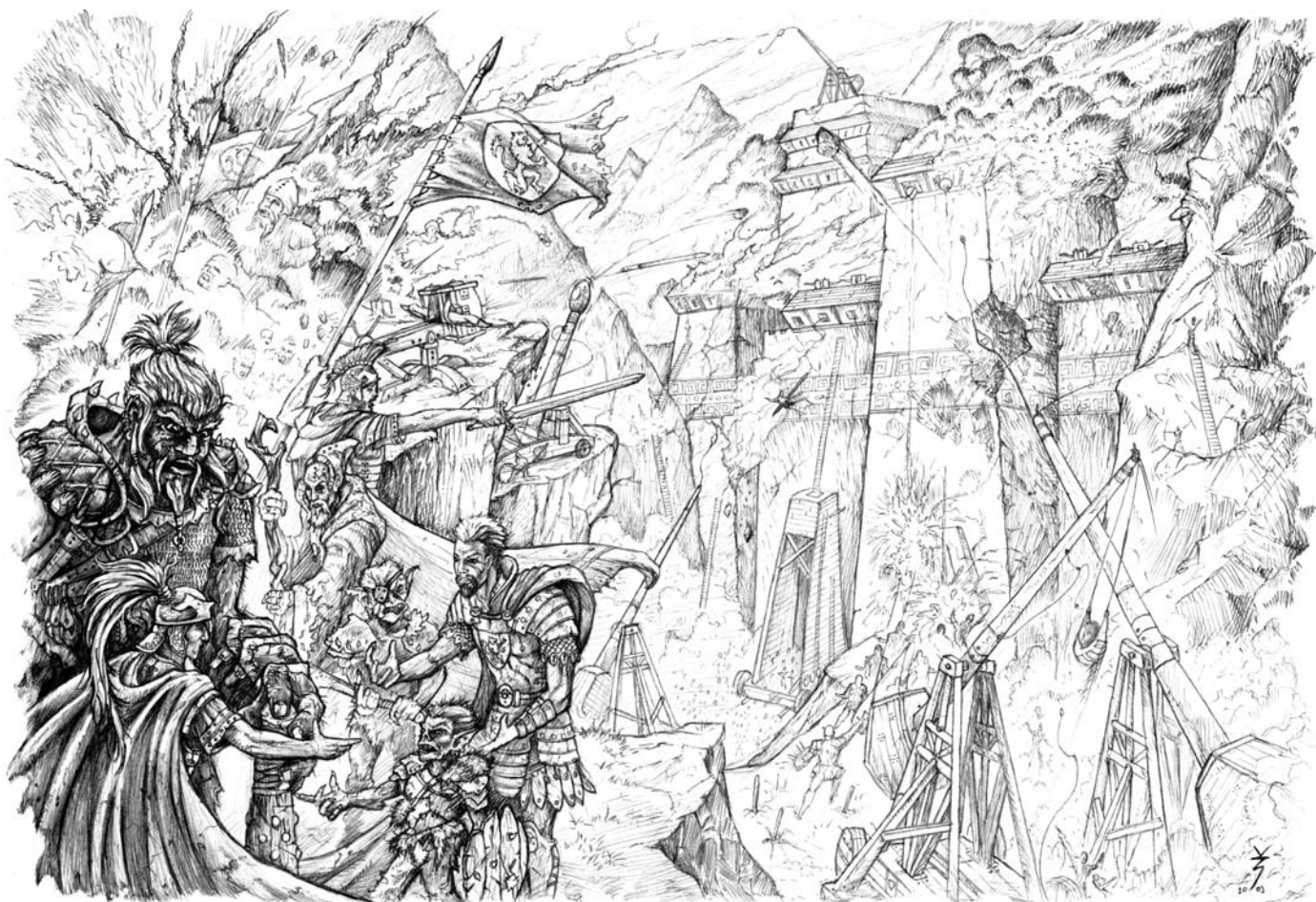
cave-ins and other accidents, so the dwarves can easily explain away the disappearance of smugglers taking goods out of the city.

**Magma River:** From a volcano high in the Ka'Asa Mountains flows a continuous river of magma. This boiling molten stone river has flowed down each of the nearby valleys and is known to change direction with little warning.

**Kakidela Mountains:** This small northwestern spur of the Ka'Asas gradually tails off into the Shynako Hills. Its peaks form the western edge of a large sheltered valley known as the Fyban Valley. It is of strategic importance to the Kalamaran Empire as its heights anchor the eastern edge of its domain. Consequently, several keeps are located within this range and frequent Kalamaran patrols are encountered. Some number of dwarven refugees and freedom fighters are also thought to be hidden among the Kakidelas.

**Kolokar's Barrier "The Empire's Edge":** Shortly after taking the throne of Kalamar, Emperor Kolokar I embarked on a military campaign to reunite his deteriorating Empire. After hastily opting for peace with the Deji and Fhokki barbarians, Kolokar ordered the construction of a great stone barrier to protect the northeastern border from a barbarian invasion.

Frequent assaults by barbarians and humanoids coupled with inclement weather added to the difficulty of the mammoth undertaking. When completed, Kolokar's Barrier stood 20 to 30 feet high,



The Battle of Kadir Ridge

15 to 20 feet wide and stretched some 400 miles. Watch towers were built (or existing fortifications expanded) every few hundred yards to house soldiers and provisions. Each tower had a cellar and some even had a dungeon or catacombs beneath the cellar. Kolokar did not live to see the completion of the barrier that stands as a monument to his troubled reign. The wall was completed under the supervision of regional lords from Paru'Bor and O'Par.

Today, Kolokar's Barrier is one of the most spectacular man-made wonders on Tellene. It is certainly Tellene's greatest example of human engineering and workmanship. Stretching from the Kakidelas to the Byth Mountains, Kolokar's Barrier connects the mountainous wall that separates eastern and central Tellene.

Like the Kalamaran Empire, much of Kolokar's Barrier has fallen into a state of disrepair. Large portions have crumbled or have been knocked down. Sections of the Barrier and the watch towers not controlled by Paru'Bor and O'Par are now controlled by Deji and Fhokki barbarians. Paru'Bor controls and maintains a northern stretch of the Barrier and it has proved invaluable in defending against the frequent skirmishes with Shynabyth. Some abandoned towers are inhabited by humanoids or monsters.

**Lopoliri Mountains:** At first glance, this range would appear to be far gentler than her northern neighbors. The peaks are worn and rounded with age. A lush carpet of green adorns even the highest elevations. The temperature is moderate even at the highest points, as its southerly latitude moderates the usual chill at this elevation.

Beneath this facade lies a range which presents explorers with a grueling challenge. Hard rains are a daily occurrence and the resulting mud slides are every bit as dangerous as any avalanche. Most surface water is contaminated and unhealthy to drink. Although food is plentiful, the non-native will have grave difficulty distinguishing edibles from similar looking fruits which are toxic. Disease is also prevalent. In addition to these physical challenges, the range is home to a wide assortment of avian and reptilian predators.

**P'Rorul Peaks:** These great black basalt peaks form the eastern limits of the lands of Tarisato. The area is known for being rich with gemstones. Clans of mountain dwarves, hobgoblins and orcs dwell in isolated locales all hoping to find the cache of stones that will make them wealthy and powerful. Little open warfare occurs, as there is ample room between communities and the principal focus is mining. The topography is rugged and offers little else of value. Stone giants are also found in unusual numbers, as they like the stark, natural beauty undisturbed by habitation.

## HILLS

**Alufalik-P'Sapas Hills:** These hills divided by the Badato River run from the Erasar'Kol Marsh south to the E'Korug River. Though well-endowed by nature with a gentle climate, the lurking threat of danger from the discord in the Ka'Asas has led to an exodus of the region's yeomen over the past twenty years. Those that remain have fortified their homes and do not travel alone or at night. The Emperor's troops are able to protect their mines and trade routes, but can do little to curtail the activity of the packs of gnoll brigands which operate in these hills.

**Bisibopaki Hills:** These hills are similar in all respects to the Lopoliri Mountains, save for their lesser height.

**Kakapela Hills:** These ancient hills form a passable breach between the Byth and Kakidela mountain ranges and have traditionally marked the boundary between the eastern and central areas of the continent. Duke Gadadik I of O'Par is not adverse to travelers crossing his terrain for they often have information of far greater value than the few coppers that might be extorted from them by a hostile patrol. The mineral-poor hills are sparsely populated, owing to the widespread feeling of uneasiness from the Ryakk Forest.

**Kamarela Mounds:** These picturesque little hills lie on the southwestern tip of Lake Eb'Sobet. Numerous halflings and a few gnomes dwell within. Though poor in mineral wealth, the land is most fertile, and the inhabitants are able to lead a very comfortable existence.

**Katagas Rise:** These hills flanking the western side of the Kakidela Mountains run from the Ridara River south to the Erasar'Kol Marsh. The portion north of the Doreba River is heavily fortified by Imperial troops as a state of war exists between Dodera and Tharggy.

**P'Sapas Hills:** See Alufalik Hills

**P'Tikor Hills:** This area comprises the eastern marches of Tarisato and exemplifies the worst aspects of this area. The population is mostly hobgoblins who have also repopulated several former human villages. The area is extremely dangerous since no central government exists. Warring factions maintain an uneasy truce amongst the villages, but rogue bands of thugs roam the countryside.

**Ubikokeli Highlands:** These gentle hills encompass most of Basir, spanning its entire breadth and running forty-five leagues south from their commencement in the midst of the Edosi Forest. Large cave systems called the Grottos run for leagues under these limestone mounds.

**The Grottos:** An enormous natural cave system exists beneath the Ubikokeli Highlands. These underground warrens wind for hundreds of miles, with outlets to the surface near the Edosi Forest, at intermittent points throughout the highlands, as well as subsurface openings into the Straits of Svimohzia. Many of these tunnels run below the water table so access can be a problem, depending upon the time of year and whether or not it has been a wet year.

## WETLANDS

**Alubelok Swamp:** This vast overgrown bog lying at the headwaters of the Ridara River is a predominantly evil place. Murky creeks, sheltered from the intrusion of daylight by gigantic ferns, flow aimlessly for leagues. Brigands skilled in plying small watercraft inhabit the fringes of this mire, as do several types of humanoids. The northwestern edge is fairly safe and used for rice growing, as Basiran patrols keep this area free of danger. Likewise, the Ridara River is kept safe for merchants traveling to and from the port city of Sobeteta. The gloomy inner recesses of Alubelok are avoided even by these fearless souls, as unspeakable horrors dwell herein.

**Ep'Sarab Swampland:** This gloomy bog, also known as Willowood, is located in the Kalasali Woods where the Falikelopi River merges with the Badato. Nearly 20 leagues in breadth, its hidden recesses shelter a variety of dreadful beasts from lone

shambling mounds to tribes of lizardfolk. As long as the surrounding forest does not become inundated with these creatures, the Emperor shows little interest in patrolling the region as he already has too many troops tied down in the Ka'Asas.

**Erasar'Kol Marsh:** This dank area borders the Katagas Rise just south of the Doreba River. Although interspersed with occasional mesa-like dry areas, the Erasar'Kol is mostly a desolate, uninhabited territory. Several varieties of giant insects reside in these bogs.

**Legesep Lowlands:** This fen is located in central Tokis about forty-five leagues east of Bet Seder. Many bullywugs dwell within this region, but constant in-fighting has limited the potential menace they might pose to the surrounding farm communities.

**Otekapu Fens:** The E'Liral River fans out into a swampy delta as it nears the Elos Bay. This area is a "no man's land" lying between Pekal and Tokis. Constant skirmishing between the two forces has angered the native lizardfolk who have taken up arms against all intruders.

**Udo Bog:** A tiny area in southern Pekal nestled on the western tip of Lake Eb'Sobet where it meets the Kamarela Hills. The Udo is remarkable for pools of tar that bubble to the surface in several locations. While useful to shipwrights in its natural state, it is also the principal ingredient of flaming oil.

## BODIES OF WATER

**Lake Eb'Sobet:** A deep lake in Pekal, its shores are dotted with several villages, as the waters offer a bounty of fish. The clear and pure water is thought to originate from several natural springs as no river flows in or out of this lake.

**Elos Bay:** Located in the heart of the realms, this long inlet of the Kalamaran Sea, is an extremely traveled body of water. The Brolador, E'Liral, and Ek'Ridar rivers all empty into the northern half of the bay, making it a key junction for those traveling to the interior of the continent. Several squadrons of Kalamaran warships are now harbored at Bet Seder in an attempt to establish dominance over these important waters. The Tokite navy was merely on par with the small Pekalese fleet and therefore unable to accomplish more than occasional harassment of the shipping lanes in the past.

This strong navy has inhibited commerce, as the Kalamaran frigates attempt to board any vessels they encounter. Those vessels merely suspected of being in league with Pekal are either confiscated or sunk. A hefty bribe is usually the most positive assurance a Kalamaran admiral can have of a trader's loyalty to the Empire.

The strong Imperial presence has led to a substantial decrease in buccaneer activity in the area. The Imperial Manabela, a large well-armed war vessel in her own right, is typically encountered in groups of three or four, along with at least a half dozen fast escort cutters. These squadrons are an overwhelming match for all but a similarly outfitted force. They relish hunting down and summarily executing suspected pirates. The pirates have taken to smuggling as a primary occupation but Pekal has reportedly bribed their captains to conduct raids against the Tokite coastline.

**Kalamaran Bay:** This broad inlet of the Kalamaran Sea is perhaps the most traversed sealane in the realm owing to the fact that the Ridara, Badato, and E'Korug, and their river traffic, empty into this body of water. Its shallow depth moderates the rough ocean seas and permits barges to travel its entire length. Once a favorite stalking

ground for pirates, the Kalamaran regimes have reacted by deploying aggressive squadrons of nimble patrol sloops. While no match for the heavily armed crew of a pirate ship, these spry little vessels can easily avoid being boarded. They usually sport specially built catapults that are capable of launching flaming oil flasks upwards of 100 yards. The usual tactic is to attempt to set the rigging of a hostile ship ablaze, effectively halting it, possibly burning it to the waterline, and also signaling any Kalamaran warship within the area. Barges have adopted similar weaponry. As a consequence, pirating has become too risky in this area, except for the most bold or desperate.

**Kalamaran Sea:** Located between Ahznomahn and Kalamaran Bay, this is a very busy waterway. Ahznomahnii and Ozhvinmishii merchants travel the northern sea-lanes en route to Bet Kalamar. Additionally, any merchants seeking trade in Tarisato or Reanaaria Bay must travel through these waters.

During monsoon season, the Kalamaran Sea is very dangerous as the seasonal storms make the surface exceedingly turbulent. It is not uncommon for the seasonal trade winds to become screaming typhoons and tidal waves. Few pirates venture into these waters for fear of Imperial retaliation, however, the southern sea lanes are haunted by many sharks and some larger predators as well.

## RIVERS

**Agateli River:** This affluent of the mighty Ridara River flows through the hearts of the Duchy of Dodera and the P'Rudekela Forest.

**Badato River:** This river is a heavily-traveled waterway in southern Kalamar. The Badato gives rise to the Ep'Sarab Swampland on its way down from the Ka'Asa Mountains. It is navigable from Bet Kalamar to Togeseta.

**Doreba River:** A tributary of the Ridara, this river flows west from the Kakidelas, forming the border between Kalamar and Dodera.

**E'Korug River:** This river creates a natural border between Kalamar proper and Lands of Tarisato.

**E'Liral River:** This important river divides the just principalities of Pekal and Paru'Bor from Tokis and O'Par, respectively. As it is both broad and swift, no fords exist west of the city of Sobakasetta, save for one in the Pipitul Woodlands. Both banks there are diligently patrolled by elven troops.

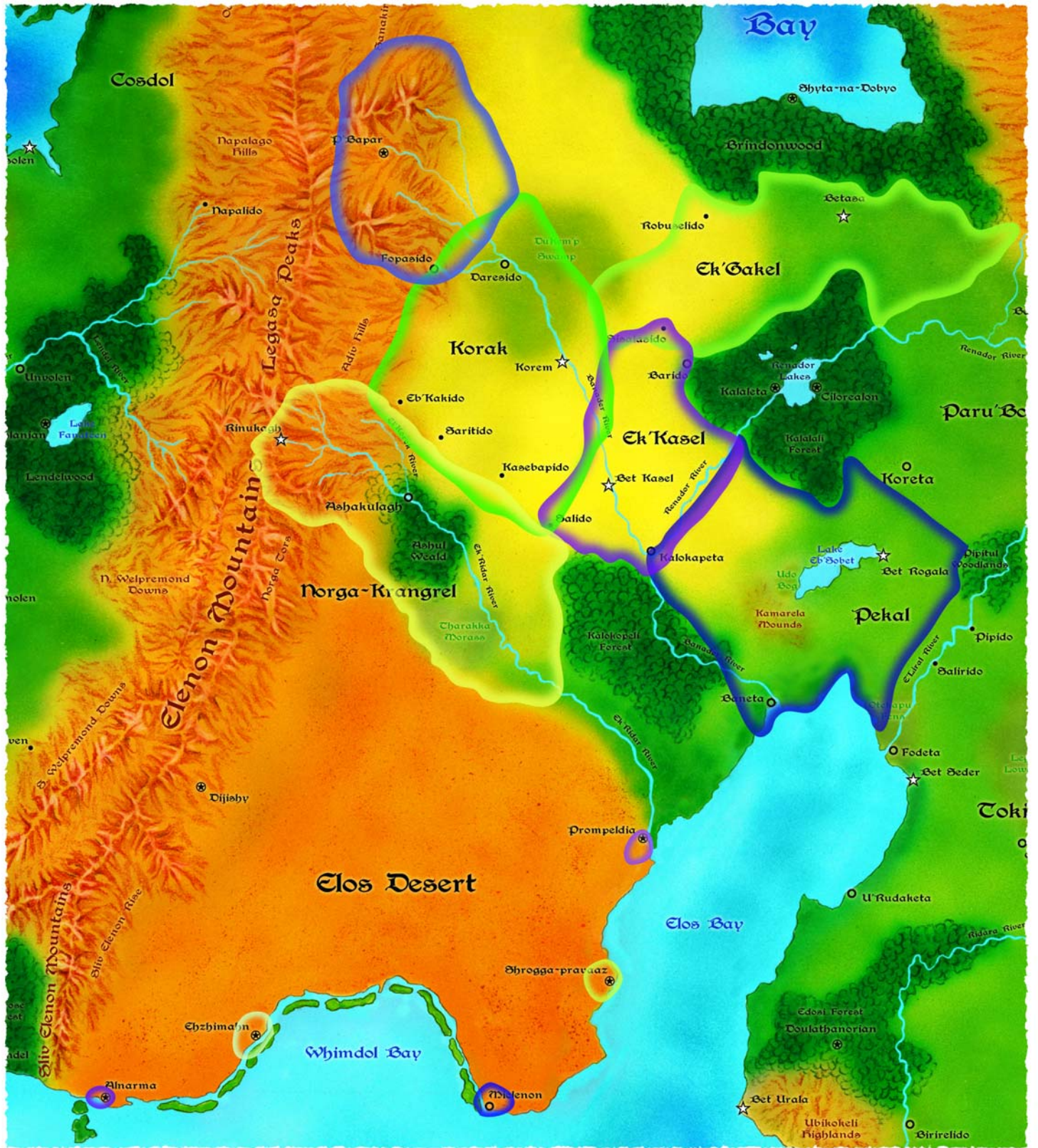
**Falikelopi River:** The northern fork of the Badato River, this river runs just north of the Alufalik Hills.

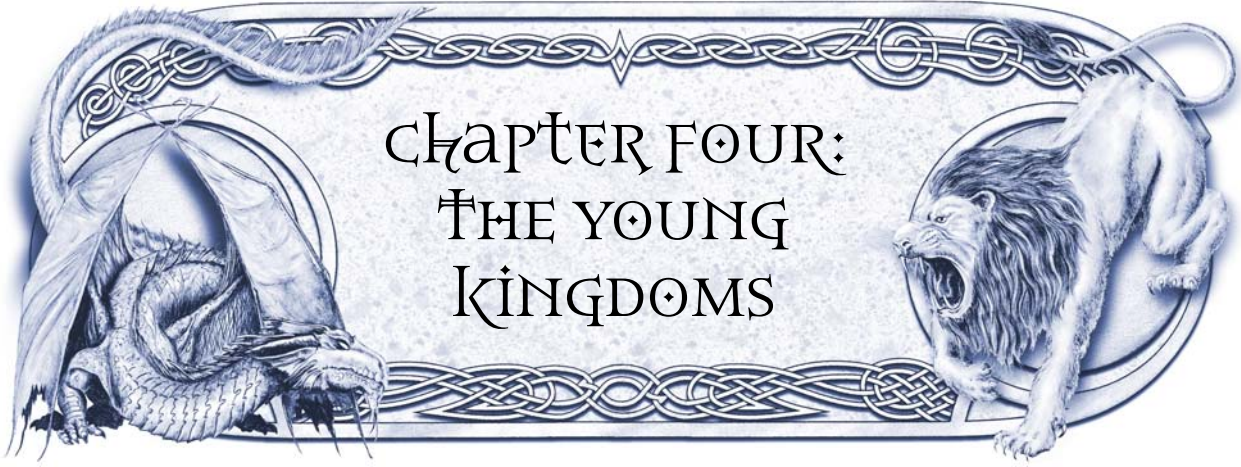
**P'Lider/P'Lobas/P'Lokur Rivers:** These rivers are the south, central and north branches, respectively, of the river system which drains the Obakasek Jungle. They teem with carnivorous fish and so consequently are little used by the native population.

**Rainbow Falls:** As the P'Lider River descends from the Lopoliri Mountains, it suddenly cascades steeply, forming this 400 feet waterfall. A rainbow is always seen in the sky above the falls and it is considered a blessed place in this land of evil. A Ki-Rin supposedly protects this locale.

**Renador River:** See the Young Kingdoms

**Ridara River:** This is the longest river on Tellene. The Ridara runs nearly 300 leagues from its origin in the Kakapela Hills until it empties into the Kalamaran Sea at the port of Sobeteta. Its last fifty leagues are navigable only to shallow-hulled craft as the Ridara becomes quite shoaly within the Alubelok Swamp locale.





## CHAPTER FOUR: THE YOUNG KINGDOMS

The history of the Young Kingdoms began when, to quench his nephew Voleln's lust for power and remove him as a threat to the crown, King Andovel of Brandobia decided to grant Voleln all land east of the Legasa Peaks. The solution was perfect; the lad could rule these worthless and uncharted wastelands as his own in the name of the Brandobian Empire. Voleln's legions soon enslaved or drove out many of the peaceful Dejy tribes they encountered, and he named the land the Eastern Brandobian Empire. Yet, when the empire tried to expand further northeast, they encountered new tribes of elves and dwarves - and were soundly defeated.

While the elves and dwarves returned to their normal way of life, the empire prepared for renewed warfare against them. Suddenly, armies of hobgoblins marched forth from the Ashul Weald and goblins streamed down from the Brindonwood, sweeping through the fledgling empire and crushing all who dared stand before them.

However, the goblins did not enjoy their place in the social strata of the new hobgoblin kingdom, for they were barely better than the human and humanoid slaves, and productivity rapidly declined. After the great hobgoblin King Kruk-Ma-Kali was assassinated, the previously united hobgoblin tribes fell into civil war, while roving bands of Dejy, scattered Brandobians and groups of elves, dwarves and halflings continuously assaulted them, eventually driving the hobgoblins south to what is now Norga-Krangrel. In time, the Brandobians set up another kingdom in the central plains and rebuilt the Eastern Brandobian Empire.

Shortly thereafter, emissaries of Kalamar arrived, requesting that the Eastern Brandobian Empire submit or be destroyed. The Brandobians refused, and a mere three months later, their emperor's head decorated the western gate of P'Bapar. The lands now became the newest part of the Kalamaran Empire. A generation later, Kalamar divided the lands into separate kingdoms and duchies, each of which gained their freedom from Kalamar and today are ruled independently.

Several corroborative texts on the Krangi Empire of the Central Plains teach us that Voleln himself was captured and held captive by the hobgoblin invaders. The more detailed accountings tell of Voleln's final years as an unwilling jester in the royal court of Kruk-Ma-Kali, the mighty hobgoblin king. At least one text claims that Voleln continued his service of Kruk-Ma-Kali even after death.

### A DETAILED HISTORY OF THE YOUNG KINGDOMS

While the rest of the human races were still tribal societies, Brandobia was establishing itself as a true empire. For over 400 years they dominated all land west of the Legasa Mountains. The civilized Brandobians saw no need to explore east over the Legasas, an area they considered a wasteland, full of mindless savages and worthless to the Brandobian Empire. Two decades into the reign of King Andovel, he found a use for the strange lands to the east.

King Andovel wisely began to fear his ambitious nephew, Voleln. To quench Voleln's lust for power and remove him as a threat to the crown, Andovel decided to grant Voleln all land east of the Legasa Peaks. The solution was perfect; the lad could rule these worthless and uncharted wastelands as his own in the name of the Brandobian Empire.

So it came to pass that Voleln led an army of men across the Legasas. His legions, armed with several millennia of elven strategy, bested and enslaved many of the peaceful Dejy tribes they encountered. Other tribes were simply driven out of the area. From the enslaved Dejy, the Brandobians learned to tame and herd cattle and they brought them along with their armies.

Voleln's army successfully conquered the land east to the Renador River and the Hadaf Highlands. This area Voleln claimed for Brandobia. He named it the Eastern Brandobian Empire and crowned himself Voleln I.

The Brandobians built roads, towns and traded with the various Dejy and humanoids of the area. The peace ended upon Voleln's death and the coronation of Emperor Voleln II.

Voleln II, it seems, inherited his father's ambition. He immediately tried to expand the empire further northeast, into the Hadaf Hills. Once Voleln and his exploratory military units entered the highlands, they encountered new tribes of elves and dwarves. He immediately tried to conquer the humanoids, but the Brandobians were soundly defeated.

The dwarves went about their business as before, but the elves offered to trade goods with the Brandobians despite their recent warfare. Still embarrassed by the military loss, Voleln refused. His pride and greed caused him to secretly plan another attack.

While Voleln and his generals planned for renewed warfare against the humanoids, armies of hobgoblins marched forth from the Ashul Weald and goblins streamed down from the Brindonwood. The humans were unprepared and their combat techniques were inadequate for fighting superior numbers in the open plains. The humanoids swept through the fledgling empire, crushing all who dared stand before them. Many Brandobians were slain or enslaved.\* The rest fled before the humanoid onslaught.

The hobgoblins claimed the land for the benefit of their king and their goblinoid cousins. They established a kingdom in the central plains region, generally known as the Kingdom of Krangi, or more properly, the Krangi Empire of the Central Plains. Not all were equal in this new kingdom; the goblins held an inferior place in the social strata, just above that of the enslaved humans and humanoids.

The goblins did not enjoy their new role as slaves to the hobgoblins. Productivity rapidly declined and the humanoid kingdom disintegrated after the mighty hobgoblin king, Kruk-Ma-Kali, was assassinated. The previously united hobgoblin tribes warred with one another, each tribal chief trying to put himself on the throne. During this civil war, roving bands of Deji and groups of elves, dwarves and halflings continuously assaulted the humanoids. The scattered Brandobians reorganized and helped drive the hobgoblins south to what is now Norga-Krangrel.

The Brandobians learned a great deal during that time of crisis. They began to use mounted troops, a practice they learned from the Deji tribesmen. They also became skilled at breeding cattle and growing crops. The Brandobians set up another kingdom in the central plains and rebuilt the Eastern Brandobian Empire. Shortly thereafter, emissaries of Fulakar of Kalamar arrived, requesting that the Eastern Brandobian Empire unconditionally submit to the will of the Kalamarans or forever be destroyed. Voleln III, Voleln II's only son and Emperor of Eastern Brandobia, refused to bow before these outsiders. A mere three months passed before the head of Voleln III decorated the western gate of P'Bapar and Fulakar's army stood poised to march to the Brandobian Ocean.

Fulakar the Conqueror claimed the lands and they became the newest part of the Kalamaran Empire. A generation later, Emperor Kolokar divided the lands into separate kingdoms and duchies. These new nations came to be known as the 'Young Kingdoms.' They were self-governed but remained part of the Empire, much like Tokis and Basir are today. Eventually, one by one, the Young Kingdoms gained their independence and today each of them is ruled independently.

## FREE STATE OF EK'GAKEL

Ek'Gakel (population 602,000) is bordered by the Brindonwood on the north, Ek'Kasel and the Kalalali Forest to the south, P'Bapar in the west, and Paru'Bor to the east. Deji tribesmen inhabit and control much of the land outside of the cities and towns, but Ek'Gakel claims control of those areas anyway.

Ek'Gakel was once a state of the Kalamaran Empire ruled by a hereditary kingship created by Kolokar. That changed forever when, in 387 I.R., the King of Ek'Gakel died without an heir. The Gakite nobility began a bloody war for the vacant throne. After three years

of warfare, the throne still sat vacant. Evenly matched, no noble house could claim victory and crown a leader.

Meanwhile, the wealthy merchants were hiring mercenaries and arming the masses. Weakened by their own infighting, the nobility were easily defeated. The commoners executed or banished all of the Gakite lords. Kingless and free of nobility, the country declared itself a free state and chose a leader from the masses. They created the lifelong office of Chancellor and held a general election.

When the Chancellor dies or otherwise becomes unable to do his job, the merchants hold a general election and a new leader is elected for life. Some Chancellors are retired by fatal accident if they prove unworthy of the office. Ek'Gakel's current ruler is His Most Excellent Chancellor, Brond Epseln.

A large population of Deji nomads have lived in the area for as long as anyone can remember (including the Deji themselves). Several independent tribes follow the huge herds of bison that roam from the Hadaf Highlands to the Shashyf Hills. Many of these tribes winter in the southern Brindonwood. The Deji frequently war with one another over hunting rights and their political bent covers the gamut of alignments. Until recently, they had not been a problem for the Gakites.

Last spring, several Deji tribes were at war over land. Some brigands, seeking to take advantage of the wars, disguised themselves as braves from Ashyr, one of the warring Deji tribes, and attacked a merchant caravan. The evil bandits robbed the caravan and scalped the merchant and his guards. The merchant survived the attack and demanded retribution on the Deji. After an investigation, Brond ordered General Elmin Ragarela, his brother-in-law, to request compensation from the Ashyr. Elmin took matters into his own hands. He attacked the Deji, but in his incompetence he assaulted and butchered members of the Defohy, a peaceful tribe. In response, angry Defohy warriors attacked two Gakite patrols. Elmin then ordered his troops to attack all Deji on sight, regardless of tribe.

Today, Ek'Gakel is in complete disarray. Gakite patrols attack all Deji on sight, while roving bands of Deji braves attack each other, as well as any Gakite military units. This has made the once-safe country very unhealthy for travelers and merchants. Before the Deji Wars, much of the military was consigned to keeping the southern edge of the Brindonwood free from orcs. Because they now patrol for Deji, the orc numbers in the Brindonwood are growing at an alarming rate and the southern Brindonwood has become unsafe for merchants. As a result, Shyta-na-Doby wine prices have soared throughout the Young Kingdoms.

Brond has been receiving requests from King Joto of Shynabyth, apparently regarding an alliance. Brond, however, has his hands full at home and has little time to think about external politics. The recent economic hardships brought on by the Deji conflict and the resulting decrease of taxable trade have caused Ek'Gakel's economy to sour.

Due to the ailing economy, Brond has refused to pay his annual tithe to Korak. General Garnak threatened to, "personally shake the money from Brond's fat, yellow hide." To this, Brond responded with, "the bogeyman and children's stories of Norga-Krangrel and the evil hobgoblins no longer control the purse strings of Ek'Gakel. We have

real concerns here. If you pay a tribute to us, we will gladly protect you from the mad Dejy.”

Many cattle ranchers and shepherds call Ek'Gakel's open countryside home. The wool market in this northern country is strong and clothiers are second in number only to wine merchants. The merchants of Ek'Gakel trade freely with those of Shyta-na-Doby, P'Bapar, Ek'Kasel and the elves of the Kalalali.

Gakites tolerate most other races, and there is a large population of halfling tailors and farmers. The Church of the Life's Fire, House of Solace and the Founder's Creation are popular temples among the Gakites. The Laugher has a large following here as well, but the Chancellor does not officially recognize the holiday celebrations. The military of Ek'Gakel numbers around 1,500 of mostly light and heavy infantry, the former making up almost two-thirds of the army. There are 1,500 cavalry and 200 volunteer halfling slingers.

### BETASA, CAPITAL OF EK'GAKEL

**Population:** 11,400 humans of an unhappy mix of every race imaginable. Humanoids are strangely welcome by the humans and include elves, gnomes, and halflings. A couple of clans of dwarves also live here.

**At a Glance:** Many folk in the city walk about visibly armed, and they eye strangers suspiciously, especially those of obvious Dejy blood. Local authorities stop visitors often, and those who attract attention to themselves find that a group of soldiers might question them as well. The city is on the northern reaches of the civilized countries, and the people have a frontier roughness and indepen-

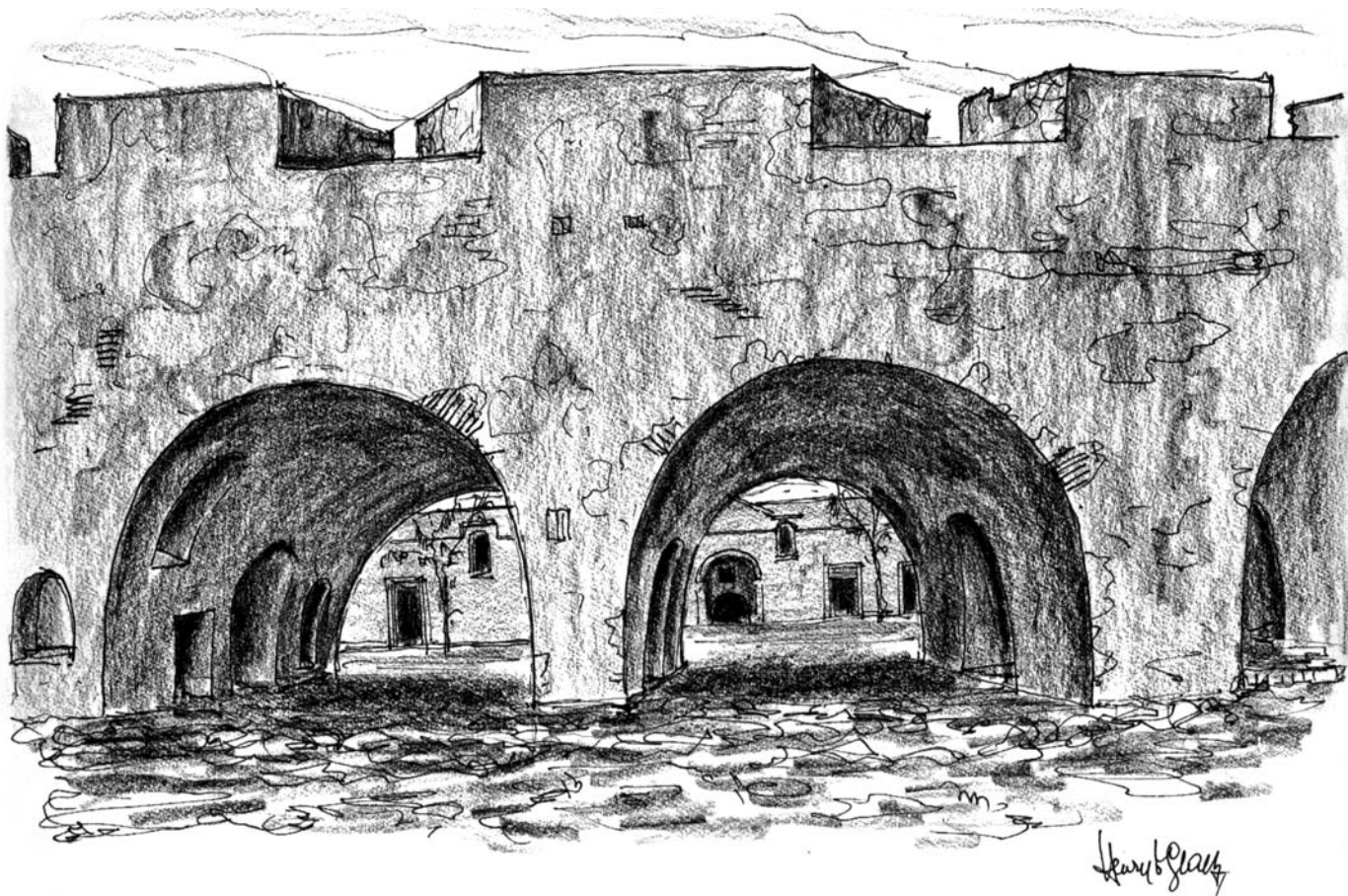
dence. Betasans scorn pretentiousness, and those afraid to get dirty will earn ridicule before they earn any coin.

**Government:** Ruling the capital city directly is one of the many duties of Ek'Gakel's Chancellor. Brond Epseln is still able to govern the city, but anything outside the city borders on anarchy. Dejy brigandage has slowed trade, including the influx of wine from Shyta-na-Doby. They have also forced the Gakite military to adopt new tactics against their small roving bands. This dispersal of soldiers has reduced the army's effectiveness against external threats, which has attracted the interest of the orcs tribes from the Brindonwood and various humanoid threats in the DuKem'p Swamp on the western border.

Brond has a staff of eleven magistrates who oversee all civil and criminal matters. He commands a sheriff, half a dozen tax collectors, and the General of the Army (his brother-in-law Elmin Ragarela, who actually quarters in Robuselido with his command staff).

**Economy:** Shyta-na-Doby's wines move into and through the city, although the flow has been disrupted lately. Other trade consists of small cargoes of food (the local apples are popular exports to Pekal and Tharggy), vellum, wool and leather from vast herds in the north and west, and native wines sent to P'Bapar for trade with Brandobia.

Any sort of raw mineral ore is welcome, especially tin for household tools, gold and silver (people hoard these metals since the faith in the value of money is falling with the strength of the government), and steel for weapons and armor. Trade goes primarily south to the



Betasa



Renador river and the ports along it or west by long overland route to P'Bapar.

Betasa creates the finest wood carvings attributed to human craftsmen. If done under proper conditions, these wood carvings are said to be blessed by The Laugher. Folklore says that a Gakite carving relieves all lasting effects of alcohol when placed under one's bed. People attribute this property to the blessing of The Laugher.

**Military:** In order to deal with the guerrilla tactics of the Deji, Elmin has divided most of his army into smaller groups, some no larger than platoons. The independence granted to these minor leaders is both good and bad. On one hand, they learn to develop tactics they would never get a chance to implement themselves. The army is developing a strong backbone of veteran platoon leaders. On the other hand, the reduced central authority has allowed some groups to desert or even turn to banditry.

Elmin is not a bad general, but he is impetuous and reluctant to admit error. His second-in-command, Charan, is a rugged outdoorsman with a thick accent and expressive eyes. Charan is highly regarded both by Elmin and by the soldiers, and he promises to bring higher morale and better political acumen when—if—his turn to lead the army comes.

The rising number of orcs in the Brindonwood is causing more merchants from Shyta-na-Dobyto to seek mercenary groups, and they seek them here in Betasa. At any given time, two or three mercenary bands several dozen strong are in the city hoping to find employment. Those bands not recruited by the wine merchants often end up taking a short mission from the Gakite army or one of the countless Deji tribes.

**Temples:** The city has busy temples to the Church of the Life's Fire, the House of Solace, and the Order of the Passionate One. Pilgrims may find smaller temples of the Swift Sword, the Pure One, the Coinmaster, and one tiny shrine to the Silent Slayer that Epseln keeps destroying, only to see it reappear in another part of town.

A Deji tribesman lives as a guest of the Mediator of the House of Solace. Thekevi, known among his own people as "the Sleeping Bear" advocates peace between the Gakites and his own people. He does not threaten the people of Betasa, but his presence in the city is actually a final effort to end aggression against the Deji voluntarily. His tribe, the wronged Defohy, is planning a full-scale attack, precipitated by appealing to the Mother of the Elements to destroy Ek'Gakel's northern fields, herds, and villages with a gale wind. The tribe's cleric is a Priest of the Air Corner and has already been granted the necessary spells.

**Mages & Sages:** Funari of the Golden Cloth is a former cleric of the Mule who now studies the intermingling of peoples. Here, where Brandobians, Deji, Kalamarans, and non-humans from different places mix, he has found enough material for the rest of his life. Funari writes notes constantly, but he never finishes a book. He knows legends about famous heroes and tribesmen from throughout the Young Kingdoms.

Jaresh is a wizard known throughout the city for his knowledge of magical items. To supplement his income as a city official (he polices the local guilds and ensures they comply with the law), he identifies

items for a fee. The fee ranges from 100 gp to over 1,000 gp, depending on the power of the item. Since he laboriously records the results of all of his divinations in one of several large books, he sometimes discovers an item he has already identified for a previous owner. If Jaresh suspects the owner came upon the item by violence or theft, he reports it to the authorities as soon as possible.

**Underworld:** The thieves' guild of Betasa has grown since the Deji Wars began, but Epseln still keeps a tight reign on his own city and tirelessly hammers away at crime. Guildmaster Meno has tried to extend his rights as far as possible, but he is hampered by a restrictive charter that requires him to get approval from six Senior Guildmembers before taking any major actions.

Meno would like to start a new guild if he could only find two dozen bold and loyal thieves. He works with both new recruits and secretly meets with freelancers in the city, looking for the core of his new guild.

**Interesting Sites:** Despite the animosity between the human races, none dares interfere with the Sacred Grove of Nunatash, the Father of the Defohy. This copse of trees stands within sight of the city's walls. Nunatash preferred to walk among this grove - already ancient hundreds of years ago - to ponder a problem. One day he walked in and never returned. Other folks say they feel alien and unwelcome in the woods, no matter how long they or their people have lived there.

Inside the city a pile of ancient war engines points inward, long overrun with vines and grass. These wheeled catapults sat unused and rotted in a field outside of the city until the city grew to overtake them. Now these machines are the favorite roosting place of flocks of blackbirds, and the only fighting done around them is between the blackbirds and meddling jays.

**Special Notes:** Betasa is a pressure cooker. Thekevi's presence in some ways might actually aggravate the problem because his eternal calm and solemnity downplay the anger the Deji hold for the Gakites. The Defohy, although small in number, have plentiful allies in the other Deji, who see their own future in the Gakite treatment of one of their own. Thousands of Deji are prepared to rise in arms if the persecution does not stop (they do not yet see the situation as a war).

## SISALASIDO

**Population:** 3,600 humans of various descent, plus some halfling families.

**At a Glance:** Swine and goats outnumber the people in this squalid town five to one. The town is a rural center, with little wealth and no military value.

**Government:** The town has only a nominal mayor with few real duties. The position is hotly contested, though, because it carries a healthy salary through an old law set down by the Brandobians. Normally, a younger son not due to inherit anything is appointed reeve as a political concession by the Chancellor. The present mayor is "Lord" Korasela, an inept bastard son of a prominent wine merchant sent away to avoid embarrassment in Betasa.

**Economy:** The town is barely self-sufficient and produces little surplus. Korasela soaks up most of the town's coins in taxes, leaving

little for purchase from the overland caravans that pass through from P'Bapar and Korem on their way to Betasa and Bet Regor. Fortunately, the caravan drivers enjoy the town's safety and are willing to barter with the townsfolk.

**Military:** Aside from its token militia, an unwilling garrison of 40 men and one unmotivated leader, Sisalasido must rely on swift help from its neighbors for protection.

**Temples:** The Church of the Life's Fire, the House of Solace, and the Halls of the Valiant have temples in Sisalasido. The three are at peace and work together well. Only the Halls of the Valiant has any particular cause to stand out: the paladin Thayer Zono.

**Mages & Sages:** The town has no worthy wizards, but an herbalist named Nethanem prepares herbal balms and assists as he can with local chores. Nethanem attended the famous College of Magic in Pekal, where he dropped out from lack of funds after one year. His travels and his "college days" provide him with enough entertaining stories to make him one of the more colorful personalities in the town.

**Underworld:** The underworld includes a single rogue whose main claim to fame is starting fights she cannot handle. Nalen Sayn is a sarcastic, bitter woman strong as a soldier and tougher than his warhorse. She likes her fights in public places where more people can join in the fun. Her fondness for taking on multiple opponents is what causes her to lose, because there are few people in the town who she cannot take on one at a time.

**Interesting Sites:** The town's well is a place for gossip in the early morning, since most of the folk gather there, regardless of wealth or status. Strangely, they avoid the place at night because the wind echoes in the stone walls and the well emits a ghostly moan. The townsfolk used to cover it at night, but they found that the cover often came off in the middle of the night and the howling that night was twice as bad.

**Special Notes:** The city's elders are beginning to fear Thayer Zono, who has been speaking words like "freedom" and "unification." In the wake of the chaos of the Deji Wars, the people are hungry for a strong leader. Two years ago, the paladin and his followers fought off a regiment of soldiers from Ek'Kasel who tried to enforce that nation's sometime claim to Sisalasido, and the battle took place within sight of the town.

## KINGDOM OF EK'KASEL

Ek'Kasel (population 412,500) is a small kingdom bordered by Pekal and the Kalalali Forest to the east, Ek'Gakel to the north, Korak to the west and Norga-Krangrel to the southwest. Ek'Kasel was the last of the Young Kingdoms to declare its independence from Kalamar. In reality, Ek'Kasel never fully seceded from Kalamar. They claimed their independence, but Kalamar secretly supplies arms and horses to help Ek'Kasel in its wars with Norga-Krangrel. On the throne in Bet Kasel, the capital, is King Erasar II, a distant cousin of the Emperor. The two keep in close contact and it is rumored that if Korak can be persuaded to help, Erasar will reunite the Young Kingdoms and pledge them to Kalamar.

As might be expected, Ek'Kasel and Korak are close allies. Through joint efforts, they put down three enormous hobgoblin attacks.

Without Korak and Ek'Kasel, these advances would have surely overrun the other Young Kingdoms. Lately, the hobgoblin assaults have been less frequent. Erasar fears the hobgoblins are amassing their strength for a major offensive.

The people of Ek'Kasel have become accustomed to the constant state of war. Upon reaching fifteen years of age, every male enters the military to serve a minimum of three years before re-joining society. The Kasite army numbers over 2,200 mixed infantry and cavalry.

Women also serve a vital role in Ek'Kasel society. They have taken the responsibility of tending to the crops and livestock. Nearly all Ek'Kasel food is produced by women. As might be expected, Ek'Kasel is home to many widows of war. Many childless women enter the medical or alchemical fields. Women hold many offices within the local governments and in the business district.

Ek'Kasel claims the northwest quarter of the Kalokopeli Forest. From the rare herbs and mosses that flourish within this ancient wood, the Kasite herbalists develop a salve that allows wounds to heal at twice their normal rate. Additionally, Kasite alchemists have a treatment for wood that petrifies it as hard as stone, so Ek'Kasel is renowned for siege equipment of superior quality.

Most human and humanoid races and religions are tolerated in Ek'Kasel. The Temple of Armed Conflict and the Way of the Berserk have tremendous followings within Ek'Kasel. The Founder's Creation, the Halls of the Valiant, the Hall of Oaths and the Church of the Life's Fire also have a sizable number of worshippers. The Vicelord has a considerable underground following here as well.

## BET KASEL

**Population:** 10,300 of mixed Brandobian, Kalamaran and Deji heritage. A handful of elves and halflings live in the city; more visit than stay.

**At a Glance:** The city looks like it could have come straight from central Kalamar. Its white stone buildings and clean streets show little of the dust and weeds that cover other Banader River Valley cities and towns. Stout stone walls encircle the city, allowing merchants to enter from the south, the north, and the southwest. The walls bear the outline of humanoid forms on the exterior, and the outlines seem to move at sunset, especially during the winter solstice.

**Government:** King Eresar II rules diligently and organizes his government like an army. The organization allows senior officials to imprison or execute people who fail to perform their job well, allows for smooth communication with the army, and systemizes promotion, training, and even retirement. The result is the smoothest administration in the Young Kingdoms.

The King's son, Ferasol, does not wish a return to Kalamarn rule. He has expressed his view to his father but failed to convince the King to change his plans. Ferasol refuses to do anything so base as to try to usurp or murder his father. Instead, he plans to wait patiently until it is his turn to rule, hoping that he will still have a kingdom he can call his own when that happens.

**Economy:** The Banader River and the trade goods that flow down it are the biggest impact on Bet Kasel's economy. The College of Alchemy requires a great deal of glass and pottery in addition to a wide variety of exotic tools and materials. Elves and halfling traders

from the Kalokopeli Forest bring their own crafts and artworks for trade. In turn, the non-humans purchase goods from P'Bapar, especially vellum and silver.

**Military:** Bet Kasel's military is based on the Kalamaran model, although the soldiers lack Kalamaran discipline and ruthlessness. The core of the army is a combination of 800 powerful infantry (chainmail, longsword and heavy shield) and 600 crushing heavy infantry (plate armor, longsword, flail, and light or heavy shield). Supplementing their army are 200 crossbowmen in hide armor, who hide behind mantlets in the field. Each crossbowman has a shield bearer who carries the mantlet and additional bolts.

These "woodbacks," as the crossbowmen call them, are the unsung heroes of the army. They are unarmored youths who aspire to be infantrymen or crossbowmen. Those who can afford them carry swords, but others defend themselves with hand axes or even clubs. The woodbacks have saved the skins of their seniors time and again when raging hobgoblins shrug off a hail of bolts and close to hand-to-hand combat with the archers.

**Temples:** The Way of the Berserk is very popular. Other common faiths include the Founder's Creation, the Halls of the Valiant, the Hall of Oaths, the Fraternal order of Aptitude and the Church of the Life's Fire. The Vicelord has a great number of secret followers in Bet Kasel also.

The largest and dominant faith in Bet Kasel is the worship of the Old Man. General Barata Nemetis, forty years old and veteran of every major war in the area, has trained thousands of soldiers in his temple's yards. The temple grounds include enough wrestling mats, practice dummies, and wooden weapons for 200 trainees at a time. Since Barata has a vested interest in the war continuing, he constantly argues for preemptive actions against Norga-Krangrel.

**Mages & Sages:** Wizards in Bet Kasel tend to be sedentary researchers due to the presence of the College of Alchemy, the largest such place on Tellene. They dress as common scholars, wishing to make themselves as unnoticeable as possible.

Semitiri is a good example. Locals primarily know this dull-looking man for his yardwork; his neighbors constantly comment on how colorful his roses are and how full his cantaloupes are. Semitiri is a senior instructor in the College and experiments with his own products in his garden.

Warlocks in Bet Kasel are a radically different bunch. Mercenaries, youths in search of some action and soldiers with the right talent all know the value of a *fireball* on the battlefield. The warlocks in Bet Kasel, even more so than others of their class, seem to choose spells that evoke elemental or natural effects. Lahana is representative; she carries *lightning bolts* in wands, scrolls, and wondrous items. She has a reputation for making sure that enemy commanders are at least "lit up" for archery, if not killed outright.

**Underworld:** Bet Kasel has not had a thieves' guild since Queen Jada broke the stranglehold the Gilded Knives had on smuggling, theft, and burglary in 545 I.R. She crushed the Guild after they stole her crown during a celebration in which the queen was in view of the whole city. The military stormed the city's poor section, putting thieves, robbers, and even beggars to the sword. Jada covered her

royal garments with blood that night and summoned the city together at dawn to witness the return of her crown. That image, her golden crown nestled on hair matted and sticky with blood, while some hundred bodies swung from ropes in the background, has remained a powerful message to criminals in Bet Kasel.

Several known freelancers operate in the city. They take care to be neither too successful nor too close to any other thieves. Most thieves steal as a sideline to a normal craft or skill that they can turn to when they fear they have earned too much attention.

**Interesting Sites:** The College of Alchemy looks innocuous enough from the outside. It appears as a normal shop in which people may enter and purchase certain exotic materials. Customers can find sunrods, everburning torches, ritual components, and other similar items. If they are known members of the College, they may also enter through a secret door and make use of the College's full libraries, tutors, and underground laboratories.

Any new alchemical concoctions to appear on Tellene likely come from the College and its students. The alchemists constantly endeavor to create new and useful items.

**Special Notes:** In many ways, Bet Kasel is one of the safest places for characters to visit or live. Thieves are rare, and the army defends the city well against monsters, and the College of Alchemy is safe behind thick stone and earth.

## MILITOCRACY OF KORAK

To the south of P'Bapar and the west of Ek'Kasel lies the Militocracy of Korak (population 670,000). The first Archduke of P'Bapar consulted with the Koraki general before seceding and even contracted his help should Kalamar retaliate militarily. Korak followed P'Bapar by seceding one month later. Korak's current leader is General Alere Garnak.

Korak is a country constantly at war. In Korak reside the descendants of those who pushed the hobgoblins back to where they are now—and keep them there. Without Korak as a buffer, the Young Kingdoms would have fallen to the hobgoblins centuries ago. Every general who assumes the Koraki command swears an oath of office: "Never surrender, whatever the cost."

This great war with Norga-Krangrel is not fought without the help of the rest of the Young Kingdoms. Every spring, P'Bapar sends 200 soldiers to help fight the hobgoblins and every winter Korak sends officers to help train their soldiers. Ek'Gakel sends an annual tithe and the dwarven kingdom in the Legasas sends weaponsmiths and armorers to Korak.

Over the last five years, the standing army of Korak has been slowly increasing due to the infrequency of Krangi raids. General Garnak believes the hobgoblins are preparing for an assault of Kalamaran proportions. He had better be right, for the cost of maintaining such a huge standing army is breaking the financial back of Korak. General Garnak has already borrowed from Ek'Kasel and the country's economic future is uncertain. To make matters worse, Chancellor Epseln has withdrawn all Gakite support from Korak.

The Temple of Armed Conflict and the Way of the Berserk are very popular here. The Founder's Creation, the Fraternal Order of

Aptitude and the Church of the Life's Fire are also common in Korak. Humans and humanoids are prevalent in the cities of Korak, but those with humanoid blood are openly persecuted.

The standing army of Korak is immense. Heavy infantry number near 4,500, crossbowmen around 300 and cavalry number around 1,400. During campaign season, when troops arrive from P'Bapar, these numbers increase.

### KOREM, THE CITY OF SWORDS

**Population:** 10,400. The people are a mixture of Brandobians, curious Kalamarans and Dejy.

**At a Glance:** More than most cities, Korem resembles a fortress rather than a social center. The city's walls are not only tall (15 feet), their stone tops are covered by wooden roofs to fully protect the soldiers who defend them. Machicolations, arrow slits, and pots of oil stand ready for action. One cramped gate facing the Banader River allows wheeled and foot traffic into the city. This gate is packed from dawn to dusk with traffic struggling to enter or exit to conduct business inside the city.

To avoid the traffic, merchants have begun to hawk their wares along the wide path that leads to the river, selling to the people awaiting entry into the city. Craftsmen, artisans, and beggars throng around the gates, creating a second market area distant from the official grounds inside the walls.

**Government:** General Alere does not run Korem without aid. He relies on assistance from a subdued Council of Six, hand picked by the general himself. The Six are the Ministers of Finance, State, Trade, Justice, Faith, and finally the Minister of the Land. The councillors are all technically equal, except the minister of finance has the duty to open and close official meetings and his vote breaks ties.

The current Minister of Finance is a dwarven penny-pincher named Blim with open ties to the Golden Alliance and secret allegiance to the Courts of Inequity. Blim's wealth is unknown, but is reputed to be beyond counting. In fact, he seemingly harmed his reputation for stinginess by loaning the nation funds for recent military operations out of his own coffers. The General, unable to pay these loans back as fast as he can take them out, is afraid that the country will default on these loans and the nation's economy will collapse. Nothing could please Blim more; he plans to disappear with millions of Korak's gold and leave a huge power vacuum in the Young Kingdoms should the worst come to pass.

**Economy:** The economy of Korem has been both stimulated and harmed by the wars. Because the rest of the Young Kingdoms send soldiers and supplies to Korak, the city's merchants are able to make contacts with other places easily, and Korem has grown into a respectable trade center. On the other hand, humanoid raiders destroy caravans they find, and if the same merchant loses too many caravans, he might be ruined.

A recent platinum mine in the western Adivs temporarily assuaged the juggernaut of military expenditures. Unfortunately, the vein was small, and desperate (and costly) attempts to find another profitable mine might soon reverse the brief gain.

Korem produces and even exports fine weapons, armor, and shields. A number of expert smiths produce masterwork arms and

armor here; warriors and others who live by their weapons say Korem's swords are the finest in the world. Merchants take these swords everywhere, from the Voldors to Dynaj.

**Military:** The standing military of Korem is relatively light, and their duty is to protect the city and the citizens from monsters and humanoids (and not a few human outlaws) in the DuKem'p Swamp. The General rarely calls upon them to defend the city from the south because of the formidable garrisons between the capital and Norgra-Krangrel at Eb'Kakido, Sarilido and Kasebapido.

The city's garrison numbers less than 500 heavy infantry (scale mail and maul or axe) and 300 heavy cavalry (chainmail and light shield with spear and longsword) on Drhokkeran chargers.

Numerous fighters' guilds exist in Korak, and people looking for instruction in weaponry or fencing need only to choose their school. One school exclusively for women, The Disotal Academy, produces fencers of unparalleled skill and speed. They hope that one day one of their graduates will become General of Korem.

Mercenaries form bands to better gain employment on the scale needed in Korem. Humanoids, especially, gather in Korem. A wealthy general can hire halfling slingers, dwarven heavy infantrymen, gnomish engineers, and even elven archers if his purse is deep enough.

**Temples:** The Seat of the Temple of Armed Conflict moved here from Bet Kalamar after P'Bapar and Korak severed their ties to Kalamar. Although the Field Marshall who initiated the move vanished from his tent while on the road (his Generals suspected an animal messenger sent by the Emperor of Kalamar), the ranking General assumed command as the new Field Marshall and the move continued. The clerics built a stronghold between the city proper and



the Banader River, although the city has since grown to encompass the temple fortress.

Field Marshall Tagikil, who was promoted to his rank ten years ago, is also the chief military advisor to General Alere Garnak. Tagikil personally leads a dozen clerics and 200 heavily armored followers on the battlefield. He believes that only regular incursions into the hobgoblin lands will keep them weak enough to pose little threat. Garnak, on the other hand, is gaining some political tact, and sees a point behind the argument that sending armed troops into another sovereign nation will only continue the war and make lasting peace impossible.

**Mages & Sages:** Korak is not merely a massive garrison defending the Young Kindoms from the Krangi threat. A married couple of wizards lives here. Tenar and his half-elven wife Lura operate a small school for children in which they teach reading, writing, arithmetic, and history. They charge nothing, but they keep their eyes open for a potential wizard candidate, and this hope encourages many parents to send their children to the couple's home.

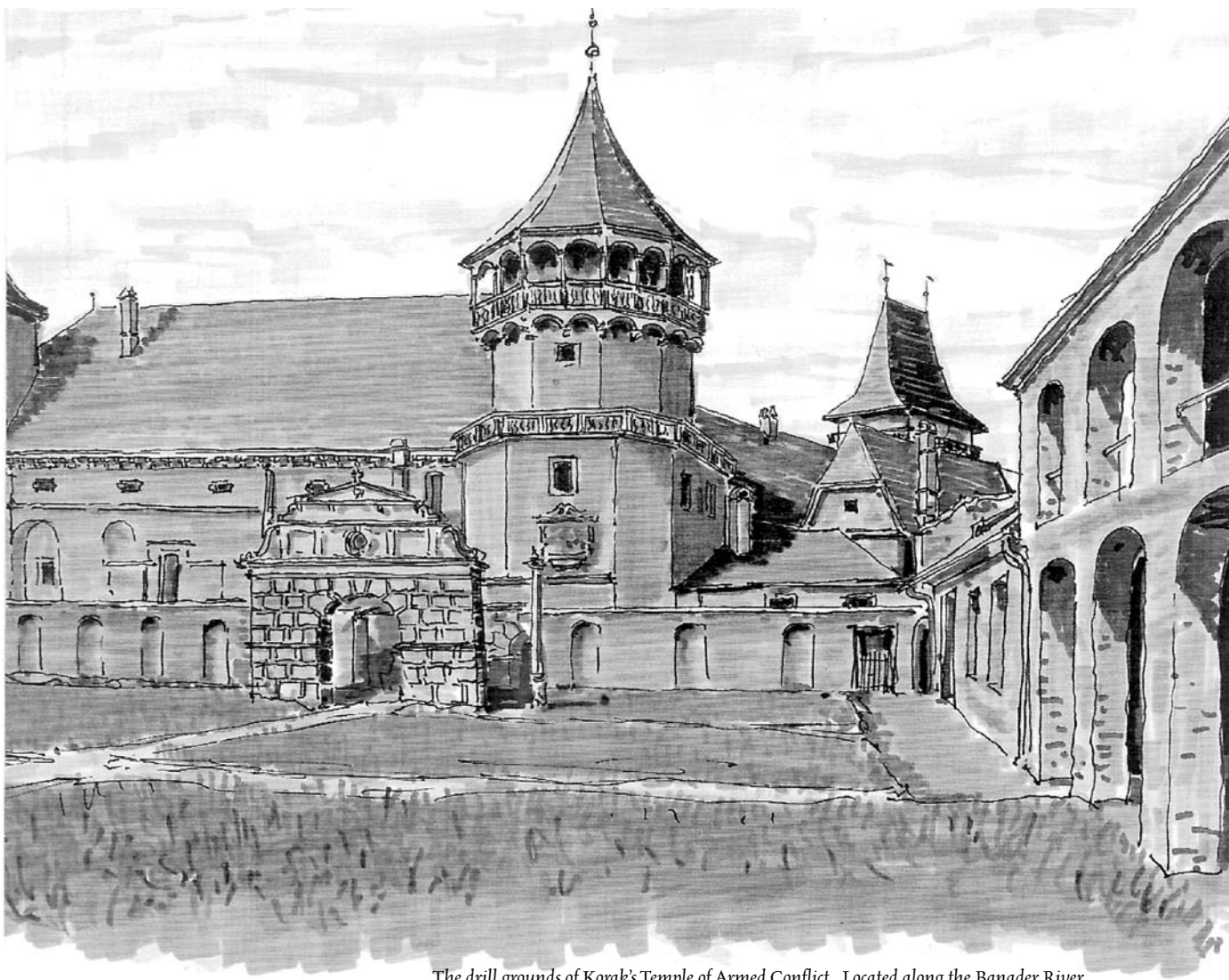
Loso the Scribe is a wizard who researches spells for a fee. Although methodical and steady, he has a backlog four years long.

Because of his work as a scribe, he rarely performs any rituals other than the most mundane: Make Whole, Secret Page, and Comprehend Languages.

**Underworld:** A clever burglar of supernatural stealth and cleverness has outraged the city's nobles lately. The burglar's name is Shel, and he is a doppelganger. He can even use his change self ability to make lockpicks and climbing claws! Shel is not greedy; he is simply having fun. He hides his stolen loot in an old hobgoblin cairn a mile south of the city. The superstitious people who live near the cairn have long avoided it.

**Interesting Sites:** Tenar and Lura live and teach in an old stone building that predates the Brandobian migration over the Legasas. It was part of a temple complex of the lizardfolk and still contains numerous religious and lay artifacts left over from the scaly people. The teachers do not allow the children to disturb these items because they do not want any unhappy ghosts returning to haunt them.

Korem's main market looks like a battlefield. Smiths hawk their wares, bowyers and fletchers demonstrate their weapons on straw dummies, and armorers display suits of armor around their forges.



*The drill grounds of Korak's Temple of Armed Conflict. Located along the Banader River in the City of Korem, this massive fortress remains the largest temple to the Old Man.*

Weapons and armor of all kinds are available here, including hobgoblin weapons taken as trophies.

**Special Notes:** After pushing north to siege Kasebapido two years ago, the Krangi came with a petition for truce. A new threat was coming out of Tharakka Morass, a combined force of lizardfolk, troglodytes, and yuan-ti. While not cooperating, the two armies formed a pincers to meet the swarm of scales. The battle (just outside of Salido) was tactically inconclusive, but it did serve to convince Korak of the threat the lizards posed and increased the support from Ek'Kasel.

## FOPASIDO

**Population:** 6,100. The people of Fopasido have the raven hair of the Dejy, but they appear more Kalamaran or Brandobian in facial features. Fewer than 1,000 of the citizens are halflings and gnomes. Other humanoids are rare.

**At a Glance:** The population number is deceiving, because the city of Fopasido looks like hundreds of villages across the Sovereign Lands. The city has no walls, no towering palace, and no great central market. Its homes are spread out among trees scores or hundreds of years old, and its people only gather together on holy days.

**Government:** The city is the center of a small barony, ruled by Baron Janesh Daresti, who claims very distant connection to the first Brandobians to migrate here over 500 years ago. Daresti's main focus is to keep open the mines that make the tiny city's existence possible, and he always searches for some other resource on which the town could live. In truth, the farmers and herdsman who come to the town to trade could provide at least as much wealth as the mines if given the proper attention.

**Economy:** Fopasido has existed for generations on the slow, deliberate mining of gold and silver veins in the Legasas. This mine has had its troubles, but it has always been reliable until recently. The Peaks also provide tin, but the mines are distant, and bringing the ore back to the town is difficult and expensive enough to make the effort a waste of time. Now, the townsfolk sell their wool, hemp, butter, wax, and other goods in Daresido.

**Military:** The town's military formerly consisted of a militia armed with farm tools and hunting bows. A handful of real weapons and a little experience barely kept the town from being overrun by indifferent kobold or bugbear raids from the Adiv Hills. Now, the town is full of fighting men from across the Young Kingdoms (see Special Notes, below).

**Temples:** The Halls of the Valiant and the Home Foundation are the only two faiths large enough to have full-time temples. Most other good and neutral faiths have a handful of followers, generally led by a prominent citizen from an altar in his home. Clerics of these faiths are always welcome and invited to lead services.

**Mages & Sages:** The town has no resident wizards, although one of the adventuring wizards who has come to visit lately has fallen in love with the baker's oldest daughter and is planning to move here permanently. Canamus, the wizard, has a touch of elven blood that gives him sharply pointed ears that the lass finds irresistible. Her father suspects Canamus has charmed her with magic, but the wizard knows no such spell. In reality, his magic is protective and restorative

in nature and he would make a fine husband (and a fine hedge wizard for a small city). First, however, his companions are asking him to make one last trip into the mountains to investigate a small river opening that runs underground.

**Underworld:** Aside from the usual trouble of rambunctious boys and a miner trying to take more than his wages out of the mines, Fopasido sees little crime, let alone enough for an organized thieves' guild. Law enforcement includes one sheriff and from one to four deputies appointed by the sheriff as needed.

**Interesting Sites:** Just southwest of the city lies a huge crater where a meteorite fell to earth four generations ago. The event frightened the inhabitants, since it happened in the early night when most people were still awake. The burning object in the sky looked as if it was coming straight at the village up until the moment it struck, missing an inn by only yards. Hesitant investigation after the shock waves died down revealed nothing but a hole in the ground. Whatever hit disintegrated or scattered too widely to be found.

**Special Notes:** Fopasido recently acquired widespread infamy when a mercenary band hired to investigate the disappearance of a mining colony discovered a dark elf war party being assembled underneath the Legasa Peaks. Fortunately, the mercenary band was no group of eager youngsters. The veterans had substantial arcane and divine power to back up their fighters and scattered the dark elves. Aid has since come from both Korak and P'Bapar to Fopasido in the form of soldiers and adventurers. Dozens, if not hundreds, of armed warriors scour the hills searching for the elusive raiders and the plentiful wealth that rumor says they carry.

## KINGDOM OF NORGA-KRANGREL

Norga-Krangrel (population unknown) is bordered by Korak and Ek'Kasel to the north and east, respectively. In hobgoblin, Norga-Krangrel means "cornerstone," and the hobgoblins believe their land to be sacred. Hobgoblin legend states that the first hobgoblin was created under the mountains at the head of the Ek'Ridar River. At that site, an immense temple exists in the midst of a great city, Rinukagh, carved from the living rock of the mountain. Blacksoul is said to appear in the temple every twenty years to select a new king from the smartest and fiercest of his loyal followers.

Krok-al-Marg, the current hobgoblin king, is one of the best tacticians ever to assume the throne. He has led several successful campaigns against Ek'Kasel and even recaptured some land from Korak. He rules with an iron fist and the loyalty of his generals is absolute. He cares little for his subjects' well being, but is smart enough to realize that an angry populace will lead to revolution. Krok-al-Marg tells stories of the great hobgoblin kingdom of Krukma-Kali to keep his people enraged at Korak and Ek'Kasel. He has recently been amassing troops in expectation of a major assault by Korak.

The economy of Norga-Krangrel is fragile and extremely simple. It is based almost entirely on barter and trade. The coinage that is minted is used by the King's merchants to purchase needed raw materials from foreigners, usually giants, kobolds or other humanoids living in the Elenons. Slaves and prisoners of war farm most of the land. The fertile area produces wheat in large quantities. Krangi

merchants often trade wheat to the Brolenese or Prompeldians for slaves.

All hobgoblins are welcome within Norga-Krangrel; humans and other humanoids are only found in isolated sections of the towns. Norga-Krangrel is a dangerous place. The court system is very intricate and many alleged criminals die in prison before ever getting a trial.

The Church of Endless Night is the national temple of Norga-Krangrel, but all lawful evil religions except the Courts of Inequity have large congregations. The Temple of Armed Conflict has a particularly large and fanatical following among the military and its leaders. Other evil religions, the Way of the Berserk, Parish of the Prolific Coin and the Fraternal Order of Aptitude have smaller followings. The hobgoblins will not tolerate any other religions within their country.

The military of Norga-Krangrel is thought to be immense, although exact numbers are unknown. Every hobgoblin, male and female, goes through military training. They are taught to read and write and how to wield an assortment of weapons.

### **RINUKAGH, CAPITAL OF NORGAKRANGREL, BIRTHPLACE OF THE KRANGI**

**Population:** 11,200 hobgoblins, plus a total of 1,000 humanoids of other types (mostly goblins).

**At a Glance:** The city is visible from outside of the Legasa Peaks only as a 150 foot tall gate carved into the eastern face of Mount Krat-Hej from which flows the humble beginning of the Ek'Ridar River. Wide roads on either bank allow foot and wheeled traffic into and out of Rinukagh, and tall vaults with deep windows to the outside form the city.

**Government:** While revered as the national capital, Rinukagh holds more spiritual than governmental importance in the hobgoblin kingdom. Prince Koron Gabrazel controls most aspects of the city's government tightly because he has the support of the considerable military presence. The city's wealth and spiritual well-being fall under the auspices of Sun Slayer Azak Naggetrek. Azak's rank and position grew from the number of converts he brought to the faith. Through careful diplomacy and bribes, nearly every cleric under his direct supervision is one of his own converts. This move presages Azak's intention to vie for the position of Nightmaster and return the faith's real center as well as titular center to Rinukagh.

**Economy:** The city earns bountiful wealth from the religious hobgoblins who come as pilgrims to visit this sacred site. Regardless of tribe or religion, all Krangi believe Rinukagh to be the birthplace of all hobgoblins. Their tithes and offerings overshadow all other sources of revenue, including the substantial mineral wealth taken from the mountains in the form of basalt and iron.

**Military:** Gabrazel's followers number just shy of 2,000 hobgoblins in scale or better armor with a wide range of weapons. These soldiers feel a pious pride in their position, a feeling Gabrazel cultivates as much as he can. The soldiers are utterly fearless when in the city and when in their Prince's presence, and have high morale otherwise. The principal action these soldiers engage in is exploration and cleansing

of the subterranean passages below the city. Natural and worked passages extend for great depth below Rinukagh. Patrols have encountered purple worms, mind flayers, and even giant slugs!

**Temples:** The Church of Endless Night has the only temple in the city. If someone establishes another temple within city limits, a militant arm of 60 fanatics descends upon it, armed with hammers and picks to destroy the building, clerics and worshippers. The temple's worship area is a domed vault that holds close to 7,500 standing bodies. A mezzanine level above them holds the clerics in a properly dominating position during services. In addition to the followers mentioned above, the temple claims sixteen junior clerics of levels one to nine and 30 acolytes who have not become ordained yet. Upon becoming Knights of the Black Pit, most of these faithful will be reassigned to other temples within the kingdom.

**Mages & Sages:** The city is home to a secretive band of warlocks known as the Restorers. These warlocks are initiated with great solemnity to the sacred cause of restoring the kingdom of Kruk-Ma-Kali. To this end, they are searching for the great Seal of Kruk-Ma-Kali, which is a heavy bronze stamp the ancient king used to sign official laws. The Seal supposedly magically identifies the hobgoblin who should rightfully rule the kingdom, and the Restorers believe that the heir will come from one of their number.

One Restorer is Raitax, a warlock who has discovered information linking the Seal to the former nation of Brandobia. He is convinced the Seal was taken there after the fall of the hobgoblin kingdom, and numerous documents and tales support his belief. This magnetic spellcaster is recruiting followers to help him take the Seal by force from Dalen, where his clues tell him the Seal was seen only fourteen years ago.

**Underworld:** Thieves live even among the faithful in Rinukagh. Some pretend to be clerics and con the pilgrims out of money in exchange for fake relics, charge "fees" for worship, ask for additional tithes, claim fraudulent taxes, and tell other lies. The more direct rogues simply pick the pockets or slit the purses of the pilgrims, leaving them no option in the matter. The most violent club them into unconsciousness and snatch their belongings.

Pilgrims are not the only crime victims, even if they do make up the majority. The soldiers, confident in the protection of the clerics who employ them (and by extension, the protection of the Dark One himself) extort protection money from merchants, "confiscate" contraband from the miners, and take what food and drink they wish from innkeepers and tavern owners. Woe to the tavern owner who refuses by way of sticking a crossbow bolt in the offender's chest—the soldiers protect their own.

**Interesting Sites:** A vast armory exists below the city. This hall contains over 10,000 spears, thousands of swords, and mail for a legion of hobgoblins. The armory is a combination of ancient weapons discovered by the hobgoblins (Naggetrek claims they are a gift from the Dark One), booty taken from fallen foes, and recent products of a host of smiths working day and night.

Behind the Church of Endless Night, Naggetrek has his own private chamber that none knows about. He carved it out without aid to ensure secrecy (even dead miners can answer questions if the right

person asks). This circular room features platinum inlaid circles on the floor to protect Naggetrek from the devils he summons. His experiments began simply enough, with abishai, but he has grown bold enough to commune even with gelugons. Finding this sanctum would be difficult (Perception DC 25), and getting past the magical wards would be extremely dangerous.

**Special Notes:** Humans and humanoids who attempt to travel about the city find that at the very least, prices for food and lodging are tripled, guards harass them several times per day, and hobgoblin children fling stones and sticks at them. All of this assumes that the characters have some legitimate reason to be there. Characters who are outlawed, hunted, or in hiding have a much harder time (and Naggetrek, if he is aware of the party, will be sure to mention it at the next service).

## ASHAKULAGH

**Population:** Over 5,200 hobgoblins live in Ashakulagh. Other humanoids are welcome and numerous. Humans are vastly outnumbered and appear only as slaves or mercenary bands.

**At a Glance:** The city straddles the Ek'Ridar and El'Korek rivers as they merge into one. Five stone or wooden bridges cross the smaller rivers. The solid wooden homes give lie to the stories that hobgoblins all live in shacks or ragged tents

**Government:** The rule is by kingship, and the Blacksoul selects the new king every twenty years (the next "election" is due in 582 I.R.). Krok-Marg is a brilliant tactician, but his strategy is questionable; he fights more battles than he has to against the "unenlightened" hobgoblin tribes of the country that do not follow the Blacksoul. His rule is absolute within the tribes that do follow the god, however (about 90%), and the entire government is designed to speed the enforcement of his commands.

**Economy:** The hobgoblins mint their own coins, usually copper and silver. Gold is rarer and only a few gold coins have been issued through the years. They trade these coins primarily with the humanoids and giants in the Elenon Mountains in exchange for animal hides, pigs, and goats. They trade wheat for slaves in Pel Brolenon and Prompeldia.

**Military:** The atmosphere in the army is electric as the hobgoblins are currently amassing for a major attack. Though eager, the veterans are scornful of the new recruits and the veterans do not seem to work well with their younger brethren. With much of the work done by human and humanoid slaves, a larger percentage of the hobgoblin population is able to wage war.

The most senior general in the army, Ganakh, originally comes from the Dshada Mountains and came to Norga-Krangrel on a pilgrimage in search of Rinukagh. He found the hobgoblin soldiers here lacking in strength and toughness and decided to teach the sissies how to fight. Now he is the best leader in the army and could become the next king if he were not so old. If he is still alive to see the army's size reach Krok-Marg's goal of 15,000 soldiers, he will be in the forefront of the assault, hoping to achieve a glorious death in the most spectacular fight since the collapse of Kruk-Ma-Kali.

**Temples:** The Church of Endless Night is the official faith, but others have large followings. The Temple of Armed Conflict is the

second-largest temple, but the city also includes temples of the Way of the Berserk, the Parish of the Prolific Coin, and the Fraternal Order of Aptitude. Other religions are prohibited.

The head cleric of the Church of Endless Night is Nightmaster Herkuul the Crow. The Nightmaster has been gifted by the Blacksoul with blindsight, allowing him to ignore gaze attacks and visual illusions, though he is still blind. Herkuul has just returned from a six-month pilgrimage into the Elos Desert, in which he experienced visions of Korem burning and women and children in Bet Kasel crying for mercy.

**Mages & Sages:** In Norga-Krangrel, a sage is an herb. Arcane spellcasters are usually warlocks, and traditional wizards are respected out of awe. One of these is Kargran Thulhak, a graduate of the College of Magic in Pekal. Thulhak managed to attend the entire course wearing a magical cloak that made him look human without being discovered. Doulmak Grond achieved fame after he killed one of his elven slave girls and her spirit became a wailing ghost (known to most sages as a banshee). The ghost haunts the woods north of the city, although that area of the woods is now bare and dead for a five-mile radius around the site of her hastily dug grave.

**Underworld:** The city's court system is intricate, modeled after a poorly understood example of Kalamar's courts. Criminals might or might not get a trial, and punishment is so varied as to seem random. Bandits operate openly along the busiest roads, and other crimes range from theft to murder in alarming numbers.

The government sees no difference between military and civil offenses. One police department covers both the army and the civil-



*To a Kargi, honor is as important as strength.*



ians. The crimes they pursue most vigilantly are desertion, espionage, and treason. Their general response to any suspected crime is to arrest everyone nearby and allow the courts to make a bigger mess out of the situation.

**Interesting Sites:** The state military school teaches reading and writing, making the hobgoblin population of Norga-Krangrel the most literate in the Sovereign Lands. All hobgoblins receive weapons training in the Six Holy Weapons of the Blacksoul (shortsword, spear, longsword, dagger, crossbow, and javelin) and many learn morningstar and axe as well because of long-standing hobgoblin tradition.

**Special Notes:** The King knows that the economy cannot stand his aggressive military growth indefinitely. The race is on to reach 15,000 soldiers and launch an aggressive three-pronged attack against Ek'Kasel, Korak, and Prompeldia. If events conspire to allow him to only take one of the other two cities, he hopes to take Korem, where he can cut off trade between P'Bapar and Bet Kasel, crippling the latter city. Prompeldia's port is important but not vital to Korkul-Marg's plans.

## THE INDEPENDENT CITY-STATE OF P'BAPAR

**Population:** City population, 73,100. Humans (Kalamaran, Brandobian, and Deji) are in the majority, but plenty of nonhumans of all races live in the city. The areas under control of the city-state number a total population of 228,000. The Archduke forbids humanoids to live inside the city walls.

**At a Glance:** Archduke E'Dos Kalanasi II's citadel juts out from the mountainside and hangs oppressively over the busiest center of town, the market. It is clearly meant to stand guard over the P'Bapar Pass, the only viable pass through the Legasa Peaks. Indeed, the wide pass, kept clear by the passage of wheeled vehicles, could not hide an enemy for miles from the watchful towers and merlons of the black citadel.

**Government:** Ever since it became the first government to successfully declare independence from the Kalamaran Empire, P'Bapar has been seen as something of a leader among the Young Kingdoms. P'Bapar's status as the largest independent city-state on Tellene is another source of pride for the citizens. Archduke E'Dos Kalanasi II rules the city aggressively, keeping the Golden Alliance representatives, independent wizards, and high clerics at bay by outworking and outwitting them.

E'Dos favors government by few. His administration is light, which means that each individual bears a great deal of authority and responsibility. The Archduke readily redistributes responsibilities if a burden proves too great for one person, or if a position seems to provide too little challenge to the individual in question.

**Economy:** P'Bapar is economically strong. The great variety of wealth provided by dwarven and gnome clans in the Legasa Peaks in the west more than make up for the scarcity of rich farmlands near the eastern slopes of the Elenon Mountains. The Elenons hold a great supply of gold, emeralds, topaz, and amethyst, and tourmaline. The farmlands and ranches east of the Banader River produce

durable wool, vellum, and flocks of paka birds that live near the northern edge of DuKem'p Swamp are sought for their soft feathers.

Most of this wealth flows down river to sell at Daresido, Korem, Bet Kasel, and Baneta, or back up the Renador to Kalaleta and the many small villages near the river. By the time merchants reach the dangerous Elos Bay, they have made their money and prefer returning home over braving the pirates and belligerent Kalamaran vessels in the Elos.

Besides its tremendous exports, P'Bapar is the sole route for trade between the two sides of the Legasa Peaks via Coniper Gap. Goods travel overland through the gap and into Cosdol, bound mostly for Cosolen and the villages along the Voldor Bay as well as down the Brolador River to the eager markets of Dalen and even further to Mendarn.

**Military:** Except for a few humanoid incursions on the eastern and northern fronts and numerous bandit raids drawn like flies to the rich trade center, the largest threats to the city-state come from monsters in the mountains. Traveling merchants bring plenty of their own protection. Most of the city-state's 700 mounted troops are housed east of P'Bapar, where rough terrain will not hinder the horses. The 500 footmen vigorously wander the hills, especially the area around Fopasido, hoping to bring that disputed area entirely under P'Bapar's rule.

Many lone soldiers work in P'Bapar, where they hire on for a season or a journey at a time with the merchant caravans heading out of the city.

When work is light, a few of them become less selective in their job duties and accept work as thugs or press gangs. Most are honest and seek work on family-owned farms or ranches.

Mercenary bands are a fixture of P'Bapar. Merchants (or anyone else) can hire a single guard or a company at the local guild within an



P'Bapar

hour. Despite the ease of finding protection for caravans, one caravan in twelve never makes it through the pass.

Duke E'Dos has taken advantage of this guild himself, hiring mercenaries to maintain order in the city's markets. Although an expensive venture, it allows him to send his regular soldiers into the field, where they can protect the farms, ranches, and mines that produce the goods that come into P'Bapar.

In case of emergency, the Archduke has the power to summon up to 8,000 militia soldiers within three weeks. These soldiers are volunteers capable of finding at least spears and leather armor. No less than 500 of them are volunteers with combat experience and armor up to hide, swords, and shields.

**Temples:** Temples are common sights in P'Bapar, but the largest are the Parish of the Prolific Coin, the Founder's Creation, the Fraternal Order of Aptitude, the Home Foundation, the Courts of Justice, the Church of Chance, and the House of Laughter.

The House of Laughter has a wine cellar with one of the most remarkable collections on Tellene. Shyta-na-Dobyovintages are popular, of course, but the collection also boasts fruity Dopromond Dry, sweet Gakite Scarlet, and the rich, nutty Tarisato Clear, a very clear white wine from the E'Korug valley. Its cleric, Golin Humater, is a suave, enchanting man of outstanding character and reputation. His prestige among his peers, where fame is measured in generosity and sacrifice, is immense.

The Founder's Creation has a major temple complex inside the city and a monastery outside its walls. Thirty monks follow Abbott Foorjah in a life of simplicity and piety. Foorjah has lived in the monastery virtually his whole life and has not said a word since taking a vow of silence forty years ago.

**Mages & Sages:** Balamir is a former swordsman of great reputation; until four years ago, he was a senior member of Emperor Kabori's Palace Guard. Now he devotes his time to learning magic. His reasons for leaving were unclear, but those who suspect him of spying say that he might be working on a secret project for the hated Emperor. Why the Emperor would send a warrior to research magic does not make sense to Balamir's friends, all of whom place their trust in this likable, gray-eyed man of few words.

Isitolo the Many-Tongued is a polyglot without peer. The man speaks and reads every human language known in the area. He is also skilled in the tongues of six different humanoid races and Draconic. He is happy to translate documents for a fee—usually about 100 gold pieces per page, but he charges more for strangers or first-time customers.

**Underworld:** The Archduke's vigorous prosecution of smugglers is the only factor preventing that crime from running rampant among the trade that takes place in the city. Much of the crime involves con jobs, burglary of warehouses or merchant homes, and minor larceny. The larger merchant houses keep their squabbles barely civil, just short of violence (their actual conduct of business is ruthless). When industrial sabotage occurs, foreigners are at fault.

The city has at least two known thieves' guilds, both of them small and focused. One, the Stray Cats, specializes in burglary, especially of gems and other precious items. The leader is Sil Highhand, a wiry gnome and a glib liar. The other guild follows "Red" Gurthay and runs

brothels, fences, and gambling houses with crooked odds. Gurthay recently added assassination to his list when he slew an unlanded baron in his sleep at Crag Keep, a mile north of the city. The Archduke has offered a 1,000 gold piece reward for Gurthay's capture alive, and the reward stands to grow if rumors about the half-elf taking another commission are true.

**Interesting Sites:** Gusalitan is a dwarven caretaker of the Ducal Library and Conservatory. The building has only one small room devoted to music, but it houses a large collection of tomes on a wide variety of subjects, including animals and monsters, elves, poetry, natural history, and mythology. The librarian's pride and joy, however, is possibly the most extensive collection of books and scrolls on psionic abilities on Tellene. "Old Gus" quite openly wishes he had these incredible powers, but after sixty years of study and mental discipline, he has yet to attain any psionic abilities. The library is the informal meeting place of a dozen Disciples of Avrynnner.

A mile north of the city stands Crag Keep, the border between the self-proclaimed Archduke Weldril Bandran and the city-state of P'Bapar. The Duchy of Bandran claims all of the Sanakir Hills, but his protection is minimal and the hardy shepherds who live there often turn to P'Bapar for help fighting the wolves, worgs, werewolves, ogres, and hill giants.

**Special Notes:** Wild hippogriffs are sometimes visible from the taller places in the city, flying around their nesting areas in the Legasa Peaks. These creatures can be either dangerous predators or envied mounts, depending on the skill and intentions of the hunter.

## PROMPELDIA, CITY OF THIEVES

**Population:** 9,800 humans and 6,000 non-humans. The humans are principally of Brandobian descent, with Dejay and Kalamaran blood freely mixed in. Halflings and hobgoblins number 2,200 and 800 respectively. A smattering of representation from seemingly every intelligent race makes up the remaining population.

**At a Glance:** The heavily fortified harbor, Prompelm Bay, can berth at least 40 large vessels and numerous smaller ships. The city relies on tall walls to deter most invaders, and inside the city smaller walls divide the city into four quarters. The wooden homes inside the walls are colorful and clean.

The city wakes slowly, but it builds to a crescendo of racket by the middle of the day as hammering smiths, bickering merchants, and blaring musicians vie for attention in the streets. The noise continues into late at night as the activity turns from bustling work to vigorous entertainment.

**Government:** Gremply Slivers is the notorious mayor of Prompeldia, the most famous thief in the City of Thieves. Gremply is becoming more responsible and less frivolous as he ages and he is trying to give his city some respectability, but changing the image he has fostered for so long is impossible. He has already drafted a law to assure the succession of his chosen follower—the thief and merchant leader Barten Altean, a close ally of the Golden Alliance. The law itself is contingent on Gremply's natural demise or retirement. Gremply feels this will better ensure Barten's loyalty, and Barten seems to agree.

The government's impact is lighter than silk and offers little policing. Gremply abolished all taxes; goods may be imported and

exported without paying even one copper coin. In their place, however, Gremply established a protection racket. Instead of paying taxes, citizens that pay a fee based on their net worth are safe from robbery (at least government-sanctioned robbery). Merchants may pay to store their goods in government warehouses that are safe from theft. This fee is paid directly to Gremply, and any unauthorized thief caught stealing from one of his warehouses is likely to become one of his slaves. One section of the city consists solely of such warehouses.

Additionally, Gremply set up a safe-haven for caravans traveling along the coast to encourage active trade with his southern neighbors.

**Economy:** Prompeldia boasts the largest independent slave market outside of Pel Brolenon. Humans, humanoids and even monsters (including giants!) appear on the auction blocks of Prompeldia. They sell to Norga-Krangrel's officers for service as conscripts, Tokis for labor, Basir for pleasure, and Kalamar for all of these purposes. While the auctions are bid in increments of gold pieces, many forms of payment are accepted, including Tharggy minks, Shyta-na-Doby wine, and P'Baparan metals.

Goods both mundane and exotic trade in Prompeldia as well. A merchant can find Krangi weapons and armor, crown jewels, spellbooks, enslaved monsters, trained pets, poisons, and hundreds of items that bring with them angry former owners.

The city is famous for its gambling houses, and Prompeldia's establishments are some of the most profitable anywhere in the world. People come from the Elos Bay area, western Kalamar and even northern Svimohzia (although most of the latter prefer the safer and closer entertainment in Zha-nehzmish).

**Military:** The city's premier force includes two companies of 100 hobgoblin heavy infantry (scale mail and morningstar), one of 100 human infantry (chainmail, light shield, and longsword), and 200 halfling slingers (leather armor, light shield, sling, and shortsword). The hobgoblins are part of the tribute that Norga-Krangrel pays Prompeldia for protecting its southern flank and they are loyal to their own kin.

The city employs a few actual mercenary bands to bolster the regulars in time of need, but scouts, thieves, and assassins are always in use. They serve as scouts or strike forces against enemy command units. If necessary, Gremply orders them to support the main armed forces.

**Temples:** All religions are welcome, regardless of belief or practice. Congregations change on a daily basis, and citizens tend to propitiate a multitude of gods. No fewer than 70 temples and shrines exist within the city walls. The Church of Chance has its largest and key temple in Prompeldia.

**Mages & Sages:** The city's premier wizard is an illusion specialist known as Bonoroti. Until a dozen years ago, he hid his identity by masquerading as a neophyte gambler, but since his spells were discovered, he has prospered, much to his surprise. Now he sells such services as *invisibility* spells and Detect Magic rituals. Burglars and those who wish to hide things from burglars are his primary customers; he does not care which is which as long as the gold they give him in payment is real.

**Underworld:** From Gremply's huge thieves' guild, which now has thousands of members worldwide, Prompeldia exports murder and thievery to the rest of the world. In jest, Gremply Slivers claims to be responsible for every act of thievery committed on Tellene.

At times, ambitious rogues have attempted to start their own guild in direct competition with Gremply's, but the mayor always manages to infiltrate it from the beginning and comes down on the rival hard and fast with a company of hobgoblin infantry.

One such ambitious rogue is Sulenna Ruy, the Church of Chance's Challenger of Fate (high priest). He runs a small but lucrative guild whose activities include counterfeiting, forgery, cons and fencing. So far, they have managed to avoid Gremply's retribution, but how long Sulenna can continue his operations in secret is a subject of much debate among the priesthood's senior members (the best odds give him a one in twelve chance of continuing another year).

**Interesting Sites:** The Snake Eyes Tavern started as a tavern by a well with one gambling table run by a sneaky rogue named Cheftan. Cheftan's business grew so much that he bought the tavern, expanded it to include the well and hired his own staff. When Cheftan sits down at a table these days, it is as a ringer to encourage a mark to bet more than he should.

**Special Notes:** Eldor originally founded Prompeldia as a colony. Some seventy-five years ago, Gremply Slivers assassinated the local reeve and took office. Gremply sent a note to the King in Eldor explaining that his colony had declared its independence. The note was in a box next to the dead reeve's head and included a threat of certain failure should Eldor retaliate. Eldor sent a force to retake the city from this "mad halfling." When the Eldoran forces arrived, they discovered the mayor's office deserted, and no troops around.

Gremply had gone up-river to Norga-Krangrel. He told King Gurk-Tarrgh, then the hobgoblin king, that an Eldoran army had landed at Prompeldia and was headed up-stream. The hobgoblins, fearing a raid, and a two front war, ordered Gremply to help them. He agreed on one condition: Norga-Krangrel was to pay Gremply a tithing every month to ensure a human army would not come up river. Gurk-Tarrgh agreed and sent 200 soldiers back with Gremply.

One week later the Eldoran commander was murdered in his sleep. The troops (and citizens) were slowly dying from the poison that Gremply had introduced into the city's water system before he fled to Norga-Krangrel. Using the hobgoblin troops, Gremply directed hit-and-run assaults against the ailing Eldoran soldiers. Less than one quarter of the original Eldoran force still lived when they boarded their boats and fled. Eldor soon declared Prompeldia a wasteland and off limits to all Eldorans.

The city is very dangerous, but it can be profitable for those able to look after themselves. The average citizen in Prompeldia spends far more money than those elsewhere, and a skilled gambler, a flamboyant performer, or a seasoned bodyguard could earn a great deal of money. Life in Prompeldia is fast, hard, and often over too soon, but it could never be called dull.

## SHYTA-NA-DOBYO, CITY OF CELEBRATION, CITY OF WINE

**Population:** 17,000 Deji and mixed Deji/Brandobian heritage. A touch of Kalamaran blood is also noticeable. Dwarves and elves live in the city in small numbers, and many halflings live outside of it under its law.

**At a Glance:** Once past the poorest and simplest homes outside of the city proper (made of wattle and thatch), the rest of the houses are wooden. The city's wooden wall protects the citizens and visiting merchants from the humanoid tribes common to the Brindonwood. Due to the presence of spiders larger than elephants in those same woods, the walls are very tall and have iron spikes jutting out above them.

The people are friendly or even jocular with guests, but they are also very supportive of one another. The distance between them and any friendly city gives them a fierce independent streak. Almost everyone who lives in or around Shyta-na-Dobyó worships the Laugher and a not insignificant portion of the populace are members of the Passionate Peoplehood.

**Government:** Wine town began as a primitive Deji settlement where the peaceful hunters and fishermen gathered the naturally abundant grapes and berries to make wine. After Kruk-Ma-Kali crushed the Eastern Brandobian Empire, Brandobian refugees fled here, joining earlier settlers who had found the Deji most accommodating. They gave the city its current name, from the Deji tongue for "City of Wine." Over time, the Brandobian culture predominated, reducing the Deji influence to place-names, a few holidays, and an accent foreign to other Brandobians.

A Caucus consisting of vintners and clerics rules Shyta-na-Dobyó. The Passionate Peoplehood appoints wine merchants, vintners, and clerics to the caucus. Its number varies because appointments and dismissals are conducted at the whim of the Passionate Ones. Normally between seven and nine Caucus members run the city. By law, they must follow the teachings of the Passionate One. Their main focus is to keep the wine production healthy and to ensure smooth trade with the rest of the world. They brutally suppress any action that causes harm to the wine trade.

One of the caucus's duties is the dispensation of justice. The Caucus acts as judge and jury for all criminal and civil proceedings. Decisions are made quickly, the average trial lasting only a matter of minutes. The Caucus members hear both sides and then make a judgment based on their gut feelings. Caucus members are usually drunk and their decisions may be swayed by bribes.

**Economy:** Naturally, the exportation of the best wine in the world is the main source of revenue for Shyta-na-Dobyó. Barrels of drink travel overland through the Brindonwood, risking orcish attacks and dangerous monsters in order to get to lucrative markets in P'Bapar or the headwaters of the Renador River, where it travels into the Elos Bay and to the rest of the world.

Besides the wine, the city produces corollary products including casks, wagons, and carts. They also export quantities of fish and lumber (mainly oak and fir). Most of the lumber goes south, while the fish goes west. Glass jars of roe are becoming the new favorite export.

A desperate halfling fisherman recently sold a cart of jarred roe for 10,000 gold pieces in Bet Regor and yammered about it for weeks.

**Military:** Moridia Whitesteel commands the mercenary group Thorn of the Vine. Originally named the Crimson Masks and given to brigandage, Moridia offered her services to the Caucus in 565 I.R. She hopes to make the commission permanent, and her change of the band's name is her assurance to the Caucus that she is committed to the city's safety. She commands a dozen rangers and scouts and nearly 50 light infantry.

Aside from the Thorn, the city has no standing army or navy. The Caucus chooses to rely on the utter decadence of the city and the strategic worthlessness of the surrounding forest to deter invaders.

**Temples:** The Order of the Passionate One is the only temple in the city. All of its senior clerics sit on the Caucus, ensuring that its monopoly stays intact. Clerics of other faiths are very welcome as long as they do not openly practice their religion or hold public ceremonies.

**Mages & Sages:** Vosted the Drunken enjoys the city's wares too much to live up to his full potential. When sober, he is a brilliant and reliable maker of wands and rods.

Lomburd is a boisterous and argumentative dwarven apothecary. His work is top-notch, but customers pay dearly in coin and verbal assaults on their ears. Lomburd works day and night to finish a custom job and completes such work in half the time of another apothecary.

**Underworld:** In this haven of The Laugher, the thieves' guild is surprisingly active and violent. Most activities begin with a vintner wishing ill luck on one of his rivals in a public place and then leaving behind a gift for a prospective rogue. The thieves harass workers, sabotage hidden stores, poison crops, and tip off bandits to the passage of caravans.

**Interesting Sites:** The vineyards stretch for miles to the west and south of the city. Well-armed and well-paid guards protect the workers from monsters and from "civilized" threats with swords, crossbows, and spears. High fences or hedges typically protect these vineyards and trespassers risk beatings, imprisonment and even death.

**Special Notes:** Strange animal calls over the Shadesh Bay unnerve fishermen and discourage late-night trips onto its surface. Rumors about dark elves making forays to the surface come from the wood elves in the east. Angry Deji fleeing from the south bring words of anger and war.

In the past, Gakite merchants kept the southern Brindonwood free of orcs. Now, locals report orcish warbands in greater frequency and in ever increasing numbers.

## INDEPENDENT CITIES OF THE ELOS DESERT

### ALNARMA

The natives call the city by its ancient name, Roshay. Tellene knows the city as Alnarma because that is the name Brandobian explorers gave it when they discovered it and first placed it on their maps in 499 Y.K. (18 I.R.).

**Population:** 3,800 Dejy, Brandobians, Svimohz and others from around the world.

**At a Glance:** For a tiny dot absent from most maps, the city looks like a section of a massive cosmopolitan port city. People of all races and tongue inhabit the town, although its roots are clearly Dejy.

**Government:** The Dejy feel little need for government among themselves. Traditionally, the oldest male in the community was respected as leader and his decisions, while open to discussion, were final once he declared discussion at an end. Now, with so many strangers who do not know their way, they feel the need to develop a more formal style.

Shiseth, the city's patriarch, does not have this feeling. He has been the leader for twenty-five years, and the system will be fine until he dies and then it will be another's problem. Shiseth was once a formidable fighter, a true terror of the desert, but now he is so old and frail that he requires care at all times.

**Economy:** Merchant ships do not visit the tiny port often enough for the people of Alnarma. They have little to offer that Dowand-Brandel does not, however, some seafaring merchants that want slaves, but do not want to deal directly with the slavers in their homeland, come here instead.

Alnarma is the final stop on the great Elos Road stretching from Alnarma to Prompeldia. It is also an important stop for Brolenese heading East or North. Thus merchant caravans looking for slaves, gems or other exports from the Pel will stop here. A merchant can make a decent living simply traveling between Alnarma and Ezhmahhn.

**Military:** The city has no regular military force, but all men in the town are willing to pick up arms to defend it. A militia of around 600 men of all ages (most of them too old) will defend the city if necessary, with scarce weapons, little armor, and ample courage.

A greater danger to hostile intruders is the presence of clerics of the Overlord and Pel Brolenese slavers. These merchants use Alnarma extensively as their only overland trade route. Any humanoids, monsters or nations foolish enough to attack Alnarma will suffer the full wrath of Pel Brolenon.

Additionally, militant members of the Brotherhood of the Broken Chain secret themselves within Alnarma. They and their followers including a collection of adventurers and

former slaves will vigorously defend this haven of escapees from Pel Brolenon.

Threats to the city include kobolds and wyverns from the Sliv Elenons, and gnolls and yuan-ti in the Elos Desert.

**Temples:** The city has a massive Temple of the Overlord, and several small hidden shrines to the Liberator serve as places of worship for the Face of the Free. The ranking cleric is Mewneha, the daughter of an Ahznom member of Parliament. For a brief time, she was a slave in Dowand-Brandel, but she escaped at the first opportunity, leaving her "owner" blind and bleeding in his home. She is truly regal in stature and speech. She works carefully to keep her presence hidden, lest the Theocrat overrun poor Alnarma, ending her freedom operation and her life.

**Mages & Sages:** At any given time, the city has a disproportionate number of wizards because of the adventurers who lead escaped slaves there from the Theocracy. Resident wizards are limited to two. The first is Shiseth's grandson, Jish, who specializes in spells that help travel and survival in the desert. His peers mock his Phantom Ass, a braying, tan version of the more common Phantom Steed ritual. Despite the teasing, Jish's peers respect his knowledge of the desert, the hunt, and the weather.

The other experienced wizard is Daclen, a Cosdolite high elf in search of information about the ancient history of Tellene. Her own people did not bother with recording the history of the humans, but now she owns an artifact of human design but unknown origin. This ancient bowl, taken from the Obakasek Jungle, is nearly identical to those made here in Roshay by the Dejy natives. Daclen has been in the town for ten years and admires these people greatly.

**Underworld:** Not all of the escaped slaves are model citizens. Some of them are rogues, happy to be able to ply their trade again. Worse, a few are Brolenese plants. They seek to discover the important people behind the raids the Face of the Free lead, and report back to their superiors when they have valuable information.

**Interesting Sites:** The village of Narmaren (population 315) 20 miles to the west claims allegiance to the city-state of Alnarma.

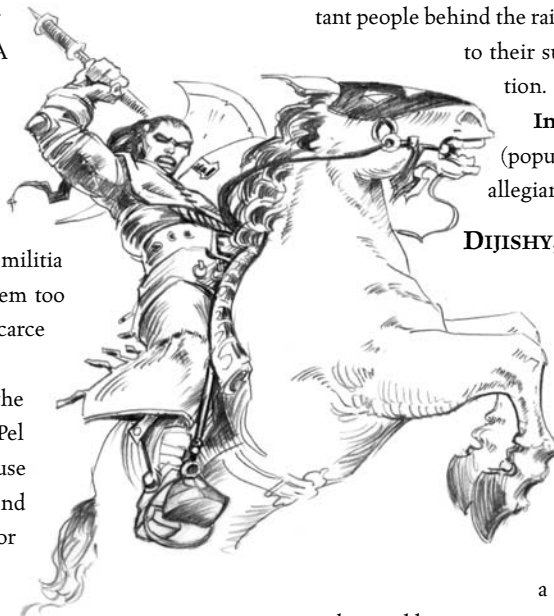
### DIJISHY, CITY OF HISTORY

**Population:** 6,000 nearly pure Dejy and a few dwarven miners.

**At a Glance:** The dusty desert gives way suddenly to a rocky ridge at the edge of the Elos Desert. Dijishy rests on the edge of this ridge, perhaps 70 feet above the level of the desert. A single wide ramp of brick and packed earth leads to the level of the desert, extending 200 yards to make a gentle slope for wheeled traffic and

exhausted beasts arriving from the desert.

Most inhabitants of Dijishy are shepherds that graze their flocks in the nearby hills. The citizens wear untinted leather clothing of great softness made from the hides of tiny antelope that spring across the



Norga Tors. Men and women alike wear a loose head garment, called a chol, from which they usually tuck a flap in place across the face below the eyes. The chol protects the wearer from the desert glare, and the Deji recommend that visitors follow their example.

**Government:** The High Prophet of the Inevitable Order of Time rules the city. The Prophet actually prefers to appoint lay personnel to government offices so that his clerics may devote their full time to worship and spreading the word of Queen Destiny. The current High Prophet is Elamar Crandin, an Eldoran by birth who moved here as a child with his parents and six dozen other pilgrims visiting the library.

**Economy:** The city-state is necessarily self-sufficient (water comes in thin streams from the Elenon Mountains), since caravans through the desert have no guarantee of survival. Incoming caravaneers receive a welcome fit for heroes and their stay (as long as it is short) costs nothing. The thankful citizens provide everything from rooms to meals to entertainment. Preferred trade goods include dried fish and ivory from Ehzhimahn, wines through Prompeldia, and bacon or salted pork from anywhere, since pigs do not survive well locally. Exotic foods, especially rice from Basir and Kalamar, also fetch good coin. Dwarven miners from the Legasas bring metals for tools (tin and iron; their precious metals go west for higher prices).

The merchants leave with brightly colored robes (not as bright as Tharggy cloth, but as close as you can buy), natron, colored glass, and valuable tomes that sell at high prices in large cities. The one staple that manages to find itself on virtually every outgoing caravan is salt, a bulky but certain commodity that will not spoil, invite theft, or lose its value.

The caravans always seem to bring a bard as well. Bards from across the Young Kingdoms find the idea of the library romantic, and many of them come to the city hoping to find exciting stories about fearless heroes, angry gods, and cursed lovers. The procession of bards keeps the city in touch with the outside world.

Occasionally, Pel Brolenese slave caravans and Krangi merchants pass through Dijishy. They purchase goods freely, but are not warmly received.

**Military:** Dijishy is distant from any major military threats. Eighty infantry (leather armor, spears, daggers) and 25 light cavalry (no armor, but light shield, spear, and scimitar or battleaxe) patrol the area to deter any humanoid incursions.

**Temples:** The Inevitable Order of Time maintains the Great Sanctuary of Knowledge, and the Prophets also act as Librarians. Part of the tithes collected by the faith go toward maintaining and expanding the library, as do the fees collected by visitors. Within the walls of Dijishy, a sanctuary for the Disciples of the Creator also exists. Rumor has it that its architect modeled it after a larger one in the ruins to the east.

**Mages & Sages:** Because of the Great Sanctuary, Dijishy is temporary or permanent home to many sages, idealists, and crackpots. The city is home to Durvak Angklin, a dwarven engineer who designs impractical steam engines; Thorak, an illiterate native of distant Drhokker who has tried six times to “destroy the den of evil” with flaming oil; and Sender Elkin, a half-elf scribe who wishes to copy

every tome in the library so she can take them back to her people in O’Par.

**Underworld:** A city this size has few problems with crime. Such criminals that do exist are minor con artists trying to sell worthless books or maps for outrageous sums of money to pilgrims, fraudulent sages and fortune-tellers, and “guides” who agree to take adventuring parties to the Great Fissure and then flee with their money.

**Interesting Sites:** At the heart of Dijishy sits the oldest library on Tellene, a four-story building built of stone. Different styles of architecture clearly show that it has been enlarged several times. Entry into the Great Sanctuary of Knowledge is reserved for those who can afford it (10 gp per visit, or 1,000 gp for a lifetime membership), and for those who maintain it.

Eons ago, a great civilization sprawled across the lands to the east of Dijishy. Its might crumbled, the empire’s cities lay buried below the Elos for untold generations before wandering Deji nomads discovered them. Dijishy is now all that remains above the sands aside from the ruins to the east.

**Special Notes:** Followers of the Eye Opener come looking for sphinxes so they can trade riddles with them. Often, they find voracious and dangerous sphinxes, but fortunately peaceful sphinxes seem to outnumber the violent ones. The city-dwellers sometimes make offerings to these sphinxes; they have an old oral tradition that a sphinx once saved Dijishy from a hobgoblin invasion.

Despite showing nothing but an expanse of sand on popular maps, Dijishy is a monster hunter’s paradise. Gnolls and yuan-ti prowl to the south; giant eagles, bugbears, ogres, and manticores live in the great Elenon mountains; the Sliv Elenons also breed kobolds, trolls, and wyverns.

## EZHIMAHN, SPIRE CITY

**Population:** 8,500 humans. About 6,000 of the people are descendants of Meznamishii colonists, while the remainder are primarily Deji and a few Brandobians.

**At a Glance:** The tall spires that give the city its common name clearly identify it on first sight. Only Ehzhimahn boasts such a huge proliferation of glimmering spires, domes, and cones on its buildings. The city has no wall, only high watchtowers that alert the city to possible danger.

**Government:** Originally a Meznamishii colony, Ehzhimahn gained its independence shortly after Fortnight’s Battle. The leader of the revolt crowned himself Pasha, and his lineage has ruled ever since. Since that time, Pasha Wemahn Nhila has ruled Spire City for twenty-six years, an anniversary coincident with the birth of his eldest son, Wheren. Wemahn is a ruthless and controlling ruler who nonetheless believes he does what is best for Ehzhimahn’s long-term health. Although he holds absolute rule over the city, his four sons continually challenge or undermine his power. Wemahn would openly kill his four sons—and he has attempted to do so more than once—but they have the backing of powerful merchants, guilds, or temples.

While Wheren is the heir-designate, he shows no signs of developing greater skills Diplomacy, Insight, or Perception. Instead, he prefers to develop his natural talent of prophecy at the Inevitable Order of Time. Doubt of the throne’s future clouds the city while

secret warfare and political subterfuge flourish between the various factions that attempt to wrest control from the Pasha.

**Economy:** The people of Ehzhimahn enjoy the benefits of a unique and exotic trading partnership. A tribe of mermen live among the coral reefs off the coast and relations between the two cultures are excellent. The mermen offer coral, shellfish, mother-of-pearl; when possible, they offer octopus ink or other monstrous by-products. They trade for worked goods of precious metals (gold is most prized) and for colored glass jewelry.

The Barrier Islands in the Whimdol Bay produce fruits and other food. These products feed the people in the city and the wandering Deji tribes who visit. Although they produce a hearty amount of food, little of it leaves the immediate market.

Ships take products to ports across the Elos Bay and south to Svimohzia. Departing ships take the famous glasswares that make Ehzhimahn's name synonymous with excellent bottles.

**Military:** The Pasha entrusts the defense of his city to Svalinh al-Svalar, a veteran of both sand and sea. Despite his experience, Svalinh detests the open water and concentrates his attention on the land. Svalinh commands 75 footmen (leather armor, light shields, and scimitars), 50 light cavalry (hide armor, scimitar, and spear), and 50 archers (bows, daggers, and cloth armor).

Svalinh's main concerns are pirates and monsters from the desert. To defend against the former, he has ten warships at his command. Due to a lack of knowledge on his part, only three of these ships are at full crew and repair at any given time. For the latter threat, Svalinh has made agreements with nomadic Deji tribes to alert him to any monstrous or military threats they encounter. Svalinh spends a great deal of time among these tribes and knows that they work to eliminate any threat they can; anything they choose to avoid deserves circumspection.

**Temples:** The Founder's Creation has the backing of the Pasha and considerable temporal powers as well. It controls the prestigious Architect's Guild, which contracts work for large buildings around the world.

Many religions prosper in Spire City, especially the Inevitable Order of Time, Church of Chance, the Fraternal Order of Aptitude, Assembly of the Four Corners, the House of Hunger, Impostors, the Courts of Inequity, Church of Endless Night and the Congregation of the Dead.

**Mages & Sages:** Spellcasters in Ehzhimahn belong to a single guild, called the Celestial Dawn. The Celestial Dawn supposedly includes all wizards and warlocks in Ehzhimahn, since the Pasha requires all native and visiting wizards to join. The penalty for casting arcane spells without being a member of the guild is exile, enforced by the Celestial Dawn themselves (at risk of great fine should they fail to enforce it).

The Guildmaster is Veznos Dashemmi, a benign and grandfatherly man who reassures new members that membership in the guild serves no real purpose other than to keep a sort of census of spellcasters. He is sincere, but he thinks it best not to mention the clause that allows the Pasha to demand spells and services at no charge; after all, Wemahn rarely calls upon outsiders without dire need.

**Underworld:** Thieves are common, although most rogues in the City of Spires are freelancers. A minor guild, the Breath of the Djinn, specializes in burglary of tall buildings. Its guildmaster is Minis Kopar, the son of a Kalamaran merchant shipwrecked in the Whimdol Bay fifteen years ago. Guildmaster Minis uses spells to enhance the ability of his rogues—*invisibility*, *levitate*, and *expeditious retreat* are the favorites.

**Interesting Sites:** Whimdol Bay is the site of a thriving kingdom of merfolk. This kingdom, Naeasquatila, has been a vital part of Ehzhimahn's economy, but one that they prefer to keep secret. The merfolk fear that too much human contact might spoil their culture. Fortunately, the difficulty of reaching them prevents nearly all contact, except when the merfolk wish to initiate it.

**Special Notes:** Ehzhimahn's two lighthouses—one on an island in the bay, and the other on the southwest side of the city—are objects of veneration for several of the nomadic Deji tribes in the area. They see them as symbols of the Eternal Lantern, and a dusk vista at Ehzhimahn often includes an outlined column of mounted Deji on the horizon.

## COLONY OF MICLENON

**Population:** 15,700 Brandobians, pure Deji, and others who show heritage of both.

**At a Glance:** The architecture of Miclenon is purely Brandobian, and many wanderers approaching out of the Elos Desert would swear they were horribly lost on first sight of the city.

**Government:** Brandobian explorers founded Miclenon. They came ashore to re-supply their stores with the figs and dates that grow abundantly here. After the break-up of the Brandobian Empire, the city of Miclenon declared allegiance to Eldor.

Miclenon remains a colony of Eldor to this day and the people show little inclination to change their colonial status.

A governor, appointed by the Eldoran king and then approved by a general vote oversees Miclenon. The governor serves a term of fourteen years during which his main job is to supervise the collection of taxes and send them back to Eldor. He must also settle all legal disputes and ensure the peace. At present, a strong governor named Coldon rules here, and he claims many miles of the desert in the name of Eldor.

**Economy:** Many ships traveling up Elos Bay from the Straits of Svimohzia stop in Miclenon to re-supply and trade their wares. Miclenon is also on the main overland trade route that runs along the great Elos Road. This provides the Governor with additional opportunity to collect tariffs and taxes. The colony relies heavily on the regular trade with Eldor and suffers greatly when pirates in the Straights of Svimohzia prey on these trade ships.

Miclenon's principal importance to Eldor and her trading partners is the wealth of figs, dates, and olives that grow there. The city also makes hazy glass that nonetheless fetches a fair price in Bet Urala, Baneta, and Bet Seder. In return, Miclenon always needs more horses to replace those that fall to the elements or battle (the only mounts available locally in any quantity are cantankerous camels and rugged desert asses).

**Military:** Miclenon's tiny army struggles to defend the city-state. This weakness is yet another reason to maintain close ties with Eldor. A company of 150 light cavalry (each with heavy shield, longspear, and scimitar) and 125 heavy infantry (lamellar armor, longsword, and heavy shield) make up the army, patrolling often because the broken lands around the city provide for scant visibility landward. The two commanders, Sir Nurband, and Sacremor only abide each other's presence when necessary. Nurband's pretentiousness and Sacremor's stubbornness keep the two from working together, making a bad situation worse.

Most civilized nations will not attack Miclenon, for this would mean declaring war on Eldor herself! Nevertheless, kobold tribes from the Elos Desert attack the city every few years. The army handles the diminutive kobolds without much loss, but hobgoblin or gnoll reinforcements break through the human lines or resist the cavalry charges often enough to inflict heavy damage. The city's militia, up to 500 strong, must be called upon to help with any determined attack. The frequency of this desperate measure has inspired Coldon to repeatedly ask for a larger permanent garrison of Eldoran regulars.

**Temples:** Temples in the city tend to be solid stone buildings with elaborate stained glass windows and spacious one-room interiors. Major faiths include the Halls of the Valiant, the Home Foundation, the House of Solace, the Face of the Free, the Founder's Creation, and the Assembly of the Four Corners. The Coinmaster, The Watcher, Risk, and Hatemonger all have disorganized followings as well.

The Temple of the Stars is very popular with both visiting seafarers and the nomadic Deji tribes who wander the desert. The temple doubles as an inn where visitors may stay for the fee of either 2 sp (on the stairs, underneath the cover of a wide balcony), a day's work (the same housing, but it costs no coin), or 8 sp (for a shared monk's cell indoors and two meals).

**Mages & Sages:** A burly warlock named Urfanc appears to have ogre or some other monstrous blood in his heredity, but he is pure human. Urfanc is flashy and shrouds his techniques in mystery and show.

Altamir began as a court jester in Dalen until the court wizard noticed his talent and taught him the basics of magic. Altamir is currently on assignment in Miclenon, teaching the military commanders how to make best use of their gold in an effort to appease Coldon's requests for reinforcements. He knows his material, but he is not welcome.

**Underworld:** The underworld has a small cell of rebels who wish "to free themselves of the Imperial yoke" as they call it, but sensible folk refuse to listen to talk about independence. For the time being, Miclenon is firmly Eldoran.

Other dissidents include a band of thieves numbering around twenty who make it their duty to separate the governor from his taxes. These people do nothing so heroic and foolish as to return the taxes to the poor; they keep it for themselves. Coldon has offered a reward of 1,000 gold pieces to anyone who brings him the leader of this band, dead or alive (the Speak With Dead ritual works at least as well as interrogating the living).

**Interesting Sites:** Miclenon's shores have numerous limestone caves that soldiers try to keep clear of dangerous animals and monsters. Despite frequent forays into the caves, new creatures appear regularly. On the other hand, the presence of monsters deters pirates from using them to hide booty or bury bodies. The soldiers have discovered ghouls, giant ants, troglodytes, and other hazardous creatures.

**Special Notes:** Micleneon, despite its political and economic loyalty to Eldor, fiercely maintains its own culture. The people have nightly fireside dances that harken to primeval times with the intensity of their erotic themes. Hunters make sacrifices before venturing into the broken terrain north of the city. Adventurers might discover a lion cult and its shape-changing leaders at the heart of the city's social leadership, find ancient mummies dried by natural weathering in the desert, or encounter animal spirits that are angry at recent human intrusion into their homes.

### SHROGGA-PRAVAAZ, CITY OF GIANTS

**Population:** 5,500 humans, kobolds, hobgoblins, gnolls, bugbears, and a handful of ogres.

**At a Glance:** The city has a mixture of buildings sized for humanoids as small as kobolds and as large as ogres side by side. The gates are massive and ominously suggest that even larger creatures might reside inside.

**Government:** Shosan-haasav, a kobold shaman, rules the city as mayor. The mayor answers to the kobold chieftain Drossen-malak Traaggar. The mayor enforces his will by a combination of spell power and loyal followers. As a last resort, he can call upon the wrath of the kobold chieftain, but Traaggar has been known to side against a mayor before and throw him to the lions in the city's arena.

**Economy:** The city sits near a rich collection of mines that produce one of the world's greatest concentrations of gemstones (bloodstones, opals, amethyst and especially onyx). For these valuable resources, the kobolds ask for lumber, food, textiles, and wines. Their largest trading partners are Prompeldia, Norga-Krangrel, Bet Urala, and the huge trade cities of Svimohzia. Merchants traveling the Elos Road purchase water here. Kobold merchants also take casks of water into the dozens of villages in the interior.

Primary trades include gemcutting and jewelry-making. If piracy counts as a trade, Shrogga-pravaaz has its share of masters and eager journeymen.

**Military:** A mercenary force of 125 hobgoblins and humans is on permanent commission in the city (at least, it has been since 530 I.R.). Ironically, this mercenary group has greater morale and professionalism than many regulars. The hobgoblins are often deserters from Norga-Krangrel and bring with them that nation's vigorous military training. The humans are usually former pirates (some of whom began as soldiers in Tokis originally).

The soldiers are individually powerful and their favorite tactic is to appear to break ranks as an enemy approaches, inviting a premature charge. The skilled warriors disable their inferior enemies and then reform, dividing the enemy ranks and severing communications. Captain Rolakk pays his soldiers well and they are nothing if not loyal to the highest bidder.



Shosan-haasav's personal bodyguard could overpower some small units alone. He handpicks his kobolds for skill with blade and loyalty, while he chooses his ogre bodyguards based on size and stupidity.

**Temples:** The Way of the Berserk, the Temple of the Stars, the Temple of the Three Strengths, the Parish of the Prolific Coin, the Church of Chance, the Church of Endless Night, the House of Hunger, the Temple of Strife, and the Conventicle of Affliction have the largest followings in Shrogga-pravaaz. The Temple of Sleepless Nights is influential among both natives and transients as well.

Temples attempt to ask for outrageous "tithes"—some as much as 50% of a person's income. Few receive this amount even from the most faithful of followers. Temples are not exempt from taxes of their own, but the prevalence of this tithe collection has encouraged the boldest of con artists to pose as clerics and attempt to collect tithes in the name of a god not represented by an established temple.

**Mages & Sages:** Wizards in Shrogga-pravaaz are targets of theft because the superstitious natives believe them to be replete with magical items. Their books, weapons, and even clothing are likely to be lifted and spirited away as soon as they are out of the wizard's sight for a moment. Therefore, wizards tend to disguise themselves by pretending to be pirates. Grahahn Sepiter is an exception to the rule. After allowing a would-be thief to escape all the way to the nearest market, Grahahn expertly singled him out with a *lightning bolt* that left nearby merchants (and pickpockets and con men) with their hair on end but unharmed.

**Underworld:** The mines are full of stories about miners who kept gems the size of a fist without reporting them and retired. The mine owners do not stop the stories because they inspire hope and keep morale high, but if any thief is so bold as to attempt holding back on gems, the criminal is publicly executed within hours.

Oora is one thief lucky enough to elude them so far. Oora discovered a flawless gem and planted it on her husband, a drunken sot who was lucky to dig a foot a day and took all of her hard-earned bonuses. Since the guards all knew he did not work, they did not bother to search him. Once out of the mines, she gave him one last kiss—just long enough to retrieve her jewel—and never entered the mines again.

**Interesting Sites:** Drossen-malak Traaggar and the majority of the Kobolds actually live just west of Shrogga-pravaaz in a stretch of limestone canyons carved by long dead rivers. There, sustained by vast water-filled caverns, they work mines that extend much deeper than the kobolds can mine them. The kobolds on the lowest worked levels nonchalantly toss out husks of dwarven miners from long ago that were instantly mummified without even considering what caused the desiccation of the bodies. Few races other than kobolds could work the diminutive mines (4 feet high by no more than 3 feet wide).

**Special Notes:** Like other cities populated mostly by evil citizens, walking into Shrogga-pravaaz does not mean instant death for adventurers. It does, however, mean that they cannot rely on authorities to protect them if they are offended or threatened, nor are they likely to be able to rely on benevolent clerics who might cast life-saving spells on them without large amounts of cash being handed over up front.



### Brigandine (Light Armor)

*Brigandine armor is a light armor that encloses sturdy metal plates between strips of leather for a comfortable suit of armor that resists corrosion well, while providing some measure of protection. The arm and leg pieces use smaller plates, sacrificing protection for mobility.*

Armor Bonus: +4

Min. Enhancement Bonus: -

Check: -1

Speed: -

Price: 35 gp

Weight: 30 lb.

Armor Proficiency: These classes are automatically proficient with brigandine armor: cleric, fighter, paladin, rogue, and warlord.

#### Armor Proficiency (Brigandine) Feat

Prerequisites: Str 13, Con 13, training with leather armor

Benefit: You receive training with brigandine armor.

## TOPOGRAPHY OF THE YOUNG KINGDOMS

### WOODLANDS

**Ashul Weald:** This mundane forest is located just south of the Ek'Ridar River in the Norga Tors. Few indigenous creatures remain, as the hobgoblins have indiscriminately hewn large tracts.

**Brindonwood:** Thick copses of birch and fir trees line the shores of Shadesh Bay. The summers produce a spectacular bounty of myriad types of berries. The region is a mecca for northern Dejy tribesmen who hold pagan rituals within these woods during the summer solstice. Many elves live within the eastern portion of these woods, but orcs inhabit the northwestern reaches.

**Kalalali Forest:** Lying on the Renador River and bordered by the lands of Pecal, Ek'Kasel, Ek'Gakel and Paru'Bor, this ancient forest is dotted with scores of lakes, some of considerable size. A wide variety of both trees and fey can be found in the forest. On the shores of the largest of the Renador Lakes is the elven city of Cilorealon. Those fortunate few who have been able to wander its streets remark that they have never seen such beauty.

This forest has always been under the patronage of the elves but was only recognized as such by human folk after Fulakar's troops were humiliatingly defeated in their attempt to subjugate the elves during their great westward expansion. The elves watch trespassers from afar to gauge their intent. Those of baneful disposition are likely to see the very forest come alive with wrath in its heart, as the would-be foresters of Ek'Kasel can attest. The elves' purpose is to frighten away such intruders rather than to harm them.

After centuries of isolation, the elves have taken a more active hand in the lands surrounding the Kalalali. The first such action was the revolt of Pecal. The elven council trained Lamnian Endremin and his followers, provided them with arms, sent scouts to gather information on Kalamaran troop movements and locations, and finally coordinated the revolt. To this day close ties exist between the two nations. The elves also aid the benevolent Prince of Paru'Bor by sending scouts to assist his border troops. The realm of Ek'Kasel is distrusted and a watchful eye is kept upon her activities.

### CILOREALON

**Population:** 6,800 wood elves and 3,100 high elves. No humans live in the city of Cilorealon, but the elves often entertain guests of various woodland races. A couple of hundred humans do live in the area claimed by the elves outside of the city.

**At a Glance:** Elves are masters of integrating nature and their buildings. Their homes are built around trees rather than cutting the trees down, and most of the brightly-colored homes have tall trellises and gardens all around, excepting a footpath or brick walkway.

Wooden footbridges carry pedestrians over small ponds, high terraces look down into lush gardens, and boats drift lazily down sluggish streams. Along with the geese, chickens, ponies, dogs, and ducks one might expect to see in a town, visitors see animals normally considered wild: quail, chipmunks, squirrels, deer, rabbits, and even an occasional bear.

**Government:** King Sendir enjoys an absolute rule any human monarch would envy. He has no council to whom he must report, nor

do his nobles vie with him for scraps of power. His word is absolute and his commandments generate immediate results.

The King has this power because the elves know that he invokes it only when grave danger threatens the kingdom. If the King abused this power, he would lose it before evil could result. Sendir's last major pronouncement was an order for aid to the humans in Pecal when they rebelled against the Kalamaran Empire 107 years ago.

**Economy:** The elves do not trade much with humans, but they are quite willing to visit remote humanoid settlements with their beautiful goods, asking for tools, foreign foods, and cloth.

**Military:** War bands of lightly-armored scouts (archers, bards and rogues, often led by rangers) patrol the borders. If they discover intruders, they send a runner back to the city and attempt to unnerve the invaders by making noise, using flashy magic, or by killing pack animals. The patrols do not hesitate to use harsher measures against stubborn intruders.

Harsher measures include mobilizing the larger military forces kept in the city: mounted warriors supported by wizards. In case of emergency, they have treaty allies, a powerful druid keeps a sacred grove nearby, and a dozen nests of giant eagles helps out when necessary.

**Temples:** Temples in Cilorealon include the Home Foundation, the Church of the Life's Fire, the Parish of Love, the Temple of the Patient Arrow, the Church of the Silver Mist, the Temple of



Enchantment, and the Church of Chance. The elves do not tolerate the open worship of evil faiths.

**Mages & Sages:** The high elves here consider magic an art like any other, to be appreciated for its splendor. The wood elves consider it a craft meant to be used as a tool, which the craftsman is perfectly welcome to design with as much or as little beauty as he wishes.

Ilistar the Songstress is a dabbler in magic who embodies the high elven ideal. She blends magic into her performances in the forms of phantom sounds and visual effects. Her unearthly beauty, musical skill and artistic talent make her one of the most popular elves of the race.

On the other hand, Ruwana the Dark makes her reputation based on her success in defending the city's borders from humanoids and other unwelcome intruders. She prefers simple, direct spells that incapacitate a single opponent to those with "messy and noisy" effects such as *fireballs* or *lightning bolts*. Given the chance, she polymorphs an enemy into a squirrel or reduces him small enough to fit into a sack. Ruwana is laconic and subdued in demeanor, but her dark skin, heavily muscled frame and fondness for gold jewelry leave a striking impression on those who meet her.

**Underworld:** The underworld, such as it is, consists of the practice of evil faiths and a few larcenous individuals. The elven King ignores seditious words, but the punishment for physical rebellion is exile.

**Interesting Sites:** The whole city is of interest to those who admire beauty and peace. Worthy of mention is a druidic grove in the middle of the "city." A ring of holly trees around a cool spring makes up the grove, which is a popular meeting place for the druids in this part of Tellene.

**Special Notes:** The city is directly east of Kalaleta. Its position makes it invisible to traffic heading up or down the Renador River and the distance makes it unlikely that curious Kalaletans will discover it accidentally.

**Kalokopeli Forest:** This large, yet sparse, woodland is more a collection of copses interspersed by glades, than a true forest. The Banader River cuts a broad swath through this area. Many halflings dwell here, as do some high elves. The region is domesticated, peaceful and serene.

## WETLANDS

**DuKem'p Swamp:** The Banader River flows through a natural depression known as the DuKem'p Swamp. Despite becoming quite shallow, the river is fully navigable through this marsh. The fen stretches outward from the banks of the Banader for over twenty leagues and is often fifteen leagues in breadth. Giant leeches are common to portions of this swamp. Outlaw bands of men and humanoids are transients at the drier edges of DuKem'p while lizard-folk are known to populate the interior. Black dragons occasionally roam in the northeastern areas of the swamp.

**Tharakka Morass:** On the Ek'Ridar River in the lands of Norga-Krangrel lies this dark, overgrown swamp. Giant willows shade the region so that a permanent gloom is pervasive. Even stalwart hobgob-

lins will enter this region only in well-armed companies, as great peril lies within.

## MOUNTAIN RANGES

**Elenon Mountains:** Without question the most foreboding mountains on Tellene, this range is blanketed in a mantle of snow year round. The ruggedness of the terrain and severity of the weather render the northern Elenons almost impassable. The southern Elenons are not as severe and do contain several passes, but one must then traverse the desolate Elos Desert. Despite the harsh conditions, several clans of mountain dwarves dwell in these heights because rich veins of platinum and mithral exist here. The dwarves do so with great trepidation, as the peaks and valleys are home to many horrific creatures.

**Krond Heights:** Comprising the northernmost stretches of the Elenon mountain range, these peaks extend from the P'Bapar Pass at Coniper Gap north past the known realms. Though not as lofty as the Legasa Peaks, their austere slopes impede all but the most determined explorers. The range has been little explored, though all sorts of giants and many goblins and orcs are known to dwell herein.

**Legasa Peaks:** The zenith of the Elenon Mountains, these colossal peaks stretch from the P'Bapar Pass in the north to the origins of both the Lendel and Ek'Ridar rivers at their southern slopes. No pass exists through this range. The caves and valleys of the eastern slopes shelter a wide variety of terrible monsters and reputedly spectacular jewels. The Lendelwood extends up the western slopes to the tree line. Hippogriff-mounted elves patrol these western slopes, so they are relatively safe within the forest.

**Sliv Elenon Mountains:** This barren southerly nub of the Elenon range marks the western extension of the Elos Desert. Gold and silver are reputed to exist in great, easily accessible quantities. If this were true, it would explain the prosperity of Pel Brolenon.

## HILLS

**Adiv Hills:** These hills are patrolled by both Korak and P'Bapar. Thus, they are generally safe to travel. Numerous homesteads are located here with the herding of sheep and goats the primary occupation. Humanoid incursions, though infrequent and met with swift retribution, lend the area a dangerous reputation amongst the citizens of P'Bapar.

**Norga Tors:** These foothills of the Elenon Mountains run south from the Ek'Ridar River to the Silv Elenon Mountains. They are arid and little vegetation grows upon them. Rugged herd animals are the only large creatures known to live in these hills.

**Sanakir Hills:** These hills lying north of P'Bapar are claimed by Archduke Weldril Bandran, but any hold he might exercise ends abruptly at Crag Keep; a castle located about a day's ride north of the city. While the area between these two havens is settled, albeit principally by shepherds, the hills north of the keep are simply too dangerous. Worgs from the Shashyf Hills often wander south as do packs of their smaller kin.

**Shashyf Hills:** These lonely hills run north untold leagues alongside the eastern slopes of the Krond Heights. The Shashyfs are reportedly home to an enormous goblin kingdom, descendants of those that

rebelled against Kruk-Ma-Kali and sought refuge far beyond his grasp. The cold, dry hills reportedly yield high quality iron, copper and silver, but the worgs that roam freely discourage further investigation.

**Sliv Elenon Rise:** These hills mark the southeastern edge of the Sliv Elenon range. Run-off from the mountains provides water for the desert nomads that frequent these hills. Unfortunately, the herdsmen's flocks also attract dangerous predators from the Sliv Elenon Mountains. Some gold is available for those that are brave enough to pan the streams. The caravan route that runs along these foothills is used mostly by Pel Brolenese slavers, traveling to Norga-Krangrel. Escaped slaves sometimes hide in these hills, traveling toward the City-State of Dijishy and freedom.

## DESERTS

**Elos Desert:** This low-lying coastal plain is remarkable in that most of its surface is covered with crusty salts, the residue of a bygone era when the sea covered this plain. The shelter of the Elenon Mountains precludes all but infrequent rainfall, rendering this area a bone-dry desert. Scrubs, brush, cacti, yuccas and an occasional hardy tree dominate the flora. Despite this harsh climate, several large bands of Deji nomads are known to dwell in the Elos.

**The Great Fissure:** Near the western limits of the Elos Desert is an enormous crack in Tellen's crust. Whether it is a natural fault line or the work of a long ago river is unknown. Bold adventurers returning from expeditions to this area report finding artifacts of an ancient culture.

**Nickel Basin:** A five league wide basin located in the southeastern Elos Desert. Ores found within, when alloyed with iron, form steels whose hardness rivals mithral. A curse is said to lie on this crater as those who spend time within it are known to fall victim to a wasting disease. Deformed earth giants are said to dwell herein.

## BODIES OF WATER

**Elos Bay:** Located in the heart of the realms, this long inlet of the Kalamaran Sea, is an extremely traveled body of water. The Brolador, E'Liral, and Ek'Ridar rivers all empty into the northern half of the bay, making it a key junction for those traveling to the interior of the continent. Several squadrons of Kalamaran warships are now harbored at Bet Seder in an attempt to establish dominance over these important waters. The Tokite navy was merely on par with the small Pekalese fleet and therefore unable to accomplish more than occasional harassment of the shipping lanes in the past.

This strong navy has inhibited commerce, as the Kalamaran frigates attempt to board any vessels they encounter. Those vessels merely suspected of being in league with Pekal are either confiscated or sunk. A hefty bribe is usually the most positive assurance a Kalamaran admiral can have of a trader's loyalty to the Empire.

The strong Imperial presence has led to a substantial decrease in buccaneer activity in the area. The Imperial Manabela, a large well-armed war vessel in her own right, is typically encountered in groups of three or four, along with at least a half dozen fast escort cutters. These squadrons are an overwhelming match for all but a similarly outfitted force. They relish hunting down and summarily executing suspected pirates. The pirates have taken to smuggling as a primary

occupation but Pekal has reportedly bribed their captains to conduct raids against the Tokite coastline.

**Renador Lakes:** These large shallow lakes, situated within the Kalalali Forest, are dotted with numerous islets. Fisherfolk inhabit some, living the way they have for the past hundreds of years. Fish are plentiful.

**Shadesh Bay:** This lonesome inlet is little explored owing to the fact that a small glacier on the western slope of the Deshada Mountains deposits small but numerous icebergs into these chilly waters.

**Whimdol Bay:** This bay is bounded entirely by the Elos Desert. Sailing its waters is hazardous to all except the most experienced sailors as numerous halite shoals lurk but a mere fathom beneath her surface.

**Salt Atoll:** Within Whimdol Bay, there exist reefs and atolls comprised entirely of halite (rock salt). These attract monsters who need the salt.

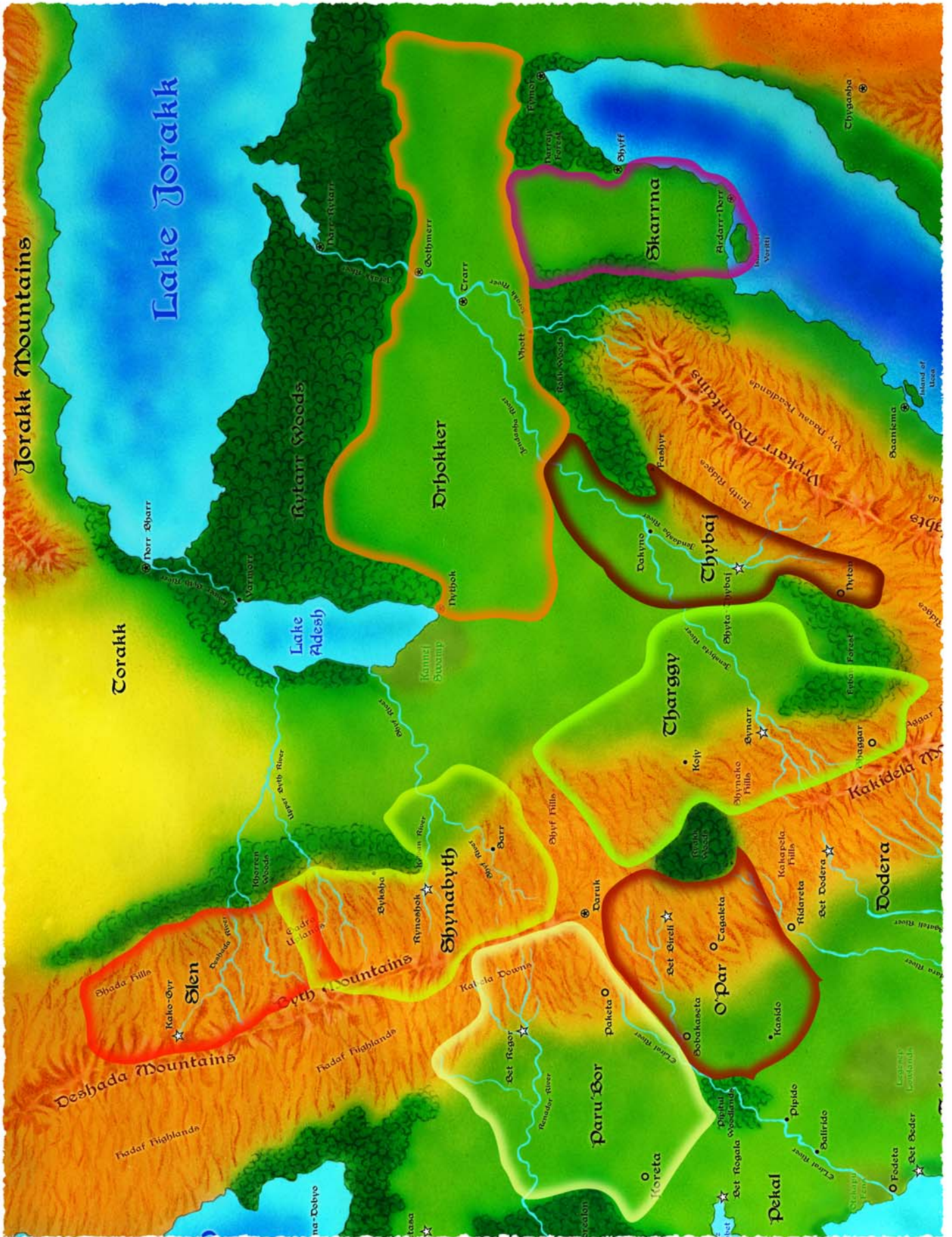
## RIVERS

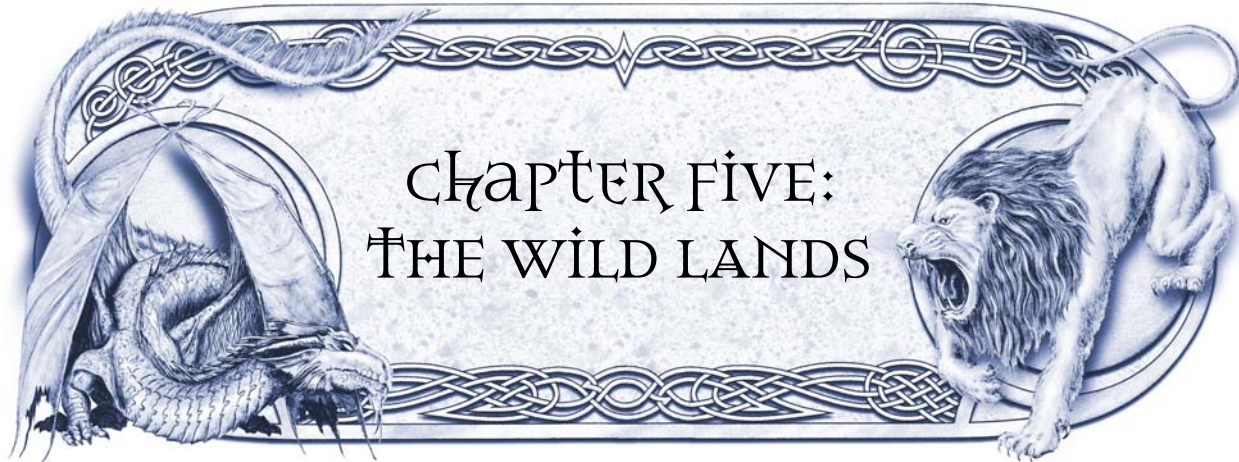
**Banader River:** Navigable as far upstream as DuKem'p Swamp, this river is a primary trade route for the Young Kingdoms.

**Ek'Ridar River:** The southern banks of this river traditionally mark the limits of the Elos Desert though, in truth, one must travel over three dozen leagues further south until that arid climate is reached.

**El'Korek River:** This tributary to the Ek'Ridar river is quick flowing and has numerous dangerous rapids until it descends to the Ashul Weald. It widens and settles down considerably at Ashakulagh.

**Renador River:** This pristine river flows west from the Kabela Downs, through the Kalalali Forest. It empties into the Banader River just north of the Kalokopeli Forest.





## CHAPTER FIVE: THE WILD LANDS

To escape the more hostile tribes of early humans, the Fhokki traveled north to the sub-arctic regions west of Lake Jorakk. Then, over the next several generations, a minor ice age changed the climate. Heavy snowfall and extremely cold temperatures became prevalent throughout the year. The leaders were split over whether to stay or retreat south; in the end, half of the Fhokki set off southward in search of a more suitable homeland.

After many trials and tribulations (including pushing many of the native Deji people out of the plains), this mass of Fhokki migrators then divided into two distinct groups. The smaller group, the Skarrns, settled Reanaaria Bay on the eastern edge of the Vrykarr Mountains, exploring west into the foothills and low peaks of the Vrykarrs. The Skarrns befriended the local dwarves and gnomes and helped push back the warring giants of the land (a conflict that continues off and on to this day). The larger group, the Drhokkers, wandered north to the southern part of the Rytarr Forest, eventually spreading east to the edge of the Narrajy Forest.

The Targgas, the Fhokki who remained in the cold north, eventually left the northern plains as well, migrating east to the Jorakk Mountains and the north shore of Lake Jorakk. Thwarted by large numbers of orcs, they too split into two distinct groups. Those who turned south found themselves facing several years of war with the native Deji, until they eventually succeeding in settling the Shynako Hills and intermixing with friendly local Deji tribes to become known as the Thars. Those who retreated to the north found their former home now occupied by various tribes of humanoids. This started a three-year-long war that ended with the humanoids being pushed all the way back west to the Khorren Woods and the Torakki (as these Fhokki now called themselves) controlling most of the northern plains as well as the western shores of Lake Jorakk. By this time, the ice age of the northern plains was breaking and the vast herds of game animals were returning. The Torakki scorned those Fhokki that migrated, calling them weak and faithless. While all Fhokki can trace their heritage to the same ancient tribe, there remains a definite distrust, even a dislike, between the Torakki and the other tribes.

Today, the Wild Lands contain Fhokki, Deji and mixed Fhokki-Deji nations, including the Lands of Drhokker, Shynabyth, the Lands of Skarrna, Slen, Tharggy, Thybaj and the Lands of Torakk. The nation of Paru'Bor also has a significant Kalamaran influence. The hidden city of the dwarves, Draska, is rumored to lie somewhere in the mountains of the Wild Lands.

### A DETAILED HISTORY OF THE WILD LANDS

From the cradle of civilization, the peaceful Fhokki people wandered across the land bridge to the main continent. To escape the more hostile tribes of early humans, the Fhokki traveled north to the sub-arctic regions west of Lake Jorakk. There, in the harsh environment, they quickly developed a close-knit society where the people relied heavily upon one another to survive.

Wild game (caribou and reindeer) was plentiful in the summer and early fall, and during those months, every able Fhokki male over thirteen years of age participated in the hunt. The Fhokki domesticated wild dogs to help them hunt, but due to limited resources, they had only wood and stone weapons. The women foraged for berries and similar edible food. The Fhokki learned to smoke meat for the long winter months when the game animals migrated south and there was little to eat.

During the next several generations, a minor ice age changed the climate. Heavy snowfall and extremely cold temperatures became prevalent throughout the year. Life was harsh and the Fhokki leaders were faced with two options: migrate south, which meant war with the tribes they had fled from; or remain behind and face almost certain death. Many did not wish to fight those they had fled from, whatever the cost. The leaders were split; and those who opted to move south began to amass an army. Half of the Fhokki set off southward in search of a more suitable homeland.

Southeast of their homeland, they encountered a group of Deji people. The relatively docile Deji were taken by surprise and easily driven back east across the Drhokker plains and into the northern edge of the Khydoban Desert. This mass of Fhokki migrators then divided into two distinct groups.

The smaller of the two groups, the Skarrns, moved south and reached Reanaaria Bay on the eastern edge of the Vrykarr Mountains. Having found a more suitable environment, this group settled along the northeastern coast. The Bay's shores had a seemingly unlimited supply of food and natural resources. Further south, they encountered the Reanaarian people and established a peaceful trade relationship. They explored west into the foothills and low peaks of the Vrykarrs. There, they encountered giants warring with dwarves and gnomes. The Skarrns befriended the smaller humanoids and helped push back the giants. This conflict continues off and on to this day.

The larger group of Fhokki, the Drhokkers, wandered north to the southern part of the Rytarr forest. There, they found abundant game and settled down to a lifestyle very similar to the one they had known in the northern plains. But with game so plentiful, the close-knit society these Fhokki once knew slipped away. A great curiosity began to overtake the people; a curiosity of the world beyond theirs.

Since the Drhokkers could find food with minimal effort, small bands set off to explore the new terrain. They spread out into the forest and found the bountiful waters of Lake Jorakk. Their influence also spread east to the edge of the Narrajy Forest. They developed an agriculturally based society and domesticated the wild horses from the vast herds living along the Jendasha River.

In the north, the Fhokki that remained eventually fled the cold of the northern plains and migrated east to the Jorakk Mountains and the north shore of Lake Jorakk. Tribes of orcs that had already claimed control of the area thwarted their attempts to settle here. This new threat, combined with news of the success of the first migration caused many of these remaining Fhokki, known as the Targgas, to travel south.

The Targgas encountered a group of Deji people who were their equals in combat. The toughness imparted to the Fhokki people by their harsh environment proved to be the edge they needed to win the war with the Deji people. After several years of combat, the Fhokki finally managed to push the Deji southwest. The surviving Fhokki, tired of war, settled in the game-rich areas of the Shynako Hills. There the Targgas intermixed with friendly local Deji tribes and became known as the Thars.

The Fhokki people who stayed behind, the Torakkis, were forced to flee from the numerically superior orcs. The orcs did not pursue, however, because they were preoccupied with a large tribe of ogres that had moved into the area. The Torakkis headed back to the area they once called home only to find humanoid inhabitants. Now faced with certain death, they launched an all-out assault upon the humanoids. The war lasted just over three years and ended with the humanoids being pushed all the way back west to the Khorren Woods. After the war, the Torakki controlled most of the northern plains as well as the western shores of Lake Jorakk. By this time, the ice age of the northern plains was breaking. Soon the vast herds of game animals returned to re-inhabit the once-frozen plains. The Torakkis saw this as a reward for their stalwartness and claimed all the northern plains as the sacred homeland of the Torakki people.

The Torakki viewed the receding ice age as proof that the gods had chosen their people to inhabit this fertile area. They scorned those Fhokki who had migrated as weak and faithless. While all Fhokki can trace their heritage to the same ancient tribe, there remains a definite distrust, even a dislike, between the Torakki and the other tribes.

## LANDS OF DRHOKKER

Drhokker (estimated population one million) is not actually a nation, but rather a loose confederation of towns and villages sworn to a pact of mutual protection and economic gain. The towns and larger villages occupy the northern stretches of the Jendasha and Jorakk Rivers, but smaller villages exist throughout the outlying areas.

The Lands of Drhokker cover the vast area of plains from the Rokk Woods to the northern tip of the Narrajy Forest, and from the southern edge of the Rytarr Woods to Lake Adesh. However, the Lands' actual borders are in constant dispute. This is because Drhokker's military power is concentrated along the Jendasha and Jorakk rivers. Thybaj claims the southern portions of the two rivers and Skarrna claims much of the Rokk Woods and the southeastern plains.

Fhokki tribesmen settled Drhokker by pushing all but one of the previous occupants, Deji tribes, to the east and south. The Drhokkers allowed only the Deji horse clans to remain. Tired of fighting, they permitted the peaceful Deji clansmen to graze their horses on the Fhokki land. The Drhokkers began to settle the fertile land as farmers and herders. With the plenitude of fish in the mighty Jorakk and Jendasha rivers, fishing villages began to appear along the banks.

Narr-Rytarr merchants began sending their goods and raw materials up the Jendasha to trade with Thybaj merchants for textiles and precious metals. As a result, the Drhokker fishing villages along the trade route quickly grew into larger villages and towns. Many villages were little more than a collection of warehouses and market-places where people came to trade. The townspeople became the middlemen and soon charged fees for use of the river, docks and warehouses.

The fees varied from town to town as each one competed for the passing business. The competition grew fierce. Saboteurs destroyed docks and wharves of their rivals to lessen competition. The destruction escalated into razing of entire villages.

In an effort to end the madness, a mayor of one small town, Brottar Tharokken, suggested that all the towns set a standard price for services and facilities. Most of the towns' leaders agreed and united under a treaty, the Pact of Tharokken. The land was finally at peace and the people prospered greatly. That is, until the Wars of Discord.

While the Deji horse clans wintered near the Narrajy Forest, the Minions of Misfortune attacked from within a blizzard. The Minions drove back the vastly outnumbered horsemen. Many clans were annihilated entirely. Those that survived retreated to the Jorakk and sought alliance and refuge with the Drhokker. The Pact members agreed to offer shelter in return for a share of the clansmen's jealously guarded mounts and the services of the most skilled Deji warriors. The Minions besieged the river towns for two months by calling down blizzards and driving rain. Finally, with the aid of Skarrna, Thybaj and humanoids from the Vrykarrs, the Drhokker defeated the Minions and drove them back into the Khydoban Desert.

Today, as a result of their alliance with the Deji horsemen, Drhokker, with the exception of the horse clans themselves, has the finest cavalry on Tellene. Drhokker ranchers now sell and trade these horses to their neighbors. Before each sale, the selling merchant will neuter the horse, thus allowing Drhokker to remain Tellene's sole source of heavy war-horses. Of course, the Drhokkeran plains are home to wild horses of all types and sizes. But those must be caught and broken, a near-impossible chore, indeed.

A variety of races and religions make their homes in the Lands of Drhokker. On rare occasions one will encounter a dwarven caravan from the Vrykarrs, but humanoids are not very prevalent. The Temple

of Stars, the Face of the Free, the Thunderer's Temple, Temple of the Patient Arrow, the Order of Life and the Church of the Life's Fire are among the favorites of this diverse population. The Way of the Berserk and the Temple of Sleepless Nights also have a sizable number of worshippers within Drhokker.

Drhokker has no one leader and the Pact of Tharokken remains in force. The Lands of Drhokker also have no standing army. But the land is not undefended, for, after approval by the Council of the Pact, Drhokker can muster approximately 6,200 cavalry and 1,500 hobilar.

## NYTHOK

**Population:** 5,000 Dejy and about 500 Fhokki

**At a Glance:** Nythok hardly qualifies as a city by civilized standards. Thousands of people live in sewn tents; few have permanent homes at all. Oxen and horses outnumber the people several times over. The Fhokki minority live in sod versions of their traditional log homes, except for a fortunate few who have purchased lumber from river merchants. Tools are stone among the Dejy, tin or bronze among the Fhokki.

**Government:** The Kalamarans established Nythok's present government during their wars with the Fhokki. They quartered 40,000 troops in and near Nythok during the season before the worst fighting and needed a person and bureaucracy capable of managing their needs, so they made a local Dejy temporary mayor for the season. The Dejy retained the system after the Kalamarans left.

Mayor Cheun has ruled the city for twelve years. Both Dejy and Fhokki admire him greatly for his proven courage and skill on the battlefield, but some citizens fear that his successes might encourage him to engage in battle when diplomacy might triumph in order to earn greater glory. Certainly, he does not fear battle.

**Economy:** Nythok is one of the export centers for the monstrous horses bred on the Drhokkeran plains. The difficult part of the trade is knowing in advance what the Dejy horse clans need. They rarely accept coins, and merchants can safely assume the need for some foodstuffs, but anything more specific is a guess. Sometimes the Dejy

need runs to fresh fruits, sometimes they ask for foreign wines, and on rare occasions, they demand scarce and valuable medicines. Regardless of the item demanded, the price is always high.

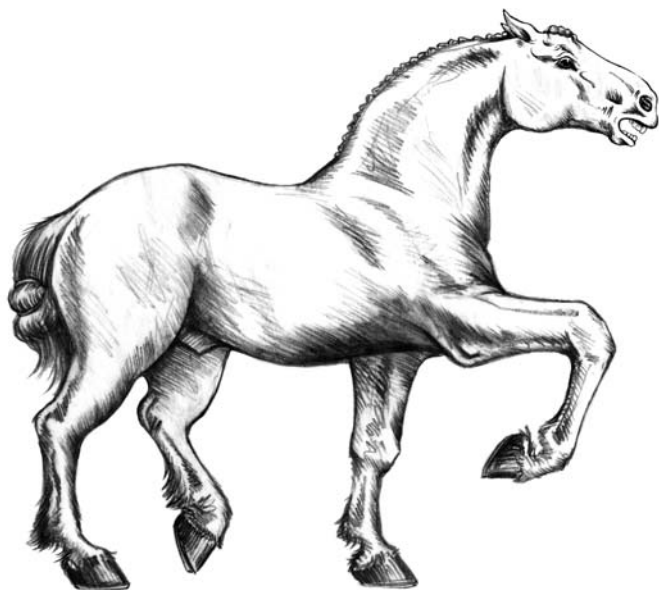
Mennas Kamarr is a Tharggy merchant who has chosen to remain in the city to learn more about how the Dejy think. He hopes to be able to provide his merchant house with valuable information that could strengthen their bargaining position. For now, he finds the Dejy independence admirable yet frustrating. These people need nothing that they cannot find for free on the open plains.

**Military:** The city keeps 130 mounted warriors (hide armor, light shield, scimitar, and shortbow) active and ready at all times. These troops have been blooded in skirmishes against rogue Slen and various tribes of humanoids sneaking through the Rytarr, dire wolves and the rare monstrosity prowling the Kannej Swamp. Cheun leads them personally into battle.

In only a few hours, over 700 more troops can find weapons and horses. This extremely quick mobilization is possible because even these "civilized" Dejy know how to ride practically from birth and all practice with bow and scimitar during their youth. The person in charge of gathering this army in case of emergency is Adyja, a calm horseman who knows the geography within 500 miles. Adyja worships the Traveler and dislikes living in the city.

**Temples:** Nythok's temples are stone buildings designed like large tents. They are little more than a single room capable of holding thirty worshippers and a tiny shrine. The Temple of Stars, the Temple of the Patient Arrow, the Way of the Berserk, and the Temple of Sleepless Nights has clerics who lead services in Nythok. The Church of the Life's Fire and the Face of the Free share a temple, although each faith has its own cleric.

**Mages & Sages:** Mages spend as little time in Nythok as possible. The barbarians who live and trade here mock them at every opportunity. Instead of the fear that many ordinary folk feel, the Dejy think wizards are cowardly and weak. A wizard who can ride for a hundred



These massive horses are the largest mounts bred on Tellene. Only a Drhokkeran charger can easily bear the weight of a man in full armor with barding, tack, and equipment in battle.

### Drhokkeran Charger

Large natural beast (mount); Brute 2; XP 125  
Initiative: +1 Senses: Perception +8; low-light vision  
HP 47; Bloodied 23  
AC 14; Fortitude 15; Reflex 12; Will 14  
Speed 8  
Kick (standard; at will): +5 vs. AC; 1d8+5 damage  
Great Charge (while mounted by a friendly 3+ level rider; at will): The rider receives a +2 bonus to damage rolls on charge attacks. A Drhokkeran charger does not suffer the -2 penalty to its attack rolls if its rider does not have the Mounted Combat feat.  
Trample (standard; at will): A Drhokkeran charger can trample like a standard warhorse (see the *D&D Monster Manual*), with an attack of: +3 vs. Reflex and 1d8+6 damage, knocking the target prone.  
Alignment Unaligned Languages –  
Str 22 (+9), Dex 13 (+1), Con 17 (+4), Int 2 (-3), Wis 14 (+3), Cha 10 (+1)



miles nonstop, like any normal twelve year old boy among the Dejy, might earn a grudging respect.

One wizard to pass this test is the robust Dadorj, a man of diverse talents. He can swim (another skill rare among the Drhokkeran Dejy), read and write, and drink the most potent mare's milk ever fermented.

**Underworld:** Dejy punishment is quick and brutal. Thieves are stripped of belongings and exiled ("set out on foot" is a Dejy expression for a person who has died or left the plains for civilized lands, since they see no distinction between the two). Rapists or murderers are tied to stones and drowned. They recognize few other crimes.

**Interesting Sites:** Nythok has almost no outstanding features whatsoever. The Kannej Swamp is fairly safe with local hunters far more common than anything dangerous. Visitors rarely stay longer than a single night in this drab city.

**Special Notes:** The food is another reason visitors skip Nythok on their way east to the Jorakk basin or north to Varmorr. The Dejy eat raw foods that other cultures consider inedible. Grasses, thin slices of water fowl, and an assortment of fish from Lake Adesh all end up on plates uncooked.

## TRARR

**Population:** 5,500 Fhokki

**At a Glance:** A spiral wooden wall encircles the crowded and rank lighthouses of this Fhokki city. An odor comes from the constant tanning in the city's common area, which serves as both work area and market. The wall has a single entrance that stands open at night, only closing in case of attack. The gate is thick and freezes over seasonally, so it might not close the next time it is needed.

**Government:** A Fhokki duke named Aggdar rules from retirement, allowing his pliant son Urred to bear the responsibilities of daily duties. Urred refuses to believe that his father has any influence on him, although he rarely goes against his father's wishes. Recently, Urred has been secretly meeting with an old crone who worships Queen Destiny and falsely claims to be a member of the Prophets.

Trarr is currently on the brink of war with Gothmerr over an insult from Gothmerr's lord, Count Tharnak. Tharnak had agreed years ago that his son Egrek would marry Aggdar's oldest daughter, Tavve. A week before the wedding, Egrek snuck out in the middle of the night to marry a household slave. Tharnak shrugged off Aggdar's outrage at the affront, claiming "Egrek makes his own decisions. Your brat should try it one day." The flame of war smolders, but for now hostilities are limited to harsh words between traveling merchants and landowners near the border between the two cities.

**Economy:** Trarr relies on river trade from the Jorakk to bring goods from warmer climates. Lamp oil, pitch (for sealing log homes), barley, millet and vinegar are welcome goods, but wheat is always the best product for merchants to bring. The citizens of Trarr can't get enough wheat.

Sturdy buffalo skins make excellent leather products, including armor, saddles for the Drhokkeran horses, and backing for heavier armors. Workers also make sheaths, helmets, and other martial gear for sale, keeping mundane items for local use. Halmak the Thrice-

Risen has acquired a modest reputation as a leatherworker along the Jorakk River; he makes masterwork items for soldiers and adventurers on demand.

**Military:** Trarr depends on 120 large and strong men in chainmail with axes and greatswords for defense. They swear loyalty to Sturr, an energetic man who lost his right arm in his first battle, 15 years ago. Sturr carries his greatsword in a single thick paw now, hammering away at his enemies with unmatched vigor.

Realizing that even the powerful warriors were no match for a mobile force on horseback, Sturr reached an agreement with a mercenary band known as the Silver Soldiers. They number 30 light infantry (leather armor, throwing hammer, and flail), 45 archers (leather armor, longbow, and dagger), and three wizards. The wizards each specialize in a different area: one in offense, one in defense and another in divination and communication. These soldiers answer to Rattak, a somewhat greedy leader who has yet to face a serious challenge.

**Temples:** The Way of the Berserk, the Parish of Love, the Church of the Silver Mist, the Thunderer's Temple, the Order of the Passionate One, and the Church of Everlasting Hope. The most vocal and visible cleric is the Brandobian, Stin Norford, of the Order of the Passionate One. Stin is a great braggart and has a fondness for splashing about in the frigid waters of the Jorakk River late at night (usually after services, when he is quite inebriated).

**Mages & Sages:** Rejel is younger brother to Sturr, and the two have not spoken to each other for six years. Rejel married Agis, whom Sturr had courted at one time. Agis left Sturr because he drank too much, and their breakup was both very public and awkward. Rejel studies fire and lightning-based spells and prides himself on his original applications of these old standbys.

Few other wizards brave this frontier city. The Sentinels of the True Way, although not as prevalent as in other cities, still intimidates wizards into practicing in seclusion. Several adepts who do not wish to attract attention to themselves use their magic to aid in the execution of whatever craft or skill they use to earn a living.

**Underworld:** Pickpockets fill the market, stealing silver and gold when they can. Those who can bear the cold paddle out to passing boats on the Jorakk at night, lifting small items as the rafts float down river toward Narr-Rytarr. The boisterous Fhokki get into frequent and bloody fights as well, which visitors find disconcerting. Penalties for fighting are light, but if a person inflicts permanent harm, the law takes a harsher stance. The law is also forgiving of crimes committed while intoxicated, which makes excessive drinking a common excuse for crimes.

**Interesting Sites:** The Parish of Love once operated a separate hospital in conjunction with the Church of Everlasting Hope. The two clerics assigned to it detested each other. After a particularly fierce blizzard trapped them in the hospital with two dozen sick and injured patients, their animosity became violent and erupted into a battle with divine magic. Four bystanders died in their spells' effects, and the faiths closed the hospital. Neither priest survived his punishment. The hospital is abandoned and houses thousands of bats. Recent rumors place a vampire there as well.

**Special Notes:** Sages insist that homely Trarr stands at a delicate juncture between the planes. While the juncture is not a dramatic threat to the world, it does mean that immortals, shadows, fey and other creatures pop in and out around the city more often than the locals would like. Such creatures appear among the local wildlife from time to time, as well as mind flayers and archons.

## PRINCIPALITY OF PARU'BOR

This country (population 750,000) is located between the Kalalali Forest and the Byth Mountains and encompasses the Renador River from its source to the Kalalali Forest. It is bordered by Ek'Gakel to the northwest, Pekal to the southwest, and Shynabyth to the northeast. Paru'Bor was once ruled directly by Kalamar, but now it is an independent country and stands in sharp contrast to modern-day Kalamar. Paru'Bor is currently ruled by Prince Ragil V, a distant cousin of the Emperor and a direct descendant of the first King of Paru'Bor. Despite their blood relationship, Prince Ragil and Emperor Kabori are bitter enemies.

Life in Paru'Bor is very structured. All Paruvian cities are divided into districts based on social status. A very distinct upper class consists of lords, wealthy merchants, clergy and high-ranking military officials. Successful merchants, craftsmen, shopkeepers and army officers comprise the middle class. Farmers, laborers, peasants and rogues round out the lower class.

The Courts of Justice is the Paruvian national church and all people are instructed in the teachings of the Truthseekers at an early age. The Hall of Oaths, the Halls of the Valiant, the Church of Everlasting Hope, the Founder's Creation, the Order of Thought and the Inevitable Order of Time are tolerated by the state and have lesser followings. All other religions, regardless of alignment, are strictly forbidden. Anyone found to be a member of a forbidden religion suffers harsh and swift punishment. Still, the House of Vice, Temple of Strife, Impostors and the Congregation of the Dead have underground followings within Paru'Bor.

The army of Paru'Bor is a small, but powerful force comprising of 800 heavy footmen, 1,700 heavy cavalry, 300 light cavalry and 400 archers.

### BET REGOR, CAPITAL OF PARU'BOR

**Population:** 23,300. The humans are a hybrid of Kalamaran, Fhokki and Dejj. A small number have Brandobian blood, but these folk are rare. Fewer than five percent of the population are dwarves who have migrated from the Byth Mountains.

**At a Glance:** Bet Regor is a metropolitan center of trade. The wide fields around it make the city look lonely, but the hive of activity within the city dispels any feeling of isolation once inside. The outer walls are not as tall or wide as those in larger cities, but the inner walls and the central castle reveal the city's past military significance. The guards are vigilant, and any large number of troops moving toward the city is visible far away.

**Government:** Prince Ragil V rules from a fortified palace defended by the Knights of Justice and inhabited by the officials and lords that run the government of the city and the principality. The

Kalamaran ambassador (a wizened Tarisatan named Gunegin), the Golden Alliance, the dwarven legate from the Byth Mountains (Julkan Kerak), and even the Captain of the Knights of Justice (Balan Furak) all have a degree of influence in the Prince's counsels.

The Prince's sole acknowledged heir is Crown Prince Rigan (who plans to become Ragil VI when he is crowned), a young man somewhat intimidated by the prospect of dealing with the forces his father has controlled for nearly his whole life. Neither the Prince nor his expectant heir knows about Rythok, the son of a Fhokki servant of Ragil V. Rythok intends to make a name for himself among the locals before approaching Ragil with proof of his heritage and demanding either acceptance or a large payoff.

**Economy:** Paru'Bor is the crossroads between the Young Kingdoms and the Wild Lands. Within the towering city walls lives a bustling marketplace where east meets west in the form of merchants and their goods. Traded here are Shyta-na-Dobyo wines, elven weapons and crafts from the Kalalali, gems and precious metals from the dwarves in the Byth Mountains and horses from Drhokker. Local products are few and include stout bows, vellum and paper, and the very popular maple syrup, taken from the southern arm of the Brindonwood.

The Golden Alliance generates huge amounts of income by charging merchants tolls for use of the river. The tolls are steep and many merchants prefer overland routes through the city, only to discover tariffs that rival the tolls.

**Military:** Over 600 of the country's heavy cavalry and 100 archers are stationed in Bet Regor. The Knights of Justice, representing 200 of the heavy cavalry, garrison at the Castle of Truth in the center of Bet Regor. Balan Furak, Captain of the Knights of Justice, currently uses them primarily to patrol the roads into and out of the capital. Their presence safely allows for the strong flow of goods to and from the market. Ragil also deploys the Knights of Justice to keep Shynabyth in check.

The captain of the archers, a hairy giant named Renuusio, hails from the Reanaaria Bay area and might be the most easy-going soldier ever born. He hosts an archery contest annually in the city that draws competitors from as far away as Dalen. Renuusio offers those who acquit themselves well a handsome wage in his army, so his tiny force has become one of the best units of archers ever seen.

**Temples:** Only the Courts of Justice are allowed in Paru'Bor. The main temple in the capital is led by True Seer Rumar Kales'Tet, a half-elf who imposes almost military discipline on his clerics. It might be his monastic upbringing, but he insists that a stern hand is the best guidance. He leads two dozen clerics and acolytes and ministers to a flock of over 2,000 worshippers.

**Mages & Sages:** A gnomish sage named Faerbast makes his home in Bet Regor. He is proficient in all languages and specializes in runes and signs. His favorite hobby is trying to crack ancient Dwarven tongues, and he will often translate what Dwarven he can at no charge if he can copy the document (which takes him 1-4 weeks, depending on the length).

A quiet, hard-working laborer named Pulan is reputed to be a wizard. His neighbors report seeing strange flashes of light inside his

home late at night. In truth, he rarely prepares or casts spells, but he is involved in perilous research. Pulan knows the location of a trapped undead necromancer who is trying to free himself from a 200-year-old tomb that serves as a prison. Pulan seeks to remove some of the treasures buried with the necromancer. Thus, as the necromancer wears away at the wards that hold him, Pulan is trying to simultaneously discover a method of reinforcing them.

**Underworld:** The thieves' guild is modest and subdued in this rigidly religious and socially structured country. Guildmaster Kerutan keeps her younger and more exuberant members in check, lest they bring the full wrath of the Prince and the True Seer down upon them all. Kerutan's fear of retribution actually suppresses more crime than the city's well-meaning but undermanned police force.

**Interesting Sites:** Bet Regor was once a stronghold built in 39 I.R. by Fulakar as a border stronghold to defend the Empire's northern border from barbarian invaders. The city rose from the indignity of a border fort to the seat of the Prince. At the heart of Bet Regor towers the impregnable Castle of Truth. Home to Prince Ragil V and his elite Knights of Justice, it figures prominently in local literature, plays, and folklore. Entry into the castle is strictly regulated; the people of Paru'Bor consider a visit to the castle a mark of distinction.

The city's market is as cosmopolitan as a landlocked port can be. Traders and wares from across the Sovereign Lands sell in the market, as well as no few illegal items, despite vigorous government suppression.

**Special Notes:** The city's thieves have formed one of the most flexible and profitable guilds anywhere. They are strictly non-violent, which has prevented the Prince from gathering strong public support to squash their growing guild. They concentrate their activities on smuggling, fencing, gambling, con games (targeting foreigners, of course) and prostitution. The guild numbers 160 members, of whom about half join just for "bragging rights" in the serf ward. The other half are earnest members of the guild out for high profit at low risk. Freelance thieves, especially violent ones, are hunted down, savagely beaten, and removed from town.

## PAKETA

**Population:** 19,500 people of mixed Kalamaran, Fhokki and Dejj heritage. Gnomes make up the largest humanoid population, but they number under 800.

**At a Glance:** Traditionally, steep walls mean steep taxes, and Paketa is no exception. The walls are tall to better defend against frost giant raids formerly common in the area (now only a distant memory), and wooden roofs protect the guards atop it from missile fire.

A wide road cuts the city in half. While the citizens were angry at its construction ten years ago (it cut through many homes and businesses), they are pleased with it now. Only Trade Street, as it is called, is wide enough for merchant caravans to use in passing through the city. It is cobblestone, something not frequently seen in the Wild Lands, and the inns and stables along Trade Street are always full.

**Government:** Technically the center of the Duchy of Paketa, but Duke Amalen has little power and the city finds itself under the

strong influence of Count Gesan. Gesan is the city's guardian and tax collector, although his adult daughter has been assuming many of the more exciting duties as guardian in the past three years.

Currently, Duke Amalen is in favor with Prince Ragil, but the Prince does not reward weakness, and the Prince has revoked a ducal fief before. In a few years, as Gesan's influence strengthens, Paketa could conceivably become his. Paketa would certainly fare better than under Duke Amalen or his feeble-minded son and heir, Domerolo.

**Economy:** Overland trade keeps the city alive. Paketa produces few resources other than rye, and it lives off of the trade it sees as a primary point of commerce between the Wild Lands and the Young Kingdoms. Paketa is one of the final stopping points for P'Baparan silver, and the city purchases a great deal of gold from Draska. Both metals become coins, which are then spread across the Wild Lands and the Young Kingdoms. Paketan coins are widely accepted because of their consistent weight and purity.

The city's principal income comes from taxes on merchant goods, an accounting process that keeps a staff of a dozen scribes busy for long hours. Gesan has also created an armed force of 20 men that encourages merchants to be honest. In case of an emergency, they are capable of finding and extracting monies owed from reluctant merchants. Gesan's list of receivables stays short.

**Military:** Paketa is a garrison town and has an appropriately strong military presence. One hundred pikemen (leather armor, halberd, and dagger) work in close conjunction with 50 mercenary crossbowmen (not the celebrated Zazahnni, but almost as good; clad in scale mail and sporting crossbows and hand axes), and a contingent of 40 heavy horsemen (scale armor, longspear, and battleaxe) on Drhokkeran chargers.

This robust force answers directly to Count Gesan, who uses them aggressively to deter incursions from Shynabyth. The Ryakk Woods are another source of concern, and Gesan does not leave it unwatched. Gesan's oldest daughter, Lady Milera is an excellent rider who eagerly learns the elements of command from her father. Milera tends to charge headlong into the midst of a fray, ignoring her messengers and signalers. She has led the city's cavalry since she was sixteen, nearly six full years.

**Temples:** The Courts of Justice accounts for the majority of Paketa's faithful. The Founder's Creation and the Order of Thought each have tiny temples, but they are treated with disdain by most Paketans. The Church of Chance and the House of Vice have secret followings.

The Halls of Justice are outraged at the theft and destruction of one of their sacred artifacts. The Sentinels of the True Way crept into the temple and pilfered the Chalice of Kokarya. The Chalice was all that remained of the monastery of Saint Byshen after an earthquake in 261 I.R. erased the monastery from the map. Not only was the ancient Chalice a respected item in the faith's belief, but it also has the powerful ability to heal virtually any ailment or wound.

High Watcher Remona Visino is one of the Watcher's most active recruiters. He finds many travelers in Paketa and has a knack for identifying people who would rather be alone and convincing them to follow that path. He has mastered a staggering diversity of trade

skills in his twenty years of wandering and can find work in any situation. Remona does not live in Paketa, but he stays in the city about half of the year. Luckily for Remona, he has so far gone undetected by the local clergy.

**Mages & Sages:** Paketa's best-known wizard is Kamira, an ancient red-haired Kalamaran baroness with scrolls for every occasion. Kamira has given up her titles and lands (vast wheat fields south of the Doreba River) for the frontier wildness of Paketa. Her gentle demeanor and etiquette have not left her, however, and she is a popular person in the city.

The ruling nobles see Rothek the Wise as a seditious, belligerent rebel, but Paketa's laborers and merchants see him as a biting satirist and scandalous gossip. Rothek is not in jail or headless because he is a primary liaison with a large number of Drhokkeran merchants. With a word, Rothek could cut off the supply of Drhokkeran chargers that provides wealth for many Paketans.

**Underworld:** Cafarr is a spy for Tharggy who hides sensitive information in paintings he sells to Tharggy agents. The Thar agents pose as haughty art patrons and resent the fact that Cafarr actually charges them. Cafarr insists that he charges them simply to maintain the necessary charade they play with Paketa's agents.

Paketa's gnomes are poor and include a large number of exiles from their own communities. They form the backbone of the thieves' guild and several have split to begin an assassins' guild. This splinter group hails Harman Geshain as its guildmaster. Harman has a great fear of undead and prefers to burn his victims entirely so that they cannot become mummies or vampires.

**Interesting Sites:** As it was originally planned, Kolokar's Barrier would have passed directly through Paketa, which was a small trading and messenger outpost at the time. Kolokar established a garrison here to receive materials and start construction, then the plans changed so that the city was not along the construction path. At first, several practical families began to build homes from the stockpile of stone blocks that had been awaiting orders for the wall, but bad luck seemed to follow the blocks, and the theft of the blocks stopped. Now a huge stack of stone chunks stands near the middle of the city. It houses nothing more sinister than mice and snakes.

**Special Notes:** Paketa is an attractive target for the military commanders of any of the foreign nations that border Paru'Bor. The city's central location makes it ideal militarily and economically, and these commanders devise scenarios for its capture or destruction constantly, just in case. If a full-scale war erupted in the area, Paketa would find itself a very hot center of dispute.

## KINGDOM OF SHYNABYTH

Several tribes of nomadic Dejy formed the Kingdom of Shynabyth (population 750,000) hundreds of years ago when they settled to raise sheep and cattle on the lush hills at the southeastern end of the Byth Mountains. The Dejy settlers organized into small villages, each of which had a tribal chieftain. As the towns grew, the strongest chieftain united the villages under him and named himself King. Shynabyth is bordered by Paru'Bor to the southwest and the Theocracy of Slen to the north.

For more than 500 years, Shynabyth has been at odds with its neighbor to the southwest, Paru'Bor. When Fulakar conquered the north he drove the ancestors of the Shynabyth from their homeland in the Kabela Downs and the Renador River valley. Displaced, the Shynabyth moved to inhabit the less hospitable slopes of the Byth Mountains. Every few generations the Shynabyth tried and failed to retake their lost homeland. Now, more than five centuries later, the Shynabyth are still willing to fight for the sacred land of their forefathers.

For the last 20 years, Shynabyth has also been fighting with the twisted Theocracy of Slen. Slennish troops began sneaking into Shynabyth and capturing townsfolk for their rituals. Shortly after that, Shynabyth declared war upon the Theocracy of Slen. Recently, several major battles have taken place in the northern districts.

King Joto II currently rules Shynabyth. Joto is bent on retaking all disputed territory from Prince Ragil of Paru'Bor and deposing Grand Theocrat Toth Senkan of Slen. To this end he established a massive army of pikemen (3,000), crossbowmen (650) and light cavalry (500). Joto also hired a sizable army of mercenaries: Dejy cavalry from the eastern plains, dwarven footmen and Zazahni crossbowmen.

Shynabyth's sole ally is the dwarven Kingdom of Draska in the Byth Mountains. The dwarves and Shynabyth signed a mutual defense treaty a century ago in response to the growing threat of Slen. The dwarves also used this agreement to obtain Shynabyth's aid during the Great Mountain Wars against the elves of the Brindonwood. Joto intends to enlist the aid of the dwarven king in a similar capacity against the trespassers of the southwest.

King Joto does not tolerate organized religion of any sort within the Kingdom of Shynabyth. King Joto does not believe in divine powers and prohibits all forms of worship and many in his kingdom believe he is mad because of this prohibition. This is part of the reasoning behind his immense personal hatred of the religious Peruvians and Slen. Strangely enough, the power of arcane magic intrigues Joto and he has enlisted many wizards and warlocks into his army.

Life in Shynabyth is very hard. The general populace carries the cost of war because Joto taxes their lords mercilessly. Starvation is quite prevalent in northern Shynabyth; drought and crop failure brought on by Slen clerics causes almost as many deaths there as direct combat.

### RYNOSHOK, CAPITAL OF SHYNABYTH, CITY OF LOONS

**Population:** 15,900 Dejy. Fewer than 10% of the folk show some sign of Kalamaran or Fhokki influence.

**At a Glance:** The Dejy of Shynabyth live in simple log homes of rectangular construction. By custom, builders cut logs to a certain length, so homes are shaped in squares or multiples of squares. Craftsmen display their wares underneath canopies spread in front of the home and bring them inside at night.

A thick log wall packed with very solid earth surrounds the city. Defenders can hide behind merlons, firing their longbows or dropping rocks on attackers. Gates allow access into the city at either end of the swift Kylban River that flows through the city.

**Government:** King Joto's eldest son Sobryn rules Rynoshok while his father concentrates on external affairs and the wars. Publicly, Prince Sobryn supports his father's goals, but privately he desires to remove the ban on religion. Sobryn is no zealot, however. In fact, he shares his father's disbelief in the gods. Both believe that divine magic is simply another weaker form of arcane magic and that clerics are all frauds. Joto believes that clerics force their false beliefs upon others to gain personal power and special treatment under the law. Sobryn agrees in some cases, such as in Slen, but in other cases he believes that priests are merely misguided or mildly insane.

The reason the Prince desires to remove the ban on religion is a simple one. He recognizes the usefulness both domestically and militarily of clerics. Prince Sobryn reasons that as long as the clerics believe and follow good or lawful faiths (other than the Truthseekers whom he mistrusts), they are not a danger. Sobryn has two younger brothers with whom he discusses his feeling on this matter at length.

**Economy:** Rynoshok is the center of what little trade takes place in this poor country. Shynabyth merchants do not undertake any foreign trade except with the dwarves in the Byth Mountains. They trade foodstuffs, lumber and textiles with the dwarves for weapons, armor and gold.

The city's economy is in shambles. The dwarves of Draska need more food than the Deji kingdom can afford to trade. With less to offer, Rynoshok receives less armor and weapons than before. Inflation is rampant in the city and nobles hoard gold making the problem worse. Trade goods sell for three to five times their normal price, and food might sell for up to ten times its normal price.

**Military:** Just under half of Joto's mercenary crossbowmen left him after a dispute over their contract, leaving the forces of Shynabyth slightly weakened. Joto accused them of taking a commission in Slen and fears that they will use their knowledge of his leaders' strategies and the terrain to lay waste to his country. In truth, they found more lucrative work back home in Svimohzia.

In an effort to repair the harm, Joto has ordered 500 of his pikemen to lay down their spears and learn the longbow. He now has two green companies of archers capable of fighting in close combat if necessary. Their accuracy is less than spectacular, but they know how to hold ranks and follow orders. Their mettle in combat has not yet been tested. For now they train in an open field north of Rynoshok and yearn for a chance to prove themselves.

A young and dynamic leader has risen to popularity among the people of Rynoshok. Chadij Thy is barely eighteen, yet he led a rag-tag militia band from a poor village in the Gadra Uplands to three major victories against the Slen. After rescuing a contingent of regulars besieged between the swollen fork of the Upper Byth River, Chadij pursued his enemies—a force of elite Slenish four times his size—up the Byth, trouncing them at the Khorren Woods and scattering them at the Deshada River.

**Temples:** No temples openly operate in the city of Rynoshok. While a zealous priest in a tiny village far from the capital might find enough courage to defy King Joto's ban on all faiths, no one is foolish enough to build a temple in the city that houses the king.

Priests must practice their faith in secret. An earnest searcher could find shrines to the Home Foundation, the Hall of Oaths, the Church of the Silver Mist, and the Order of Thought in the homes of nobles or commoners. A different sort of search would reveal shrines to the Confuser of Ways, the Rotlord, and the Vicelord.

**Mages & Sages:** The poverty in this land attracts few mages, who need expensive goods like alchemical equipment, books, and exotic material components. Some, however, are born here and find leaving home difficult, no matter how bad it becomes. Frojar is one of the latter, having traveled for two years with a mercenary band before returning to his native Rynoshok to be near his family. Frojar wishes he had branched out in his youth because the spells he used to fling as a mercenary do not do him much good in a city of poverty.



## Shathy's Pestilence

*From your open mouth comes a malodorous breeze that rushes through the area.*

Type and Level: Wizard Attack 9

Use: Daily

Components: Arcane, Implement, Necrotic

Action: Standard

Range: Area burst 3 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d12 + Intelligence modifier necrotic damage, and the target begins to decay (save ends).

Miss: The target suffers only half damage and no decay.

Effect: A decaying target takes ongoing 5 necrotic damage, and healing effects on the target restore only half the normal number of hit points. A save ends both effects, but all saving throws against this decay are made with a -2 penalty.

Undead and constructs are immune to Shathy's Pestilence.

Vitar holds the position of Court Wizard, a seat held before Joto by a mediocre wizard who happened to be a friend of Joto's father. Joto's fascination with magic led him to Vitar, locally famous for creating several unique spells, such as the dreaded *Shathy's pestilence*.

**Underworld:** A thriving black market exists for foreign goods, holy symbols, and religious canons – anything forbidden by King Joto. Rynoshok's thieves' guild, a band of robbers and burglars led by Shrama Gaide, is watching control of this black market slip out of their hands as dozens of freelancers smuggle goods in from Tharggy, Paru'Bor, and the independent city of Daruk.

Gaide's solution is to urge bandits to prey on these smugglers, who come in by wagon or horse. Since the smugglers are engaging in illegal activity, Gaide points out, Joto will not seek to punish them. His argument seems to have merit, for the crown has taken no effective action against the bandits.

**Interesting Sites:** Joto II forbade all open worship within a year of his coronation—both events occurred in 384 F.C. (528 I.R.). Adherence to the law was not immediate, and most temples continued to hold services. Joto held his hand until his armies returned from skirmishing with Paru'Bor in the Shyf Hills. Then he ordered an assembly of all of the clerics and their worshippers. Standing atop the wall above the crowd, Joto sentenced the priests to exile for life and ordered his soldiers to escort them to Tharggy (he was not heartless enough to send them into hostile territory). The wall where the clerics were lined is now called the Wall of the Journey. Locals believe it has the power to grant safe travel.

**Special Notes:** The city's nickname publicly comes from an annual migration of birds. In truth, the common usage is to refer to it as such in contempt of King Joto.

## LANDS OF SKARRNA

Migrating clans of Fhokki settled the Land of Skarrna (population 600,000). After fleeing the icy cold of the north, the Fhokki clans, called the Skarrns, chose to settle the lush northern tip of Reanaaria Bay.

Battle lords, called Skryvalkkers, divided the Land. The lesser Skryvalkker chose the open land to the north, where the people learned to farm the virgin soil and raise livestock. The most powerful Skryvalkker claimed land on the Bay. Fishing and whaling became common occupations along the coastal waters.

Soon after the Skarrns settled the area, Reanaarian whalers arrived and began disputing water rights. After initial hostilities, the Reanaarians and Skarrns became close allies and trading partners, although sailors still argue over water rights.

Skarrna has changed little over the years. 'Skryvalkker' has become the title for the local ruler, and in times of trouble the Skryvalkkers are still 'battle lords.' Skarrnid merchants trade along both coasts of Reanaaria Bay and with Drhokker and Thybaj merchants. Skarrna's natural resources include grain, whale oil, kelp, octopus ink, coral and pearls. Textiles and foodstuffs are frequently traded to the gnomes in the Vrykarr Mountains for metals and minerals.

The Skarrns worship a wide array of deities. The Way of the Berserk, Halls of the Valiant, Temple of Armed Conflict and Temple of

the Stars have large followings here. The Assembly of the Four Corners and the Church of the Life's Fire are also widespread among the populace. Recently, the Inevitable Order of Time, the House of Knives and the House of Scorn have had notable increases in worshippers.

Skarrna lacks one army, but each Skryvalkker (there are eight) has a standing army and altogether their troops number about 3,000. This number includes 1,500 cavalry, consisting of a large unit of heavy cavalry and 1,500 footmen. They have no permanent navy, but several coastal Skryvalkkers are trying to convince the council to commission the construction of a fleet.

### ARDARR-NORR, CITY OF PEARLS

**Population:** 16,100 Fhokki, with evidence of Reanaarian blood in about 20% of the population.

**At a Glance:** This city resembles the northern log settlements of the Fhokki more than it does the bright brick towns and cities of the Reanaarians. A long wooden wall surrounds the city at a great distance, apparently to allow for extensive growth. Inside it is a tighter, sturdy stone wall.

**Government:** Skryvalkker Thelka has ruled the city since her husband's death in Y.N.D. 730 (549 I.R.). The city is considered the choice land of Skarrna and a few Skryvalkkers, sensing an opportunity to take it by force, attempted to invade it when Thelka's husband Norath died. Thelka called on the army to mobilize, only to discover that the leaders refused to follow a woman into battle.

She went alone.

Ashamed and angry with her for shaming them, the lords followed, catching up with her just as she charged a company of 250 men. The Ardarrs defeated the first Skryvalkker enemy. The other enemies must have received the news quickly because they and their armies never arrived.

Thelka chose her chief advisors in that battle, where she saw their courage and loyalty firsthand. Her rule is very secure, and the young warriors now do not hesitate at all to follow her lead on the battlefield. Her young son Thurvan is very proud of her and looks forward to the day when he can accompany her into a battle or the clandestine meetings with other heads of state.

**Economy:** The city and surrounding countryside produce wheat, hemp, whale oil, fish, kelp, and some of the largest pearls in the world. Ardarr hemp and clothing made from it are perennial favorites at the market in Zoa. Ardarr-Norr imports weapons, armor, gold, silver, tin, copper, and other metal goods from the gnomes in the Vrykarr Mountains.

**Military:** Only one tenth of Skarrna's heavy cavalry (chainmail, shield, and battleaxe) stay in Ardarr-Norr. Their commander is Viljar, an ardent follower of the Way of the Berserk and secret Sentinel of the True Way. Viljar never stops looking over his shoulder for minions of the wizard Hurrkal and trusts no one. His blonde hair and beard are quickly turning gray from the constant worry.

**Temples:** Nearly all faiths have a temple or shrine in Ardarr-Norr. The Way of the Berserk is most popular with the soldiers and nobility. The Halls of the Valiant, the Temple of Armed Conflict, and the

Temple of the Stars are lesser favorites. The Assembly of the Four Corners, the Church of the Life's Fire, and the Inevitable Order of Time are smaller but growing faiths. The House of Knives is the largest evil faith in the city.

The Temple of the Stars worships under the watchful eyes of High Worlder Jorgen, who only recently received his present title after walking back from Zoa. Jorgen prefers to minister to non-merchants because they travel for joy and not because they must.

**Mages & Sages:** Hreslin, a gnome who favors earth spells, makes potions and scrolls for sale. He charges 25% below list price for natives and 125% of list price for foreigners. He knows a fair bit about magical weapons and actually has a 10% chance to be able to procure a magical weapon. Hreslin only finds magical items for halflings or gnomes, and his search takes 2d6 weeks of game time.

Having been to the astral plane once, Nabaddan is eager to return there. A close call with a hunting party of githyanki left him flush with excitement. Nabaddan does not sell items or services, but he will purchase magical items that allow extraplanar communication or travel.

**Underworld:** This rustic overgrown village is a hotbed of intrigue. The Sentinels of the True Way were active in this area until Y.N.D. 743 (562 I.R.) when, in a great coup, they located and destroyed a great cache of magical items in the city. When Hurrkal, the wizard who owned them, returned from the Ethereal Plane, he went berserk and burned an entire block of the city. He still hunts the remaining vandals, although he no longer lives in the city and works through spies.

A band of pirates called Halvena's Scythe uses the city as a regular base of operations and a place to fence goods. A pirate can split a cargo among two dozen clans, making it impossible to trace. The band follows Halvena, a roguish half-elf with a reputation for fighting the toughest of her enemies herself. She can swim like a fish, too, and occasionally offers a brave captive his freedom and his weight in silver if he can beat her in a race.

The House of Knives operates the thieves' guild and its high priest is traditionally the Guildmaster. The current high cleric and guildmaster is Reidgard, who exposes those pirates who refuse to offer him their goods at whatever price he demands. Reidgard has done an exceptional job at remaining hidden while making sure the actions of his rivals are well known and hated. Although the government does everything it can to stop him, Reidgard takes contracts from time to time and always delivers.

**Interesting Sites:** The city has a flat area on the north end the locals call "the ground that does not grow." This black spot is evidence of Hurrkal's rage and shows no sign of recovery. Nobody wishes to build a home there, even if it means living in a more crowded location in another part of the city.

The city houses the ancient *Sword of the Raging Wyrms*, an ancient artifact that belonged to Skryvalkker Hostud I, the city's founder. The sword stands in a glass case in the Halls of the Valiant, guarded at all times by a cleric and four seasoned fighters. If a thief were to defeat, deceive or bypass the guards, he would still have to reckon with all the traps and magical wards a 14th-level cleric could devise or purchase.

**Special Notes:** The Island of Voritti south of Skarrna depends on Ardarr-Norr for extensive trade. The Vorittii build long, slim ships more akin to the Brandobian galleys than the Reanaarian vessels commonly seen on the bay. They collect most of the kelp traded at Ardarr-Norr, and they also weave most of the hemp. The island is practically one large hemp farm owned by Skryvalkker Sigurth Fourhorns, a masculine model of manhood known for his visits to the Rokk Woods to wrestle brown bears.

## THEOCRACY OF SLEN

The Theocracy of Slen (population unknown) began as a church of the Ministry of Misery on the slopes of the Deshada Mountains. The temple, Kako-gyr, was founded by a tribe of evil Deji barbarians. The Deji tribe reveled in the revolting rituals of their foul god and raided other tribes to capture sacrificial victims. They tortured and cruelly slew the strongest captured warriors in the name of the Flaymaster.

Soon the Slen gained an ominous reputation; the fearless warriors of Slen could defy the most grueling cold and the most painful of tortures. Eventually, led by the sadistic Order of Agony, the tribe conquered and enslaved the surrounding Fhokki clans. The men were taken to Kako-gyr (now the capital) and tortured for months while the women were given the Rite of Slen and inducted into the tribe.

Several large clans of Fhokki barbarians invaded Slen in 332 F.C. (476 I.R.) After an extremely bloody and gruesome struggle, the Theocracy defeated the assault and crippled the Fhokki army. Following a two-day chase and struggle, the Slen surrounded and captured the Fhokki. The Fhokki were incorporated into the Deji tribe and for that reason, there is a significant amount of Fhokki blood among the Slenish people.

Grand Theocrat Toth Senkan keeps a small but formidable army of depraved and fearless lunatics. They constantly battle with Shynabyth for control of the northern Gadra Uplands. Little else is known about the Theocracy because few travelers willingly enter the frozen land and fewer still ever leave.

### KAKO-GYR, CITY OF PAIN, CAPITAL OF SLEN

**Population:** 19,900 of mixed Deji and Fhokki heritage.

**At a Glance:** The city was originally a wholly forgettable Deji settlement of caves dug into the sides of Mount Shakota (16,154 feet). Since the foundation of the temple Kako-gyr and the expansion of the city that grew around it, the cave settlements that make up the western edge of the city have been used only by the poorest or as large storage areas for homes built against them. The city has a tall stone wall on the east, through which three gates allow roads and the traffic on them to enter. Only the center gate is large enough for wagons and animals; the other two allow only foot traffic to present less of a military liability.

**Government:** Government and religion are inseparable in the Theocracy of Slen. The Ministry of Misery, led by Grand Theocrat Toth Senkan, imposes harsh discipline for breaking the faith's laws. Punishment is physical, although the clerics also levy fines if the offender owns anything worth taking.

The faith's hierarchy is also the government body; clerics serve as police force, military officers, civil servants, and judges.

**Economy:** The region produces choice mineral wealth, including gold and precious gems. The clerics lead raids into the Shada Hills for cattle and sheep from the peaceful herdsmen living there, but increased caution on the part of the herdsmen has made the raiding less successful lately. The city imports fine cloth from the Reanaaria Bay area, wooden crafts from Shyff, and linens from Tharggy. The price of the latter two items are steep, and in times of dearth the Slennish rely on inferior local products.

The gold and gems travel east to Drhokker in exchange for horses and to the lands of Torakk for caribou and ivory. Lately merchants have had far better success than raiders (although the difference between the two in Kako-gyr is vague), and the shift might be good news for the ranchers in the Gadra Uplands if it encourages more trade and less looting.

**Military:** The entirety of the nation's military operates out of Kako-gyr. Eighteen hundred men in thick hide armor with heavy spears and hand axes camp outside the city in temporary homes, ready to march south, east, or through the arduous Byth Mountains as commanded by the Grand Theocrat. No patrol ever leaves the city without at least one Minister of Misery.

**Temples:** The Order of Agony is the only religion allowed. Clerics of other religions are sacrificed to the Flaymaster in public spectacles that are mandatory for the people of the city to attend. The single

temple to the Flaymaster is large enough to encompass over a thousand worshippers and has an open area above it by which the clerics may address crowds ten times that size in the streets near the temple.

Senkan does not lead services in person except on special holy days. The regular duty falls to Ice Priest Maleth Dervil. Dervil has a reputation as a misogynist, an unfavorable attitude in a priesthood where three-quarters of the clerics are female. He drags along his harem wherever he goes—six women chained together and forbidden to ever be apart from him or from each other. This public display has been emulated lately by junior clerics of the faith, a practice Dervil finds flattering in a pathetic and sycophantic way.

**Mages & Sages:** Wizards are distrusted and required to report to the nearest cleric upon entering the city. The cleric immediately uses divinations to determine the wizard's power and takes steps to apprehend and murder the wizard. Wizards too powerful for immediate capture are identified for scrutiny.

Despite the persecution, a handful of wizards survive. The majority of these serve the priesthood, protecting its temples, making magical items, or trying to unlock the mysteries of ancient artifacts. Thejvan, a Deju captured in a raid on Shynabyth, survived and even grew stronger during his period of torture. His spellbooks were destroyed when he was captured, but he has since been given new ones and recreated his old favorite spells (most of these are destructive).



*Evil thrives in the Theocracy of Slennish.*



Hostyrn was also captured, but he escaped when the raiding party that held him was attacked by a remorhaz. Hostyrn has had to survive alone in the wilderness because of a large bounty on his head. Hostyrn, as the clerics knew when they captured him, is a stalwart member of the Brotherhood of the Broken Chain, and he seeks the release of a heroine from Tharggy named Sorykka. Sorykka is currently in Maleth Dervil's harem.

**Underworld:** In this pit of evil, the underworld is filled with good. Clerics of the Face of the Free, members of the Brotherhood of the Broken Chain, and followers of the Church of Everlasting Hope lead forays into the city to free captives, gain intelligence, or sabotage raiding bands. Even followers of the Harvester of Souls wish to grant a quick, peaceful death to the tormented captives held in Kako-gyr.

**Interesting Sites:** Mount Shakota is a beloved sight among worshippers of the Traveler, and it pains them greatly to see this land in the clutches of such an evil and restrictive faith. Despite the difficulty, a few admired followers or clerics can claim to have seen the famous crooked-finger shape of the mountain's peak. The Travelers have a whole chapter in their holy book named after Mount Shakota, and it is the location of a major miracle of the faith (the death and resurrection of the faithful steed Turnabout, companion of Saint Gashammen).

**Special Notes:** Even without considering the hostile Ministers of Misery, the region is dangerous. Yeti prowl the Shada Hills, hairy satyrs haunt the Khorren Woods, and rumors say that the Flaymaster herself takes the form of a great white dragon in the upper Byth Mountains. Strange trolls and giants with cold powers definitely live in the Byth Mountains, and the people of Torakk have long known that dire white wolves wander the plains and the Shada Hills.

## THE QUEENDOM OF THARGGY

Farmers and hunters of mixed Fhokki and Deji heritage who traded with the Deji clans to the north and east originally settled Tharggy (population 750,000). Feudal barons who ruled independently of one another divided the land. When Kalamaran expansion troops reached them, the unorganized barons and their people were driven eastward. They fled far enough east that the Kalamaran troops became occupied with the more dangerous barbarians to the north and abandoned their attempts to conquer them.

Realizing that they must unite in order to retake their land, but unable to peacefully choose a leader, each baron fought for the right to be king. After almost two centuries of displacement and civil war, a king was chosen and the land was united under King Tharggy the Greater. Game in the Fyban Forest was plentiful and the country soon began to prosper. When the King died, his son vowed to retake the Tharggy homeland.

The new King assaulted the Duke of Dodera's troops and drove them back to the Katagas Rise. The Duke pleaded with the Emperor for troops, but the aid never arrived. He opted for peace and conceded the eastern half of the Shynako Hills to Tharggy.

After almost 40 years of peace, Kalamar (under a new Emperor) attacked. The war lasted the entire campaign season and finally ended with the annihilation of the Tharggy army during a bitter last stand

amidst an unseasonably early blizzard. The King and his son, Prince Arykk, were slain with almost all of their troops. The surviving Kalamaran troops withdrew, and Tharggy was saved, at least until spring.

The country was left in disarray. Since almost every male from the age of twelve to fifty-five was slain in the war, the women were forced to do all the duties of state. For the first time Tharggy was ruled by a woman, Queen Defyn, who was the widowed wife of Prince Arykk.

The Queen knew that spring would bring a fresh Imperial Legion, and the predominantly female population chose to fight rather than surrender. Defyn commissioned elderly veterans to train female warriors for battle.

Nakkary, a retired general, worked day and night for the whole winter on strategies, but contracted the plague only a week before the impending battle. Yet, the general miraculously recovered the very morning that it appeared he would die. He awoke, full of vigor, and led his army of undertrained troops to meet the Kalamaran army. Though outnumbered four to one, the general directed battles of tactical brilliance. After a three-month campaign, the Thars defeated the Imperial troops. When news of the victory was brought to the general's tent, he was found dead of plague and his body half-decomposed. In his dead hands, he clenched a symbol of The Old Man.

Today, Tharggy borders Dodera and O'Par in the west and Thybaj to the east. Their northern border extends uncontested (and unenforced) to the Shyf Hills. Tharggy allows free worship of almost all religions, but the Temple of Armed Conflict has the largest following. The Church of Life's Fire, Church of the Night's Beauty, the Home Foundation, the Church of Endless Nights and the Temple of Sleepless Nights also have sizable followings here.

Tharggy is on good terms with O'Par and Thybaj, but Queen Defyn still considers the country to be at war with Dodera. Tharggy merchants trade textiles and foodstuffs to Thybaj and the humanoids of the Kakidela Mountains for precious metals and gems. These goods are then commonly traded to Drhokker merchants for war-horses. Thars have become famous for their textiles. The sheep they raise in the Shynako Hills produce the world's finest wool. Thars spin and dye the wool to produce brightly colored clothes they sell and trade worldwide.

To this day, women run Tharggy. Women hold almost all positions of power, except that of general, which is held by a learned, male veteran. The country has a large army of female soldiers numbering 2200 infantry, 500 archers, and 1400 cavalry.

### BYNARR, CAPITAL OF THARGGY

**Population:** 19,800. Most of the folk have mixed Fhokki and Deji blood. A minimal Kalamaran influence is visible, most notably in the red hair of some of the citizens.

**At a Glance:** The surprisingly clean streets are wide enough for the ox-carts and draft horse-drawn wagons that use them to pass each other with room to spare. Houses are rectangles of stout logs and wooden roofs. The people speak Fhokki in daily use, although folk who trade with foreigners on a regular basis speak Merchant's Tongue and some Kalamaran as well.

**Government:** Except for the position of General, the supreme military commander, women hold the premier government posts. Queen Defyn prefers to deal with the more delicate foreign affairs

personally, so she spends her time either abroad or receiving visitors. She leaves the important domestic problems to her younger sister, Gytha. Gytha is the second-highest ranking cleric of the Church of the Life's Fire and her presence gives that faith clout within the city. She uses her rank within the faith subtly in her negotiations with the merchants, nobles, and guildmasters with whom she has to deal on a daily basis.

**Economy:** The upper Jenshyta River area produces rich and plentiful minks. The mink fur trade was one of the main attractions the area held for the Kalamarans and one of the reasons Kabori urges Orilaras of Dodera to continue his attempts to retake it. During the early days of Kalamaran control, the native Fhokki and Deji who lived here had no inkling of the great prices the furs they took so easily brought in the large cities of Kalamar and Svimohzia. Now, crafty merchants turn handsome profits from their trade partners in Paru'Bor and Skarra.

The area also produces some of the finest wool in the Sovereign Lands. Between the abundant wool from the Shynako Hills and the largest dye-makers guild on Tellene in Bynarr, the city is famous for its cloth. The world famous dye-maker's guild is strong enough to keep excises on the cloth low, so the price of the wool stays affordable and the quantities leaving remain high.

**Military:** The army of Tharggy, especially its most visible contingent here in the capital, is composed mostly of women. Over 1,400 infantry and 800 cavalry (chainmail and longsword for both) and 400 archers (leather armor, longbow, and dagger) protect the capital from invasion by Dodera.

Rothla the Red leads the infantry division in Bynarr. She proudly bears the Gold Star of Nakkary, the nation's highest military honor. She earned it when she led a squad against a tribe of trolls that attacked a halfling farming village in the Shynako Hills. The squad managed to divert the trolls from the village until the halflings could escape. She drove the trolls into a cornfield and reluctantly torched it, destroying them and the fields. Although her actions lost the crops, the rest of the year's harvest was rich and she worked alongside the farmers to bring it in.

**Temples:** Udula, The Matriarch of Pelselond of the Church of the Night's Beauty is the faith's highest ranking member. The positions above her, those of Var of Veshemo and High Var, have been left empty since the clerics holding them were slain in an attack by the House of Knives. Apparently, the assassins planned well and spared no expense. They were deathly silent, *invisible*, and coated their weapons with deadly poison. Matriarch Udula has called a council of her peers to determine their next course of action. The two greatest priorities at this meeting will be to select a new High Var and to exact retribution for this disaster.

The Temple of Armed Conflict has the backing of the Queen and the military. The tithes it collects allow it to build an extensive stone temple/fortress complex that houses the city's garrison. They also pay for high walls around the city and a small prison guarded by followers of the Temple.

**Mages & Sages:** Trained in reading and writing by the Church of the Night's Beauty, Eggamit Nightsword is a tall, handsome man and steadfast supporter of that faith. He regrets his absence during the recent fatal attack and has devoted most of his wealth and time to the consolidation effort. He has spread the word among the centaurs,

dryads, and faeries of the Fyban Forest that he is willing to part with his fabled *Banner of the Faithful* (a magical flag that grants +2 item bonuses to Strength for allies that wear its symbol) in return for the capture of anyone involved with the assassination.

Lokkur heads the military's spy network, known as the Arrows That See. She prefers to use thieves and assassins to find information about the country's enemies (mainly Dodera, but Lokkur knows that Dodera's inspiration comes from Kalamar) and relies on wizards and clerics to retrieve it and make use of it. She is cunning and her bag of tricks is bottomless.

Kaladi the Renegade was a Doderan soldier who was captured in 388 F.C. (532 I.R.). After Tharggy won a skirmish with the Doderas, he and the other prisoners of war were escorted to the border and released. Kaladi begged to be allowed to stay because he had fallen in love with the soldier who captured him! The suspicious soldiers returned him to the city, where the shy archer of his alleged affection admitted the truth. They were married the next day.

**Underworld:** Bynarr's thieves are quick, clever robbers who are well aware of the severe penalties the city imposes for violent crimes. Their preferred defense is a quick getaway and their preferred weapon is a rapier wit. The average constable takes bribes to overlook minor offenses as long as the victim is not too upset, but the queen and her officers do not approve of this policy.

The famous Pekalese musician Hyler spends each winter in Bynarr, where he courts the wife of one of the most powerful nobles in the country, Jerl Dornn. Jerl's wife Tiva enjoys the bard's company but has no intentions of falling for his flattery. The three continue this charade in public, but Hyler privately brings information from around the world to the powerful couple. His intimate knowledge of Kalamaran nobility gives him access to information that Lokkur's spies could never reach.

**Interesting Sites:** Tharggy's Tomb is a national monument and all visitors to the capital stop by to see the hero after whom the country is named. The tomb is a large black rectangular edifice 12 feet by 8 feet long with a 4 foot deep pit around it to keep casual visitors at bay. Pilgrims often throw coins into the pit and thousands of copper and silver coins partially fill the pit. From two to seven guards watch the monument at all times to make sure no thieves come to loot either the coins or the fabled magical items supposedly buried with Tharggy.

**Special Notes:** The Queen is eager to end the war with Dodera. Queen Defyn has an outstanding reward of 10,000 gold pieces and a barony for anyone who can return to her the barbarian copy of the treaty signed between Emperor Kolokar of Kalamar and the Fhokki and Deji chieftains at the famous meeting in the Shynako Hills in 74 I.R. The Kalamaran copy was lost centuries ago, during the Time of Great Anguish. But the barbarian copy of the famous "Treaty Between Sovereign Nations" mysteriously disappeared the summer of 385 F.C. (529 I.R.), only months before Dodera invaded the area.

## KINGDOM OF THYBAJ

The country of Thybaj (population 400,000) lies east of Tharggy in the Jendasha and Jorakk River basin. A tribe of Dejy nomads who found the fertile soil ideal for grazing livestock and growing crops originally settled Thybaj. After repelling a wave of Fhokki barbarians, the Thybaj nation lived in relative peace and isolation. The people of Thybaj befriended the elves and halflings of the Fyban Forest and the dwarves and gnomes of the Vrykarr Mountains. The beneficial effects of this were unilaterally evidenced during the Years of Fear, a three-year period of raids by giants and humanoids all along the Vrykarrs and the Jenth Ridges.

Today, a sole monarch, the Shajody or chieftain, rules Thybaj. The position of Shajody is not a hereditary seat; rather, the current Shajody appoints a new Shajody, hopefully before retirement or death of the present chieftain. To insure against a patriarchal system, the new and old Shajody cannot be from the same family. The Shajody's duties include solving disputes, the control and monitoring of trade, dealing with all foreign and domestic matters, training and controlling the military and handling all governmental matters. The current Shajody is Dakary II.

It has become traditional (and necessary) for the Shajody to appoint trusted friends, Dothoki, to handle these affairs. The Shajody merely oversees the work of his appointees. There are hundreds of Dothoki who control all aspects of the government and the judicial system. Although the position of Dothoki is one of prestige, it is an exceedingly difficult and often thankless job as the Shajody claims all of the glory and none of the failures.

The Thybaj basin is an area ideal for agriculture and grazing. The plump sheep and cattle, unfortunately, have a tendency to attract giants and humanoids from the upper Vrykarrs. Thybaj is also rich in mineral wealth. Thus, many miners from the Vrykarrs call Thybaj home.

Humanoids are prevalent in Thybaj, as is religious diversity. The Church of the Life's Fire, the Courts of Justice, the Founder's Creation, the Order of Life, Church of Chance and Temple of Enchantment all have large followings in Thybaj. The House of Scorn, the House of Hunger and Impostors also have many worshippers here. Thybaj merchants often trade with those of Drhokker, Tharggy and Skarrna. They export gemstones, silver ore, copper ore and wool.

Thybaj has a small but well trained army that includes many humanoid contingents. There are some 250 cavalry, 1600 footmen and 500 archers. The town of Dakyno, located where the Jenshyta and Jendasha rivers meet, contains the country's largest marketplace. Here, boats bound for Tharggy must pay a toll based upon the value of their cargo. Ship captains are frequently forced to moor their vessels for the night as they wait for a Dothoki to assess the amount of the toll due.

### SHYTA-THYBAJ, CAPITAL OF THYBAJ

**Population:** 17,200. Dejy originally settled the area, but Fhokki immigrants form a significant part of the heritage of the present inhabitants. A large number of humanoids of all kinds live in the city, excluding only a significant number of elves.

**At a Glance:** It looks like every building in the city is built of stone. Stone walls surround it, squat stone homes line the paved streets, and brick walls ensconce palatial homes of the nobles. Short walls of stone separate open areas such as markets and graveyards, and taller barricades divide Shyta-Thybaj into gated sections.

**Government:** An appointed Dothoki rules the city, and this position carries more importance than nearly any other in the government of Thybaj because a good Dothoki stands a chance of becoming the next Shajody and ruling the country. Dothoki Bajyr currently rules the city and plans to make himself memorable in the eyes of Dakary by generating huge quantities of gold from trade and taxes.

**Economy:** While the main marketplace of Thybaj lies north in Dakyno, Shyta-Thybaj sees considerable trade as well. The area produces a variety of staples, including wool, leather, beef, copper, and iron. Choice trade goods include silver and gemstones, but the dwarves and gnomes of the Vrykarr Mountains ask steep prices for these goods and the people of Thybaj have to compete with the folk of Skarrna and the Reanaaria Bay region, so the silver and gems are rare.

**Military:** The army has an effective mix of human and humanoid troops. The commander is Telerai, an elf who fought Kolokar and later witnessed the peace treaty with Kalamar. Telerai manages to keep the troops working together well and his efforts go a long way toward defeating the work of the House of Scorn. For this reason, Telerai carries a small golden holy symbol of the Peacemaker (two hands clasped in friendship), a personal gift from the High Peace Maker. Ironically, the small army includes no elves.

**Temples:** Most good faiths have temples in tolerant Shyta-Thybaj. While none of these can claim a majority of the people (most of whom migrate from temple to temple with the seasons), the Temple of the Patient Arrow deserves notice because it houses the faith's Huntmaster. Huntmaster Syjem is not very popular with the other clerics, many of whom are senior to him. Since he won the annual competition that determines such things, however, none can deny that he has, according to the rules of the priesthood, earned the title.

**Mages & Sages:** Ashten is an apathetic wizard, but he is noteworthy because he is one of the Dothoki, or government officials that answer to the Shajody Dakary II. Ashten's advice is sound, and he knows the city well enough to make a fair leader. Unfortunately, his laziness prevents him from ever becoming more than an advisor.

**Underworld:** The thieves in the city have no dominant guild, but they do form groups to protect themselves. These groups spend more time fighting each other over territory than stealing, so none of them poses a great threat to the city.

**Interesting Sites:** At one point during its diverse history, Shyta-Thybaj was the site of a granite quarry, so a wide round crater occupies a prominent position in the middle of the city. Now a 4 foot tall wooden fence surrounds the hazard so that people and animals do not inadvertently fall in, but the precaution does not prevent the dumping of murder victims into the pit. Fortunately, these occasions are rare. Monsters are known to live in the pit, especially ottyughs and giant snakes.

**Special Notes:** Only a quarter of a mile northeast of the city a deep trench stands open, providing a danger to those who travel at night.

The Giant's Fall opened up during an earthquake in 344 E.C. (488 I.R.). The gorge is about 600 yards long and about 110 feet deep at its center. Directly in the center of the trench lies the plainly visible skeleton of a giant. The giant was a storm titan, and any valuables have been taken long ago, except for the giant's knowledge. A Speak With Dead ritual that asked about his treasure might reveal the location of his home in the Vrykarrs. This lair contains numerous death traps and piles of gold. His real treasure (and a former point of pride for the evil giant) is a holy sword known as *Kargi Mourn*, thought to be lost when its former owner sank into the Reanaaria Bay on a leaky cog surrounded by pirates.

## LANDS OF TORAKK

The Lands of Torakk (estimated population 112,500) lie west of Lake Jorakk along the Jorakk Mountains and the Rytarr Woods. Families loosely organized to ensure a more successful hunt populate Torakk. These families are known as aronaks. Each aronak governs itself and operates as a distinct unit. Aronaks frequently war with each other over the perceived borders of their hunting territory. Torakk lacks a central government or a supreme ruler. The name 'Torakk' is given to the northern plains and the land along the western shore of Lake Jorakk, north of the Lower Byth River.

Each aronak has its own shaman, although larger aronaks may have two or more. Most aronak groups follow the Way of the Berserk, but the majority of Torakki people are not religious. The Temple of the Patient Arrow, the Church of Night's Beauty, the Order of Life, the Temple of Strife, the Congregation of the Dead and the Thunderer's Temple have small Torakki followings.

The Torakki people are known not only for their hunting skills but also for their hardiness and fearlessness in battle. The harsh conditions in which they live have produced warriors of great strength and prowess. Their hardy physical condition makes them prime targets for Slennish kidnapping raids.

There is a constant struggle for life in the cold wasteland of Torakk. As mentioned, the Theocracy of Slen raids Aronaks for sacrifice victims. The orcs and ogres of the Jorakk Mountains also continually assault the human inhabitants of the area.

### NORR BHARR

**Population:** 1,000 Fhokki humans

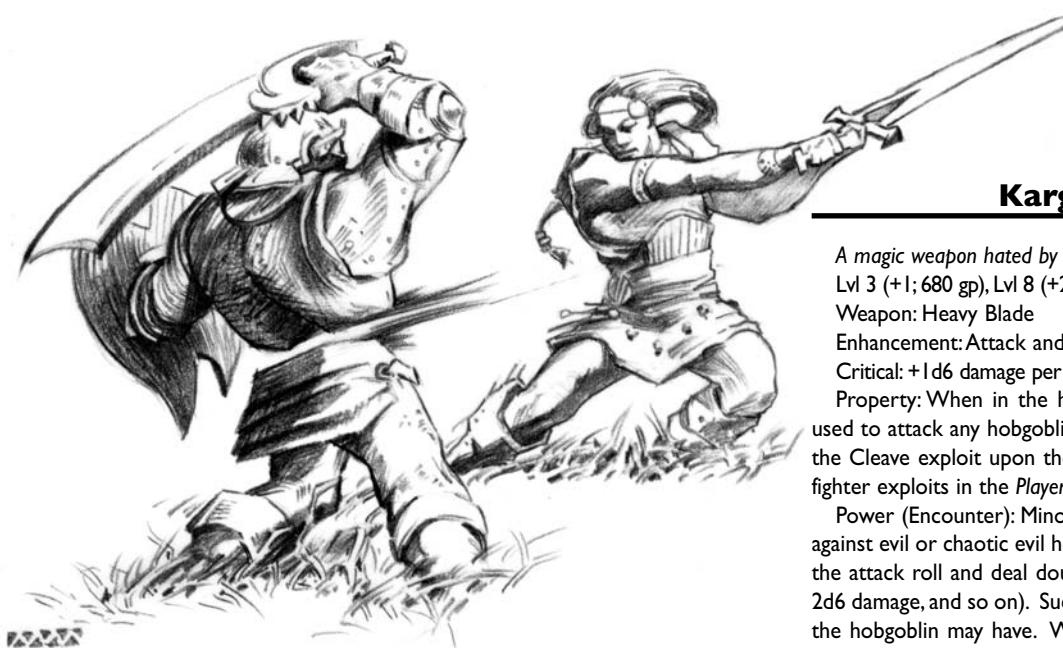
**At a Glance:** Conical buildings of hide stretched over wood make up this rustic village. A twenty-foot wide dry moat surrounds the village except for a flat causeway about ten feet across. Inside the moat, a four-foot rail fence keeps stray animals and children from falling in the moat and impaling themselves on the spikes that protrude from the ground fifteen feet below.

**Government:** The Bharrs are the largest of countless aronaks of the Torakki people. Their leader is a clan patriarch whose words carry great weight but no authority with the other aronaks. Arturr Bharr is very old (over 80), and he now leads battles from the rear. He is likely to be succeeded by his young brother Mantak, who is only 62.

**Economy:** The Bharrs trade furs, flint, and antlers to the dwarves of the Jorakk Mountains for raw iron, then trade the iron ingots and the other items to Narr-Rytarr for worked metal tools, armor, and weapons. They also trade flint to Varmorr in exchange for lungfish from Lake Adesh (a favorite Bharr food), draft animals purchased from Drhokker, and sittik, a poison the people of Varmorr make from a snake venom that both settlements use for hunting.

**Military:** In times of great need, Arturr Bharr may order up to 100 citizens armed with random simple weapons to defend the village. They all wear clothing thick enough to qualify as cloth armor, and about half have actual leather or hide armor. Twenty-five have shields.

If the threat lasts long enough, and is dire enough, Arturr may send a messenger to bring as many of the 3,500 infantry as the combined Torakki can muster. Since the village has no enemies on its borders, Norr Bharr has never needed to resort to such extreme measures.



### Kargi Mourn

*A magic weapon hated by hobgoblins, and prized by paladins.*

Lvl 3 (+1; 680 gp), Lvl 8 (+2; 3,400 gp), Lvl 13 (+3; 17,000 gp)

Weapon: Heavy Blade

Enhancement: Attack and damage rolls

Critical: +1d6 damage per plus, or +1d8 per plus vs hobgoblins

Property: When in the hands of a paladin of The True and used to attack any hobgoblin, the weapon temporarily bestows the Cleave exploit upon the user as an at-will power (see the fighter exploits in the *Player's Handbook*).

Power (Encounter): Minor Action. Attacks with this weapon against evil or chaotic evil hobgoblins gain a +1 power bonus to the attack roll and deal double damage (1d6 damage becomes 2d6 damage, and so on). Such attacks also ignore any resistance the hobgoblin may have. When in the hands of a paladin, this power becomes a property.

**Mages & Sages:** Aside from a young great-grandchild of Arturr, Rastur, Norr Bharr holds no wizards or scholars. Rastur is marginally literate, although he spends each night learning more and more so that he can develop his innate talents as much as possible.

**Underworld:** Norr Bharr has no crime, no secret societies, and no dark secrets. The clan members are all related and their loyalty to each other precludes violence or theft.

**Temples:** A wood and bone shrine to the Battle Rager is the only temple in Norr Bharr. Torakki from across the wastes pray at the temple when they come to Norr Bharr to trade or to fish on Lake Jorakk.

**Interesting Sites:** An underwater cave rests nearly underneath the village below the surface of Lake Jorakk. It used to hold a lost aboleth, far removed from his deep-water home, until Arturr killed it with a bone spear back in his youth (he was 40 at the time). Arturr did not explore the entire cave, but the community uses it as a safe place to store goods and might use it to hide themselves if necessary, since it does have a dry area about 200 feet long.

**Special Notes:** Norr Bharr is typical of countless similar settlements across the Lands of Torakk. Some of the others differ in one significant way: the homes are collapsible and the clans follow migrating caribou, elk, or reindeer.

## DARUK, INDEPENDENT CITY-STATE

**Population:** 11,200. The humans are mixed Fhokki and Deji. One citizen in five is a halfling. Other humanoids are welcome but rare guests. Few choose to live here.

**At a Glance:** The city rests upon a shelf at the foot of the Byth Mountains. The view to the west and south is magnificent, showing the valley of the E'Liral River headwaters and the fields of eastern Paru'Bor. The rise above and east of the city slopes rapidly, climbing toward the sharp peak of Mount Odesh, the southernmost mountain of the chain. The city's stone wall is less than the height of a tall man, as if to keep from impeding the view from those inside.

One of the first things visitors notice is the lack of a river or other obvious supply of water. The city sits over a large aquifer and dozens of wells dot the city. Instead of a grid of blocks divided by roads, Daruk is built in circles around the oldest of these wells. Moving through the labyrinthine roads is a daunting task, and people tend to stay in their own neighborhoods.

**Government:** Daruk is an isolated, independent city between Paru'Bor and O'Par. Duke Dalorak II fends off "offers" by both nations to incorporate his city into their realms. The Duke's family has had to fight for its independence before, and neither Paru'Bor, with its own wars to fight, or weak O'Par wishes to spend valuable resources conquering a city whose people fight so hard to keep so little.

**Economy:** Early in their expansion into the area, the Kalamarans founded Daruk as a mining colony. Kalamarans mining the rich copper veins in the foothills of the Byth Mountains needed an outpost. The copper still provides a reliable income for the Darukans without attracting the attention of a gold or a silver mine. Bet Regor is their largest trading partner; Darukans try to avoid the higher taxes and slower market in Bet Bireli.

Wide rye fields surround the city, and the rye is both a local staple and the largest part of any merchant caravan leaving the city. Foreigners pay good prices for a loaf of Darukan Seed bread, sold out of the largest rye fields northwest of the city.

**Military:** The independent city relies on a standing militia of 90 light footmen and 50 crossbowmen. Being between two stronger nations, the Darukans find that the larger armies north and south of them channel unwanted visitors their way. When they can afford it, they hire a mercenary band to augment their military strength.

The frequency of Daruk's use of mercenary bands—two or three commissions each winter—brings bands here looking for employment throughout the year. These bands are quite willing to accept other commissions when the city does not need them. They include the Black Riders (30 mounted heavy cavalry led by Gortha Redshield, a half-orc), the Shadow of Night (a ranger and his eighteen light infantry), and Barkam's Raiders (twelve to twenty green troops from Paru'Bor and Barkam himself).

**Temples:** The Home Foundation, the Church of Life's Fire, the Church of the Night's Beauty, the Temple of the Three Strengths, the Temple of Enchantment, and the Church of Chance have established temples in the city. The Parish of the Prolific Coin is vital to the community because it operates the copper trade and has close ties to the Golden Alliance.

The Home Foundation, the largest of these faiths, holds frequent activities that bring the community together, such as the raising of a home for a newly wed couple, the extension of a road, or the repair of a section of the city wall. Father Neimon knows nearly everybody in the city, and mobs will come to his rescue if anyone ever threatens him.

**Mages & Sages:** Rural Daruk holds no attraction for scholars and little more for wizards. Enga, an ancient Fhokki, searches Daruk and its environs for information about an unnamed artifact last known to be in the hands of a tribe of evil dwarves. In 542 I.R, the tribe poisoned the aquifer, threatening not only the city of Daruk, but also the entire E'Liral River valley, since the underground source flows into that river. Enga was the sole survivor of the adventuring band that destroyed the dwarves and saved the city.

**Underworld:** The city has a share of pickpockets, burglars and thieves, but the majority of the crime in the area occurs outside the city in the form of banditry and brigandage.

Scoundrels avoiding the governments of several surrounding nations take refuge in the Kabela Downs.

The thieves in the city whisper about a mummified Deji shaman who rose from one of the burial mounds just above the city years ago. The mummy, known as Shimantra, rots flesh and inflicts disease with his touch. He arose after the discovery of a mining cave-in site that had apparently claimed the lives of Deji tribesmen centuries ago. One of the workers, thinking himself unobserved, took a bronze bracelet from one of the skeletons. Shimantra is searching for his wife's favorite piece of jewelry so that her own spirit - now a ghost that haunts the mines - will rest peacefully.

**Interesting Sites:** Five-paned windmills face west-southwest to catch the prevailing winds. While some of these devices operate

mills, others drive pumps to bring the aquifer's water to the surface. Local stories feature the windmills as popular trysting places for young lovers.

**Special Notes:** A noble wizard and alchemist, the knight Likon, operates a tiny shop in the center of town. He sells acids to engravers, makes thunderstones for performers and adventurers, and polishes glass for spyglasses. Late at night, after everyone is in bed, he steals dead bodies from their resting places for the creation of a flesh golem.

Six years ago, Likon discovered an ancient cave in the mountains. The cave entered the lower levels of an abandoned underground dwarven town. One of the rooms was protected by a delicate lock that needs dexterous hands to open, great strength to open the door, and the ability to survive a trap that emits poisonous gas. Likon intends for his golem to open the door so that he can retrieve the treasures he believes it hides.



### Sittik Venom

Sittik is a level 5 poison extracted from the marine snake known by the people along Lake Adesh as the *gif nort* (the "sleepy weed") for its lack of energy.

Each dose has a comparative cost of 250 gp, although the people of Varmorr and Norr Bharr, who alone know the sittik and its venom, have little use for metal coins they can neither consume nor burn for heat.

**Attack:** +8 vs. Fortitude

**Effect:** The target suffers ongoing 5 poison damage and is weakened (save ends both).

### FYMAR, GATEWAY TO THE EAST

**Population:** 5,200. Almost 4500 are mixed Fhokki, Deji and Reanaarese. The remaining 800 or so are humanoids, including half-elves, elves, halflings, and gnomes. The city houses few dwarves.

**At a Glance:** Located in the Narrajy Forest, Fymar is at the northernmost point of the Bay. Fymar's stone wall is thin and could certainly not resist even the crudest of siege engines. It varies from eight to eleven feet in height and holds few guard posts and no catwalk behind it. The guard posts do seem defensible - boasting arrow slits, warning horns, conical roofs, and six to eight alert guards.

Inside, the city shows the typical sturdy Reanaarian architecture, with brick structures side-by-side with masonry homes and businesses. The marketplace sounds muted and subdued compared to others, and certain merchants exhibit animosity toward others. Coins from elsewhere are accepted, but merchants always give change in local coinage. The foreign monies are melted down and recast.

**Government:** Fymar's government is closely modeled after the Fhokki Skryvalkkers to the north and west. They have a hereditary monarchy who goes by the title of atharr, taken from a Fhokki word for warlord. Atharr Heger is a popular leader with the more Fhokki element of the city, although less so with the few pure Reanaarians and the humanoids. He has great vitality and leads an active lifestyle.

The Reanaarian dislike stems from his interest in establishing an overland trade route around the eastern plains and on to Thygasha. The Fhokki who first accepted this venture returned laden with wealth from Deji tribes in the desert. Now the city's merchants have neglected traffic from the Bay, which has provided goods since they first discovered it and the Reanaarians are concerned.

**Economy:** The new change in the direction of trade has the economy in turmoil. Goods formerly common are now in high demand, and their prices are escalating. These goods include textiles from Thybaj, spices and herbs from Zazahni (though Zoa), Drhokkeran chargers, locally hunted deer from the Narrajy and amber. All of these goods are in demand from the Thygashans and Khydoban Desert nomads with whom the Fymar merchants have been trading.

In return, the merchants have brought back a great deal of raw silver, glass and faience, beautiful ceramics (although breakage on the trip makes the prospect risky), and natron.

**Military:** Fymar's militia is spread thin, and adventurers who exhibit the ability to command troops might be asked to stay and help build a larger force. The city claims 180 armed troops trained in fighting together, but at any given time all but 40 are employed as caravan guards or serve on one of the two warships the city keeps at sea to protect its shipping.

Fymar is currently unable to defend itself against a major threat. Even small, unorganized bands of humanoids would inflict much damage against the city in terms of loss of life, property, and business. Captain Bythok is the leader of the militia. He encourages the merchants to hire and train their own guards so that he does not have to protect them with so much of his meager forces. His men on watch have given him disturbing reports lately of orcish drums in the forest and campfires in the far north where they know of no villages.

Bythok is desperate to build Fymar's defenses against what he considers a disaster waiting to happen.

**Temples:** The Parish of the Prolific Coin, never popular in the past, has been rebuilt to accommodate the great number of merchants who have come to give their thanks. The Assembly of Light has a great many followers, and the Founder's Creation has a thriving membership as well. Other temples include the Parish of Love, the Temple of Enchantment, the Conventicle of the Great Tree (located in the nearby forest), the Conventicle of Affliction, and a shrine to the Vicelord.

**Mages & Sages:** Tethen Coldhammer is a wizard who made one trip into the deep desert with a caravan that failed due to losses from severe weather. Tethen brought back a dozen canopic jars that house the life force of an elite guard of troops buried to protect a long-dead emperor in the afterlife. The soldiers are mummies, and they wander the desert in search of their priceless urns.

Haruma the Lonely is a woman of regal bearing who specializes in the study of religious artifacts. She is a member of the Temple of Enchantment and knows her own faith's items better than anyone else.

**Underworld:** The smugglers in Fymar are in chaos. Their established routines are failing as trade is shifting. With their old sources drying up, some are turning to outright theft, while others are widening their activities to include piracy. Fymar's latest addition to the piratical activities on the bay is the Nightmare Sails, a quick and deadly ship crewed by Avol Xearan. Unlike other pirates, Avol does not fear sinking an enemy ship since he has an agreement with a band of sahuagin to recover underwater treasures. While the sahuagin invariably cheat Avol on his shares, he figures that when he gets enough magic, he will invade their lair and get it all back.

Besides the smugglers, Fymar has to endure a thieves' guild of about 30 individuals that work together only by accident. The guild poses little threat to civil peace. Their activities include primarily burglary and pickpocketing.

**Interesting Sites:** Fymar's gates might be weak, but the city's ornamentation is brilliant. New ideas taken from ruins in the Khydoban desert have inspired the local artists. New gates of bronze have been erected at the eastern entrance, covered in pictoglyphs that mimic the ancient writing of the Khydoban, and adorned with colorful drawings of humans and animals engaged in chores both mundane and magical.

Fymar's largest statue is a massive bull of a type no longer living in the area. Herds of bright red bulls whose horns curled tightly in a vertical twist once roamed the plains. Whether disease, hunting, or disaster brought them low, no local knows. The eight foot gold statue near the flower gardens of the Parish of Love is life-sized, however, and the city's butchers often sigh and wish for their return.

**Special Notes:** Tethen also brought back a hacking cough that he attributes to dust from the ancient caves where he found his treasures. He is partially right. The dust did make him ill, but the illness has just begun. In a few months he will waste away and become a wight under the control of the undead emperor.

## NARR-RYTARR, LOST CITY OF THE NORTH

**Population:** 25,000 Fhokki and Deji humans. The city also claims about 1,000 wood elves and at least 2,000 halflings.

**At a Glance:** The young homes, still fresh with the scent of cut wood, the tall people, and the hard-working domestic animals all shout youth and vitality. A tall bronze statue of the semi-mythical hero Jorakk, after whom the area is named, is the most outstanding visible object visitors spot when they enter through the single gate in the six-foot wall around the town. A plaque on the statue's base appeals to the people who follow Jorakk to "Wait not for a path to appear if you wish to journey. Make the path yourself that others may follow."

**Government:** Mayor Tanarr Lorr, elected to a life-long term, is the city's principal government official. He sees as his primary duty the appointment of magistrates, judges, and other officials.

Captain Thalnawr, the senior member of the military, ensures that the merchants who dock at the port pay their taxes, which go almost entirely to wages and to buy equipment for the city-state's small army. A surplus does build up, but the good captain uses it for maintenance to the city's modest wall and a few two-story watchtowers.

The people here are accustomed to their independence. Civil disputes are generally settled by a cleric of the people involved if they are of the same faith, only going before a magistrate as a last resort.

**Economy:** The city was originally founded as a small trading post but has since grown to a respectable size. The city and surrounding forest are home to many lumberjacks, rangers, trappers and furriers. Local trappers, fishermen and woodsmen sell their wares in Narr-Rytarr.

The city sees a moderate trade going through it, from the villages along Lake Jorakk up the Jorakk River and the reverse. Narr-Rytarr taxes these ships steeply, but it also protects them well and buys some of their goods, so the merchants complain only to keep the taxes from increasing further.

Sailors hook huge ice floes from northern Lake Jorakk and pull them to Narr-Rytarr. There they sell them to merchants who transport the ice up river. Nobility in Tharggy and Thybaj are willing to pay exorbitant prices for the refrigeration provided by the ice.

**Military:** The 150 light cavalry loyal to Narr-Rytarr patrols the coast of Lake Jorakk, while the 150 members of the army equipped as heavy infantry march through the woods and the city's streets. Pleas for help from the many villages within their protection keep the army dispersed and only marginally effective. The city also has a small force of hobilar that are effective against the orcs and bugbears of the Rytarr forest.

Narr-Rytarr has a squadron of four warships. It also has a contingent of derelict vessels whose hulls are loaded with rocks. In time of war the sailors may, if necessary, sink the boats in the river's mouth thereby blocking access to enemy ships.

**Temples:** The largest and most influential temple among the local population is the Temple of the Patient Arrow. High Huntress Alentarr is famous for her calmness in a crisis and her ability to see to the heart of any matter. She also serves as one of the city's judges.

Other temples allow worship of Risk, Ill-luck, the Coinmaster, and the Vicelord. The Church of the Night's Beauty is another favorite here, and its followers consider Narr-Rytarr blessed because the brightness of the night sky allows clear identification of the constellations and especially because of the brilliant auroras visible over the lake to the north.

**Mages & Sages:** Wizards are rare and untrusted in Narr-Rytarr. For the first part of its history, life was too short and death too close for any but the most powerful wizards. During this time the Sentinels of the True Way built strong support from the people.

Despite the danger, wizards do come to the area to escape more immediate threats elsewhere, to research in private, or for the same simple reason as other people—the grandeur of the north. These wizards tend to masquerade as common scholars since the illiterate folk of Narr-Rytarr cannot differentiate between a standard tome and a spellbook.

One of these scholars is Amilakar Thoran, an O'Paran native searching for his Fhokki roots. His first major discovery along the shores of Lake Jorakk was a curious icon very similar to those carried by the clerics of the strange fish-people who attacked the city recently. Amilakar has hidden the icon away and does not mention it; he is afraid the creatures might have been trying to recover it and does not want to be blamed for the terror and loss of life the attack caused.

**Underworld:** The Sentinels of the True Way form the largest and most conspicuous criminals. Aside from their activities, crime takes the form of feuds between large families that grow violent and often

last for generations. The city has no organized thieves' guild. Occasionally a group bands together in numbers of a dozen or two, but these bands dissipate upon the capture, death, or departure of the rogue who organized them.

**Interesting Sites:** The presence of a druidic grove west of town is common knowledge. The caretaker of the grove sometimes enters town, usually seeking retribution for destructive acts performed by the Sentinels of the True Way. His threats have become worse with each offense, and on the last occasion he conjured an earth elemental in the center of town to make sure the Sentinels knew this was his last warning.

**Special Notes:** The Rytarr Woods' rich wildlife draws predators of all kinds and these creatures occasionally threaten the city's inhabitants and merchants. The city is thus susceptible to all manner of strange attacks, ranging from mundane wolves, giant spiders, and bears to more exotic bugbears, gnolls, stirges, and troglodytes. Some of the town's rangers, who come to worship on holy days, tell stories about ogres and giants in the denser, older woods to the far east.

Large and alien creatures also come up out of Lake Jorakk. The most recent incursion was a tribe of fish-like humanoids that worshipped a weird lobster-headed creature. Their foul clerics and exotic weapons forced the army to draw back three times, almost to the city walls, before a cavalry sortie drove the creatures back to the sea. Captain Thalnawr immediately warned the regular merchants and sent word out to the villages along the coast.

## SHYFF

**Population:** 7,500. The humans are primarily Deji and Fhokki with definite Reanaarian influence. Gnomes and wood elves live in and around the city in the Narrajj Forest.

**At a Glance:** The city is hard to see from the bay. Instead of wrapping around a harbor in a crescent like most cities, only a few storehouses line the bay. The reason certainly stems from the horrible odor of dead fish that emanates from the sea during the summer months. The rest of the city extends along a wide road leading north away from the bay.

**Government:** The head of the shipwrights' guild selects the mayor of Shyff. Likely mayoral candidates are heads of other guilds, such as the woodcutters' guild or the navigators' guild. The shipbuilders' guild appoints a new guildmaster every nine years and rarely does the mayor not change when a new guild master is appointed.

The current mayor is Dealaan, a Reanaarian who has allowed high inflation to ruin the value of Shyff's coinage, causing many folk to resort to barter, hoarding their coins in hopes of better times. Fortunately, the shipwrights' guildmaster is due to end his own nine-year term soon (in 746 Y.N.D., or 565 I.R.).

**Economy:** The shores of the bay near Shyff produce excellent quality amber. The humans are the principal gatherers of the useful stones and both humans and gnomes use it to make everything from tools to jewelry. Merchants also export it to the rest of the bay area (where it is less common) and to Svimohzia.



*Sentinels of the True Way have an intense hatred of magic and magic items.*



The city was originally a Dejay village, then a mining colony that grew slowly into independence. The tall, straight trees of the Narrajay make perfect masts, and other trees become boats, homes, and furniture for cities along the bay and across the southern parts of the continent. Few craftsmen in the city make these products themselves; they simply sell the lumber.

Ships are the exception to this rule, and any watercraft made in Shyff sells for up to twice the price of a similar vessel from another port. Consider these ships to be masterwork tools that give their bonus to Profession: Sailor. The citizens of Shyff sell these vessels to anyone, but pirates pay extra. Shyff's reputation for outstanding shipbuilding is legendary. Ships over 100 years old bearing her trademark swan emblem still sail as far away as Dowond-Brandel.

Welcome imports include weapons and armor for the militia and Shyff's independent armies, useful metals from the Ka'Asas via the port at Zoa, and precious metals from the Vrykarr. Mayor Dealaan, full of delusions of grandeur (and stinging from a hoard of 5,000 counterfeit gold coins recently) has denounced the value of foreign coins. If visitors wish to purchase anything with coins, the cost is at least double. Barter is always welcome, and Shyffers will accept coins from visitors who prove themselves trustworthy.

**Military:** Shyff maintains a standing army of fifty disciplined infantrymen (chainmail, heavy shield, and spear or halberd), thirty adept crossbowmen (crossbow, leather armor, and rapier), and fifty awkward cavalry (scale mail, scimitar, and light shields). These full-time soldiers patrol the forest as well, keeping it free of dangerous denizens. Shyff's navy (twenty galleons of veteran marines and salty sailors) is the best in the water. In her 100-year plus history, Shyff has never lost a naval battle.

Dealaan scorns the use of mercenary groups. Since his encounters with the House of Knives he has a deep (and deserved) mistrust of hired blades. Despite her excellent navy, Shyff's main threats still come from the relentless pirates that sail Reanaaria Bay.



**Temples:** Besides the Courts of Justice, the Parish of Love, the Temple of the Patient Arrow, the Church of the Silver Mist, the Church of Chance, and the Order of the Passionate One all have temples present in Shyff. The House of Knives is gaining popularity as well, and Dealaan's uninspired law enforcement cannot seem to stop the actions of this evil faith.

**Mages & Sages:** Merr, who proclaims himself the creator of the *frostburn* spell, might be Shyff's most famous resident. The taciturn Fhokki wizard refuses to take pupils, despite being offered large sums of money. Merr follows the Flaymaster but knows not to make his worship public.

Athaga is a charismatic and fastidious young noble of the house of Chay. This noble house has been part of Shyff's history since the beginning, and a tiny but growing faction urges Athaga to displace Dealaan by force of arms and assume his place. Athaga is flattered by their support but politely demurs.

**Underworld:** Dealaan owes the House of Knives a favor for an act taken against a gnomish elder while Dealaan's father was the mayor twenty years ago. Dealaan never dreamed that he would one day be the mayor. Throughout his youth and adulthood, the House of Knives never called in the favor. Recently, they have asked for it: they want Dealaan to marry one of their clerics and legitimize their faith. They have made their petition twice and have hinted that the third request will be delivered to the new baron.

**Interesting Sites:** For excitement, the townsfolk gather around one of several monstrous pits and dump in wagonloads of wood chips, animal dung, and refuse. A few burning brands later, a roaring fire lights up the night for miles. The six pits are deep enough and distant enough from any flammable substances that there is little risk (but not no risk) of a blaze growing out of control. These pits are about 30 feet wide by 10 feet across, 20 feet deep, and no less than 50 feet from any other buildings or trees.

**Special Notes:** Shyff's economic problems and Dealaan's personal trouble promise trouble for any adventurers in the city. He might use them as a scapegoat for the counterfeiting problem in an effort to make himself look good, or he might try to recruit them to sow dissension among the military force of the Courts of Justice. Whatever he does, he will not ignore them.

## TOPOGRAPHY OF THE WILD LANDS

### WOODLANDS

**Fyban Forest:** This wooded valley sheltered from the elements by the sheer Kakidelas is a favorite wintering spot for the Dejay peoples. Numerous elves and halflings occupy the eastern portion of the Fyban. The entire area is dense with game animals and the creeks flowing down from the Counai Heights are laden with fish.

**Khorren Woods:** Slenish raiding parties find this narrow forest of pines as an ideal infiltration route into Shynabyth. Aside from the obvious benefit of cover, the Khorren is more conducive to the small unit tactics of the Slen, than the Shynabyth pikeman phalanxes of King Joto.

**Narrajy Forest:** This narrow forest encircles the northern tip of Reanaaria Bay. Its tall conifers are highly prized by area shipwrights. Several small logging villages and the City-State of Shyff are located on its southern fringe.

**Rokk Woods:** This hardwood forest rings the northern terminus of the Vrykarr Mountains. The Jorakk River flows through these hilly woods. Game is plentiful, as the area is sparsely populated except for a small band of xenophobic elves.

**Ryakk Woods:** This unusually large fold in the Kakapela Hills hosts a large hardwood forest of mysterious temperament. Local clansmen fear entering its bourn after twilight as all sorts of queer things have occurred. Consequently, little is known of its denizens by this gazetteer.

**Rytarr Woods:** This massive forest runs for hundreds of miles encircling the frigid coastline of Lake Jorakk. Although game is plentiful, these birch and pine woods are sparsely inhabited by hunters and trappers. Packs of hungry dire wolves roam this forest in the winter.

## MOUNTAIN RANGES

**Byth Mountains:** Claimed by King Joto of Shynabyth, the Byth Mountains are also home to the dwarven Kingdom of Draska and many deep gnome clans. Draska and Shynabyth are on amicable terms and are currently under a treaty of mutual protection. The primary concern of the dwarves is the raiding Slen berserkers who have proven to be a far more dangerous threat than the orcs they displaced. The dwarves have provided Joto with arms, armor and infantry for battling both Slen and Paru'Bor. A few cowed tribes of humanoids migrated here in the wake of the rise of the Theocracy of Slen, but little has been heard of their activities in recent years.

## DRASKA, THE HIDDEN CITY

**Population:** The city numbers 17,000 mountain dwarves, as well as a couple hundred Fhokki who live among them. These people initially sought refuge from the Slen and have never left. They have adopted the dwarven tongue for their own use and follow dwarven laws and customs. Elves are not welcome.

**At a Glance:** From the outside, little is evident of this dwarven capital except for an occasional stream of smoke from the forges and smelters underneath the mountains. Often as not, the smoke is miles away, diverted by a cunning system of chimneys to conceal the actual mines.

Once inside, the city is cramped by human standards. Earthen passages tend to be larger, but stone rooms are often small and poorly lit. Large fires are illegal (punishable by exile) and loud noises are not very welcome, either, except for the unavoidable banging of hammer on anvil.

**Government:** Draska is a hereditary monarchy. King Norbaren became king in 475 I.R. after the (natural) death of his father during the final days of the Great Mountain Wars. Norbaren made a tentative peace with his elven neighbors despite reluctance from within Draska. The peace has turned out to be crucial to trade, with merchants from Shynabyth bringing less each year and the Dejj Wars disrupting trade with Ek'Gakel.

Norbaren has five sons. Each of the four younger princes acts as ambassador to one of the kingdom's trade partners—the Brindonwood, Bet Regor, Rynoshok, and Betasa. The oldest, Prince Barkandor, acted as ambassador to Rynoshok for several decades before becoming the Chief Magistrate. Barkandor has the admiration of the kingdom's clerics and its allies. He will make a solid leader when his time arrives.

**Economy:** Draska is tied by treaty and trade to Shynabyth. The dwarves export fine arms and armor and import cloth, leather, salt, and a wide variety of foods. One food they do not import is fish, since an underground lake provides them with enough fish to make the dwarves sick of it.

**Military:** The city garrison numbers about 300 infantry (scale mail or plate, and battleaxes) backed by 150 crossbowmen (leather armor, crossbows, and handaxes or daggers). Additionally, a reconnaissance company of 200 pony-mounted cavalry (hide armor, light shield, and mace or war pick) patrols the Hadaf Highlands as far as the Brindonwood with occasional jaunts to Shyta-na-Dobyto to trade their excellent swords for that city's equally fine wine. The garrison is cautious about engaging other units in a pitched battle (due to their scant numbers), but they are fearless in battle and fight aggressively unless obviously outmatched and the opponent shows no sign of retreat.

**Temples:** The Halls of the Valiant, the Home Foundation, and the Church of Life's Fire are the largest and most influential faiths in the city, but all lawful good, neutral good and lawful neutral faiths and their clerics are respected. The Powermaster, the Mule, and Queen Destiny have significant followings as well. The largest single faith is



that of the Swift Sword, led by Rurik Guntern. The chanting from the temple during services echoes in the otherwise silent halls of the city, and workers who cannot or do not attend the service often stop to listen to it.

**Underworld:** Fhokki wizards are rare, but dwarven wizards are rarer, so the Fhokki see arcane magic as one thing they can offer their hosts in return for the safety they have been granted. Several Fhokki apprentice under their senior wizard, Gulli. Gulli is a playful woman who becomes serious only for the hour or two spent each day with her pupils. Her magical talents lie in minor enchantments, potion making, and an uncanny ability to correctly choose what spells she needs in advance.

One dwarven wizard worthy of note, Farstad the Steadfast, applies his talents to defending the kingdom. He creates powerful illusions to hide entrances to the kingdom from the all-too-near Slen. He also plants wards and traps along those routes that the Slennish invaders might take. His greatest service is the use of scrying rituals, which he uses to check pre-established checkpoints along the eastern border to ensure that they have not been compromised or overrun. The dwarves labor to keep his presence a secret from outsiders because his strength lies in his anonymity.

**Underworld:** Dwarves hate thieves, and Draska's strict law forbids a legal guild for their activities. Furthermore, extensive use of maiming and exile as punishment guarantees that thieves are not repeat offenders in Draskan society. Forging letters of credit is a fairly common crime, as is smuggling (especially wine). The kingdom has no restriction against carrying weapons, however, for the dwarves believe that a person should be heavily armed in order to protect himself. Raising a weapon against a dwarf earns long imprisonment or death.

**Interesting Sites:** The tunnels underneath the city proper open up to natural caves that extend for a long trek beneath the surface. Many of these caves are still being carved and the passage of water through them prevents the dwarves from exploring them fully. The Starry Vault is a revered cave with bright crystals embedded on all sides. Draskans consider the Vault under the reflected light of a single candle to be the most beautiful sight on all of Tellene.

**Special Notes:** A dwarven vampire, exiled from his people in life because he openly worshiped the Harvester of Souls, sometimes traps lone miners and explorers far from help. Instead of killing them outright, he captures them and imprisons them in a cage of bones, often with skeletons of missing friends or family in the cage with them. The vampire haunts the lower mines from the shadows and sometimes boldly enters the city proper. He is trying to reach the few others he converted to his evil faith before his exile and bring them to a shrine he has erected in his home deep beneath the surface.

**Counai Heights:** The range of mountains lying between the Vrykarrs and Ka'Asas is known as the Counai Heights. This area is quite dangerous as the native giant population has been augmented by an influx of kindred giants from the Ka'Asa Mountain range following the occupation of the southern peaks by the forces of Kalamar. The affront to giantkind encountered in the Battle of Kadir

Ridge has galvanized the disparate factions into a far more deadly coalition. Giants encountered will be in far larger numbers than usual and many have recently augmented their arms and armor.

**Deshada Mountains:** This narrow range, known for its exceptionally grueling topography, rises from the northern Byth Mountains and runs far northwest into the unexplored arctic tundra. Shadesh Bay abuts its western slopes and is the recipient of plentiful icebergs from a huge glacier known as the Frozen Floe. The Deshadas' twisting valleys shelter many human rogues and renegade humanoid clans. Home to the feared Slennish Temple of Kako-Gyr, the Deshadas have decreased in commercial relevance over the last half century. Though possessing fair amounts of ores, very little mining is performed today.

**Jorakk Mountains:** These windswept mountains lie on the northern fringes of Lake Jorakk. The range is known to have abundant stores of high grade iron ore. The native dwarves rely on traders from Narr-Rytarr to provide them with sundries in exchange for fabricated iron items and refined pigs of steel. Many colonies of orcs and ogres call the Jorakks home and make it a dangerous place for ill-armed parties.

**Kakidela Mountains:** This small northwestern spur of the Ka'Asas gradually tails off into the Shynako Hills. Its peaks form the western edge of a large sheltered valley known as the Fyban Valley. It is of strategic importance to the Kalamaran Empire as its heights anchor the eastern edge of its domain. Consequently, several keeps are located within this range and frequent Kalamaran patrols are encountered. Some number of dwarven refugees and freedom fighters are also thought to be hidden among the Kakidelas.

**Kolokar's Barrier:** See Kalamar

**Vrykarr Mountains:** This broad northern swath of the Ka'Asa range separates the Reanaaria Bay city-states from the Deje steppes. Nestled in its worn alpine peaks are many cozy little valleys wherein one can find gnomes in large numbers. The scattered clans have a loosely organized government of twelve cantons that the gnomes originally formed some 300 years ago to rid the area of unsavory goblinoid inhabitants. The gnomes maintain a tireless vigil to ward off the many giants found in the upper reaches of the Vrykarrs. Occasional humanoid raiding parties are also encountered. Though not abundant in natural wealth, these mountains do yield gold, silver and gems to those who know its secrets.

## HILLS

**Aggar Rise:** These hills stretch from the southernmost source of the Jenshyta River to the Jenth Ridges. Any valuable gems and minerals have long since been removed from these steep hills. However, the southern region has become a refuge for dwarves from the Ka'Asa Mountains fleeing Kalamaran imperialism. The northern region is home to Tharrgy furriers and trappers. The Tharggy town of Shaggar sits comfortably among the slopes.

**Gadra Uplands:** Forming the northern boundary of Shynabyth control, these hills, especially near the Deshada River, have become depopulated as Deje yeomen abandoned their homesteads for fear of the cultists. Heavily-armed Shynabyth patrols are usually the only

humans encountered within ten leagues of the Gadrans. The southern section is still dotted with little farming thorps throughout.

**Hadaf Highlands:** These rugged hills lying between Shadesh Bay and the Deshada-Byth Mountains serve as a summer grazing area for Dejay herdsmen, but are abandoned at the onset of fall. Winter hunger drives foul creatures from their mountain lairs in search of prey, hence, the wise shepherd will be found far from this place until early or even midsummer.

**Jenth Ridges:** Running from the Fyban Forest in the west to the Rokk Woods in the east, these rugged hills flank the Vrykarr valley. Though nominally under Thybaj rule, the humanoids who inhabit this area are self-governing. That portion which is covered by the Fyban Forest is home to a large elven population and a number of halfling villages that dot its perimeter. The ore-laden eastern slopes are home to several gnomish and dwarven communities.

**Kabela Downs:** These grassy knolls form a disputed boundary between Paru'Bor and Shynabyth. The area south of the Renador River is under Prince Ragil's control and forms a vital link from Paru'Bor to the good nations of the east. Were it not for his troubles with the Slen, King Joto would be in a much better condition to challenge the Paruvian cavalry in these hills.

**Kakapela Hills:** These ancient hills form a passable breach between the Byth and Kakidela mountain ranges and have traditionally marked the boundary between the eastern and central areas of the continent. Duke Gadadik I of O'Par is not adverse to travelers crossing his terrain for they often have information of far greater value than the few coppers that might be extorted from them by a hostile patrol. The mineral-poor hills are sparsely populated owing to the widespread feeling of uneasiness which issues forth from the Ryakk Forest.

**Shada Hills:** These cold hills comprise the eastern foothills of the Deshada Mountains and run as far south as the Deshada River. The dreaded Slen now inhabit this area making it less appealing than ever. The Fhokki herdsmen, who used to summer their flocks in these valleys, now give it a wide berth.

**Shyf Hills:** This region of hills lies to the east of the Kabela Downs and is similar to it in nearly all respects. Shynabyth patrols and jealously guards these highlands.

**Shynako Hills:** These ancient hills form a passable breach between the Byth and Kakidela mountain ranges and have traditionally marked the boundary between the eastern and central areas of the continent. The mineral-poor hills are sparsely populated due to a subtle, yet omnipresent, feeling of apprehension that issues forth from the Ryakk Woods.

## WETLANDS

**Kannej Swamp:** As the Shyf River flows across the Dejay plains, it gradually meanders into the vast marshy plain of Kannej. A summer haven for waterfowl, Fhokki and Dejay hunters and trappers frequent this locale. Humanoid inhabitants have long since been driven from this place by the northern tribesmen.

## DESERTS

**Khydoban Desert:** See Reanaaria Bay

## BODIES OF WATER

**Lake Adesh:** This murky lake rests atop the Kannej Swamp. Seldom more than a fathom or two in depth, the lake is dotted with countless islets.

**Lake Jorakk:** The pristine waters of this gigantic lake abound with huge game fish and the occasional giant gar. Vessels that ply these waters are as rugged and seaworthy as their ocean faring sisters for storms on Lake Jorakk nearly rival ocean gales. Few commercial vessels sail upon this inland sea as the environs are sparsely populated.

**Reanaaria Bay:** See Reanaaria Bay

## RIVERS

**Deshada River:** This river joins the Upper Byth River as it flows to Lake Adesh.

**Jendasha River:** The Jendasha drains most of the Fhokki plains. Its broad waters are slow moving but navigable from the Jorakk River to the city of Dakyno at the junction with the Jenshyta.

**Jenshyta River:** A significant tributary of the Jendasha River, the Jenshyta has its headwaters high in the Kakidela mountain range. Small river craft are able to navigate its waters nearly as far as the Tharggy capital of Bynarr.

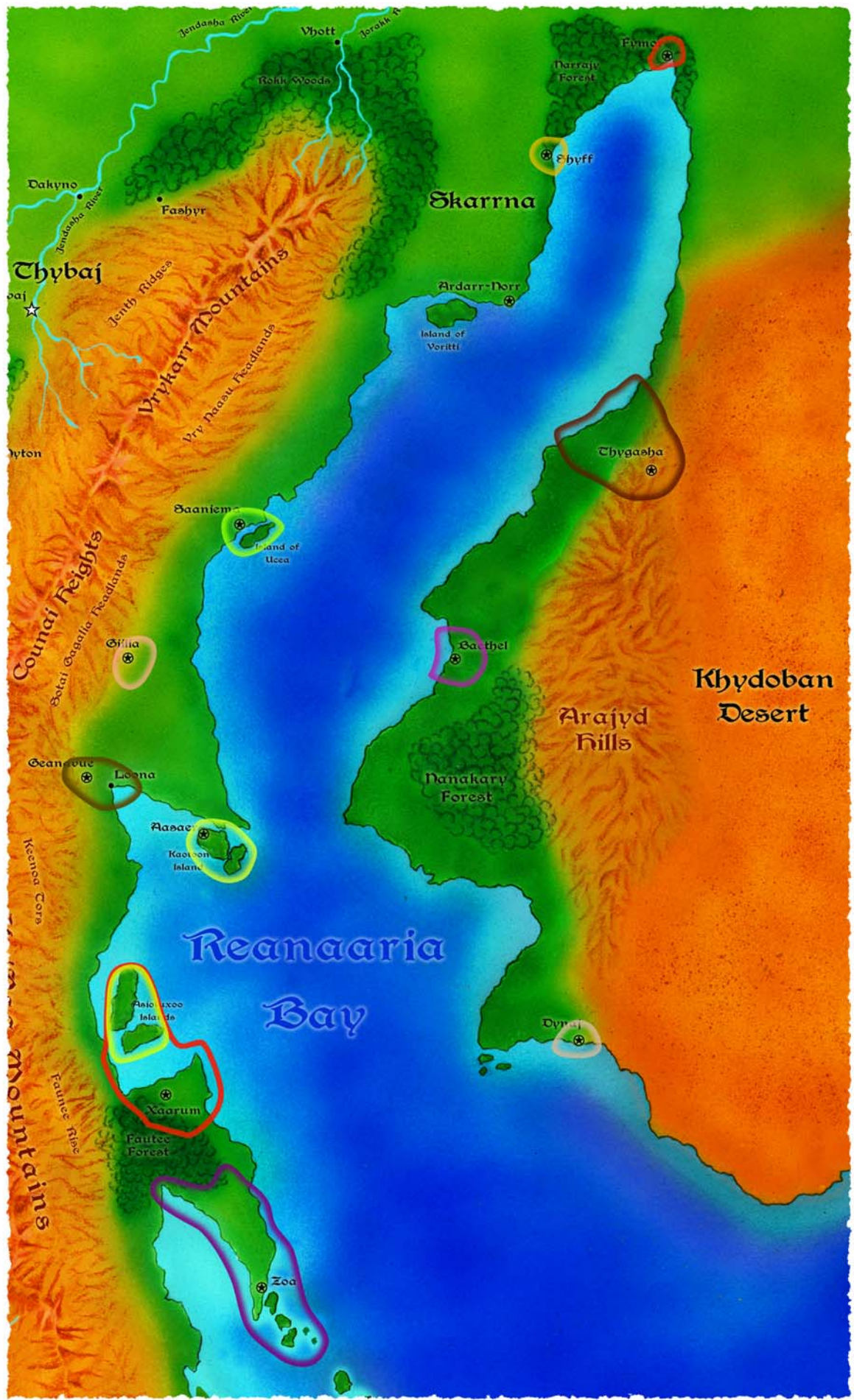
**Jorakk River:** A swift-moving river, the Jorakk's icy waters stem from a glacier high in the Vrykarrs. The river is tumultuous and impossible to navigate until it descends to the plains. Several of the largest Drhokker towns line its banks as it is the center of commerce for the Drhokker people.

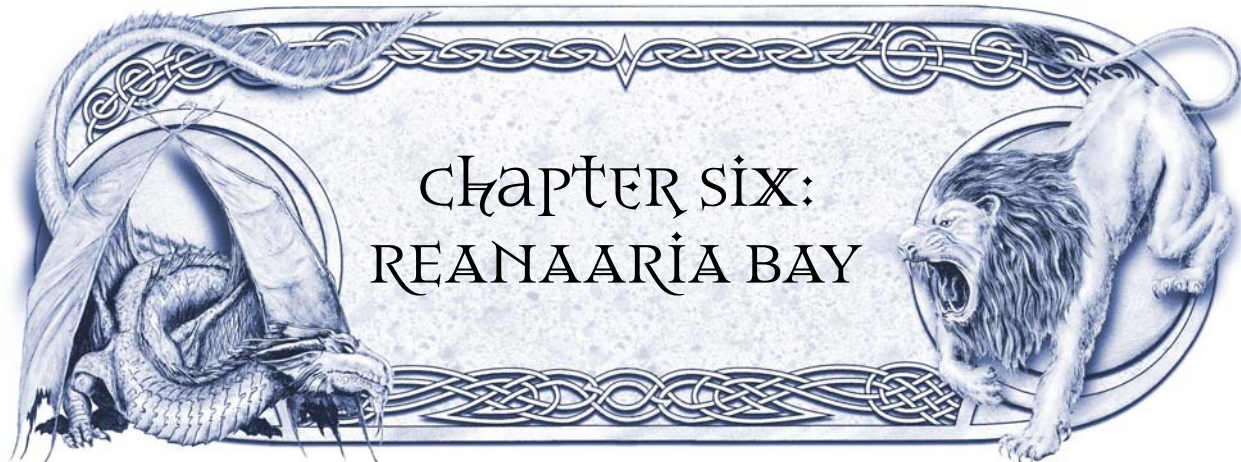
**Kylban River:** This swift-flowing tributary to the Shyf originates in the Byth Mountains and runs directly through the city of Rynoshok. Plentiful trout and salmon make this river a fisher's delight. Unfortunately for the intrepid fishermen, myriad species of bear, including brown and dire, hunt the Kylban and its tributaries as well. The inhabitants of Rynoshok pollute this river quite severely, but the Kylban cleans itself a few miles east of the city.

**Lower Byth River:** This languid outlet of Lake Adesh is navigable by barges its entire length, a score of leagues, to its terminus at Lake Jorakk.

**Shyf River:** The Shyf is a meandering river that winds its way down from the Shyf Hills to the Kannej Swamp. Travelers may easily ford the Shyf throughout most of its length.

**Upper Byth River:** The principal inlet to Lake Adesh, this river originates from a spring high in the Byth Mountains. The Slen do not venture farther south than its banks, save to raid and war with Shynabyth.





## CHAPTER SIX: REANAARIA BAY

Centuries ago, the ancestors of the modern Reanaarians were mere hunters and gatherers, following the wild game migrations across the land. Soon, groups of gnolls and ogres began to prey on, and then assault, them. The Reanaarians fled, eventually finding themselves stuck between the now-impassable mountains and the harsh, rocky seacoast of Reanaaria Bay. Here, they lived in relative seclusion, save for their encounters with a small tribe of gnomes from the mountains to the north, who taught them the basics of tier farming and irrigation, and a mysterious seafaring race of elves, who gave the knowledge of shipbuilding, sailing and stellar navigation, before moving on.

The Reanaarians became great sailors and eventually colonized much of the bay area. Today, the colonies are small city-states, each governed by a single ruler or king. The land holds little strategic value, and peace usually dominates the area. (The northern regions are an exception in that they have some agricultural and strategic value and thus are subject to invasion.)

Trade is king in Reanaaria Bay, and racial and religious tolerance is quite high. Gnomes and halflings are quite common here, and dwarves come down from the mountains and trade gems and metals for lumber, clothing and food. Elves and half-elves are less common, and hobgoblins rare.

### A DETAILED HISTORY OF REANAARIA BAY

Many years ago, the ancestors of the today's human bay dwellers were a tribe of hunters who followed the migration of wild game. Eventually, groups of gnolls and ogres moved into the area and began to prey upon the peaceful Reanaarians. When the humanoid felt strong enough, they launched an all-out assault.

The Reanaarians fled the lowlands of what is now modern day Kalamar and traveled up the slopes of the P'Rorul Peaks. For weeks, the monsters pursued, feasting upon the fallen. They forced the harried Reanaarians into a pass through the mountains. Finally, the Reanaarese rear guard caused an avalanche to cut off the humanoid pursuit. The Reanaarian tribes found themselves stuck between the now-impassable mountains and the harsh, rocky seacoast of Reanaaria Bay.

The Reanaarians adapted to their new home by learning to fish the many small streams with nets. They also learned to build rafts and small watercraft to navigate the streams and shallow coastal waters.

They supplemented their seafood diet with meat from the sheep and goats that inhabited the rocky hills of the eastern P'Roruls.

The Reanaarians lived in relative seclusion until they encountered a small tribe of gnomes living in the mountains to the north. The gnomes taught the Reanaarians the art of tier farming and helped them develop an irrigation system to grow crops along the mountain-side. The gnomes designed many varieties of outlandish watercraft to help the Reanaarians navigate the deeper waters of the Bay. These contraptions typically sank on their maiden voyage.

Life continued uninterrupted until a group of elves who were sailing the world stopped at the curious little coastal city. The Reanaarians were amazed at what they saw—a massive, multi-sail vessel, manned by strange peoples. The elves, touched by these simple good-hearted folk, taught them the arts of shipbuilding, sailing and stellar navigation. The Reanaarians were already adept small craft sailors and learned quickly. After a short (by elven standards) 25-year visit, the elves left to continue on their worldly travels. They left behind a great deal of knowledge and many half-elves, too.

The Reanaarians became great sailors and eventually colonized much of the bay area. Their only setbacks were huge sea monsters that swallowed up smaller ships, and giant squids or armies of sea-humanoids that assaulted the larger ships. The Reanaarians soon constructed massive war ships armed with ballistae and manned with marines. They reinforced the hulls of these battleships to absorb massive blows from below the surface. These ships were bulky and slow, but they could better handle the denizens of the sea and were soon the ships-of-choice of merchants. Extensive trading took place between the numerous colonies.

The waterborne trade soon encountered a new threat - pirates. These Reanaarese pirates had streamlined sailing vessels, which could catch and assault the large, lumbering trade ships that were built to stop attacks from below the surface, not above. The pirates populated many of the small offshore islands in the bay.

When the unsuspecting elves first returned to the bay area, they assumed the pirates were peaceful. This made it particularly easy for the pirates to board the elven vessels and take the crew completely by surprise. Because the elves had more wealth on board, they soon became favorite targets for the pirates. As the news of pirates spread,

the elves rarely visited the area, and those that did were often able to play the role of the sheep and turn the tables on the unsuspecting pirates.

Today, the colonies are small city-states. Each city is governed by a single ruler or king. The kings were originally tribal leaders or successful merchants, the latter with dwarves coming down from the mountains and trading gems and metals for lumber, clothing and food. The land holds little strategic value, so peace usually dominates the area. The northern regions are an exception in that they have some agricultural and strategic value and thus are subject to invasion. Most of the violence takes the form of disputes between the various kings. The majority of cities ally with two or three of the neighboring towns and villages and band together in times of danger.

## AASAER, CITY OF PIRATES

**Population:** 6,700

**At a Glance:** Aasaer is a pock on the face of the bay that sits on the northwest side of Kaotoon Island. Seedy taverns litter every corner, murder victims rot in the alleys, and prostitutes crowd the doorways. Despite its cosmetic flaws, gold flows freely in the streets, and nearly everyone can guess the value of a gem by eye.

**Government:** The infamous pirate Aasaer, after whom this port is named, appointed his most faithful lieutenant to rule the city. "Most faithful", however, does not guarantee "best," and Thastt, the gentle Fhokki bard, died at the hands of an assassin within three months.

The city now answers to ruffians in the guise of soldiers and their leader, a vicious cutthroat named Pacuam. His aggressiveness and blunt manner make him an effective, if unloved, leader. The city has undoubtedly prospered in the six years of his rule.

**Economy:** The city has no laws to protect consumers or citizens. At its core, it is a market for stolen and looted goods. Lots of small ports share this distinction, but Aasaer also has a core of dedicated hog ranches, hemp farms, and alfalfa crops. These sources provide food and reliable trade throughout the year. It is a rare year that all three products fail.

**Military:** The city's defenses center on the mobility and seamanship of its troops. Pacuam's so-called soldiers are 200 rogues and warriors with little training but much enthusiasm, especially when the odds favor them strongly. Their experience and the availability of a variety of weapons makes them fearsome against numerically inferior enemies.

The soldiers wear leather or hide armor and use a hodgepodge of weapons. Many of them use rapiers in battle, but others use longswords, scimitars, or even falchions. Their commander is Hagee, a half-elven native of Shyff.

Hagee is a diligent captain whose mind keeps track of all of the variables that come into play in a large battle. While not imaginative, he never falls for a simple trick, and he rarely makes an error.

**Temples:** Aasaer is not really dead. He feared retribution for his crimes at the hands of the nearby Zoan navy (and one particular



*Aasaer is a haven for pirates of all classes.*

captain with a grudge), so he changed his name to Rolon and lives in a monastery operated by the Church of Everlasting Hope. Ironically, he raided this same monastery several times as a pirate.

The Order of Agony, the House of Knives, the Temple of Strife, the Home Foundation, the Temple of the Three Strengths and the Way of the Berserk operate thriving temples. The clerics generate more income from wealthy patrons who desire spells than from tithes, since the people of Aasaer even cheat their favored church. The temples are different from other bastions of faith in that each is a veritable fortress. While they might cater to the pirates and thieves, no cleric has any illusions about the sanctity of his place of worship.

People widely believe that the Imposters operate one of the other faiths here, but nobody agrees which one it is. The Imposters actually impersonate a magical society, claiming to be wizards seeking the fabled Twin Eggs of the Wyvern, lost in the Bay by elven refugees fleeing the Great Mountain Wars in 657 Y.N.D. (476 I.R.).

**Mages & Sages:** Kaino the Peaceful leads the monastery where Aasaer hides. Kaino's reputation for his skill at the spear is legendary among the pirates, who claim that Kaino once slew every man on board a ship while his leg was chained to a mast. Once free of distraction, Kaino freed himself and sank the ship, swimming the six miles to land. Kaino is a renowned philosopher and has written several books about his observations of human and humanoid life.

Zinomha the Ancient, a wrinkled crone from rural Meznamish, came to the bay to seek first hand information on sea monsters. She owns at least a dozen bestiaries describing these creatures, complete with drawings, maps, and descriptions. For the right fee (ranging from 20 gp to over 5,000 gp), she will sell one of her books to interested parties. The accuracy and completeness of the book varies with the cost. For the minimum fee, a character can buy a thin book full of stories and rumors; the *Voyages of Captain Solok* is better suited to traveling bards than monster hunters. At the other end of the scale is her own work of recent years, *Deep Trouble*, that describes dozens of aquatic threats from eels to sharks to sahuagin and more.

**Underworld:** Besides the universal pirate presence, the renegade assassin Zelmos, a Zazahni expatriate is hiding in exile in the city. Banished from his home for planning to kill a duke, Zelmos is fortunate that the authorities never discovered his intentions to kill six other dukes and leave one in position to bid for the elusive kingship! Zelmos leads a band of ten toughs who act as a sort of mercenary gang, collecting debts, intimidating merchants, and performing other strong-arm activities. Despite the danger, he has been itching for a bigger, more exciting job and is thinking about moving to O'Par.

Crime in Aasaer is a daily activity and the government makes little attempt to hinder it. The official policy is to make sure that Pacuam and his soldiers are the least likely targets for crime. Punishment, when it occurs, is quick and lethal.

**Interesting Sites:** Aasaer boasts a long stone pier that extends into the bay. The city has no natural harbor, but its pier can handle the most massive of ships. The pier bears several warehouses, the home of the laborers' guild, an inn (the Mermaid's Kiss), and a lower level where fishermen trap crabs and fish for flounder.

The Twisted Lovers are two ancient trees that wrap around each other. A popular bard's song says that they were two lovers who were turned into trees by the Pure One when they spurned each other over a minor squabble. Once embraced, the two now try to grow as far apart as they can from each other. In reality, they are simply trees.

**Special Notes:** The Twin Eggs of the Wyvern do exist; the Imposters wanted a real and believable goal for their facade. Their actual purpose is the implication of the House of Knives in the murder of a priest of the Temple of Three Strengths. A successful implication would cause chaos in both faiths and allow the Imposters to sneak members into both temples as well.

The Twin Eggs lie in the frigid depths of the bay, about 100 miles northeast of the Asiotuxoo Islands ("Butterfly Islands" in Merchant's Tongue). A tiny carrock overfull of elves heading toward the unknown continent to the east with their sole treasure foundered in a storm and sank. Thirteen wraiths haunt the boat's wreck and keep both natural predators and treasure-seekers away. The band's leader, Elborn, is now a ghost who does not combat intruders. Instead, he challenges them to a test of faith that a cleric of the Temple of Enchantment would pass (as would any other character who could make a Religion Knowledge check at DC 30). Answering the question correctly earns the right to take the eggs and the dissolution of all fourteen undead.

The Twin Eggs are also known to the elves as the Daughters of Diadolai and hold no creatures inside. They are opened by an arcane ritual no longer known on Tellene and give the opener great knowledge, wisdom, and power by transforming him into an immortal.

## BAETHEL

**Population:** 7,500. Almost half are Reanaarese and Deji humans, an equal number (3600) are gnomes, and elves make up the remainder.

**At a Glance:** The city is obviously home to both gnomes and humans, and the architecture is unique in that most buildings have two entrances of different sizes, and chairs to different scales and two different levels of windows. Citizens ride small horses and ponies through the streets and open fields; the only crowded area is the busy marketplace.

The city is constantly windy and the breeze carries a heavy salt taste from the bay. Shortly after dawn, a light wind stirs up and stays in effect. In the afternoon and early evening, the wind is typically very brisk, dying down only well after dark. The rainy season brings storms almost daily.

**Government:** Despite the human population, the city's government has always remained a simple gnomish monarchy. Prince Jebim rules with the assistance of seven advisors appointed from among gnomish elders. His oldest son, Naaman, serves as his chief advisor. The two are very close and Jebim's other four sons are expected to serve on the council upon Jebim's assumption to the crown.

**Economy:** The farmers of the area bring barley, radishes, leafy vegetables like cabbage, tomatoes, and walnuts to the market. The citizens trade in coin or in worked goods like carts, wagons, furniture, and wind-up toys of excellent make.



**Military:** The larger humans have been an important part of the Baethelite military from their first meeting, when the Reanaarians helped the gnomes defend their city against an orc army. The army consists of under 200 humans in brigandine armor with spears and scimitars and mounted on warhorses. For closer support, the city relies on 80 gnomish heavy footmen in plate and light shield, with war pick and mace.

The army's overall commander is Caralle, a gnomish woman who sits on Jebim's council. She's too old to take to the field herself, but her knowledge of the local geography, her speedy messengers, and her tactical experience make her an excellent leader from the rear.

**Temples:** Baethel's temples, like the rest of the city, do not discriminate by racial lines. Clerics might be of any race and most faiths are chaotic in alignment. The Church of the Life's Fire is popular, the Theater of the Arts is large and diverse in its following, the Church of the Silver Mist has many followers, and the Church of the Night's Beauty owns a beautiful building over five stories in height with flowering gardens on the roof of the first level and open windows on all higher levels.

**Mages & Sages:** Low-level mages are fairly common in Baethel, common enough that they have formed a loose organization not quite worthy of being called a guild. Nine wizards call themselves the Alliance of Might. The Alliance has two purposes. First, they share ideas and even spells to protect themselves against the Baethelite burglars. Secondly, and more importantly, they provide support for the militia, preferably well distant of the action.

**Underworld:** The thieves' guild battles bitterly against the locksmith's guild at night. Baethel's burglars are the best lockpickers in the world, and the city's smiths struggle to build locks that cannot be picked or broken. The result is a supernatural talent among the city's rogues and the best locks found on Tellene.

Because of the intense competition, foreign thieves are often stymied by the Baethelite merchants and their tough locks. Those who succeed in removing the locks often fall to cunning traps or fail to open the next lock on the door. Because they pose little threat to the welfare of the guild, Baethel's thieves' guild has no policy whatsoever concerning freelancers. The guild's leader is currently an elf named Emaethelia who is searching for another way to win the battle with the locksmiths, preferably by magic. A Knock ritual a day, he claims, keeps the constable away.

**Interesting Sites:** The Sixteen Tombs are the resting places for the gnomish nobility. They are elaborate stone mausoleums that lie near the center of the city. While the first eight or ten generations lie above ground in thick stone sarcophagi, more recent additions are buried underneath the ground level in spiraling chambers that extend, in some cases, eighty feet below the surface. Intrusion is not appreciated; trespassers are executed without question.

**Special Notes:** Baethel was a frontier town for a gnomish nation established long before the Reanaarians first crossed the mountains. As the closest town to the new residents, it was a natural destination for those most eager to meet the gnomes. Treaties were signed, trade was established, and the city's gnomish homogeneity was lost to a thorough mix of humans and later to elves as well.

**Population:** 4,000 humans of primarily Dejay blood.

**At a Glance:** Humanoids walk the streets with impunity, but they are few. Gnome or halfling visitors with Nanakary accents are just as rare. Giant stone buildings tower above the city, where people live and work in their shadow. The people of Dynaj ignore these monstrosities, paying them no heed.

A crumbling stone wall encircles the city. Iron gates to the west and north stand open, with creeping vines showing their disuse. A warm fog creeps inland from the Sea of the Dead. The folk of Dynaj do not welcome it; the fog means that soon a ship of some kind will wreck, sink, or simply lose its passengers without a trace. They call the fog Gythali or "Shroud" for good reason.

**Government:** A council consisting of the head of each of the five clans runs the city-state whose ancestors originally settled the area. While two of the clans are sympathetic with the evil to the east, one clan adheres to the goal of one day turning the city into a bastion of good.

Presently, one council seat is open, having been vacated when its holder died of an accidental overdose of poison. Believing he was building up an immunity, Thekney Osh ingested a fatal level of poison that built up over the last seven years.

**Economy:** Dynaj is the nearest safe harbor for ships damaged in the whirlpools of the Sea of the Dead, which makes it attractive for mariners seeking to collect salvage rights and captains in need of repair as well. Despite the need, the city's docks are barely adequate for the job. The shipwrights are mediocre, barely able to service a large seafaring ship. Many Reanaarian captains prefer to trust to fate over letting a Dynaj wright repair their ships.

Valuable exports include gold mined from the broken Khydoban Desert, beer (served at almost every table at every meal), their unique faience money (a glass piece worth 5 gp), and medicinal herbs taken from the hardy desert plants. The city imports foods, wines, and silver, which is always in short supply. Fine cloth is a valued commodity, but it is more common as a smuggled item than an honest import because of steep entry taxes on foreign cloth.

**Military:** The city's military numbers approximately 100 heavy footmen (chainmail armor, morningstar, and heavy shields) that patrol the city walls. The council feels no need for a large standing army, since most rulers are afraid to threaten Dynaj. The superstitious humanoid tribes to the northeast do not cause any trouble within the city itself, but they do harass the outlying farms and ranches. Actions against orcs and kobolds provide the army with most of its activity.

**Temples:** The Dynaji tolerate all religions. Because of this tolerance, many evil religions flourish here. The Congregation of the Dead has the largest temple in Dynaj. High Harvester Semantoth led the faith for eleven years before his death and for the six years since his death as well. His now-undead status is alternatively admired and feared by the populace. Semantoth has forced the council to allow the Congregation of the Dead to preside over all funerals in the city, a concession the other priesthoods despise.

Field Leader Anferset of the Church of the Life's Fire openly disobeys this order, despite three arrests that resulted in a heavy fine, a lashing, and the loss of one hand. Anferset is desperate to change the law or find some way around it. He is very afraid of dying if he should be caught again, and he is also afraid of whatever hidden reason Semantoth has for wanting the law in effect.

**Mages & Sages:** Dynaj used to have a strong community of warlocks, but the warlocks have dwindled over the past several generations. Sages speculate that whatever trait that allows people to use arcane magic is disappearing, and they cannot explain why.

Now the city's principal spellcaster is Senchet Amon, a clear-headed man with great interest in maps, especially of the deep desert. The council suspects him of being in contact with the rumored city of undead in the Khydoban. So far, he has not caused any harm within the city, so they take no action against him.

**Underworld:** Dynaj's greatest crime is grave robbing. The tombs of wealthy kings and nobles fill the ground, waiting for rediscovery and plunder. Despite clever concealment, thick stone tombs, and deadly traps, rogues penetrate the tombs with alarming efficiency.

Horrific punishments await the successful, but the thieves cannot resist the lure of gold.

The city's sole thieves' guild avoids the tombs. While not above buying stolen items, the guild members prefer the easier marks of foreign merchants, priests, and careless nobles. Guildmaster Kentat served on the council for two years before he was discovered to be secretly wed to the only female council member. Since Dynaj's law prevents husband and wife or other relations from serving on the council together, Kentat resigned (and stepped down as head of his clan). He accepted the post of Guildmaster instead of asking his wife to abandon her position after eighteen years of public service. Curiously, this position holds a great deal of prestige because the Guildmaster is not allowed to steal; he supervises the stealing of others.

**Interesting Sites:** Dynaj is replete with interesting sites. First, the city-state's domain is riddled with canals to serve the arid farmlands. The grid of canals means that short footbridges are also frequent. To the east, where the city's domain extends into the desert, the break between living dirt and dead ground is abrupt. A visitor might see a family of shirtless men working in a barley field only 20 feet from a hyena's desiccated skeleton.

The Congregation of the Dead's influence is visible in the architecture and layout of the city. Homes have altars where people make sacrifices to the spirits of the dead. Some sacrifices are an appeal for wisdom, love, or health; others are appeasements to angry spirits. The buildings include multi-story mausoleums, where the living preserve the dead in great reverence. Nobles and powerful merchants can afford interment in gilt sarcophagi, buried among the treasures of their life. Council members lie in fine linens, buried with slaves, animals, coins, and magical items. The oldest of these monuments are step pyramids over a hundred feet tall that are visible from miles away.

**Special Notes:** What makes this community such a frighteningly unique place is the abundance of undead found in the Khydoban Desert, which is aptly nick-named the Dead Lands. This unusual distinction makes the city a haven for unsavory individuals seeking to interact or do business with Dynaj's unholy neighbors. Desperate generals occasionally visit Dynaj, seeking to hire undead mercenaries.

It is rumored that somewhere in the Dead Lands lies an entire country populated with undead and ruled by a lich lord. Although these rumors are unsubstantiated, certain merchants head east from Dynaj with full cargoes and return with empty wagons and pockets lined with gold.



## CITY-STATE OF GEANAVUE

**Population:** 8,400, a thorough mixture of humans, dwarves, gnomes, and half-elves, in that order. The people are Reanaarians, although some of the dwarves have come from as far away as Kalamar and the Young Kingdoms. A few of the dwarves are refugees from Irontop.

**At a Glance:** Castle Geana is one of the crafted marvels of Tellene. The massive stone castle is built of marble blocks that weigh up to thirty tons each. Furthermore, the striations in the stones match their neighbors, and the stones are magically or skillfully placed so closely together that it appears to have been carved from a single block. The entryway, itself a masterpiece unrivaled by men, is a testament to the skill of the stone giant artisans that made it. An arch 24 feet high, with intricate carvings of many natural animals and monsters—but no humans or humanoids—towers over visitors.

Other than the castle, most buildings are of light-colored or white-washed wood. The people are friendly and welcome strangers, although they prefer that those who wish to trade do so at Loona, the dockside town of 2,200 through which all of Geanavue's trade moves.

**Government:** Lord Haar of the House of Geana rules the city, as he has done since Y.N.D. 716 (535 I.R.). Lord Haar's son Mearo has been sent to Zoa as an ambassador to negotiate lower port taxes. When he returns, Haar intends to have his son study law with a private tutor for a year or two; then he intends to abdicate. Lord Haar is over 60 and is more than ready to retire as long as no major evil threatens his city-state. While the city is not large, dozens of villages look to Haar and Geanavue as role models, and Haar is not about to let his son assume the reins of power until he is ready.

**Economy:** The economy bustles to the tune of hammers, chisels, and sanding papers. Giants from the Counais, dwarves, and gnomes make items of basalt, marble, obsidian, jet, and small semi-precious stones such as malachite, beryl, and tourmaline. The locals raise sheep, goats and pigs for food and clothing; their surplus provides the giants with the same. Additionally, Geanavue is one of the few places on Tellene where prospective buyers may find clocks or devices operated by clockwork.

**Military:** The military of Geanavue includes just under 300 sturdy gnomish crossbowmen in leather cuirasses, mounted humans and half-elves armed with spear and longbow, and 40 dwarven footmen with chainmail, axe, and shield. They share duties with a band of eight to ten earth giants (seemingly made of stone!), armed only with throwing boulders and stone clubs. The giant chieftain, called Poat by the people of Geanavue, is also a devout follower of The Bear and has gained many converts among the area's gnomes.

Principal enemies include fire giants from the Sotai Gagalia Headlands and a recent rash of attendant creatures - salamanders, especially. The dwarves from the region bring back stories of a hydra, or possibly even a primordial hydra, that has taken up residence in one of the mountains. Rumor says that an efreet lord named Sultar has joined the fire giants into an alliance of over 300 strong by promising revenge against Kalamar for Kabori's traitorous actions at Kadir Ridge.

**Temples:** The city is under the near-total influence of the House of Solace. Its High Peace Maker, a dwarf named Khazuk, advocates total peace, even at the expense of one's own life. This philosophy epitomizes the Pacifist sect's view. The dwarf has done much work for the city and since his goals closely coincide with Lord Haar's, Khazuk has become quite important in the city.

On the other hand, his influence has resulted in a conversion of many of the dwarves that used to make up the infantry arm of the military; the number has halved in the past few years alone. An increase in the number of crossbowmen has helped to compensate, but the two troop types serve different purposes, and the countryside is beginning to feel the loss as the fire giants wander more freely.

**Mages & Sages:** The city has few wizards. Jandy, a female gnome con artist, sometimes distributes some fool's gold or sells magical items imbued with minor enchantments at outrageous prices. She has an outstanding reward (100 gold pieces) and posters paper the city, but nobody really ever knows what she looks like, so the posters do no good.

**Underworld:** Rogues looking for an easy mark often hope that Geanavue is the place to be. The city's reputation for pacifism is well-known, and thieves hope that the feeling extends to the law enforcement arm as well.

They are wrong.

The police are eager to keep the peace and they are quite proactive. They do not hesitate to approach strangers and introduce themselves, then offer a quiet warning about which taverns to avoid, or which merchants might try to rip off the newcomers. Constables are armed only with stout clubs, but they wear cloth armor and travel in patrols of six to ten, so they do not fear a lone thief or even a small gang.

With the thieves and the constables both so eager, crime is omnipresent, but on a low scale. A character might have his pocket picked, but the thief will not be back again, and the character is probably safe for the duration of his stay (unless it is an extended one).

**Interesting Sites:** Besides large-scale construction and artistically rendered stonework, the city has a reputation for fine clockwork devices. Amidst all the stone stands a five-story wooden tower (rising from a stone base, of course). The uppermost story of the tower contains a giant clock on all four faces. The clock tower, while it advertises the skills of the Engineers' Guild, belongs to a wizard named Feseera Lorot. Feseera is also known for his skunk familiar and the fireworks shows he displays on Arrival Day (the 6th of Mustering, a holiday that celebrates the first sighting of the Bay by explorers crossing the Ka'Asas).

**Special Notes:** Lord Haar has one great fear that he would like to resolve soon. The sack of Irontop struck too close to home for him, and he fears Kalamaran expansion beyond the Ka'Asas. Attacking Zoa would invite retribution from the many powers that rely on Zoa for trade, making Geanavue a likely target should Kalamar expand into the region. Haar fields dozens of spies endeavoring to learn if this scenario is an imminent threat.

## GIILIA, CITY OF BATS

**Population:** 7,100 Reanaarians. The population is growing smaller rather than larger due to deaths and a lack of people moving to the city.

**At a Glance:** Giilia's citizens are a somber and unhappy lot. They have mixed feelings toward strangers. On one hand, they fear that which they do not know. On the other, they fear that a reprieve from their situation will not come from within.

**Government:** Giilia answers to the absolute rule of its ruler for the last 200 years, an elven vampire known only as Esmaran. Esmaran does not intend to concede power. The city's next ruler will have to wrest power from her by force.

**Economy:** Esmaran discourages Giilia's citizens from trading with outsiders. They are self-sufficient during most years, but winter can be harsh and citizens might have to resort to theft to keep from starving. The bandits in the Headlands make ranching a challenging task, so meat is hard to come by. Most Giilians eat cabbages, leeks, and the almonds that grown naturally north and west of the city.

**Military:** The city has no formal militia. For keeping the peace (such as it is) and protecting from humanoid or monster attack, Esmaran relies on three dozen ghouls and their six elite leaders. Once a month, Esmaran makes a public ritual out of slaying a person (preferably a stranger), draining his body of blood and feeding him to the ghouls.

**Temples:** Esmaran's sole concession to benign rule is that she allows free worship by her subjects. The homely temples house ardent worshipers of the Halls of the Valiant, the Courts of Justice, the Assembly of Light, and the House of Solace. These priests minister with a mixture of hope and fear; hope for improvement and fear that if they come too close to achieving success that Esmaran will have them eaten by ghouls.

Considered by his peers to be the most likely candidate for ghoulish food is Protector Navadaal of the Halls of the Valiant. Since his advancement within the faith depends on battling evil, he must sooner or later come to odds directly with Esmaran. He has also been secretly sending out calls for paladins to come to his city, but Esmaran knows about these calls and has already captured and killed most of these errant heroes as soon as they approached his demesne.

**Mages & Sages:** Esmaran has long since slain all wizards in the city. Sages are few and might publicly announce the study of noble subjects like history, the planes, or mathematics, but all are knowledgeable in the lore of undead. The amateur necromancers hope that their knowledge might bring about the permanent demise of their oppressor and her minions.

**Underworld:** Giilia has a literal underworld. The untiring ghouls have dug miles of tunnels through the earth. Deep underground lie monstrous ghouls at the heart of the labyrinth, constantly hungry and immensely powerful. The largest of these beasts, Uggurath, has a mighty stench (with an aura 6) and a bite that has severed many victims in half. Esmaran is able to use his weakest servants as henchmen in return for the occasional life captured for Uggurath's play. The abyssal ghoulish leader's greatest pleasure is to hold a wriggling victim while Esmaran casts fear spells on it, as if the very real terror is not horrible enough.

**Interesting Sites:** A cave complex just over a mile west of the city holds one of the largest colonies of bats on Tellene. Sixteen million bats live in a huge underground cavern system that has yet to be fully explored by anyone, even the dwarves. Giilian myth says that mind flayers live in the deepest part of the complex, but the people of Giilia do not like to spread the rumor. They have enough monsters of their own without making up stories about others.

**Special Notes:** Besides the immediate need for heroes to destroy the undead villains in the city, the area is ripe for adventurers. The bats draw a wide range of predators. The caves themselves could be home to nearly anything the DM wants to put in there, and the Sotai Gagalia Headlands have a reputation for being the stomping grounds for tribes of goblins and bugbears.



### Lamellar (Light Armor)

*Lamellar armor consists of metal strips against a backing of leather or padded cloth. This medium armor protects well without hindering movement as much as some heavier armors. Lamellar is even airy enough to be worn in hot climates longer than chainmail or other all-metal armors.*

Armor Bonus: +5

Min. Enhancement Bonus: -

Check: -1

Speed: -1

Price: 40 gp

Weight: 30 lb.

Armor Proficiency: These classes are automatically proficient with lamellar armor: cleric, fighter, paladin and warlord.

#### Armor Proficiency (Lamellar) Feat

Prerequisites: Str 13, Con 13, training with leather armor

Benefit: You receive training with lamellar armor.

## SAANIEMA

**Population:** 4,800 Reanaarian humans and 200 half-elves and elves.

**At a Glance:** The town of Saaniema is dwarfed by the massive stonework foundation on the Island of Ucea to the east. The shadows of towering unfinished stoneworks and crumbling walls cloak Saaniema in the early morning before the sun climbs over the ruins.

The people are friendly enough in a condescending way. They are proud of their brief pass in front of the eyes of the world and Saaniema's widely recognized name (see Special Notes, below). Strangers and their coins are always welcome, although the young men test braggarts with challenges to wrestling matches, and rudeness from foreigners is not tolerated.

**Government:** Saaniema's government for a time was a Zoan-imposed martial law, and then a republic, with the initial leaders chosen from farmers and ranchers around the city. These leaders wrote a charter for government and presented it to the Zoan military governor, who approved it and withdrew his troops.

The government is an assembly of landowners, artisans and merchants who form the real power behind a weak count. Count Eilan has tried to gain a power base by donating to the temples, hiring a weak mercenary force (the eighteen-man strong Ox-jaw Company), and negotiating trade agreements with Aasaer and Irontop. The Assembly vetoed the trade agreement with Irontop because they fear Kalamaran expansion, and Eilan's other plans suffer from limited funding, since the Count's lands are barely self-sufficient.

**Economy:** Saaniema, like hundreds of Reanaarese cities, derives most of its food and resources from the bay. Local crops include rye, wheat, and weevily cotton. Husbandmen raise ponies, scrawny goats, chickens and foul-tempered hogs (domesticated only recently). The city's "cash crop" is shrimp, which they haul in during late spring, summer, and early fall. During cooler months, hungry sea monsters make voyages to the shrimps' richest feeding grounds too dangerous. During the right months, a lucky shrimper might earn enough to feed his family for years. An unlucky shrimper might feed a family of sea lions for minutes.

**Military:** Although their force of soldiers was disbanded after the attempt at empire, Saaniema's militia force retains a number of elven commanders with combat experience. In fact, nearly its entire officers corps is elven or half-elven. These leaders draw upon decades of experience to train Saaniema's troops to a high degree.

The army includes 90 heavy footmen (chainmail, shield, and longsword), 80 archers (hide armor, longbow, shortsword), and 30 skirmishers (leather armor, shortsword, and handaxe) who are also trained as marines. The Saaniema navy includes a single castoff Zoan trader named "Maelstrom." The clunky coaster is haunted by the spirit of its first captain, who piloted the ship for 24 years, until he was killed in a mutiny in the Sea of the Dead. Captain Anhdel privately makes his presence known to each new captain and offers his considerable assistance (Religion Knowledge skill at +16, Monster Knowledge +11, History Knowledge +14) if the captain is of good alignment.

**Temples:** The Temple of Armed Conflict holds a prestigious position in the city, and its cleric, Major Baenar is an important man in the city. His kennels of trained war dogs are highly esteemed, and his riding skill is second to none (at least none locally).

Keeper of Harmony Tuuhoor Meamon recently returned from her faith's required year-long mission of peace. The ungrateful natives of the Obakasek Jungle gouged out her eyes when she announced that she was leaving. Somehow she managed to return to Saaniema and continues to lead her faith.



### Mother of Pearls

This level 4+ magic weapon has a marbled or pearly pattern to the blade, and an ivory handle and pommel fashioned in the shape of a squid.

Lvl 4 (+1; 840 gp), Lvl 9 (+2; 4,200 gp), Lvl 14 (+3; 21,000 gp)

Lvl 19 (+4; 105,000 gp), Lvl 24 (+5; 525,000 gp)

Weapon: Light Blade or Heavy Blade

Enhancement: Attack and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus against aquatic creatures

Property: The bearer gains a +2 item bonus on Athletics (Swim) checks, Monster Knowledge checks regarding aquatic creatures, and other Knowledge checks regarding sailing and items from the sea. The weapon must be worn to receive the skill bonuses, but need not be unsheathed or grasped in the hand.

Power (Daily): Minor Action. The wielder's next attack with this weapon against aquatic creatures, if made before the end of his turn, receives a +10 power bonus on the attack roll. This attack also ignores any resistance an aquatic creature may have.

Lesser temples include the Face of the Free, the Fraternal Order of Aptitude, the Church of Chance, and the Congregation of the Dead. The Congregation of the Dead follows Malefactor Paar Hamion, a bitter person who hates women of all races.

**Mages & Sages:** Invar is an eccentric gnome and gem cutter who lives to search for valuable gems. He spends three seasons out of the year polishing stones in Saaniema and spends the other alone or among kin in the Counai Heights. His spells deal with metals and minerals, especially jewels.

Aacuna the Outsider is less selective in his use of the elements. Known also as Aacuna the Summoner, he calls upon elementals of all types. He claims to have enchanted the famous blade *Mother of Pearls* by using his own blood as a component of the spell.

**Underworld:** The Trollslayers claim descent from a company by that name that achieved great deeds. They number only fifteen, but the senior members of this band are determined to regain the glory Saaniema once saw. So far, they include several important militia leaders, two merchants, and a collection of armorers and smiths. Despite their lofty goals, they have divisive leadership and no specific methods of attaining their goal.

Meanwhile, the Trollslayers stir up trouble just on general principles, thinking that anything that undermines the current government might present an opportunity to improve their position. They indulge in arson, vandalism, and other crimes against property. They do not wish to attract anger by hurting people of their own town, but they might mug outsiders if they think they can do so with impunity.

**Interesting Sites:** The rocky Island of Ucea harbors no undead among its ruins, but it does house several dangerous predators. Giant scorpions, dire rats, otyughs, and ochre jellies make it a dangerous place to tread. Despite the hazards, adventurers sometimes search there, either for the relatively “safe” challenge or (for those in the know) looking for a collection of armor, shield, and spear belonging to Bezian’s chief general, the dread Abuono (see below).

**Special Notes:** Saaniema is the last bastion of a brief empire, the only such militaristic expansion in recorded history on this coast of the bay. In 430 YND (249 IR), at the height of pirate activity, a wizard named Bezian created several unique spells for the purpose of driving them out. Inspired, several local towns agreed to pool their militias under Bezian’s leadership to defeat the pirates.

Bezian and the combined soldiers were wildly successful. Filled with the taste of power, Bezian asked the soldiers to pledge loyalty to him, established a huge fortress on the Island of Ucea and began dominating the towns around him by force. After two years of campaigning, a storm giant squashed his army and the empire collapsed into the fragmented villages the area has always supported.

## THYGASHA, CITY OF HOPE, CITY OF DREAMS

**Population:** 35,600 humans with few humanoids. The people are mainly Deji, with a little Reanaarian blood mixed in. A handful of Fhokki from up north and a few Reanaarians relocated from across the Bay also call Thygasha home. Few pure Reanaarians live here.

**At a Glance:** Six gates break the thick stone wall around the city, leading to numerous villages in the Arajyd Hills, the city-state of

Dynaj, east into the Khydoban Desert and north to the Wild Lands. Roads from the gates lead inward to a large common area and a huge market in the center of the city. The Church of the Silver Mist oversees this activity from a magnificent domed structure.

**Government:** Prince Shyja, a descendant of the original Deji leader who founded the city, clearly shows his heritage. The prince often leads parades clad in desert garb and showing off his impressive riding skill. While not historically true (the Reanaarians brought the horses to Thygasha, not the Deji), the folk of Thygasha love these shows and patriotism runs high during the parades.

The Prince has had bad luck with his appointees (they keep getting into scandals or being killed by the scoundrels they associate with), but his personal skill at finances is admirable. Thus far, it has helped the city through the last few years, when corrupt government officials threatened to scare away foreign merchants with their demands for bribes and their threats. Despite his knowledge and shrewd business acumen, his weakness for Shyta wine and fine horses sometimes clouds his judgement during deals. Anyone negotiating with the Prince would be wise to bring gifts of one or both.

**Economy:** Countless shepherds and farmers inhabit the surrounding lands under Prince Shyja’s control. They provide the city’s residents with food and wool. While exported textiles are fair, the precious Silver Sand is the city’s mainstay. Aside from an assortment of religions that consider the substance sacred, warlocks, philosophers, and the affluent purchase it. The Silver Sands sell throughout the Bay area and through Zoa to the rest of the world.

Thygasha also has numerous taverns, inns, restaurants, guides, and other accouterments of a tourist site. These businesses thrive on the hundreds of pilgrims and others who visit the city each year.

**Military:** The city maintains a standing army of 350 infantry (hide armor, spears, and bows), and 350 light cavalry (leather armor, shield, and spear). The cavalry screens the city by making regular patrols around the roughly 150-mile perimeter of the city’s influence, while the footmen stay in or near the city walls.

The cavalry commander is Count Dashy, a handsome young Deji known among his warriors for a lightning fast blade (actually a +2 *duelist’s scimitar*) and among the rural maidens for his irresistible smile. Among the kobolds in the eastern Arajyd Hills, Dashy is known as the “Spear of Thaaajaak,” ever since a kobold bard once saw four of his companions impaled on the end of the count’s spear.

**Temples:** The current Keeper of the Mist, an old man named Rozhan, rarely makes public appearances anymore. He is famous for requesting (and receiving) a special high level spell beyond his normal capabilities that allowed him to remove fear for 24 hours in those he touched. A quick trip through the market allowed him to bestow this protection on thousands of folks who slept peacefully that night, thereby thwarting his arch-enemies, the Temple of Sleepless Nights. Now, Kirsan the Mist Walker manages the logistical needs and daily business of the temple in place of the ancient Rozhan.

Kirsan has been hiring mercenaries and adventurers to both protect against and raid the Temple of Sleepless Nights.

The Assembly of Light is a large stone building near the center of Thygasha. Its two-story walls encompass a large open air courtyard

where the Order of Light holds services. The rector of the Cathedral is an elderly man named Khali who holds the rank of Torch within the Order of Light. The lesser members of the Order oversee the organization of the local Dark Watch, a night watch that assists the Prince's troops with nighttime law enforcement.

The Temple of Sleepless Nights, led by a Reanaarian named Xaanu, claims to have discovered the secrets of the sands. They say their temple was founded by the Deji Jyjan. Jyjan's Day (the 14th of Renewal) is an official city holiday, and local legend seems to bear the claim out. Xaanu is presently trying to use the claim to gain a monopoly on the use and sale of the Silver Sand. The Temple itself is hidden by powerful illusions.

The city also boasts temples to the Inevitable Order of Time (led by Prophet Farad), a token following of the Rotlord, and an outdoors shrine to the Traveler that is frequented primarily by desert nomads. Most other religions have a minor shrine or altar dedicated somewhere in or near the metropolis.

**Mages & Sages:** Thygasha has seen the recent creation of a new kind of warlock, one who draws his power from his dreams. This school of magic is being pioneered by Dvistani of Vhott, who claims to have learned spells in his sleep. He also claims that a night of pleasant dreams makes his spells more powerful, while nightmares reduce their strength.

Baarat the Sage lives in a nondescript home within Old Town and creates maps of the area for steep fees. Shagra the Seer looks like a bad side show, but she is actually a sage who specializes in Thygashan history, culture, and dreaming.

**Underworld:** Thugs of any race might find work in the service of one of the feuding temples. Those of proper inclination might also serve as assassins or legbreakers for one of three crimelords in the city. The thieves' guild is nominally operated by these three working in concert. In reality, they use it as a recruiting house for their own activities. Several con men work the market as well. Scams include planting gilt coins on strangers and accusing them of fraud or selling sickly camels that appear healthy because of minor illusions.

**Interesting Sites:** Several abandoned and haunted mines, farms and homesteads exist in the area. These places typically carry legends of unspeakable terrors or monsters, each scarier than the next. No trouble seems to come of them and most Thygashans question the veracity of the rumors; parents of misbehaving children typically use stories of these areas to scare their children into proper behavior.

**Special Notes:** The city is a mecca for both the Masters of Dread and the Dream Weavers. The Prophets also considers Thygasha a holy place. Thousands of pilgrims visit the city each year.

The Masters of Dread and the Dream Weavers have recently had several confrontations. Some of which have culminated in battle in the streets. Several innocent bystanders and many city guards have been slain. This open hostility has had a detrimental effect on trade. The Prince is reportedly stepping up efforts to control the violence. He maintains that the outbreaks are isolated and the streets of Thygasha are as safe as ever.

**Population:** 4,400 Reanaarians and 1,000 each of halflings and gnomes.

**At a Glance:** The city appears dirty and impoverished. Trees grow right against the limestone walls, even extending their branches over homes inside. Four gates stand open at all times, except in dire emergencies.

**Government:** Government in Xaarum is a monarchy reinforced by a council with liberal and expansive powers. Duke Emearer claims the entire Fautee Forest and the plains for 50 miles. The Council is a group of five barons of only slightly less wealth and power than the Duke. Together, they prevent Emearer from making major changes, while they also compete against each other. The end result is that no social or legal changes have occurred since the Charter of Zoa in Y.N.D. 524 (343 I.R.) created the council.

**Economy:** Fautee truffles, also known as flattops, are a preferred commodity at the market in Zoa. They store well, they sell for high prices, and they are welcome in ports across Tellene.

Besides this unique commodity, Xaarum produces fine reeded musical instruments, fruits, and leather. They import workable metals from the Ka'Asas, a variety of creature comforts, and precious metals from the Vrykarrs.

**Military:** A token militia of 50 men in brigandine armor with spears defends the city, augmented by 30 halfling skirmishers (slings, short swords, and cloth armor), and 25 gnomish archers (armed with crossbows and maces, and wearing hide armor with light shields).

**Temples:** The Halls of the Valiant, the Home Foundation, the Parish of Love, the Theater of the Arts, the Church of the Silver Mist, and the Assembly of the Four Corners are the largest faiths Xaarum. The Theater of the Arts owns a large outdoor arena where plays take place on clear nights. The Home Foundation, led by Mother Roalee, boasts the largest temple and most numerous worshipers in the city. Roalee's seven junior priests show an amazing ability to urge town-folk to work together to accomplish difficult tasks.

**Mages & Sages:** Voolain is a gnome who does not bother to prepare her spells. Instead, soon after rising, she continues her life's work of creating and implementing a system of musical notation and of cataloging as many songs as she can find. Being neighbor to a songstress like Miazaar is helpful, but her specialty is the music of the native humanoids in the Fautee.

**Underworld:** Noorum spent the last ten years convincing the scattered freelancers in Xaarum that if they band together, they will be richer, safer, and work less hard. So far, none of them has had reason to complain. Noorum asks for no percentage and rules his little guild alone. Instead of taking money from his band of thieves, Noorum relies on their reports to identify the choicest targets in town for himself.

**Interesting Sites:** Miazaar owns (but does not operate) her own tavern, the Dwarf's Load Inn, where she appears as the nightly entertainment. Travelers often reminisce that her voice is the thing they remember best about a visit to Xaarum. Miazaar has received invita-

tions to sing at numerous capitals around the world, but she is content to croon to her guests in secluded Xaarum.

**Special Notes:** Xaarum also claims the Asiotuxoo Islands ("Butterfly Islands" in Merchant's Tongue), the twin islands that sit northeast of the Faunee Rise. The islands are effectively independent, however, and resist Xaarum's claim of government by ignoring it. Still, they sell their wares here in Xaarum. These goods include coconuts, gentle Asiomiats or Butterfly ponies, and exotic talking birds. Wizards adore the birds as familiars (especially white and blue cockatiels) and pay up to 150 gold pieces each for them.

## ZOA

**Population:** 49,400 Primarily Reanaarians with about 3,000 recent dwarven and gnomish refugees. Other inhabitants include elves, half-elves, halflings (about 2,000 of each) and a sprinkling of human merchants of various races from other seafaring nations in Tellene.

**At a Glance:** The city is known for its large, airy wooden buildings. Even most dwarves bow to local custom; they too live in spacious homes with many rooms and wide open windows. The temperate weather allows for shutterless windows in most seasons, with a thin

sealskin curtain (seals live on the islands south of the Zoan peninsula) pulled across the window during the rare summer rains.

**Government:** A council of twelve elders elected by the city's landowners to a life-long term of office rule Zoa. They are elected singly, chosen from any educated citizen who wishes to run for the office. Currently, there are three half-elves, an elf, a dwarf, a gnome and six Reanaarians (three are women) serving on the council. It should be noted that humanoids are rarely elected to sit on the council, however, their long life spans make it seem like they are elected often.

Of the dozen, the elf known as Werlen holds by far the most power. He has been on the council for 200 years and has guided the city-state from a peaceful bayside village of timbers to one of the richest places on the planet. Until the council can convene to come to any permanent decision, his word stands as the initial law on any subject, from military activity to foreign policy. Fortunately, his main concern is making sure the city is able to fend off attacks by humanoids (now rare along the bay), pirates, or monsters. Currently, the city has a treaty of mutual military aid with the surrounding towns and humanoid clans.



A common example of open architecture in the Reanaaria Bay area.



**Economy:** Zoa holds the busiest market on Tellene. Farmers, herdsmen, and craftsmen from the dozens of small villages along the coast of the Reanaarian Bay meet merchants from as far as Svimohzia and Kalamar here. Additionally, elves hailing from strange, far away lands alien to Tellene occasionally come to trade exotic goods.

Zoa exports shiploads of lumber culled from the Fautee Forest and chests full of gems such as emeralds, bloodstones, or lapis lazuli taken from the Ka'Asas. Textiles, silver, and sometimes gold leave the port year-round.

Because it produces surpluses of all of its own basic needs, Zoa imports exotic luxuries and oddities not available for hundreds of miles. Strange live animals, intricate spell components, rare spices, and powerful perfumes arrive on foreign ships. The port assaults the senses with screeching animals, brilliant cloths and the pungent odors of sailors and marines from around the world.

Recently there has been an enormous influx of dwarven and gnomish refugees. The humanoid have flooded the market with finely crafted weapons, armor and jewelry. There is growing animosity between the city's long-time merchant guilds and these new craftsmen who charge outlandishly low prices. Thus far the council has kept the peace, but unless the outsiders leave soon the situation may change for the worse.

**Military:** Zoa's military force of 400 infantry (mostly gnome crossbowmen and sturdy dwarven soldiers) ranges from the coast to the borders of Xaarum, defending the nearly continuous train of merchants that attracts desperate bandits.

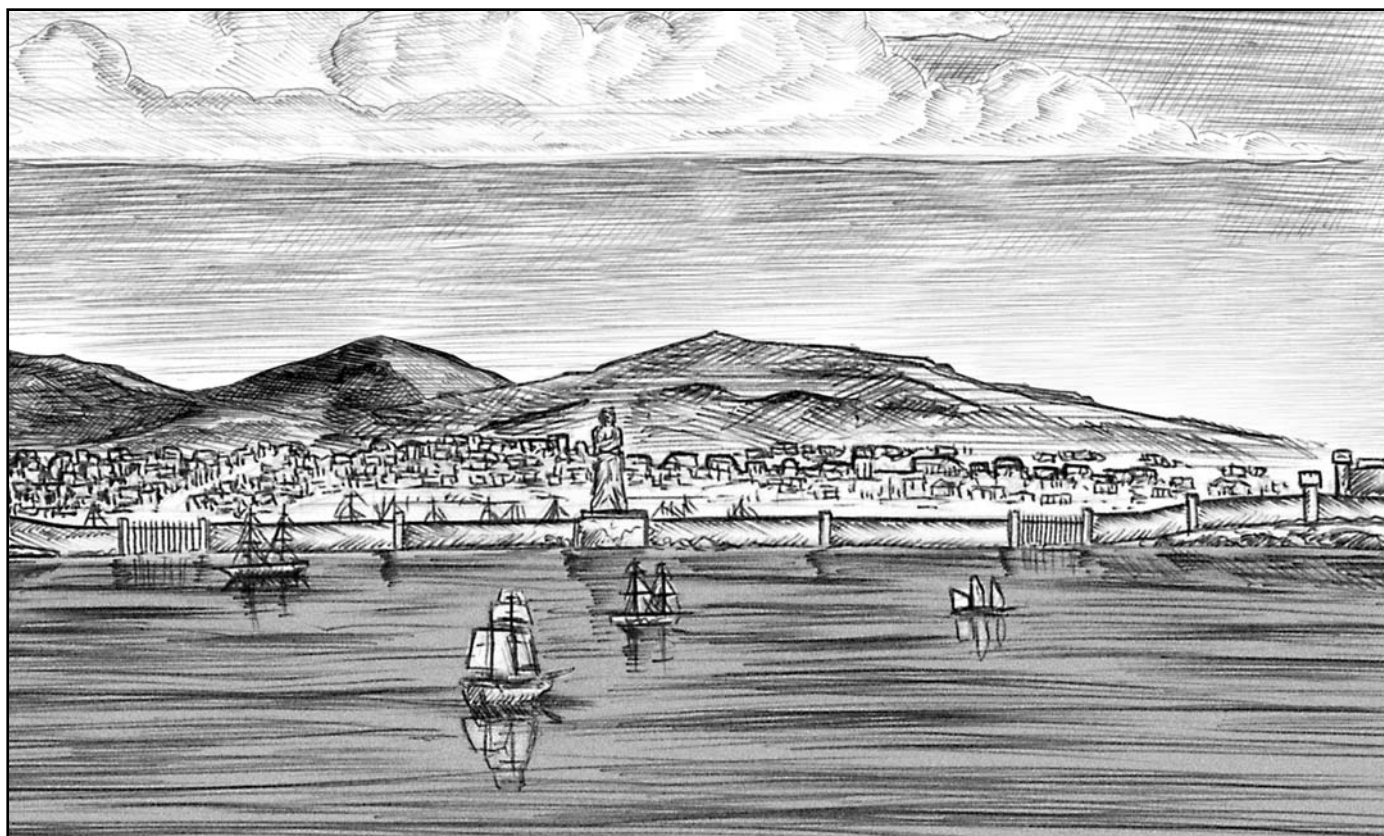
Recently, an uprising in the "small town" - where gnomes and dwarves live and work - has caused the council to post a small garrison

smack in the middle of the humanoid center of Zoa. Instead of quelling the unrest, the garrison has created a focus for their anger. The dissatisfaction of the dwarves and gnomes was due to an edict (put forth by Werlen) that placed pricing standards on weapons and armor; these standards worked to smother the high-quality, low-cost arms the superior humanoid smiths were producing. The humanoids rose in arms against the Smith's Guild, which they felt (correctly) was behind the new law.

A contingent of 100 cavalry supports the garrison. This division of the city-state's formerly tightly-knit group of cavalry weakens the mounted raids against the small bands of humanoids (mostly bugbears and ogre families) that dot the peninsula. Therefore, the bands have been moving about more frequently and the outlying farmers say that a couple of the bands have joined together into larger, bolder groups.

The Zoan navy of two dozen ships keeps about three-quarters of its force at sea at any one time. An even dozen patrol the nearby waters, while three roam north all the way up to Shyff and another trio heads south and east into the Sea of the Dead. The newest of these ships is captained by Liamar Bloodsword, a fierce warrior and natural seaman. Liamar's galleon is a new design. Its lines have been reworked, allowing for less sail (and thus less speed), but its forecastle holds a monstrous ballista that he calls "the erne's beak." The thing fires man-sized bolts that can split a coracle in half or doom a galley to a new dock among the rays and flounders.

**Temples:** Visitors expect the Parish of the Prolific Coin to be the largest temple in this cosmopolitan city, but the old temple sits sedately except on worship days. Then it houses a great many



Zoa, as seen from Reanaaria Bay.

worshippers, but the faith is not as popular as it could be. Administrator Neila Tarealeon holds views on money that other Profiteers find dangerously close to heresy. Neila believes that the earning of money is not as important as the spending. "What is profit that sits in a bank? Better for profit to be spent on strong ale, beautiful women, and works of art."

The Home Foundation, the Assembly of Light, the Parish of Love, the Temple of the Stars, the Theater of the Arts, and the Order of the Passionate One are the most common faiths in the city. Because of the large number of visitors from around the world, temples or shrines of all faiths exist somewhere in the city.

**Mages & Sages:** More than a few famous wizards have lived in Zoa. One of the best-known is Sutiola "Sooty" Suoriina, a continually dirty man who used to mine for gold up and down the Ka'Asa mountain chain. He struck a vein so pure you could pick the gold out with your fingers and sold the rights for a fortune. Sutiola is now an educated scholar concerning the elements, especially gold, but he still cannot keep clean.

One of the newest gnomes in town (from Nissen across the bay) is a tutor named Restam. He makes sure all the little gnome boys and girls can read, write, count, and occasionally cast spells. With those youngsters who show any talent at all, Restam usually speaks to their parents and takes the children on as apprentices. While not a powerful spellcaster, Restam is a patient, dedicated teacher, and any one of his students could become a superlative wizard.

Zoa is also home to Ziliana Abeilua, a pensive blonde woman who spends much of her time painting scenes of the port from the patio behind her home. Ziliana is a prodigious writer as well. Her most famous work is *Making the Perfect Man*, a two-volume treatise on golems and other magical constructs. Naturally, visitors view the many stone sculptures on her grounds with suspicion. None would ever guess that the home itself is sentient and obeys her commands!

**Underworld:** Stolen goods from around the world are likely to end up in Zoa, where they might have changed hands a dozen times. Smuggling is an activity often tried but rarely successful in Zoa. The punishment for selling smuggled goods is confiscation of the property and fines of up to three times its value on the supposition that the seller has bought smuggled items before. The steep punishment has put merchants out of business more than once.

Because foreigners are commonplace in the city, Zoa is an ideal place to hide from unwanted attention. Refugees from across Kalamar and Svimohzia flock to the city to hide among its ever-changing masses. They might be hiding from assassins or fleeing religious persecution, or they might be exiles from their native lands.

**Interesting Sites:** The market is a festive, busy place where nearly anything can be traded. Even minor magical items appear in the market, along with observant guards. At least two slave auctions take place each day, one in the morning, and one in the afternoon. Strangely, thieves caught in the marketplace are not often turned in to the authorities. The merchants (and eager bystanders) beat thieves bloody and laugh the incident off. As a result, prospective buyers who appear to be injured draw a great deal of attention and have a hard time convincing merchants to trust them.

**Special Notes:** The spirits of six dwarves who were massacred by city police in a riot two years ago haunt the city's streets at night. These ungrateful undead do not gather together, but their immaterial forms sometimes appear before late-night pedestrians as beaten and bloody workmen. They follow people harmlessly; however, if the living threaten violence, the spirits destroy them. If a person goes through the motions of healing a spirit's wounds, on the other hand (casting healing spells, applying bandages that fall to the ground, etc.), the spirit disappears. That spirit will not bother the helpful one again and, additionally, she will find some beneficial treasure before she reaches her door.

## TOPOGRAPHY OF REANAARIA BAY

### WOODLANDS

**Fautee Forest:** This small woodland covers the lower reaches of the Faunee Rise and extends into the peninsula below. The trees near the coastal plain are extensively harvested for shipbuilding, but the portion of the forest covering the hills remains untouched.

**Nanakary Forest:** The heart of the gnomish Confederacy of Nissen lies within this forest. Nissen consists of numerous gnomish and halfling communities that have banded together in a confederacy for their common good. Since its inception, the coalition force has succeeded in driving a kobold menace from the area, as well as in building serviceable roads that have fostered trade. Confederate villages stretch from Reanaaria Bay on the west to the western Arajyd Hills on the east, though the small communities control little beyond their municipal borders. No permanent capital exists; instead, each village serves in this capacity for one decade then relinquishes the honor to the next village.

A permanent levy exists to supplement the villages near the Arajyd Hills, but this is the extent of any organized militia. In dire times, the whole citizenry can be rallied into action, and woe to the overconfident invader!

Though not adverse to human contact, the clannish humanoids prefer their own kind. The integrated village of Naaraje has a few piers at which smaller vessels can dock, but its human inhabitants are the only ones likely to use them.

**Narraja Forest:** See the Wild Lands

**Obakasek Jungle:** See Kalamar

**Rokk Woods:** See the Wild Lands

### MOUNTAIN RANGES

**Counai Heights:** The range of mountains lying between the Vrykarrs and Ka'Asas is known as the Counai Heights. This area is quite dangerous as the native giant population has been augmented by an influx of kindred giants from the Ka'Asa Mountain range following the occupation of the southern peaks by the forces of Kalamar. The affront to giantkind encountered in the Battle of Kadir Ridge has galvanized the disparate factions into a far more deadly coalition. Giants encountered will be in far larger numbers than usual and many have recently augmented their arms and armor.

**Ka'Asa Mountains:** See Kalamar

**Lopoliri Mountains:** See Kalamar

**P'Rorul Peaks:** See Kalamar

**Vrykarr Mountains:** See the Wild Lands

## HILLS

**Arajyd Hills:** These dun-colored hills mark the northwestern boundary of the Khydoban Desert and serve to keep the desert's expansion in check. Kobolds exist in numbers along the drier eastern slopes, driven there by the stronger gnomish clans that inhabit the western side of this range.

**Faunee Rise:** The hills nestled on the eastern slope of the Ka'Asa Mountains are known as the Faunee Rise. They form the backbone of the Fautee Peninsula and are partially covered by the scrubby firs of the Fautee Forest. A large dwarven population has settled in these hills after being driven out of their homeland in the Ka'Asa Mountains. They have had a dramatic impact on the economy of the entire Reanaaria Bay area. Their sole purpose is to retake their mountain home, and they have been working tirelessly to achieve this goal. In their desperation to raise hard currency, they have taken to fabricating any and all types of metal wares and selling their superior goods at below market prices. They are also building a vast armory for the warfare ahead. Most smithies in the region have closed as everyone now buys from the dwarves.

**Keenoa Tors:** The hills north of the Faunee Rise are known as the Keenoa Tors. These high rocky hills are difficult to traverse and contain many perfect ambush spots. Because of this, many bandits ply their trade along the north-south trade route that passes through these hills. The nearby villages heavily patrol this road, but the many hiding places just off the main trail make it virtually impossible to ferret out the highwaymen.

**Masau Hills:** These gentle, rolling hills slope down to the west coast of Reanaaria Bay. While reputedly rich in gemstones, few are brave enough to travel here. Blanketed completely by the Obakasek Jungle, cannibalistic humanoid savages call these mounds home. Except for their height, they are similar in most respects to the Lopoliri Mountains.

**Neebau Cliffs:** This narrow band of sharp, craggy hills marks the eastern terminus of the P'Rorul Peaks. These hills are rich in both metals and minerals. A few small bands of human, dwarven and gnomish miners work the northern areas, while several orcish tribes tunnel in the southern reaches. Although there is often friction between the various groups, there have been no large battles. The orcs have built several crude villages on the coast and some brave merchants have been known to trade there. However, most right-thinking folk still consider the orcs dangerous and do not travel south of Zoa by land.

**Sotai Gagalia Headlands:** This narrow band of hills lies between the Counai Heights and the western shoreline of Reanaaria Bay. Many gnomes and a few earth giants dwell in the southernmost reaches of these hills. Unfortunately for the gnomes, large bands of fire giants recently began hunting in these parts. Despite the dangers, many travelers come to the Sotais because the upper reaches are home to the famous Uursu Springs.

**Uursu Springs:** Rich in minerals, these natural hot springs located in the Sotai Gagalia Headlands are said to have curative powers. People travel from as far as Eldor to soak in these pools.

**Vry Naasu Headlands:** These barren rocky cliffs line the northwestern shores of Reanaaria Bay and run south seventy-five leagues from the Rokk Woods. The hillmen are an exceptionally hearty lot for these windswept hills are subject to both harsh weather and sudden onslaughts of raiding giants from the mountains above.

## DESERTS

**Khydoban Desert:** This sandy, dune-filled desert expanse marks the eastern edge of the continent. A few hearty tribes of humans can be found dwelling in the few scattered oases within these wastes.

**Ramataj Rock:** Standing some 1,600 feet high and having a circumference of almost eight miles, this massive red sandstone formation can be seen from a distance of more than 65 miles away. Casting long shadows on the red sands of the Khydoban Desert, Ramataj Rock dominates the surrounding landscape.

There are numerous caves that pockmark the surface of this monolith. Many of the caves are located near or at the base of the rock. The walls of these caves are decorated with pictographs and wall paintings of the Deju nomads who inhabit the desert plains. Having used the caves of Ramataj Rock as shelters from the heat of the sun and desert storms for ages, the murals tell the history and beliefs of the desert nomads.

**City of the Dead:** Deep within the Khydoban Desert is a deserted, rundown city, whose uppermost spires are briefly seen from time to time above the sand dunes. Rumor has it that the long dead residents still inhabit their city.

## BODIES OF WATER

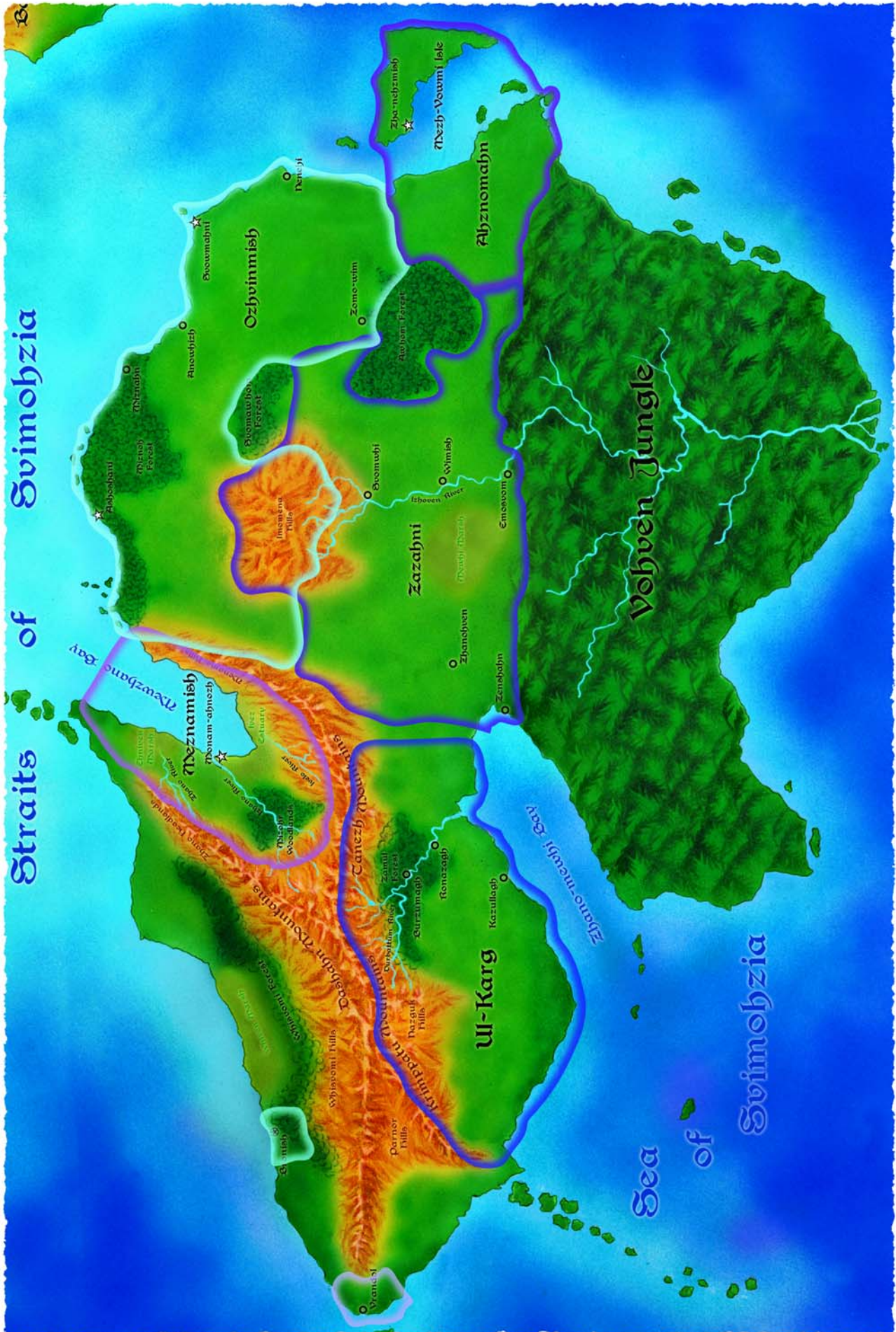
**Reanaaria Bay:** This long and extremely deep bay runs along the eastern edge of the Ka'Asa-Vrykarr mountain range. Within its depths dwell gargantuan sea creatures of malicious disposition. Despite the danger, shipping is prevalent. Merchants typically travel along the coastline, but jaunts across the Bay are not uncommon. Because of the commerce many pirates ply these waters.

**Xaaboemio Sea:** The Xaaboemio Sea, also known as "Sea of the Dead," is a turbulent ocean, just south of the Khydoban Desert. Within these waters, huge 100-foot wide whirlpools form, seemingly at random. Skilled sailors claim they can use these vortexes to their advantage in propelling their ships around the Obakasek Peninsula. However, wiser seafarers steer clear of this sea because its waters claim many careless mariners. Thus, most sailors risk the dangers of the Obakasek coast rather than venture out into the Sea of the Dead.

The Sea did not receive its name because of the giant whirlpools. Ghost ships, fully manned by undead crews, are said to sail these waters after dark. These tales gave this ocean its macabre name. Although these stories are unsubstantiated, superstitious sailors and pirates fear to enter these waters.



Only the bravest of adventurers dare enter the Khydoban Desert.





## CHAPTER SEVEN: SVIMOHZIA

The clans that remained on the Isle, rather than journeying across the now-sunken land bridge, lived predominantly in small villages, each with an elder who acted as tribal leader. Eventually, however, a village allied with dwarven warriors (and their secret of iron) rose to power and conquered much of the Isle. The first king, Miznoh I, set up his court in the land of Meznamish, claiming rulership over a Meznamishii Empire. Aside from Meznamish itself, the Empire contained three duchies (Ahznomahn, Ozhvinmish and Zazahni) owning allegiance to the King.

Then, after fifteen generations of relative peace, an army of hobgoblins swept out from the southwest, conquering all in their path. In response, then-current King Vhohmi III commanded his dwarven allies, as well as the dukes of Ozhvinmish, Zazahni and Ahznomahn to engage the hobgoblins. Zazahni responded quickly, as did half of the Ozhvinmishii troops (the other half became distracted by the beer and women at the undefended forts of northern Zazahni and began what they called “protective occupation”). Meanwhile, Ahznomahn responded by declaring its independence and seceding from the Kingdom. Although the hobgoblins were eventually pushed back to the southwest (where they remain today as the Kingdom of Ul-Karg), all was not at peace.

The surviving dwarves cut their mining production in half and raised their prices, and the Meznamish economy began to tumble. Distant Ahznomahn, with its new sea markets, quickly became the new economic power of the island. With Meznamish in tatters, Ozhvinmish also declared itself independent and elected its own king. Zazahni remained loyal to Meznamish for only four more years before also declaring itself independent.

Today, the kingdoms of Ahznomahn, Meznamish, Ozhvinmish and Zazahni still maintain their borders, while the dwarves keep much to themselves, deep within the mountains. However, the hobgoblin Kingdom of Ul-Karg rules much of the southwest, and two Brandobian colonies (Bronish and Vrandol) can be found on the Isle's western edge.

### A DETAILED HISTORY OF SVIMOHZIA

In the beginning, the Svimohzish Island was the cradle of civilization and, as time passed, most of the tribes followed the herds of migratory game across the now-submerged land bridge to the main continent. The clans that remained lived predominantly along the

northern coast of the island. Their settlements were primarily small villages, each with an elder who acted as tribal leader. The Svimohz people were peaceful farmers, hunters and fishermen. They settled most of the island's northern coast, as well as areas of the interior along the Izhoven River.

Mewzhano, a young upstart from a clan in the Miznoh Forest, was banished from his tribe for speaking of rich lands beyond the hills. He took a handful of loyal followers and headed west over the Menamo Hills. There, they found black sand beaches on the Mewzhano Bay, named for its discoverer. Mewzhano and his men explored the coast and encountered a tribe of primitive fishermen. His trained warriors easily conquered the small village. They took wives from among these people and settled down to a life of peace.

In the Tanezh Mountains, Mewzhano encountered a group of dwarven miners who traded iron weapons and tools to the humans. In return, Mewzhano provided the miners with food, blubber and ivory harvested from sea lions and whales that came to mate in the warm waters of Mewzhano Bay.

A generation following the introduction of dwarven-made iron swords, Miznoh, a great warrior and descendant of Mewzhano, emerged as chieftain. Miznoh mustered every able-bodied warrior, hired a group of dwarven mercenaries, and set off to conquer the lands back to the east. The iron weapons proved to be superior and, one by one, all the tribal leaders swore allegiance to Miznoh. When Miznoh proclaimed himself King, his demesne ran from the Zhano Headlands along the northern coast to the Vohven Jungle. He controlled the Imomena Hills, the small villages along the Izhoven River and the sparsely populated plains and lowlands of the Svimohzish interior.

Due to the long growing season and the warm, wet climate, the Svimohz became successful farmers. Additionally, the people learned to navigate small rafts and barges along the rivers and coast. The small boats aided their development of more advanced fishing techniques, yet they did not construct large watercraft until centuries later.

King Miznoh I set up his court in Meznamish, the capital of which they named Monam-Ahnoz. The King's family ruled for seven generations. Royalty controlled the land by controlling commerce; only the King had access to dwarven metals, and thus weapons and coins.

## CONFEDERACY OF AHZNOMAHN

After fifteen generations of relative peace, an army of hobgoblins swept down from the west near Zhano-mewhi Bay. The hobgoblin army pushed northeast along the southern edge of the Tanezh Mountains and headed toward the Imomena Hills. In response, the Svimohzish king, Vhohmi III, commanded the dukes of Ozhvinmish, Zazahni and Ahznomahn to move their armies west and engage the hobgoblins at the Izhoven River.

Zazahni responded quickly; their warriors were well seasoned from fighting hostile natives and trolls in the Vohven Jungle. Half of the Ozhvinmishii troops arrived within three weeks while the other half traveled southwest between the Svomawhom Forest and the Awhom Forest to reinforce Zazahni. Ahznomahn responded by declaring its independence and seceding from the Kingdom. This enraged the King, but with his armies marching to engage the hobgoblins, he could not respond militarily.

While the dukes' men held off the hobgoblins, Vhohmi and the dwarven king descended out of the Menamo Hills and engaged the hobgoblins from the rear in what has become known as Fortnight's Battle. Both sides suffered many casualties during the two weeks of vicious fighting, and the hobgoblins finally retreated. Since King Vhohmi's Ozhvinmishii reinforcements failed to arrive and his own army was devastated, he was unable to pursue the Kargi.

The Ozhvinmishii troops that never arrived had become distracted at the undefended forts of northern Zazahni. The Ozhvinmishii soldiers had begun what they called "protective occupation." The soldiers consumed most of the fall harvest and all that season's beer. When news of the hobgoblin defeat arrived in northern Zazahni, the Ozhvinmishii forces withdrew. However, they took home with them much of the Zazahni livestock, and left behind many pregnant women.

After the war, with their numbers severely depleted, the dwarves cut their mining production in half. They began charging outrageous prices for the now rare minerals and metals. King Vhohmi III tried to bargain with the dwarves, using food supplies as a bargaining tool, but the dwarven food stores were full and they refused to lower their prices. The Meznamish economy tumbled. Ahznomahn, which had opened new markets with Kalamaran sea merchants, was the only country unaffected by Meznamish's collapse. Thus, Ahznomahn quickly became the island's new economic power.

Zazahni, understandably bitter after returning from war to find their food stores gone, demanded restitution. King Vhohmi III ordered the Duke of Ozhvinmish to pay Zazahni damages and to forcibly reunite Ahznomahn with the rest of the kingdom. Ahznomahn responded by offering Kalamaran metals to Ozhvinmish at a lower cost than the King could offer.

Finding the time right for revolution, Ozhvinmish disobeyed Vhohmi and entered into an alliance with Ahznomahn. The King responded by attacking Ozhvinmish in the Miznoh Forest. The Ozhvinmishii army (fresh and well fed) forced Vhohmi back to the hills. The Ozhvins declared themselves independent and named a king of their own. Zazahni remained part of the kingdom for only four more years before also declaring itself independent.

Well-to-do merchants, wealthy barons and rich landholders run this small confederacy. When Ahznomahn, "the Kingless Land," (population 550,000) declared its independence, the rich nobles, merchants and guildmasters formed a government based not on divine kingly providence, but on wealth. Any Ahznomahn-born citizen that has a net worth over an established amount, currently 75,000 gold Anvims, may hold a seat in Parliament, if he or she so chooses. Parliament controls all government functions, including the military. Most Parliamentary members live in the country's capital Zha-nehzmish, although some gentry live on the mainland or on smaller coastal islands.

Even before Ahznomahn declared independence from the Meznamish kings, they were the most accomplished sailors on the island. The Ahznoms were able to craft large sailing vessels, similar to the ships that the Reanaarians had, by using the larger trees available in the Vohven Jungle. Friendly natives quickly became trading partners and soon Ahznomahn had the strongest fleet in Svimohzia. In due time, the Ahznoms were trading extensively with Kalamaran, Whimdol and Elos bay cities and a generation later the Ahznoms declared independence.

Ahznomahn's natural resources include rare spices and herbs from the Awhom Forest and some foodstuffs. Fishing is good although there are many sharks and larger sea monsters off the southern sea-lanes. The main economy of Ahznomahn arises from trade. There are substantial import and export tariffs on all goods. People entering or exiting the country have to pay a tax as well. Ahznomahnii merchants trade heavily with all seafaring peoples, especially the Kalamarans and Reanaarians. They also rely heavily on trade with the natives in the Vohven Jungle, because there they can trade worthless junk for rare spices, herbs and woods. Vohven lumber is ideal for main masts and shipbuilding.

Ahznomahn holds monarchies in disfavor since the Parliament members feel that only those who have proven themselves competent through commerce deserve to rule. Ahznomahn and Meznamish still hold each other in disdain and Ahznomahnii ships sometimes disguise themselves as pirates to attack Meznamishii vessels in the Straits of Svimohzia. Ahznomahn is on good terms with and trades with Zazahni and Ozhvinmish, often significantly undercutting Meznamish's prices. However, the various embargoes and nasty business strategies that her merchants use to drive up prices at the expense of their competitors sometimes anger Ahznomahn's neighbors. Ahznomahn tries to stay neutral in all foreign affairs off the island, playing both sides for the fool, if possible.

The Ahznoms tolerate all religions, but the Parish of the Prolific Coin reigns supreme. A traveler can find shrines dedicated to Gohlnim even in remote areas. The Founder's Creation and the Temple of the Stars also have large followings.

Ahznomahn has a standing army of 500 hobilar, 2,000 light cavalry and 400 non-horsed bowmen. The constant attacks by monsters and hostile savages require heavy use of border patrols in the south and southwest.

## ZHA-NEHZMISH, CAPITAL OF AHZNOMAHN, GARDEN OF SVIMOHZIA

**Population:** 126,200 humans (native Svimohz), plus several thousand transients from across Tellene reside near the port.

**At a Glance:** The city seems to be a huge summer playground for the wealthiest people on Tellene. That perception is not far off the truth. Large stone palaces house the members of Parliament. These whitewashed homes have tall stone ivy-covered fences, although the low hills allow glimpses into many of their gardens.

**Government:** The wealthy members of Parliament who make up the confederation of Ahznomahn own property on the island around Zha-nehzmish. Called zurenas in Svimohzish, most of them claim noble heritage from before the creation of the Confederacy. The capital itself falls under the control of Izenmas, the single most powerful among equals. Izenmas effectively owns several poorer zurenas through economic strangleholds and defends the borders of a handful more with his expert navy and veteran marines.

**Economy:** The city prospers as long as plentiful trade passes through the port. The stormy season slows the port and accidents might mire a dock or two, but nothing less than divine intervention could stop its bustling activity.

Virtually any product or good imaginable passes through the city. Superior and masterwork tools and weapons fill the markets, and

exotic foods, foreign fabrics, and excellent crafts are the norm. Fully six different markets thrive within the city's wall. Each charges merchants a different fee, except for the Poor Market, which charges nothing. The Poor Market might actually be the most exciting. Although the wares are shoddy, used, or broken, the place teems with thieves, mercenaries and other shady characters.

**Military:** The biggest obstacles the Ahznomahn military faces are the size of the nation and the multiple threats with which they have to deal simultaneously. In the southwest, shaman-led savages and bloodthirsty jungle trolls constantly harass the farms and homes that border the Vohven Jungle. Strange reptilian or fish-like creatures in the southern reaches of the Awhom Forest (possibly lizardfolk or kua-toa) practice evil rites and their foul magic threatens to harm the very land.

The city houses 700 soldiers, all of them mounted on highland dancers. The barracks are four narrow buildings on the southeastern side of the city that stand next to their stables. The army claims four horses for each man, enabling the soldiers to always stay on fresh mounts. Their commander is Aleshdin, a dashing, acrobatic hero and potential zurena. Aleshdin's father, himself lame from a "riding accident" ten years ago (he rode his horse off a cliff to escape pirates), is an old fixture of the parliament, and their family crest is recognized throughout the nation.

**Temples:** The Home Foundation is the largest temple in the city. The Grandfather, Razhan, has adopted over 100 children personally, and he spends most of his time taking care of them. An even dozen of his older children are clerics within the temple and seem to take after him. The titular Grandfather is an actual grandfather of over 40! The daily services are performed by Hamaka, a tall, stately half-elven woman with a dozen children of her own, and another on the way.

The Temple of the Stars vies for the title of largest temple, although its followers consistently number less. High Worlder Mushan Ohmdalz has visited over a thousand cities and towns across Tellene. The last time he stayed in the temple for more than two weeks was to enchant a pair of magical boots that never wore out. That was six years ago. Worlder Emeni Zalden, the senior cleric, leads most services; she also makes it a point to personally greet all ships docking at the busy port, regardless of the time of day or the weather. She reminds them of the thanks they owe Amehz (the Svimohzish name for the Traveler) for the safe journey and appeals to them to visit the temple at least once before they depart again.

Temples to the Parish of the Prolific Coin deserve special mention. Instead of congregating in a single massive temple, the faith is fragmented in Zha-nehzmish. At least a dozen temples serve the dock area alone, and another four surround the main city gate to the northeast. Administrator Avenshi Sotar takes care of the busiest temple, a thick square building that closely resembles a bank vault. The temple maintains about 300,000 gold pieces in loans at any given time, but if the rumors are true its assets are stored somewhere on the Elemental Chaos and guarded by earth elementals.

**Mages & Sages:** Zha-nehzmish boasts dozens of sages, thanks to the famous University. Scholars knowledgeable in history, astronomy, literature, visual arts, militaria, humanoid culture, and



*Even the less vibrant streets of Zha-nehzmish are opulent compared to other cities on Tellene.*



languages work there. Characters hungry for knowledge should have no trouble finding plenty of information (although accuracy is not guaranteed!).

Famous diviners are rare, but one of the university's former professors, Umhul Mezahn, claims to have created several powerful spells. Few wizards are able to cast these spells, but those who can claim that they are effective indeed. Of course, they then point out that the number of spells he claims to have created is too vast for one human lifetime. They are wrong. Mezahn is good, his work is accurate and he researches quickly.

**Underworld:** Zha-nehzmish sees every crime imaginable. A huge black market allows sellers and buyers of smuggled and therefore untaxed rare and exotic items to meet and trade goods. Curiously, because of the risk of carrying the amount of cash required for many of these items, the exchanges are often made without coins trading hands – goods and services are the order of the day.

Three competing bands of rogues in Zha-nehzmish has threatened to tear the city's stability into pieces. Recent murders of the leaders in the gang wars, brutally effective law enforcement crackdowns, and the natural tendency of guilds to be more specialized in one particular type of crime has lessened the friction between these guilds and the city is safer than it was just five years ago.

Helshan Zide is the leading survivor of the dynamic guild known as the Gray Cloaks. The Cloaks are primarily spies and assassins for hire or conduct their own burglaries. Since Zide freely sells information to Kalamaran spies, Brolenese slavers, or Draskan emigres, the zurenas are very interested in capturing him. So far, he has escaped their grasp three times.

**Interesting Sites:** The University of Zha, named before the massive city encompassed the less vibrant Nehzmish, gathers the greatest teachers from around the world. The most senior professors enjoy salaries that grant them gold, if not the status, equal to lesser nobility. This salary comes from the steep tuition demanded of the students and from the administrative genius of Shinter Wol, the Headmaster. Wol skims thousands from the university's earnings, but since he publicly spends so much of his own personal money on the university, no one suspects him of embezzlement.

Students are the sons and daughters of wealthy merchants who might benefit from the knowledge when they eventually run their family business. They might also be the children of common folk, indentured to a merchant house that sponsors them in return for years of service (typically four to eight years). Certainly a merchant who knows several languages and cultures is worth far more than a monolingual man who gawks like a farm boy when he visits another city.

Few nobles attend the college; private tutors provide their education. Still, the nobility send their adult children or attend themselves occasionally for the prestige. The college rarely ejects students for academic reasons, and the prestige is social; true academics know that the level of education the University imparts varies from student to student.

**Special Notes:** Deep in the offices of merchant princes, locked away in iron vaults and warded by powerful spells lie ship's rutters and

logs detailing voyages to the far east and south. During the early years of Ahznomahn's independence, trading ships set out for these distant lands on missions of exploration that have not been seen since Brandobian explorers first sailed the open seas in monstrous galleys.

These records show details of exotic foreign lands that the zurenas fear worse than any threat in the Sovereign Lands. Their early envoys were killed almost to a man, leaving only a few ragged sailors to return to known seas and bring their story back. Details on the lands are few and hazy, but the people apparently possess powerful magic and odd weapons.

## KINGDOM OF MEZNAMISH

The Kingdom of Meznamish (population 775,000) once controlled almost the entire Svimohzish Isle. Meznamish's current borders reach only from the Whisvomi Forest to the Menamo Hills. It is a land rich in mineral wealth. Natural resources include gems, minerals, metals and a plentiful supply of whale blubber and seal meat gathered in the winter months. Many local fishermen feed their families with the abundance of fish off Mewzhan Bay's reef.

Meznamish has a small, but effective, fleet that keeps the nearby islands pirate-free and helps secure the sea-lanes from enemy warships, monsters and buccaneers. Meznamish has a small standing army because its natural borders, and the now peaceful relationship it has with Ozhvinmish, preclude the need for a large one. Heavy footmen number around 2,500 and cavalry number around 800. About 500 missile troops round out the army.

Many humanoids live in and around Meznamish. Dwarves living in the Menamo Hills and Tanezh Mountains number in the tens of thousands, while many gnomes make the Zhano Headlands their home. The Mizohr Woodland has many reclusive elves as well as a few halflings.

Politically, Meznamish is on good terms with Zazahni and Ozhvinmish and has a solid trade relationship with Pel Brolenon, Mendarn and Basir. In times of need, Meznamish unites with the dwarves and has done so several times in the past. Meznamish has officially recognized only the independence of Zazahni, however, it is obvious that Meznamish has unofficially accepted Ozhvinmish as a separate nation. Meznamish still bears open hostility toward Ahznomahn.

Meznamish is a country of religious diversity; many different temples have worshippers there. The Home Foundation, the Hall of Oaths, Church of the Night's Beauty, the Founder's Creation and the Parish of the Prolific Coin have large followings throughout Meznamish. Despite regal pressure and persecution, the House of Vice has experienced growing popularity.

It is rumored that Meznamish's current ruler, King Warven II, has a secret desire to reunite the continent under his own rule. The clandestine agreements he has made with several Zazahni warlords seem to support this rumor. While the exact nature of these agreements remains unknown, some insiders believe they involve monetary support for the warlords in return for their allegiance to Meznamish.

## MONAM-AHNOZH

**Population:** 86,500 Svimohzish humans. Two thousand dwarves have citizenship and figure prominently in local politics due to the wealth they represent.

**At a Glance:** The huge city has two walls, known as the Palace Wall and the Harbor Wall. The Palace Wall contains the royal palace, the largest temples and about 6,000 of the city's successful merchants, landless nobles and wealthy visitors. The Harbor Wall surrounds the rest of the city, protecting docks along both the Izhano River and the Mewzhano Bay.

Artifacts from across the island line the spacious streets of Monam-Ahnozh. Miznoh returned these items of booty to his capital during his wars of conquest. Tribal totems from Emosvom, limestone statues from Mezh-Vowmi Isle, malachite dwarven sarcophagi from the Dashahn Mountains, and lizardfolk territorial markings from the Mewhi Marsh show the extent and grandeur of the former empire.

**Government:** King Warven II rules from a sprawling palace covering more than four acres in the middle of the city. The main entrance, which leads to the oldest part of the complex, is the Tower of Justice and contains the king's court. Most consider Warven a benevolent ruler, one who is accessible to the people and mindful of their pleas.

Warven's oldest son, Warven III, sits in a corner and drools. The king is patient with his simple son and spends hours with him each day. Always practical, Warven has named his second oldest son, Vurlan, his heir. Vurlan has already decided which of his father's advisors he will dismiss (or execute) when he takes the throne and plans to send his brother to a distant relative for safekeeping soon afterward.

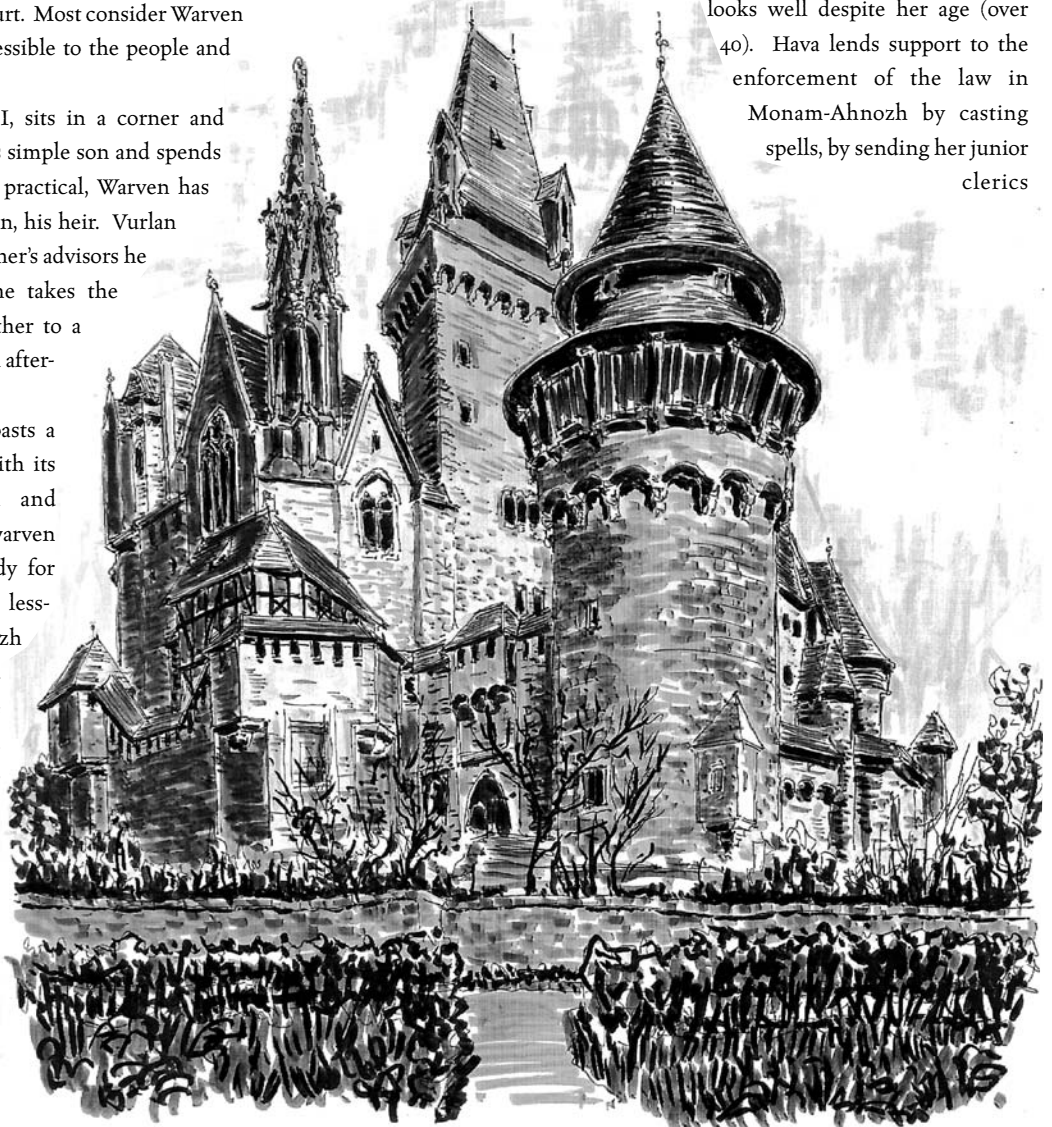
**Economy:** Monam-Ahnozh boasts a strong economy based on trade with its eastern neighbors, Ozvnmish and Zazahni. Trade with the nearby dwarven and gnomish clans has been steady for several generations. Despite the less-than-ideal harbor, Monam-Ahnozh trades with numerous nations and ports, including primarily the Kalamarans, Brandobians and towns of Whimdol Bay. The diversity of trade gives the city resistance to bad harvest or ill will from a single market.

Seal fur, oil from their fat, and tools made of bone and ivory are lucrative and abundant products that come from the adjacent Mewzhano Bay. The mountains provide mineral wealth and valuable ores.

**Military:** A mere 1,000 heavy footmen (lamellar armor, heavy shield, and shortsword) guard the giant city. Four hundred light cavalry stable their mounts just outside the city's outer wall. The nation's entire navy of 1,200 sailors and rowers sail out of the city's harbor, however, and their influence in the city is significant.

Sowiven Dahmlar is typical of naval officers. He is cocky, clever and eager to accept a dare. His confidence is easy to understand once a person has stood on the deck of his ship. Bringing a vessel into or out of the dangerous Mewzhano Bay, with its 12 foot tides and rocky sides, is a daunting task. Cautious captains find themselves red-faced as their ship sits high and dry when the tide ebbs if they are timid or unsure when it is time to sail.

**Temples:** The city houses the largest (although not the most important) known temple to The True, a huge marble building with six marble statues in a line outside its doors. High Seer Hava Tanshen is a gifted woman blessed with golden blonde hair and blue eyes. These two traits, identified with the goddess herself, contrast greatly with her smooth ebony Meznamishii skin. The cleric holds her youthful looks well despite her age (over 40). Hava lends support to the enforcement of the law in Monam-Ahnozh by casting spells, by sending her junior clerics



*The Congregation of the Dead is well established in Monam-Ahnozh.*

## KINGDOM OF OZHVINMISH

on quests to discover or apprehend criminals, or by drawing on her own wisdom.

Chief among her targets is the House of Vice. The local cleric of that temple, Shoshanoh, abducted one of Hava's favorite young clerics. She performed acts so corrupt on him that she almost succeeded in bringing the Vicelord to Tellene. Shoshanoh's head is worth 5,000 gold pieces in the eyes of the courts (and 10,000 to High Seer Hava).

The city also contains temples to all of the other gods. Of the evil faiths, the Congregation of the Dead has the largest temple. Here the ancient cleric who represents the faith has altered its message. Somehow, the faith comes across as neutral rather than evil. Collector Selevahn Vezdor, the temple's senior priest, describes the Harvester of Souls as a violent but indiscriminate killer who takes lives because death is his duty. Sincere or not, Selevahn is a respected member of society, a distinction other clerics of his faith cannot typically claim.

**Mages & Sages:** Movazh, a masterful illusionist, aids the sequestered Shoshanoh in hiding. Her sometime consort, he has crafted Shoshanoh a brilliant robe that allows its wearer to use the changing power of the doppelganger up to six times each day.

**Underworld:** Subar Totori, a defector from the Kalamaran Imperial Navy, is one of the captains from the Captain's Table of Thirteen. Totori has come this far west from his usual haunt in Reanaaria to seek a replacement wizard. He drowned his last one to prove an argument about whether swords or spells were superior. Totori is trying to keep a low profile, but his mere presence is causing trouble. Thieves and rogues of all sorts commit brazen crimes at night and then speculate loudly in the morning about "that crazy pirate."

**Interesting Sites:** Despite (or perhaps because of) the danger, the rocky cliffs west of the city are popular diving places for swimming in the Mewzhano Bay. On any clear day, hundreds of young men and women seeking to prove their courage dive up to 75 feet into the waters that at low tide are less than two fathoms. Accidents happen often, and less accidental injuries occur when two young clerics of the Confuser of Ways join the group to incite fights.

**Special Notes:** The Council of Monam-Ahnoz convened in 354 C.M. (543 I.R.) and was a religious event of primary importance to the faiths of Tellene. Representative clerics from all 43 religions were invited to meet and discuss points of major significance. The details are numerous, but two main points came out of the summit. First, if a cleric was killed in a conflict, reasonable efforts should be made to return his body for the appropriate services. Curiously, all parties agreed to this item almost immediately. Even the evil clerics did not wish their bodies to rest in unfriendly hands. Second, the clerics agreed that the secret society known as the Vessels of Man was to be destroyed. The Vessels were a group of warriors and wizards who served no god and undermined all priesthoods without prejudice.

Unfortunately, only 26 different religions chose to represent themselves (all lawful religions and most of the neutral ones). Worse, most sent only minor members of the orders. Consequently, the effect of the Council has been minimal at best.

The largest of the Svimohzish nations, (population 1,875,000) Ozhvinmishii lands run along the entire Svimohzish coast, from Meznamish to Ahznomahn. Ozhvinmishii borders do not spread inland to a considerable distance; the Imomena Hills, the Svomawhom Forest and the ocean provide natural borders.

King Shahn III also claims control of both the Svomawhom Forest and the Imomena Hills. In actuality, he holds no sway over the Svomawhom Forest. It is a dangerous place, being home to outlaws, bandits and all types of unsavory beasts. Additionally, Shahn controls only the northern Imomena Hills, because several Zazahnnii lords not only claim, but also jealously patrol the southern portion of the Hills.

The modern Kingdom of Ozhvinmish actually operates like two separate states. His Royal Majesty King Shahn III directly rules the western state while a steward from one of the other royal houses manages the eastern province. The King appoints a new steward every thirteen years. The steward answers directly to the King but, in all other respects, runs Eastern Ozhvinmish as he sees fit. The current steward is Ahzimian of the House of Nhasahm.

Ozhvinmish is currently on friendly terms with Meznamish and most of the cities and towns along the Elos Desert. Ozhvins generally show admiration mixed with a heavy dose of jealousy toward Ahznomahn. This is due to the superior trade status Ahznomahn holds with most of eastern Tellene, especially the Kalamaran Empire. Additionally, Ozhvinmishii merchants never seem to be on the better end of deals they strike with Ahznomahnii merchants.

The Halls of the Valiant, the Courts of Justice, the Assembly of Light, Temple of the Three Strengths, Temple of the Armed Conflict, the Order of Thought, Church of Endless Night, the Temple of Sleepless Nights and the Conventicle of Affliction have sizable followings here.

Ozhvinmish has by far the largest organized army, and is probably the strongest kingdom in Svimohzia. The Ozhvinmishii army consists of 500 light footmen (marines), 1,000 heavy footmen, 4,000 cavalry, 3,000 hobilar and 1,000 bowmen/crossbowmen. Ozhvinmish also has a considerable fleet, although its ships are somewhat weaker than Meznamishii ships, and slower than the smaller Ahznomahnii vessels.

### ASHOSHANI

**Population:** 87,900 humans (mostly Svimohz). The city has few, if any, elves or half-elves, and the number of other non-humans is less than 1,000. About one in ten of the humans show signs of non-Svimohzish heritage. They might be Brandobian, Dejy, Kalamaran or Reanaarese.

**At a Glance:** The citizens are moody and sullen. The streets clear quickly at nightfall, and the people treat strangers politely but coolly. The authorities brook no argument, and the populace avoids them for the most part.

**Government:** The city is the western and national capital of Ozhvinmish. King Shahn III rules this city directly though, curiously, the King traditionally resides in Vinahn, a citadel on the coast fifty miles east of the capital. King Shahn, following a tradition

set down generations ago, has appointed a council of five men to see to the city's domestic affairs. He cunningly chose clerics of different faiths, knowing that they would spend their time arguing theology and philosophy instead of trying to undermine his power base.

Hero Zinh Zhamish, the senior priest of both the Halls of the Valiant and the Council, recognized this tendency of the council after another lawful good cleric nearly declared war on his temple during a discussion of tariffs. During council hours, none may discuss religion. Instead, the five of them meet socially afterward to discuss their faiths in a friendlier atmosphere, such as one of their homes. Zhamish's efforts have been spectacular so far; the clerics work together for the good of the city and their temples benefit as well.

**Economy:** The city thrives on the sale of gems and fine jewelry, and many master jewelers live there. The city purchases raw gems and sells polished ones. Ashoshani also has a strong lumber trade and a powerful shipwright guild. Many ships on the Straits of Svimohzia were built from Miznoh Forest lumber and a good portion of those were built by Ashoshani shipbuilders. The large galleys (almost flat enough to be barges) they build handle calm seas and rivers with ease, they handle rough winds well but very rough water can tip them over. On the other hand, the ships carry huge amounts of cargo. Caravans of them, protected by other more mobile vessels, are the lifeblood of more than a few nations that rely on sea trade. They sell for up to 40,000 gold pieces each.

**Military:** Most of the military travel mounted on the quick and agile horses that roam the northern portions of the island. Patrols of horsemen stay on the road leading south through the forest day and night, keeping it safe and neat for their own use (incidentally making it very useful for merchants and other travelers as well). The army garrison includes 500 heavy cavalry (lamellar armor, heavy shield, sword, and flail), twice that many light cavalry (cloth armor, shortbow, and scimitar), and several companies each of heavy infantry and hobilar (lamellar armor, light or heavy shield, and sword).

The captain of the hobilar, Azhanimahr Shenshal is trying to make his own position obsolete by training all of his men to fight as cavalry. He has been successful so far in making their standard equipment nearly identical to the nation's cavalry, and over the last few years, several of his lieutenants have made the transition smoothly.

**Temples:** The Halls of the Valiant, the Courts of Justice, and the Temple of the Three Strengths all have major temples here. The Assembly of Light has a large following, but the faith is suffering from a series of scandals involving its senior clerics, large gambling debts and the Ashoshani thieves' guild.

The Council banned the religious rites of the evil faiths within the capital city, so they have located their temples just outside the city walls. Most are further on the decline, though, as local lords are raising opposition to the more evil sects.

The Church of Endless Night, the Conventicle of Affliction, and the Temple of Strife are three that have somehow survived the ban and they have surprisingly many ardent followers. Amihn Ghanim, Purger and ranking cleric of Hatemonger in Ashoshani, has recently garnered enough funds to build a temple for his hundred or so followers. His personal and magical ability to influence the emotions

of his followers will undoubtedly cause acts of hate and even riots in the streets.

**Mages & Sages:** Onahu Wisha, the Royal Sage, advises and protects the king. Onahu is rarely present personally, however. He casts a few spells on His Majesty and then engages in his own projects. His latest hobby is golem construction, and the most recent is a stone giant. Wisha also patrols the streets with common constables, reminding the good folk of Ashoshani that they are well cared-for.

Desveminh the Warlord poses a mystery for the locals. He has been openly hiring and equipping mercenaries and is known to worship the Flaymaster, yet the otherwise implacable Wisha has taken no action against him. Rumor says that Wisha is eager to move against the Warlord, but that a word from the king stayed his hand.

**Underworld:** Several pirates put to shore in Ashoshani, but the captains know they are not welcome and keep their stays short and quiet. Their stories, told in the smoky back rooms of inns, attract young ruffians eager for excitement and quick wealth. The pirates, although present, have little or no impact on the city's crime.

Of far greater import is the presence of a cult of yuan-ti led by Jinazsu Han. The three yuan-ti leaders are away from their Vohven Jungle home in search of a band of thieves who entered their temple two years ago and made off with several religious artifacts. The artifacts are not magical, but they are of foremost importance in an upcoming ritual, and the cult is growing anxious. The trio also actively recruits human followers - and sacrifices - for their cult.

**Interesting Sites:** Wisha's mentor, the famous wizard Tonaku Izahn, built a series of statues of rose-colored quartz. These statues of nine strong men in ancient swords and armor line Ash Cloud Street near the Temple of the Three Strengths. Many people attribute them with magical or mysterious powers, but they radiate no magical aura. Wisha says his mentor was not finished with them, and he claims not to know their purpose. He cannot explain why one was found half a mile away one day in a different pose than it had held the previous night.

The Last One Inn is a known meeting place for the infamous pirate Onsar Yahul. Yahul puts to shore with no less than a dozen of his men. They are all fearsome warriors with their cutlasses and their reputation for using poisoned daggers keeps otherwise intrepid men from starting fights with them. Yahul is always polite when in town, and the innkeeper has seen no reason to ask him to leave.

**Special Notes:** Ashoshani has seen its population flee since the ascension of King Shahn III. He despises elves and makes his prejudice clear in laws and public statements. His edicts have alienated many folk with long-standing elven friends and neighbors, and more than just elves have left the city in the last ten years. The remaining elves and half-elves search for a champion who can help them keep their ancient home.

## SVOWMAHNI

**Population:** 123,100 Svimohzish humans, gnomes, and dwarves. Fewer than 5,000 of the citizens are humanoids.

**At a Glance:** Svowmahni perches atop a hill on famous Cape Thahz. At first glance the city rivals Bet Kalamar in size and spectacle, but a visitor soon notices that the houses are larger and the poor section of town does not sprawl outside of numerous walls like in the larger city. Instead, the city's walls surround nearly all of its buildings, and towers full of armed guards stand vigilantly atop them.

**Government:** Ozhvinmish's cumbersome eastern government bears the burden of busy trade and a plethora of would-be merchants who think that having money gives them the rights of the nobility. A huge social conflict has been rising in intensity for the past two generations, with each new generation bringing more wealth to the merchants.

Ahzimian, the Steward of Eastern Ozhvinmish, fears that an ancient way of life is about to change, and his son Merazan will see a different kingdom when he grows to adulthood in another ten years. Ahzimian has begun reforms that limit the rights of the rising merchant class, but his efforts come too late to stop the rising tide of merchant power. Merchants already house themselves in armed manor homes and surround themselves with mercenary armies. Their Assembly of Guilds, which was meant to monitor craftsmen and artisans, now controls the valuable port, the city gates, the training and licensing of craftsmen, mercenaries, and the hiring of ship crews.



Svowmahni

**Economy:** Svowmahni is where most Ozhvinmishii trade takes place and where the majority of foreign trade occurs. The city's port draws traders from the Kalamaran nations, the Elos Bay, and Pel Brolenon. Easier access makes it a better port than Monam-Ahnoz, and friendlier local merchants (and lighter tariffs) make it more attractive than Ashoshani.

Miners bring gems and lesser stones from the Imomena Hills to export to the rest of the world via Svowmahni's port. Horses from the eastern plains, grains from across the northern edge of the island (including barley, but more often wheat and oats), and soap leave the island from Svowmahni and foreign silver, platinum, armor, and perfume (from Tarisato) are greedily taken in exchange.

**Military:** Nearly a thousand each of Ozhvinmish's formidable heavy cavalry (lamellar armor, heavy shield, sword and heavy flail) and light cavalry (cloth armor, spear or halberd and scimitar) patrol the city and roads nearby. Another thousand crossbowmen (leather armor, heavy crossbow, and hand axe) and a like number of marines (leather or no armor, longsword, and one or more daggers) support them. The number of soldiers stationed in the city is huge, but half the marines stationed there are actually at sea at any given time, and a third of the other troops are in the field.

**Temples:** The Hall of Oaths, the largest temple in Svowmahni, contains an enormous library, from which scribes render copies of "The Word," legal documents, and any ancient works written in Svimohzish they can find. Nearly any literate person can find work there, although the pay is barely more than room and board for most. Ardent (that is, tithing) followers might earn a few gold pieces, and highly skilled artists can gain a reputation, if not great wealth.

The current High Priest, a former merchant named Hilano Aziri, is new to the post. As a partial celebration of his promotion and partial show of power, Hilano conducted a mass wedding of some 2,000 couples from around the island. Following the ceremony (held in the market the day of a double new moon), Hilano appealed to the newly-weds and guests to participate in a special faith magic ritual that protected the entire city with a Magic Circle. For a full year, no aberrants, elementals, or shadows may enter the city. He intends to renew it as needed.

The city's folk also support large temples to the Swift Sword, the Eternal Lantern, the Raiser, the Powermaster, the Eye Opener, and the Dark One. Worshippers of any religion may find clerics and temples of their faith here.

**Mages & Sages:** Hreathwrot, a pale Fhokki from the far north, lives in an apartment in the city. A white dragon killed his family and all of their neighbors when it attacked out of the north in 369 C.M. (558 I.R.) Now, Hreathwrot wants to live as far from the snow as possible.

Shazan Wavemaster bills himself as a "marine navigator." He is indeed a careful and effective navigator. Many captains refuse to hire him anymore, however, since he has a reputation for chasing down pirates and plundering them. His services run 2,000 to 5,000 gold pieces per voyage - each way!

**Underworld:** Like any large port city, Svowmahni has its share of smugglers. The thieves' guild conducts the majority of these crimes.

Guildmaster Vohrol owns a half dozen sailing boats, and they sneak out to a tiny uncharted island, fifty miles off the coast, to meet merchants (usually Brolenese) wishing to avoid certain taxes.

Svowmahni's thieves' guild is the largest on the island. The light share it demands of its members, the potential for real wealth, and its extensive resources (the guildhouse has maps of virtually every warehouse, noble home, and worthwhile target in the city) combine to make it a benevolent guild up to which the competition cannot stand.

**Interesting Sites:** A wide, three-tiered fountain cools the citizens and provides a beautiful background for the city's doves. The fountain is often the scene for weddings, the start of parades, and a common landscape background for local paintings.

A massive five-story inn and tavern - the First Inn - charges travelers over ten gold pieces a room, but each room has its own bath! A powerhouse named Ghatha runs it; he needs no bouncers to keep the peace in his place.

The city also keeps all of the dead kings of Ozhvinmish. Six dozen black-and-silver garbed fighters in plate armor, and eight clerics of the Speaker of the Word, guard the Royal Tombs. Their fancy longswords are not just ceremonial, however, and the guards have no sense of humor when it comes to protecting dead kings. Over 200 kings and royal family members are entombed behind and below them, and none of the guards wants to let disasters involving grave-robbing or undead happen on his shift.

**Special Notes:** A generous dwarven smith named Zarakhil lives near the market. Zarakhil is actually famous and a friend to royalty. The dwarf forged a ceremonial hammer for a crown prince of his people, commissioned by the prince's father for a birthday present. Zarakhil now makes horseshoes and children's toys for pennies. The dwarven enclave had too few children and Zarakhil loves to be around them.

The road to the Imomena Hills is a dangerous place. This is primarily due to the bandits and humanoids living in the Svomawhom Forest who waylay any prospectors, gem diggers or other group that looks like it might have some money.

## ANOWHIZH

**Population:** 22,200. About 2,000 of these are gnomes, dwarves, or halflings, in that order of prominence. The humans are pure Svimohzish.

**At a Glance:** The city sits on a flattened mound nearly a mile across. A sign near each gate proudly identifies Anowhizh as the "Oldest City on Vohnazni," which any native can identify as a Svimohzish name for Tellene. Ancient stone ruins throughout the city stand witness to the age of the habitation. The stone houses crowd the narrow streets, which are further packed with ladders that lead up to rooftops, stone-rimmed wells that wear a constant halo of women with jars, and small carts pulled by cranky mules.

The people wear wraps, most of them with a single brilliant color. Hoods or scarves cover their heads, and all but the poorest wear straw sandals to protect their feet from the hot city streets. They are friendly to strangers who show them respect, but they will not

tolerate abuse. The Ozhvinmishii culture encourages politeness to both guest and host.

**Government:** The government of this ancient city is technically an appointed post, but the sovereigns of Ozhvinmish have approved of the head of the Mizani family for nearly 200 years. This vast family has deeply entrenched itself in the affairs of the city and controls most of the trade that enters and leaves the city's markets. The current head is Milhavin the Eagle-Eyed, although his age has deteriorated his once keen eyesight. Milhavin has led the family and the city for more than forty years and has spread his power base over so many nephews and nieces that no clear successor stands ripe for the reins of power.

**Economy:** The city is largely self-sufficient. It produces its own materials and few others. It does not lie on any of the trade routes leading from the mineral-rich Imomena Hills to the capitals east and west of it, so those resources do not come through the city often. Most merchants also consider the port somewhat dangerous since kuo-toa, sahuagin, and huge sharks have all been spotted by reliable sailors in the waters north and east of the city. Given the danger and insignificance of the reward, most merchants continue east to Kalamar or Zha-nehmish or northwest to Brandobia.

**Military:** Some 200 pikemen (leather armor, spear or halberd, shortsword) guard the city, and another 100 heavy infantry (scale armor, heavy shield, longsword) augment them. Amar Shacel commands the troops. A native of Zenshahn, Amar impressed the Mizanis by bringing in a caravan of six wagons with their cargo intact after an attack by goblins and carnivorous apes left his employer and two dozen other guards dead. Amar carries the ancient *Protector of the First Empire*, a magical bronze sword of strange shape that speaks with the voice of a king dead for at least 400 years. His reputation for honesty and fairness is legendary.

**Temples:** The Church of the Life's Fire is the largest and oldest temple in the city. Its current building, rebuilt after an earthquake in 239 C.M. (428 I.R.), stands on the ruins of what might possibly be the oldest stone building on Tellene. The round building holds 1,200 worshipers on the highest of holy days, and their singing fills the city. Lone pilgrims and overnighed visitors sometimes report strange visions in the temple, certainly messages from the Raiser (although other clerics claim the visions are sendings from the dead clerics murdered 300 years ago by a high cleric who witnessed them stealing a portion of the tithes).

The current High Field Master is Hochul Emfid. Hochul stays very visible in the city, making sure he is invited to every noble party and every social activity from ship launchings to the many marriages in the Mizani family. He is a plump individual with a permanent benign smile on his hairless face.

The Temple of the Founder's Creation proudly withstood the same earthquake that partially destroyed the Church of the Life's Fire. Its Master Builder now stands in front of the building as a statue; he requested that he be turned to stone and left standing in front of his building when he died. The current Master Builder, Borli the Bald, claims to have seen the fabled First Temple built by the Founder. Borli supposedly strode the Temple's main hall and passed through to

the interior chambers, where he encountered a magical puzzle that he failed to solve; he blinked and found himself at the northern tip of Svimohzia. He does not discuss the First Temple's location, but he pays a premium for detailed maps of the Vohven Jungle and many of his junior clerics quietly lead or send expeditions there in search of it.

**Mages & Sages:** Whemi Salpron is a sage of the ancient culture of the Svimohzish Isle. He is familiar with the language, religion, weapons, architecture, and royalty. While he is a capable wizard, he is better known as the owner of a small curio shop featuring antiques and rare herbs.

Mawhal the Foolish has recently returned from the local prison, where he spent twenty-five years for conjuring a demon in the middle of the city's streets. That he dismissed the demon before it killed anybody important (only three slaves and a peasant woman) is the only reason he was not beheaded instantly. A burglar broke into his abandoned home and stole his spellbooks, and the wizard is still trying to find a way to fit into a society that has long since left him behind. He humbly offers to train fledgling wizards if they can provide him with a scroll or partial spellbook to replace those he has lost. He mumbles to himself constantly and is slightly agoraphobic.

Sisi Mizani is one of the younger adult family members of the famous clan bearing her name and certainly a long way from becoming important in their opinions. Hence, she can afford to be flamboyant and playful. She has spent part of her inheritance in learning to be a wizard.

**Underworld:** The House of Knives has a large following here, apparently all members of the same cult. They answer to High Backstabber Zohshanam, whose reputation even causes his own followers to tremble in fear. Instead of using poisons, Zohshanam uses a large kitchen knife, with which he can butcher a victim in a matter of moments.

The city's two largest bazaars are home to a few busy freelance thieves, one of who is a fabulously adept half-elven pickpocket that the city's officials have been trying to catch for three years. Dashahn works only one day in ten, but he routinely leaves the market with 1,000 gold pieces worth of jewelry and coins.

**Interesting Sites:** An engineer named Ansven discovered a natural cave complex while digging out a foundation for a temple a few years ago and then mysteriously cancelled the project, earning an expulsion from his guild and serious financial penalties for breaking the contract. Ansven considers all the trouble worthwhile, however, because he believes that the cave complex might connect to the Grottos in the Ubikokeli Highlands. About once a year, he recruits adventurers to trek into the complex and explore as far north as the caves go.

**Special Notes:** Any attempt to change the people of Anowhizh brings resentment, since they are so strongly bound by tradition. Arranged marriages are the standard, and adventurers might find that some young lovers will ask to accompany them as they leave so that they can avoid some unwanted match. Agreeing might earn the enmity of a powerful family (like the Mizanis), but refusing might incite the youngsters to follow on their own at great danger to themselves.

## NENEHI

**Population:** 25,700 Svimohzish humans, elves, halflings, and half-elves.

**At a Glance:** Large markets and other open areas cause the city to spread well inland from the coast. Huge corrals contain horses from the interior and training grounds for the cavalry hold more horses and archery ranges. Three markets cater to buyers of different tastes, flat spaces allow sailmakers to ply their craft, and several fields are set aside for popular sports or races.

**Government:** The duke of Nenehi is a second cousin to King Shahn III. Duke Roshanaz is a jovial man with a famous sense of humor. Roshanaz has no sons, but his illegitimate daughter Daresvim (who refuses to marry) is nearly old enough to take his place. Daresvim's mother was a priest who did not want to have anything to do with the Duke after Daresvim was born. She died four years ago and Daresvim came to live with her father after 12 years of not knowing him. The people like her, but the nobles under Roshanaz are anxious about her ability and openly skeptical about her right to rule the fief.

**Economy:** The tailors of Nenehi are famous throughout the Kalamaran Bay area as being the best sailmakers alive. While other people might make better ships, they almost always raise Nenehi's sails. Nenehi also exports alfalfa and a few horses. The city imports a little bit of everything, needing nothing in great quantity.

**Military:** The army's strongest arm is the corps of engineers that man the massive catapults and trebuchets that face the sea and threaten hostile ships and monsters. They follow a bean-pole of a man named Zehnim who has a deadly eye for range. Two hundred light cavalry patrol the road to Svowmahni and the worn wagon path to Zomo-wim.

**Temples:** The Courts of Justice, the Assembly of Light, the Temple of the Three Strengths, the Temple of Armed Conflict, the Order of Thought, the Church of Endless Night, and the Conventicle of Affliction have temples in Nenehi. The Conventicle of Affliction is on the decline, and its temple sits empty most of the time. Vigorous persecution has driven its worshippers into hiding and its clerics now minister in prisons or in private homes.

**Mages & Sages:** Anarvis is a specialist in the field of slimes and oozes. His right arm is missing below the shoulder. An ochre jelly dissolved the arm years ago, and Anarvis may only cast spells without somatic components. In Anarvis' notes are the weaknesses and strengths of over two dozen amorphous creatures and their variations. He also has several dormant specimens trapped in jars or other containers (this storage is illegal, but the authorities are willing to overlook Anarvis' indiscretion unless an accident happens).

One of the horse trainers, Dunhive Whan, is a scholar in the area of arcane magic. He is familiar with spellcraft (and has Arcane Knowledge +10), but his favorite subject is rare sources of magic and unique spellcasting methods. Whan is aware of the Disciples of Avrynnner and catalogs them for the sake of completion, although he does not count psionics as magic.

**Underworld:** Nenehi normally boasts little crime. The thieves' guild actually oversees all legal locksmiths as well, making the guild a

standard and open part of society. This awkward arrangement means that a thief has access to every lock in the city, but it also means that the government knows where to look for anything that turns up missing.

From time to time, a pirate ship shoves into port, stirs up trouble, and leaves within a day. While that is usually the end of their mischief, they sometimes leave with one or two extra bodies - either conscripts or foolish youths who expect a life of adventure and wealth with the pirates.

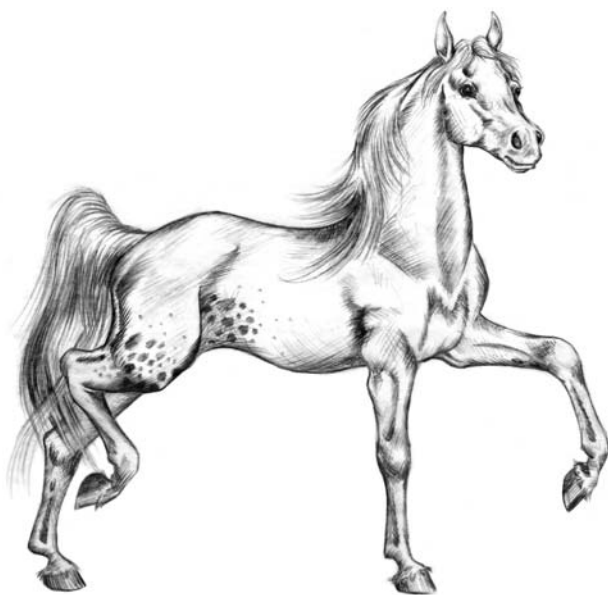
**Interesting Sites:** The Peg Leg Tavern caters to the sailors and others who make their living on the sea. The place has a reputation for helping people find work, so a person seeking to hire a crew could find a captain, officers, and deck hands within a matter of hours. Unless the person doing the hiring uses spells, however, the Golden Alliance manages to sneak a spy into every crew.

**Special Notes:** A mysterious figure walks the streets of Nenehi at night. The figure is Terrus Dyrn, a lich in search of his stolen phylactery. The lich has tracked the thief to Svimohzia from distant Bynarr, where the lich normally resides. Dyrn uses magic to appear as a Fhokki ivory merchant, and his natural accent and history makes the ruse very effective. He does not willingly fight anybody because of the dangers involved with an absent phylactery, but he is no pushover if a battle ensues.

## ZOMO-WIM

**Population:** 19,100 Svimohzish humans

**At a Glance:** The city sits on a high mound, and a wide ramp leads to the only gate in the city's thick walls. Narrow arrow slits conceal watchful crossbowmen and tiled turrets spear the sky. Unlike some other cities, no peasant homes lean against the outside of the walls; the archers have a clear shot for a hundred yards. Roads extend east to Nenehi and north toward Anowhizh.



Highland dancers are the bright and agile horses of the eastern plains of Svimohzia. These horses, although small among equines, are loyal, intelligent, and unnaturally dexterous. Their colors run from chalk white to charcoal gray, often with spots on the sides and legs.

**Government:** This distant Ozhvinmish city is considered a wild and dangerous place by its neighbors to the north. Duke Nishmani, who controls a large portion of the southern lands, has the same reputation. The Duke is proud of his city and alternately enjoys and curses his roguish image.

Control in the city is largely centered in the powerful clerics. Nishmani is a pious man and respects the rights of others to practice their religion (although the right not to practice any religion has never occurred to him). Tithing to one faith or another is mandatory by law.

**Economy:** Strange artifacts from the Awhom Forest are the most exotic and highest priced items sold out of Zomo-wim, but they are also the rarest. More common resources are lumber and the bright horses for which the island's eastern plains are famous.

**Military:** Cavalry has been a part of Zomo-wim since before the Coming of Miznoh, and the city relies on 300 heavy horsemen to protect it (scale mail, light or heavy shield, and sword). The number of hobilar in the army has recently increased due to the frequency of fighting in and around the Awhom Forest, where horses are useless. The hobilars now number over 600. They follow the innovative and reliable Captain Nahlavi, a knight whose family has been an important part of Zomo-wim for centuries. Nahlavi bears a scar he acquired within the Vohven Jungle, but he will not discuss his reasons for being there or the origin of the scar.

**Temples:** All faiths have followings in Zomo-wim. The Halls of the Valiant, the Assembly of Light, the Temple of the Three Strengths, and the Temple of Armed Conflict are popular, especially with the soldiers. Other influential faiths include the Order of Thought, the House of Solace, and the Parish of Love.

The Temple of the Three Strengths operates a sprawling monastery six miles west of the city. Its 25 followers practice prayer, exercise, and train in the faith's exotic martial arts daily, regardless of weather.

## Highland Dancer

Large natural beast (mount); Soldier 2; XP 125  
Initiative: +6 Senses: Perception +5; low-light vision  
HP 39; Bloodied 19  
AC 18; Fortitude 13; Reflex 17; Will 11  
Speed 10  
Kick (standard; at will): +9 vs. AC; 1d6+2 damage  
Sure Footing (while mounted by a friendly 3+ level rider; at will) + Mount

The highland dancer can move into difficult terrain at a cost of only 1 extra square of movement per every 2 squares of difficult terrain, instead of 1 extra square per 1 square of difficult terrain.

Trample (standard; at will): A highland dancer can trample like a standard warhorse (see the *D&D Monster Manual*), with an attack of: +7 vs. Reflex and 1d6+3 damage, knocking the target prone.

Alignment Unaligned Languages –  
Str 16 (+3), Dex 20 (+6), Con 15 (+2), Int 5 (-1),  
Wis 11 (+0), Cha 12 (+1)



The Aspirant of the Three Strengths who leads the monastery in its daily rituals and training is Zhulurahn, a short man muscled from head to toe known for his gentle touch when healing and his iron fist in combat.

Zhulurahn's influence extends into the military, since he is responsible for the hand-to-hand training of all of the soldiers in Zomo-wim.

The Parish of Love, under the leadership of Leshan Shazahn, performs nearly all wedding ceremonies in the city. Leshan admirably manages to retain many of those couples who enter her temple intending only to be wed under the eyes of the Pure One.

**Mages & Sages:** Wherahzni, a myopic old man from rural Zazahni, established a home here with his family, envisioning a large library where visitors hungry for knowledge would pay outrageous sums for his wisdom. The reality is that the need for a sage who specializes in the astral and ethereal planes is limited. Wherahzni's special favorite is the subject of pocket dimensions.

Adurmas is a dwarven chronicler with a penchant for embellishment. His stories typically aggrandize the role of dwarves in the development of the human nations on Svimohzia. Adurmas makes his heroes superhuman and the villains in his stories are despicable and truly vile.

**Underworld:** Horse thieves are the most hated and (unfortunately) the most common criminals in the city. Although stealing a man's horse is punishable by exile (one horse) or death (two or more horses), the chance to earn a couple of hundred gold pieces for riding a beast to Nenehi or Svowmahni tempts more than a few of the city's poor. Drawing and quartering is the typical method of execution for horse thieves.

**Interesting Sites:** The King's Mound is a round hill in the city that supposedly holds the buried dead of a forgotten monarchy. No homes or shops adorn the mound, and a low fence keeps children away from it.

The story of the Mound tells of several bodies buried in it. Supposedly, the bodies are those of a group of pilgrims who were beset by dire wolves eons ago. They beseeched the gods for help.

Help came.

At least a dozen gods responded to the call. Some were good and sent aid, some were evil and dispatched more monsters. Irritated, the Mother of the Elements caused the ground to rise up and swallow the whole mess.

The story has never been verified, but the Mound does in fact radiate strong divine magic from all schools.

**Special Notes:** The city's strong defensive stance stems from the threats to come out of the Awhom Forest in recent years. As treasure hunters and adventurers bring more artifacts out of the forest, the humanoids and monsters in the forest become bolder and more belligerent. While no one locally believes the goblins or ogres can claim to have created these artifacts, they do fear the humanoids are merely pawns of a greater race, one thought to be long dead. What this race might be, none can guess, for the artifacts show no images of their creators.

Brog-Tuuakh, a powerful hobgoblin chieftain from the Krimppatu Mountains, created this Kingdom. He was strong enough to dominate the other hobgoblin tribal lords and proclaim himself King of the hobgoblins. Shortly thereafter, the hobgoblins made war on the humans of the island. Brog-Tuuakh's host withdrew first from the battlefield in the great Dwarf-Human War (Fortnight's Battle). However, the hobgoblins believe that they actually won the war, since the combat precipitated the break up of the Meznamishii Empire.

Today, most human islanders believe that the hobgoblins have taken to the Nazguk Hills and will never return. This could not be farther from the truth. In actuality, after the war, the hobgoblins retreated past the Durbattum River and regrouped. Since the war they have founded three cities and have mastered the art of sea travel.

Ul-Karg has even begun to trade with the outside world. Its merchants trade gems, metals, ivory, rare woods, spices, textiles, livestock and slaves. Most of their trade is with pirates, Brandobians and Pel Brolenese.

Sections divide the country, each populated by a different tribe. The current hobgoblin King, Krarag-Randatk, belongs to no tribe; he rules independently, receiving homage from each tribal leader.

The kingship is not inherited. Any tribal chieftain bold enough to challenge the present king to trial by combat can become king through victory. Combat is usually to the death, although maiming and inability to continue because of lost limbs or blindness can determine a winner. Famous or popular kings who are crippled in these contests are sometimes retained by the new king as a military advisor. Losing challengers are always slain. Regardless of who actually wins, no hobgoblin may challenge the king for an eight-week rest period. Tribal chieftains win their positions in a similar fashion.

The Church of Endless Night is the most powerful religion in Ul-Karg. Every major event, from coronations to important trials, requires the presence of the Kargi Nightmaster. All other events require the presence of at least one Knight of the Black Pit. The other lawful evil religions, the Temple of Armed Conflict, the Congregation of the Dead, the House of Knives and the Fraternal Order of Aptitude are tolerated. Of these smaller churches, the Temple of Armed Conflict and the House of Knives have the largest congregations.

Although exact numbers are unknown, the nation of Ul-Karg, a militocracy, is believed to have a considerable fighting force. There are even rumors that the hobgoblins are preparing for an attack on Zazahni or Meznamish. These rumors are supported by the heavy influx of warhorses recently purchased from Mendarn merchants.

### BURZUMAGH, CITY OF PLAGUE

**Population:** 9,500 hobgoblins

**At a Glance:** Windows are few, thin, and shuttered. On the straw-covered streets, despite the warm climate, the hobgoblins wear full covering, excepting only their eyes. Even these might be covered by a sheer gauze if the wearer is wealthy enough to afford the expensive cloth. The citizens shun strangers, and for a stranger to touch a citizen is legal cause for assault.

**Government:** Like all Ul-Karg cities, Burzumagh is under direct military control. Grand Duke Patukhar rules the city and the Zamul Forest (at least nominally). He despises the minutiae of government and wants nothing more than to be in the field with his troops, but he rarely has the opportunity. Patukhar, despite (or perhaps because of) his obvious dislike of running the duchy, is a skilled administrator.

Below him, Patukhar has several captains who think his complaints are unfounded. If only they were the Grand Duke, the problems of economics, trade, and judicial law would not exist, or they would take up minimal time. These ambitious and fearless leaders are a constant threat to his position and their sedition spreads dissent among the troops.

**Economy:** The hobgoblins export teak, pepper, vanilla, and the hides of exotic animals from the Zamul Forest. Their principal import is salted or dried meat, since game is scarce in the forest. Furthermore, food taken from the jungle is sometimes highly toxic, even normally safe food.

Ronazagh's docks see Brolenese traders increasingly often in recent years. The traders come in search of more slaves, the unique Ronazagh exports, and strong hobgoblins for any empty benches in their galleys. Being largely cut off by land and distant from other ports by sea, these Kargi rely on the Brolenese traders for everything they need. Since the Brolenese merchants price these necessities accordingly, talented rogues often sneak in and make off with untraded merchandise while the visiting merchants are distracted with music, wine and exotic slave girls.

**Military:** With the mountains to the north and Ronazagh to the south, the military threat to the city is not great. Despite the safety, the army presence is formidable by human and humanoid standards. Twelve hundred soldiers in lamellar armor, longsword, and light shield guard the city and police its streets. Patrols in platoon strength (30-40 strong) make regular marches through the streets.

Tullum is a deadly swordsman known for his willingness to cheat in duels and for his legendary stamina. Tullum once suffered over 100 nicks, cuts and even serious stabs in a duel that he won. Under his tutelage, his company of soldiers has become possibly the best warriors in Tellene outside of Kabori's 1st Legion. It infuriates Tullum to no end to see another one of his soldiers wasting away to disease every time he walks out of the city's gates.

**Temples:** The Rotlord, not the Dark One, is the principal god in Burzumagh. Disease lives in the Zamul Forest and the hobgoblin who lives under its shadow learns to deal with sickness as unavoidable as the changing of the seasons. Rare is the hobgoblin without scars from pox or other signs of disease.

The Church of Endless Night's temple is an underground temple worshippers may enter only by a basement-like door outside of the Grand Duke's Keep. Pitmaster Kurgaz is under tremendous pressure from his seniors to restore his faith to the principal position in the city. They cannot understand how difficult it is to change the minds of the citizens of Burzumagh with every dinner table missing a family member due to disease.

**Mages & Sages:** The hobgoblin wizard Tanagazh is known for supposedly creating the terrifying spell *breath of Zamul*, which he

## Half-hobgoblin (Sil-karg) Racial Traits

Ability Scores: +2 Constitution, +2 Charisma  
Speed: 6 squares  
Vision: Low-light

Size: Medium  
Average Height (male): 4'10" + 2d10"  
Average Weight (male): 160 + 3d20 lbs.  
Average Height (female): 4'6" + 2d10"  
Average Weight (female): 120 + 3d20 lbs.

Languages: Hobgoblin, Merchant's Tongue, one regional human language. (On Tellene, a stronger race nearly always dominates goblins - most commonly the hobgoblin race. Thus, the Goblin language is little more than a dialect of the ancient Hobgoblin tongue.)

Skill Bonuses: +2 Endurance, +2 Insight

Honorable Strike: You can use honorable strike as an encounter power.

Dual Heritage: As a sil-karg, you may select any feat normally restricted to humans, hobgoblins, or sil-karg, provided you meet any other requirements for that feat.

Group Confidence: Your presence in a group grants allies within 10 squares of you a +1 racial bonus to Insight checks.

### Honorable Strike (Sil-karg Racial Power)

Use: Encounter  
Action: Standard  
Trigger: You offer a creature the option of surrender, but it refuses.  
Target: The creature that refused to surrender.  
Attack: Strength vs. AC  
Hit: 1[W] + double Strength modifier damage

Components: Martial, Weapon  
Range: Melee Weapon



claims rains the deadly diseases of the forest on his enemies. In reality, the spell is nothing more than an orange *cloudkill* spell.

**Underworld:** The hobgoblin cities have no guilds for their craftsmen, but the thieves do band together into groups. The smaller groups are led by charismatic individuals and fall apart when that individual is killed or arrested (and typically executed). Burzumagh's largest group has been around for 60 years and shows no signs of waning soon. Kinshag, a half-hobgoblin, leads the group. Kinshag's Plague of Locusts practice banditry outside of the city's limits and roll drunks inside the walls.

The authorities are soldiers and prefer to be pointed at their enemies and ordered to charge over searching for them, questioning witnesses and searching for clues. Suspects are typically beaten or tortured until they confess and then executed. A frustrated soldier might give a witness similar treatment.

**Interesting Sites:** The city's center contains an ancient black building of stone not native to the area. It lacks any writing or symbols and the doors have long since rotted away, but legend says that it was an old temple of some kind. The building is three stories tall, with small windows that used to hold colored glass. An open area of the building, presumably for worship, rises all three floors, and the roof contains a large flat area with a place for a now-absent shrine. Hobgoblins fearless in battle refuse to enter it, even though strangers have often entered it and found nothing unusual.

**Special Notes:** In addition to being victims of disease, the hobgoblins of Burzumagh are carriers of more diseases than one can count. Hobgoblins are actually quite resistant to disease, and each generation that lives in the shadow of the forest gains more and more immunities. Strangers in contact with them (walking the streets, fighting in a battle, etc.) must make a Fortitude save to resist catching a disease such as blinding sickness. Direct physical contact such as wrestling or hugging raises the DC as the DM sees fit.

## RONAZAGH

**Population:** 11,400 hobgoblins.

**At a Glance:** A huge clearing in the forest shows where humanoid hands have destroyed acres of trees so the hobgoblins could build their city here. A wall twice the height of a man runs inside a fetid moat, broken by two gates.

Inside the gates, mangy stray dogs fight over bones in the dirty streets, and naked children brawl among them. Armed merchants barter over commonplace items. Metal-clad soldiers fill the streets.

The very center of the city shows its origin: distinctly human buildings show similarities to Meznamishii architecture, and inscriptions date the human section of the city to before the founding of Meznamish. The true hobgoblin dwellings are wood buildings on stone foundation, with one large central room that serves as a cooking, sleeping, eating, and social room, with several smaller adjacent rooms that serve as storage or possibly private rooms for the patriarch and his wife (or wives).

**Government:** Ronazagh is a semi-capital of Ul-Karg. The King's brother, Grand Duke Grullagz and most of the military reside there, so the country defers to it in all matters not commented upon directly

by the King. The city, like the rest of the country, is ruled strictly by the military. Grullagz is a capable commander but hates administration, so he leaves the mundane functions of overseeing the city rule to his second-in-command. This governor is a short hobgoblin named Vulak. Vulak owns in excess of 300 slaves, and his farmland (most of which he has never seen) produces sugar beets, timber, and wood for strong bows and spear shafts.

There is no difference between civil and military government. Soldiers act as police when they feel like it and people have no option to resist except by force of arms.

**Economy:** The Kargi are not great farmers. Their slave-worked mines generate a large fraction of Ronazagh's wealth—rubies, copper, gold, and iron. Loot contributes a great deal as well. The unrest in Zazahni and the proliferation of small unaligned towns and city-states across the central and western part of Svimohzia mean that the island is ripe with targets for raids.

**Military:** Ronazagh's garrison roughly matches the civilian population. Principal operations include harassing the humans and humanoids on the island, but the army's commanders subtly mine the reports from the raiders to determine the military strength of their enemies. Over 6,000 soldiers in heavy armor (the typical thick lamellar common to most soldiers in Ul-Karg) operate out of Ronazagh.

**Temples:** A squat black rock passes for the Church of the Endless Night in Ronazagh. The slipshod workmanship testifies to the speed with which the temple was built. Pitmaster Gornatt Ironwall ordered the old temple destroyed and this new one built beside its predecessor after a rogue cleric of the Eternal Lantern left an everburning torch on the altar. Its followers are soldiers, officers, and common workers.

Less important temples to the Temple of Armed Conflict, the Congregation of the Dead, the House of Knives and even the Fraternal Order of Aptitude boast a few loyal followers. Their followers and their wealth combined do not equal the power of the Church of the Endless Night. A few soldiers worship at the Temple of Armed Conflict, a handful of scholars and sages attend the Congregation of the Dead and the Fraternal Order of Aptitude, and thieves and assassins swell the ranks of the House of Knives.

**Mages & Sages:** Grezat plies a few spells hoping to pass himself off as a hedge wizard. He lives outside of the city's walls, among the pungent poor dwellings that receive runoff from the city's moat during heavy rain. His knowledge of herbs and medicines allows him to earn a pittance selling poultices and balms. Grezat learns which of his clientele have valuable jobs and sometimes gives them charms that ward off disease for a week or two. The charms also allow the assassin to spy out potential employers - or targets.

**Underworld:** The Duke maintains a secret police force that employs elite archers and assassins to eliminate potential rivals or insurgents. The mysterious Murder Brigade numbers barely over platoon strength (about 50 individuals), but their effectiveness goes far beyond their numbers. When the political climate is quiet enough, Grullagz uses them to obliterate any rising thieves' guilds. These pogroms also allow the Brigade to bolster their own numbers;

they recruit from among these guilds as well as from regular soldiers and snipers in the army.

**Interesting Sites:** Ronazagh relies on narrow canals to bring water from the Durbattum River to its people and farms. Four of these canals enter the city in parallel underneath the walls, and numerous foot bridges cross these canals within the city. Guardposts of six to eighteen soldiers stand near each of these bridges, and anyone swimming in a canal (which is not a healthy activity) is suspected of being a spy trying to sneak into the city. The canals carry crocodiles, dire rats, and even more hazardous creatures into Ronazagh's streets.

**Special Notes:** King Krarag-Randatk keeps his military in Ronazagh and stays here when he is not in the capital city deep below the Krimppatus. Zurgak Krage, a general known for his absolute hatred of dwarves, hopes to replace him one day. Krage's goals include the annexation of Vrandol (for which he plans to gain the assistance of the Brolenese) and the establishment of a naval force to ferry the hobgoblin military might (for which he also plans to use the Brolenese, with less willingness on their part).

## KINGDOM OF ZAZAHNI

The Kingdom of Zazahni (estimated population 1,600,000) is the central nation of the Svimohzish Isle. The Kingdom is a feudal state with the land divided into various dukedoms. When Zazahni obtained independence from Meznamish, there were more than thirty petty barons and dukes. The people of Zazahni believed they needed a king. The most powerful duke, Adasvero, claimed the new throne and crowned himself King Adasvero I. The other noble houses were not happy with his proclamation and an immediate civil war erupted. The fighting has gone on now for almost 70 years.

Currently Zazahni is without a ruler since the last King, Wazh-anh II, was assassinated in his sleep. Until his untimely death, he had held sway for 26 months, the second longest reign in Zazahni's brief history. Despite his central Zazahni heritage, King Wazh-anh II was very popular in the north because he authorized the sacking of several Ozhvinmishii villages by the northern barons.

Today, there are still 27 competing noble families, seven of which seek to place the head of their house on the throne. All but two of the smaller houses have declared either complete neutrality or allegiance to a more powerful lord. The many allies of these two weaker houses allow them to continue to compete for the throne. Many of the lords have secret alliances with Meznamish.

The northern houses began the civil war in a weakened state due to the Ozhvinmishii ravaging during Fortnight's Battle. Nevertheless, better land for crops and more natural resources have recently given them an edge in population growth. They still, however, constantly skirmish with Ozhvinmish when not fighting each other. Constant warfare ravages the middle baronies, both from each other and by the armies that pass through from the north and south. The only thing keeping them from total economic collapse are the tariffs they collect from north-south trade. Constant battle with savages, humanoids and trolls from the Vohven Jungle weakens the southern barons.

However, need causes them to have superior troops and their well-seasoned infantry keep a balance of power between north and south.

Zazahni is a poor kingdom with few natural resources. Constant external and internal warfare has weakened her to the point of fragmentation. There are even those that hope for the return of Meznamish. Some minerals are extracted from the Imomena Hills, and rare woods and spices are obtained in the Vohven Jungle. The constant competition between the barons causes economic troubles, as price wars and exceedingly high tariffs wreak havoc on the struggling economy. Of course, Ahznomahnii merchants are always there to take advantage of low prices, to help instigate price wars and to drive further rifts between the local barons. All in all, Zazahni's best exports are her mercenaries and her poisons, both of which have attained world renown.

Almost every religion is worshipped in Zazahni, but the Halls of the Valiant, Temple of the Armed Conflict, the Way of the Berserk, the Thunderer's Temple, Courts of Inequity, the Congregation of the Dead, House of Knives and Temple of Strife have the largest followings. There are a growing number of followers amongst the many evil religions.

## EMOSVOM, DOORWAY TO THE PAST

**Population:** 7,800 Svimohz and 200 elves.

**At a Glance:** Instead of building bridges across the wide Izhoven, the people rely on barges and ferries. Boats in the sluggish river hardly require mooring, and travel across its brown waters is commonplace and uneventful.

The city reeks of garlic, and the pungent herb makes its way into nearly every item of food. The Emsvomi attribute to the garlic everything from strong nails and teeth to longevity to magical potency.

**Government:** Despite its trade value, few outsiders ever considered Emsvom important enough to care about. Even during the civil wars, it was hardly considered a place worth fighting for, and the local

### Cord Armor (Light)

Armor Bonus: +1 bludgeoning/+2 other

Min. Enhancement Bonus: -

Speed: - Check: -

Price: 30 gp Weight: 10 lb.

**Special:** Cord armor provides a +1 armor bonus against weapons from the flail, hammer, mace, and staff group (bludgeoning weapons). Cord armor gives a +2 armor bonus against weapons from the axe, heavy blade, light blade, pick, polearm, and spear group (typical hacking, slashing and piercing weapons).

**Armor Proficiency:** These classes are automatically proficient with cord armor: fighter, paladin, ranger, and warlord.

#### Armor Proficiency (Cord) Feat

**Benefit:** You receive training with cord armor.



duke, Inawhil, never fully committed to anyone else. The result has been that Emosvom is virtually independent.

**Economy:** The Emosvomi collect rare woods, spices, and exotic animals for sale as pets from the Vohven Jungle. They grow barley, but their beer is delicious only to themselves; they cannot export it. They do send, however, barley upriver during years of bad harvest. While Wimish and Svomwhi report light crops sometimes from blight or fire, Emosvom rarely has a bad barley crop.

**Military:** Mizovohr Arhomven takes the soldierly vices to extremes. He is intoxicated when not on duty, gambles recklessly at cards and dice, spends too much time and gold in brothels, and never, ever backs down from a fight. This crude, earthy man leads the militia, drawing on his experience from fighting rogue beasts in the Vohven.

Arhomven's militia includes 90 men on foot (brigandine armor, light shield, and spear), 40 on horseback (cord armor, light shield, spear or halberd, and sword), and a growing number of men in heavier armor trained to fight in close quarters (a collection of 30 men in lamellar, scale mail, and scale mail, with heavy shield, and sword or axe). Arhomven constantly nags Duke Inawhil for better armor, more horses, and better weapons.

**Temples:** While the Home Foundation, the Assembly of the Four Corners, the Church of Everlasting Hope, and the Raconteur are popular, the most revered faith in the city is the Conventicle of the Great Tree (located in a thick grove of oaks a few miles east of the city). Temples tend to be empty except on the holiest of days. The people of Emosvom are faithful, pay their tithes, and follow their faith's decrees, but they rarely attend services.

**Mages & Sages:** Miznamvho the Elder visits the city often enough that he owns a cozy home just outside the city wall. The druid brings back stories of the adventurers who set out for fame and fortune in the Vohven Jungle. Since Miznamvho's stories frequently include the final fate of the adventurers, people wonder if he stands and watches them die without rendering aid. Miznamvho claims that helping the strangers in his forest is not his mission, and he brings back news for friends and family out of kindness. Miznamvho's main reason for visiting town is to sell the dangerous herbs that he harvests, strong herbs used in both medicines and poisons. He trades them for supplies such as clothing and tools.

**Underworld:** Exotic and dangerous monsters from the Vohven make expensive pets for the wealthy and powerful. The lure of wealth attracts many adventurers to Emosvom to attempt to procure displacer beasts, dragon eggs, and other objects that fetch outrageous prices among nobility in Zha-nehzmish, Zenshahn, Svommahni or foreign ports.

**Interesting Sites:** The city includes a large and secure prison dedicated to holding dangerous rebels or insurgents. In addition to housing 900 criminals held for civil crimes, over 200 nobles and common military leaders, informants, and spies languish in the dark prison. The Emosvomi people dislike the burden the prison places on them because feeding an additional 1,200 mouths strains even their substantial food supplies.

**Special Notes:** The city is known as the Doorway to the Past because adventuring parties stage expeditions from there into the massive and unknown Vohven Jungle. These parties typically stock up on food, tents, rope, and other supplies and then travel by boat along the Izhoven River. Natives serve as guides up to a point known as Three Kings Bank. This shore of the river has a small forest of totem poles mounted in the sand and supposedly marks the borders of a tribe of very xenophobic elves.

Crocodiles, lions, zombies, ghouls, leopards, trolls, and giant slugs are only some of the dangers that guides and scouts report on the edge of the Vohven Jungle, the river, or the plains to the east. In the west, the lands are civilized, leaving few dangers other than subterranean ones—like bulettes—and aerial hunters like the black dragon Minzazel, believed to live in either the Mewhi Marsh or somewhere south of there in the Vohven.

## SVOMWHI

**Population:** 18,100 Svimohz and about 800 dwarves, halflings, and gnomes.

**At a Glance:** Large expanses of emerald lawns and a wide stone bridge over the Izhoven separate the homes of the commoners from the luxurious palace of the duke. The east side of the river apparently belongs exclusively to the rich and powerful, although only a small guardhouse at the east end of the bridge shows any physical barrier.

**Government:** Duke Dovizhem III rules the city of Svomwhi from his marble palace on the east bank of the Izhoven River. His name is not popular in national circles because of his father's resistance to the country's unification, but his own subjects adore him. While his authority is unquestioned, his seneschal Baron Svemahni exerts far greater influence in the daily affairs of most people. He oversees the collection of taxes, construction of roads and fortifications, and the Ministry of Faith, a local body whose main purpose is to see that the churches comply with the law.

Svemahni's ambition and lack of social graces are famous in the city, and many people shake their head at how little he tries to hide either. Dovizhem allows the baron free reign at the moment, content to wait until Svemahni has more power than he can handle before cutting him off. As far as Svemahni's rudeness, the duke loves having a more visible target than himself for satiric bards to ridicule.

**Economy:** The Duke's palace and gardens provide a major drain on the area's economy, since he takes so many workers away from the food-producing crops to make sure his roses and lilies grow. Despite the drain, the city has enormous wealth. The nearby Imomena Hills produce plentiful but rough wool, horses roam the eastern plains, barley and hops thrives on the west bank, and the Izhoven is still shallow and swift, providing mills with reliable motive power throughout the year.

**Military:** Dovizhem's army consists of two hundred heavy infantry and 300 heavy cavalry protect the city. With no natural borders, the troops must cover all sides. Because the Duke refuses to hire mercenary troops, he encourages the clerics in the city to hire them, and these untrustworthy mercenaries (except for native crossbowmen) spend most of their time prospecting for gold in the hills.

**Temples:** The Home Foundation, the Hall of Oaths, the Courts of Justice, the Temple of the Stars, the Temple of the Three Strengths, and the Church of the Silver Mist exert the most influence on the people of Svomwhi. Temples of lesser importance include the Inevitable Order of Time, Church of Chance (popular with the prospectors and merchants), House of Hunger, and the Temple of Strife.

**Mages & Sages:** A meticulous elven chronicler named Weithaelin has been recording the recent events surrounding the ongoing civil war. After falling from favor in Zenshahn because he never revealed his work, Weithaelin moved to Svomwhi, where he found the reception much warmer. The historian is convinced that more exciting events are coming up, and he wishes to be in Zazahni when they happen. His writing takes a long time because he has an incredible memory for detail and he writes in Elven, a slow and laborious task.

**Underworld:** Mesvanish is an agent of the Confederacy of Ahznomahn. The Ahznoms fear the power of a united Zazahni, especially if under Meznamishii control. Therefore, Mesvanish (only one of a dozen agents like him across the country) preaches independence for each Zazahni duchy. He also spreads word about the good work that the Confederacy of Ahznomahn has done, the wealth of its Members of Parliament, and the nation's stability.

**Interesting Sites:** The Tomb of Kings is a granite building dedicated to the remains of King Adasvero. The two-step pyramid stands only about 60 feet across and 50 feet high and shows no decoration on the bottom level. The top level has a small altar dedicated to the True, idealistic images of happy farmers and workers, and an

entrance into the interior. The entry is Arcane Locked and the interior has several illusions designed to frighten intruders.

The king rests with a ruby-tipped scepter, which served as his badge of office, a law book, and his golden crown. He rests alone for now; the Truthseekers wait for a king to last long enough to begin a dynasty. Once a king's son becomes king, the Truthseekers intend to request the honor of guarding the dead in this Tomb.

**Special Notes:** Adasvero ruled from Svomwhi during his brief reign. Its central location, access to the Izhoven River, the nearby mineral wealth of the Imomena, and the productive central farmlands make Svomwhi a logical choice for a center of government.

## ZENSHAHN

**Population:** 24,700 Svimohz. Most humanoids who survived the tumultuous civil wars have left.

**At a Glance:** The walls are new, tall, and vigilantly guarded by veteran soldiers with longbows and a full range of siege equipment. The city bustles with activity; excitement and hope for the future are growing.

**Government:** Zenshahn is the seat of Duke Whanavi's duchy. He recently engaged in a fierce war of domination with Duke Dovizhem II. Dovizhem, now known as "The Bloody" gave an impassioned speech in front of the unaligned dukes at the Council of Mewhi and won over their support. From his fortress at Svomwhi, 2,000 foot soldiers and fully 3,500 horsemen stormed west and south, striking at the black-garbed knights faithful to Whanavi. Whanavi, supported by a core of paladins and allied with tribes from the Vohven Jungle,



Svomwhi

repelled the initial attacks, but he was still outnumbered two to one. Clever diplomacy won him temporary allies from Ahznomahn and Ozhvinnish, and a band of dwarven mercenaries striking from the north managed to tip the scales in his favor. Over the course of another year, constant fighting drove Dovizhem and his troops back to the Izhoven River, where his allies changed allegiance in return for amnesty. Since Dovizhem's capture and execution, the nation has been relatively peaceful, with most nobles deferring a position of respect to Whanavi but nothing more.

While Whanavi's army is too weak for him to claim any kingship, his son Yahan might be in a good position to claim the vacant throne in another 30 years. Zenshahn is growing economically stronger and it will eventually recover from its military losses.

**Economy:** The economy is still reeling from the blood and destruction of the recent civil war, but peace is settling in. Since Whanavi opened up peaceful relationships with some of the Vohven natives, new trade routes have allowed opportunities that did not exist before. The tribesmen are not all peaceful, however, and many of them do not appreciate the intrusion of the northerners.

Zenshahn exports worked metal goods to the Vohven tribesmen in return for the exotic goods needed for her famous poisons. Poisons, veteran mercenaries willing to undertake questionable tasks, and jet from the Imomena Hills generate the greatest income of Zenshahn's exports. Whanavi has a fine port in his central city, but it sits empty more often than not because of the extreme distance from the busiest trade routes. Brolenese traders who come this far to do business with Ronazagh sometimes veer east to Zenshahn, where they bring troubling news about Kargi wealth and military strength.

**Military:** Whanavi relied heavily on his expert cavalry, and they took heavy casualties during the recent fighting. They now number only 2,000, with half of that number stationed in the Zenshahn. Their pride is great, as is their impact on the economy. Most of the cavalrymen are wasteful and spend a considerable amount of coin in the marketplace, inns and taverns of the city.

Ironically, Whanavi's infantry gained in strength from the campaign due to land concessions from Dovizhem. Their morale is not as great as that of their mounted counterparts, but desertions are nevertheless few.

**Temples:** The Temple of Armed Conflict, the Way of the Berserk, the Halls of the Valiant, the Church of the Life's Fire, the Face of the Free, and the Inevitable Order of Time have temples in the city, with a dilapidated shrine to the Founder's Creation outside the city's walls.

**Mages & Sages:** The civil wars initially appeared to be a boon for mercenary wizards, but the fighting grew thick and deadly, and a great number of wizards died before peace returned. Wizards are presently rarer in the kingdom than ever before. Concerned about the state of affairs, Whanavi has begun building a school he calls the University of Arcana, an investment he hopes will encourage a new generation of wizards in the city.

The university's designer is Mushahnohz. "Mushu" is egotistical and pedantic, but he is a gifted wizard and legendary combat mage. He is wise enough to know that he best offers the embryonic school his name only. He has no patience for teaching and has no clue how

to handle the finances or paperwork involved with a school. Until he can find another to fill in, however, he is the only instructor the school has.

**Underworld:** Smugglers have become firmly entrenched. They have public support because they bring in foreign goods cheaply to which many commoners and merchants have become accustomed. The smugglers are raising their prices and blaming the price on the greater threats from the duke's tariff collectors.

One thieves' guild, the Dark Omen, acts solely as black marketers, bringing in wines, weapons, and cloth at prices a third less than the usual market. The Dark Omen's leader is Isvanosh, a gap-toothed man with a disarming smile and no scruples at all.

**Interesting Sites:** Whanavi has been expanding his previous residence into a palace at the request of his young son. The production has been slow since his heart is not truly in the work, and the palace is still years away from completion. Accidents have plagued the construction as well, including the drowning of six workers in the moat after their scaffold fell from a wall and its entangling ropes trapped them underwater.

**Special Notes:** Whanavi is still cursed by the reputation of his father, who lied and cheated to gain position among the dukes. After a failed attempt at the crown, his allies discovered his many deceptions. The worst of his falsehoods came when he convinced a dozen dukes and barons to commit soldiers into the area because of an impending Kargi invasion. In truth, the movement of such massive forces was meant to deter an impending attack from an eastern duchy and its allies. The deception worked, but his allies were quite displeased. Now, undeservedly, Whanavi carries the same reputation by association – he is the son of a liar.

## COLONY OF VRANDOL

Pel Brolenese slavers actually founded this now Mendarn colony. The Brolenese found that they could make a tidy profit selling and trading slaves to the Kargi for precious metals, iron and gems. Thus, the slavers established Vrandol as a rest and supply stop for merchant ships bound for Ul-Karg. Local pirates began to frequent the town to spend their booty on wine and women. Soon the town grew from a rest and supply stop to a full-sized city.

The Pel Brolenese practice of waylaying Mendarn merchant vessels and enslaving the passengers and crew eventually angered King Aldorn III enough to declare war. However, the Mendarns could not invade Pel Brolenon because its rocky coast and the windy Straits of Svimohzia make any invasion of the City of Oppression nearly impossible. Therefore, King Aldorn ordered an invasion of Vrandol. The Theocrat's troops were overwhelmed. The Mendarns sacked their temples then burned them to the ground.

King Aldorn decided to keep the colony intact as a Mendarn colony. Now Mendarn slavers sell their captives to merchants bound for the towns of Ul-Karg. There, they trade slaves for gems, metals, ivory, rare woods and spices. Mendarn merchants also trade foodstuffs, textiles, livestock and warhorses to the hobgoblins through Vrandol.

King Aldorn keeps a small fleet of warships at Vrandol both to protect her and to assault any Pel Brolenese ships that come within sight. Vrandol keeps a standing army of about 300 troops.

## VRANDOL

**Population:** 9,500 humans. About 80% are native Svimohzish and 20% are Brandobian. About 200 dwarves live in the city as well.

**At a Glance:** A fresh stone wall surrounds the city, rebuilt over the ashes of the wooden palisade that failed to ward off the Mendarn invasion in 1040 Y.K. (559 I.R.).

Wide roads or open fields subtly divide the city's interior. The wealthy merchants live in the hills to the northeast, the nobility live in the east, craftsmen and artisans reside in the southwest section south of the docks, and the laborers live in the northwest and around the docks. Crossing one of these cultural barriers is legal, but the authorities discourage unauthorized wandering.

**Government:** Vrandol is still under strict military rule. General Cavdrol must establish a trade monopoly with Ul-Karg. This mission requires two plans - the creation of a wide road for overland trade, and the strangulation of naval trade from other nations around the western coast of Svimohzia, especially Brolenese merchants who know the waters well. Cavdrol is the appointed Governor of the city, a position that supplanted the Brolenese lordship (which itself supplanted an ancient Svimohzish barony).

**Economy:** The Mendarns sell slaves to Ul-Karg in return for gems, metals, ivory, woods, and spices for themselves. They also sell food, textiles, livestock, and warhorses that they receive elsewhere to their hobgoblin neighbors.

Since the naval blockade of the Pel Brolenon-to-Ul-Karg sea route is ineffective, (suspicion among the Mendarn military blames invisible Brolenese dromonds), the colony is responsible for building a wide highway to the hobgoblin country to establish a quick and exclusive overland trade route. This highway keeps workers away from the fields and their trades, slowing the economy by a substantial margin. The General insists everyone will benefit in the long run.

**Military:** The 300 heavy footmen (scale mail armor, heavy shield and battleaxe) assigned to the colony are engaged in building the road. In addition to taking shifts themselves, they supervise and protect a work force of 400 conscripted Svimohzish locals into clearing the rough land through the Parnor Hills and the uneven lands south of them. The demeaning work undermines the soldiers' morale, but fear and suspicion of Ul-Karg keeps them alert. They know that raiding bands from somewhere have been striking at the free villages of the west-central part of the island, but they as yet have no definite proof linking the brigandage to Ul-Karg.

Captain Bolgdran, a hardworking soldier from one of the colonies, oversees a detachment authorized to patrol. They ride along the coast searching for

beached galleys from Pel Brolenon. One such expedition revealed a sinking great galley in the distance. Bolgdran and his men assembled rafts that they carry as part of their standard equipment and rowed out to investigate. When they arrived at the sinking ship, tentacles reached up and killed or panicked the soldiers, but Bolgdran dove underwater with a knife to confront the danger. The cause of the chaos was an aboleth, which immediately charmed Bolgdran.

Now the captain still performs his other duties, but he also sees to it that fishermen, sailors, and other doomed souls sail out to the aboleth's undersea cave where it can devour them.

**Temples:** The House of Scorn was prominent under Brolenese rule, but the change in government has affected its membership. It currently claims a meager 150 total members, of whom a third show up for major holy days. Purger Nalban leads three junior clerics.

**Mages & Sages:** A Brolenese spy named Wenvert poses as an artist. He hides secret military and trade information in his paintings and sells them to contacts who spirit them to Dowond-Brandel right under the noses of Mendarn agents. Wenvert is astute and clever and does not believe in taking risks. His magic is very subtle and often layered for maximum effect.

Hendrad the Black is a native Svimohz known for his mastery of elemental spells, his *rod of the pyre* (level 10), and his quick backhand. Hendrad's Brandobian name came from his Brolenese father; his epithet comes from his short temper. Hendrad is a staunch supporter of the Mendarns and suppresses insurrection or civil unrest wherever he goes.

**Underworld:** Unknown to any in the city, Hendrad's father, Mandast is still alive, having faked his own death to survive the purges that followed the Mendarn annexation of Vrandol. Mandast leads a simmering group of 40 people faithful to Pel Brolenon. Most of these "Loyalists", as they call themselves, are former nobles who



Vrandol



lost lands or position. While the Loyalists make no overt actions as a group, the members individually still have considerable wealth in secreted gems and jewelry and still have power through bribes, contacts, and no dearth of evil intent.

**Interesting Sites:** An old temple to the Overlord still remains from the colony's previous owners. The reason for its existence is a mystery to most people in Vrandol. While Cavdrol claims that he honors all religions, he is secretly afraid of retribution if he orders the temple's destruction. The cause for his fear could be traced to a horrible nightmare involving the temple the night he arrived in Vrandol. He believes it to have been a direct threat from the Overlord.

Nobody is known to enter the temple through the wooden planks that cover its doors and windows. Inside, however, live a band of seven ghouls and over two dozen zombies. The ghouls are said to be former clergy of the temple, killed during the Mendarn invasion. The zombies are undead remains of the worshipers inside the temple at the time of the slaughter.

**Special Notes:** The two cultures do not always agree, since the Brandobians are almost exclusively members of nobility or government, leaving the Svimohz to do the work. The Mendarn acquisition of Vrandol did nothing to change this legacy of the Brolenese.

## CITY OF BRONISH

Refugees from Mendarn and Pel Brolenon founded the free city of Bronish (population 8,000) about 100 years ago. Fearing racial persecution or enslavement, the founders came by boat to the northwest coast of the Svimohzish Isle. Here they met friendly Meznamishii nomads and together they developed a small community.

The city has succeeded as an independent state and its population is a mix of Brandobians, Meznams and halflings. Bronish has remained independent for several reasons. It is geographically isolated, has little wealth and most importantly, it is protected from Pel Brolenon slavers by an alliance with a creature living in the nearby mountains.

Early settlers exploring the mountains discovered the lair of a gold dragon. They immediately paid tribute with flattery and gifts. Ever since, the city has had an exceptionally friendly relationship with the magical being. The dragon has agreed to defend the good and peaceful city of Bronish and the citizens reward the dragon with treasure and praise.

The dragon is treated as a god by the townsfolk and those who have had the honor of viewing the creature tell grand tales of its magnificence. In fact, the main reason that the people of Bronish have little wealth is because they give such a large portion of it to the dragon. Long ago the dragon destroyed slavers who boldly landed in the heart of the small city in an attempt to enslave the citizens. Once news of this incident got out, slavers' ships were not even seen on the horizon again.

The city and surrounding area sometimes face danger from monsters that dwell in the Whiven Marsh or hobgoblins who cross the mountains from the south. Therefore, they keep a watch of 75 footmen supported by 75 cavalry to defend the city from such threats.

They have no formal navy since the dragon protects them from waterborne invasions, but there are numerous fishing boats owned by the citizens.

The city is run by an elected council of seven who each rule for seven-year terms. Each year an election is held for one position. The social structure is generally fair with most citizens bearing equal rights. The goal of the citizens is simply to maintain a good and just place for its inhabitants to live, free from the disputes and politics of the outside world. Most good and neutral religions are tolerated. The House of Solace and Parish of Love are local favorites.

Local food and lumber from the Whisvomi Forest are in adequate supply, as is metal from the Dashahns. The chief export of the city, however, is the fine rope and basketry made from vines found in the marsh and forest. The city is on good trading terms with Meznamish, Eldor and the colony of Vrandol. However, many fear the imperious nature of Eldor.

## TOPOGRAPHY OF SVIMOHZIA

### WOODLANDS

**Awhom Forest:** It is said that this densely wooded area was once part of the Vohven Jungle but that, over time, the climate became drier and the Vohven receded to its current boundaries. An ancient culture predating mankind is rumored to exist within this forest.

**Miznoh Forest:** This pine forest marks the northwest area of Ozhvinmish. The native Svimohz hew a large number of trees but the forest's rapid growth rate mitigates any ill effect. Both wood and wild elves inhabit the heart of this wood, although they have few dealings with the outside world.

**Mizohr Woodlands:** This nondescript forest in southwestern Meznamish covers the foothills of the Tanezh-Dashahn mountain ranges as they descend into the Meznamish Valley. Many gnomes and a few elves dwell here.

**Svomawhom Forest:** This collection of thickets and briars lies along the eastern side of the Imomena Hills. It is a most unwholesome place and the human inhabitants of the region keep a safe distance. Numerous humanoid bands dwell within its confines and they occasionally raid the surrounding lands.

**Vohven Jungle:** The Izhoven River descends from the high plains of northern Zazahni, draining the savanna into a vast jungle, known to locals as the Emerald Sea. Early river navigators so named it because far upstream they could see the green of the vast rain forest off in the distance and believed it was the sea. Covering nearly 150,000 square miles, Vohven is a massive and largely uncharted wilderness. Human and humanoid tribesmen live there, in great numbers, along with all sorts of wild beasts. Tribes of intelligent vegetable creatures also inhabit an area of the jungle.

**Arboretum of Clahz:** This is an area in the heart of the Vohven Jungle wherein a druid has collected flora and fauna species unknown elsewhere in the realm. Supposedly, the plants eat the animals. This is where the intelligent vegetable creatures originated; they escaped and are now a menace throughout the jungle.

**Whisvomi Forest:** Situated on the elevated western slopes of the Dashahn Mountains, the Whisvomi is a subtropical forest, diverse in both flora and fauna. Local farmers cultivate certain shrubs, the fruit of which they use to brew a concoction highly prized throughout the civilized lands.

**Zamul Forest:** This forest in the northern reaches of Ul-Karg is decaying and rife with arboreal diseases. The air is pungent with the aroma of detritus and few sylvan creatures can still be found here.

## MOUNTAIN RANGES

**Dashahn Mountains:** These ancient mountains derive their nickname, the Malachite Heights, from the abundance of malachite deposits rather than any visual resemblance to this dark ore. It is rumored that the true origin of this name is due to the fact that these hills once served as the last bastion for the dark elves before they were driven underground a dozen millennia ago. Regardless, lush greenery throughout the year and temperatures are mild even at the highest elevations.

Dwarves and gnomes have mined copper from this area as far back as either race can remember. For centuries the world's finest bronze came from the Dashahns. Although plentiful in copper, tin, lead and zinc, the scarcity of iron, gold and platinum has resulted in a steady decrease in the dwarven population as the most avaricious abandon their ancient homes in search of greater wealth. Today fewer than 15,000 still dwell here. Human miners or gnomes now occupy many of the former dwarven citadels, the latter having closer ties to the land itself. The low foothills are home to both gnomes and men.

**Krimppatu Mountains:** These peaks are actually the western portion of the Dashahn-Tanezh range. Peopled by the Kargi (hobgoblins), little is known about these peaks. The Krimppatus are obviously rich in gemstones and metals because the Kargi trade these valuables to Vrandol and others for slave labor. It is rumored that somewhere below the Krimppatus lies a vast city wherein King Krarag-Randatk the Powerful resides. Escaped slaves claim that other evil races such as illithids and dark elves also dwell and prosper beneath the Krimppatus.

**Lozhen Mountains:** Hardly fitting the category of a mountain range, the Lozhens are a collection of perhaps a dozen or so active volcanic peaks within the Imomena Hills. Despite comprising an area only a score of leagues square, they are home to numerous monsters, particularly those preferring a scorching climate. Gemstones are rumored to abound herein.

**Tanezh Mountains:** This eastern counterpart of the Dashahn Mountains is taller and more rugged than its progenitor. Iron is common here and has attracted a dense population of mountain dwarves.

## HILLS

**Imomena Hills:** This rugged plateau lying between Ozhvinmish and Zazahni is claimed by both kingdoms, yet controlled by neither. A few petty Zazahni nobles actively patrol the southern hills, but the rest of the territory is unguarded. Few humanoids remain, the majority long ago driven off into the Svomawhom Forest or under the Lozhens. The tough yeomen who inhabit the region are mostly

shepherds. Prospectors are also here as the region yields some quantities of semi-precious stones.

**Menamo Hills:** The ring of hills that define the eastern Meznamishii border is home to both farmers and miners of human, dwarven, halfling and gnomish creed. Though dotted with orchards and picturesque little farms, the region's true wealth comes from deeper within the earth. Ores of copper, tin and iron are all plentiful.

**Nazguk Hills:** These hills are located on the southern slopes of the Krimppatu Mountains in the northern marches of Ul-Karg. The Durbattum River meanders its way through this region (the native hobgoblins are immune to most of the diseases carried by this stream) on its way to the city of Burzumagh. Some metallic ores must be located herein for the hobgoblin armies employ weapons of both iron and bronze. Only hobgoblin shepherds graze their flocks on these slopes as they are covered with less abundant foliage than elsewhere in Svimohzia.

**Parnor Hills:** These breezy tropical hills, abundant with all sorts of fruiting plants and colorful birds, are located on the west end of the Krimppatu Mountains. Were it not for the slaver city of Vrandol to the west and Ul-Karg to the east it would be a paradise. Unfortunately, the two countries have enslaved, killed, or driven off most of the indigenous people. Those that remain are adept at camouflage and are very rarely encountered and even then, it is only on their terms.

**Whisvomi Hills:** These hills are located on the western slopes of the Dashahn Mountains and are covered by the Whisvomi Forest.

**Zhano Headlands:** The northern terminus of the Dashahn Mountains, these cliffs project into the Straits of Svimohzia and tail off, becoming the Dragon's Teeth. Although devoid of the more valuable metals, several gnomish clans and a few dwarves still tunnel these hills. Fertile throughout, the Zhano Headlands are also home to many human farmers and herders.

## WETLANDS

**Ehniven Marsh:** The western shoreline of Mewzhano Bay is covered by this narrow, low-lying area. The marsh appears almost uninhabited and is of little political or commercial importance.

**Ivez Estuary:** This swampy area lies at the mouth of the Ivelo River on Mewzhano Bay. Migratory birds nest here in huge numbers during the winter months and attract many predators.

**Mewhi Marsh:** This low area in southwestern Zazahni gives rise to a tributary of the Izhoven River. Native lizardfolk who observe a strict neutrality in regard to the affairs of men and humanoids govern the area. As the area has no strategic value, the nations of Svimohzia have been inclined to simply ignore this region.

**Whiven Marsh:** This coastal swamp borders the Brandobian Ocean on the northwest side of the Dashahn Mountains. The brackish waters conceal giant crocodiles and sea scraggs while the air buzzes with the droning of a plethora of insect life. Locals avoid this place for many of the insects carry lethal diseases.

## BODIES OF WATER

**Kalamaran Sea:** See Kalamar

**Mewzhano Bay:** This rocky inlet of the Straits of Svimohzia is infamous for its unpredictable gusts that propel ships into the sheer cliffs on either side of the cape. Vessels frequent this area, however, as seals are plentiful and easy to capture.

**Sea of Svimohzia:** Off the southwest coast of the Svimohzish Isle, this ocean marks the very edge of civilization. Many sharks and sea monsters hunt beneath its waves and whales breed here in the winter months. Pirates and Pel Brolenese slavers sometimes traverse these waters en route to Ul-Karg.

**Straits of Svimohzia:** The forty leagues of open water separating the Elenon and Dashahn mountain ranges are known as the Straits of Svimohzia. The prevailing winds are channeled by these two ranges into this narrow corridor, making it a very dangerous passage. The Straits are also frequented by many pirates.

*'The Dragon's Teeth':* The peaks of once fierce mountains still protrude from the Straits of Svimohzia forming a dangerous obstacle for sailors. Sailors claim that rocs nest on some of these islets.

**Zhano-mewhi Bay:** This placid bay is remarkable for its beaches of black sand. One can often find whales here during the winter months and foolhardy sailors occasionally attempt to catch one of the gigantic creatures.

## RIVERS

**Durbattum River:** Marking the unofficial northern reaches of Ul-Karg, the Durbattum River traverses the Zamul Forest before emptying into Zhano-mewhi Bay. The water is discolored with the by-products of decay and is unfit to drink. The native hobgoblins, however, are immune to most of the diseases carried by this river.

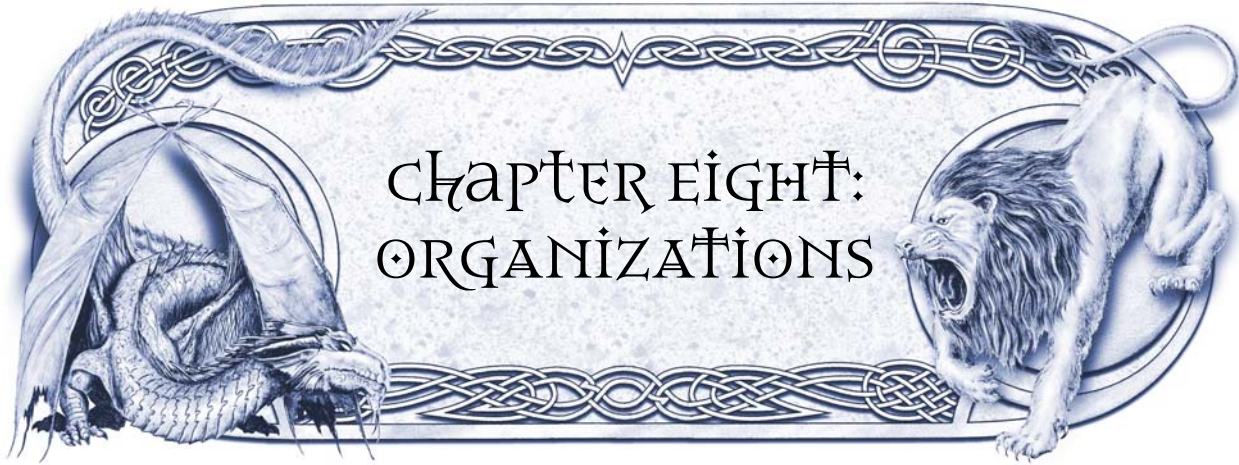
**Ivelo River:** A meandering minor river in the southern part of the Meznamishii Valley, the Ivelo sluggishly empties into Mewzhano Bay via the Ivez Estuary.

**Izhano River:** This river flows through the heart of Meznamish from the Mizohr Woodlands down to its mouth at Monam-Ahnozh City.

**Izhoven River:** This slow running muddy river flows south from the Imomena Hills through the Vohven Jungle to the Sea of Svimohzia. It is navigable to the town of Emosvom.

**Zhano River:** A minor river in northern Meznamish, it runs but twenty leagues from the northern tip of the Dashahn Mountains.





## CHAPTER EIGHT: ORGANIZATIONS

Amid the populace of Tellene operate several independent organizations. These groups have specialized (and often illegal) goals that range from preparing for the return of the Creator to world domination. Typically, their influence on society varies with the strength of the local government. In Kalamar, for example, many of these societies remain completely underground. However, many groups, such as the Golden Alliance and the Network of the Blue Salamander, thrive in such areas. While many of these organizations associate with religious organizations and may have similar goals, they are unaffiliated with the churches of Tellene.

### THE BLACKFOOT SOCIETY

The Blackfoot Society is a loose-knit group of anti-monarchists. They dispute the popularly held belief that royal families have the divine right to rule. The Society's goal is the overthrow of all monarchies, whether oppressive or benevolent.

The Blackfeet believe that power is derived from, held by and shared with all people. They advocate a more communistic society with all members of the community sharing equally in work, products and property. The Blackfeet believe that individuals should work for the betterment of the community as a whole and not for selfish gain.



Support among the populace varies from region to region. As can be expected, support is greatest where living and economic conditions are the worst, or where tyrannical rule oppresses the commoners. The Society enjoys its largest support in the Kalamaran Empire, Eldor, Meznamish and Shynabyth.

Even where conditions are perfect for setting their ideology into practice, the Blackfoot Society has been unable to foster much of an uprising. This is largely due to the weak and ineffective leadership of the Society, which is long on rhetoric and short on action. For the most part, the activities of the Society have been reduced to placing anti-monarchy slogans on walls and vandalizing royal property. The Blackfeet have claimed responsibility for the recent death of a Kalamaran noble. In truth, the noble died when he fell from his horse after a night of excessive carousing.

Members of the society can be identified by the black dye applied to the soles of their feet. However, they are careful to hide this mark from the eyes of those whom they oppose.

### THE SECRET NETWORK OF THE BLUE SALAMANDER

The Secret Network of the Blue Salamander is the largest secular organization on Tellene. Its leaders are obsessed with power. They aim for world domination and will settle for nothing less. Those who stand in their way are brought to their knees or crushed.

Raja Na-Badyja, an arch-mage of phenomenal skill and dark aspirations, formed the Secret Network. Raja, whose symbol was a Blue Salamander, sought to dominate Tellene and crown himself Overking. He believed magic, information and wealth, not military might, were the keys to world domination. Raja



gathered his henchman and began his assault. After only five years of effort, he had infiltrated virtually every guild and government on Tellene. It seemed as if his plan was going to be successful. However, Raja's chief henchman, Mesvanis, had plans of his own. Mesvanis entered into an alliance with a group of illithids and together they overthrew the arch-mage. After the battle, the mind flayers gave Mesvanis a surprise of his own; they psionically attacked Mesvanis and feasted on his brain. Today, most believe that illithids, vying for control of the surface world, still run the Network.

The membership of the Network is quite diverse. The Network employs as agents humans, demi-humans and non-humans from all social strata. This racial and professional diversity is of great benefit. The Network has been able to infiltrate many organizations at the highest level, including thieves' and assassins' guilds not already under their direct command.

The Secret Network of the Blue Salamander uses any means necessary to achieve their goals. Common practices include assassination of leaders, infiltration of other organizations, torture, kidnapping, bribery, blackmail, controlling trade, piracy, military insurgence and terrorism. The Network favors covert actions in order to bring about the demise of their enemies but will not shy away from open confrontation.

Because controlling trade is paramount to control of any area, the actions of the Network are often in conflict with those of the Golden Alliance. Currently the two groups are at war with one another, each conducting raids on the others' caravans and bases of operation. The

Network is the greater power in the Young Kingdoms and in the Kalamaran Empire, and has greatly weakened the influence of the Golden Alliance in those regions. Neither organization has been able to establish a power base in or along Reanaaria Bay. However, the Network recently sent an envoy to the Captains' Table of Thirteen to seek an alliance with them.

## THE BROTHERHOOD OF THE BROKEN CHAIN

The only goal of the Brotherhood of the Broken Chain is to abolish slavery from the face of Tellene. The Brotherhood works both overtly and covertly to attain its goal. Brothers infiltrate slave rings and report numbers, locations and caravan routes to their superiors. The Brotherhood then ambushes the slave merchants and frees their captives. Members also smuggle arms to the captives and instigate slave rebellions. As a last resort the Brotherhood will purchase, then free the slaves. They do not do this often because it is costly and directly benefits the hated slave merchants.

The Brotherhood formed only a few years ago. However, membership is growing rapidly as many freed slaves join the ranks of the Brotherhood. The Brotherhood of the Broken Chain is closely allied with the Face of the Free and receives financial backing from that church to help in its endeavors. The Brotherhood currently concentrates its operations in Pel Brolenon, Mendarn, Vrandol and Ul-Karg. Recent successes have been slave rebellions in Mendarn and Vrandol and the freeing of more than 100 slaves from Ul-Karg.



## THE DISCIPLES OF AVRYNNER

The Disciples of Avrynnner is an organization founded by the first students of Avrynnner the Mind Master, the father of modern psionics. In Avrynnner, the gift of psionics became evident at an early age. Thinking his strange powers unnatural, his Aronak (see the Land of Torakk) banished Avrynnner and cast him into the wilderness. He wandered from village to village, but found only hostility. In the wilds, he practiced his powers and through psionic travels Avrynnner met several alien creatures that helped him hone his skills.

His mentors informed him that he was not alone: others on Tellene had similar powers. Filled with joy, Avrynnner began a lifelong quest to befriend them. Avrynnner found many others, but none were as skilled as he was. He tutored his companions and together they traveled the lands searching for more of their kind and for a land where others would not persecute them.

The group settled in Pekal. The people there seemed friendly and magic was an accepted practice. However, Avrynnner soon drew the attention of the School of Magic. The School demanded that he teach others this new magic. When Avrynnner explained that it is a gift, given only at birth, they rebuked him for refusing to share his knowledge. Avrynnner was arrested for practice of unlicensed magic. The



wizards feared his powers so they drugged him and had him formally executed. His disciples fled and formed this secret group.

Today, some three hundred years later, the association still exists. The Disciples of Avrynnner follow the teachings of the Mind Master. They study, practice and teach the use of psionics to other gifted ones. Because of the history of psionic persecution, the Disciples of Avrynnner remains a hidden organization. They only reveal themselves to other psionists or those who have the power and do not yet know it.

The Disciples are a loosely bound association and their dispositions range across the entire ethical spectrum. Therefore, as a group, the Disciples have few goals. However, they are all sworn enemies of the illithids, githyanki, githzerai and all other psionic races bent on the destruction and enslavement of other psionists. The Secret Network of the Blue Salamander is their sworn enemy because of its reputed mind flayer leadership.

## THE DISCIPLES OF THE CREATOR

It has been eons since the name of the Creator had any meaning to mortals. Immediately after the disappearance of the Creator, agents of those responsible for her demise began to destroy all records and evidence of her existence.

They burned down temples, smashed shrines and desecrated altars. Clerics and followers of the Creator were butchered as sacrifices to other gods. The Creator, her church, her priesthood and her followers disappeared from the face of Tellene.



A handful of clerics and followers were able to escape the slaughter. Taking as many religious texts and artifacts as they could carry, the people went into hiding. Those that survived told their children and grandchildren stories of the Creator. Each generation passed on their faith to the next. Clerics conducted religious ceremonies.

Today, the Disciples of the Creator are the descendants of those ancient people and their religion remains hidden. They believe that the Creator is not truly dead and will one day make her presence known again. In the interim, as their numbers grow, they work in secrecy to thwart the evil endeavors of those organizations that were responsible for the demise of the Creator. A vast community of these faithful people is said to exist somewhere within the Elos Desert.

## THE GOLDEN ALLIANCE

The Golden Alliance is the largest merchants' guild on Tellene. It is composed of rich and influential merchants who endeavor to become wealthier and more powerful through all forms of legal and illegal trade. The Alliance seeks to establish a monopoly on trade by destroying all other merchant guilds. Alliance members will charge outrageous prices to competing merchants and undercut their prices at fairs. The Alliance frequently hires brigands to raid caravans of other merchants. This practice has brought the Alliance into conflict with the Network of



the Blue Salamander and has resulted in a reduction of the Alliance's influence. However, the Golden Alliance still dominates trade on the Svimohzish Isle and in Brandobia. The Alliance has its own fleet of merchant and slave ships and has agreements with many pirates.

The Golden Alliance is very active in politics and matters of state. They have placed many petty rulers in power and have influenced other officials by lining their pockets. In return, these leaders help guarantee that the Alliance will be able to freely transport and sell their wares without harassment and very light or no taxation. This includes turning a blind eye to their illegal activities. It is believed that many high-ranking parliamentary seat holders of Ahznomahn are members of the Golden Alliance.



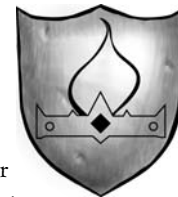
### Golden Alliance Titles

The Golden Alliance includes associate members who have no place in the hierarchy but assist in executing the Alliance's requests. These members include faithful teamsters, veteran guards, and experienced craftsmen, and are called Baubles. Above them are "independent" merchants and a select few special members, including spies, saboteurs, and specialist mercenaries such as wizards. These folk are Trinkets and have little real say in the Alliance's major operations. At the top are the Gems, who are junior decision makers (guild masters, caravan owners, fleet owners, etc.), and the Jewels, the largest and most prominent merchant house masters and the guiding force behind the Golden Alliance.

One such example is Wherahzni of Ahznomahn, a Jewel. He is responsible for the spread of the organization throughout Zhanehzmish, opening the door to the rest of the nation. Beneath him are a number of Gems, non-zurenas, military officers and petty merchants. He now has such a large network of Trinkets and Baubles, it is believed he is one of the most powerful men in all of Ahznomahn.

## THE GUARDIANS OF THE HIDDEN FLAME

This ultra-secret group of Imperial dissidents is responsible for the delivery of the Silver Dragon Coins to each reigning Kalamaran Emperor. Additionally, some historians believe that the founders of this mysterious band hid the sword Rovak Fendoral and the Imperial trappings that disappeared when the Bakar family seized power. Secrecy among the organization is imperative, for if Emperor Kabori ever finds anyone connected with the Silver Dragon Coins he would certainly have them put to a horrible and painful death.



The name 'Guardians of the Hidden Flame' derives from the eternal fire that burns at their secret headquarters. The Guardians teach that the flame must not be extinguished until Thedorus returns to restore the Inakas Dynasty and exact his revenge upon the evil Bakar family line. Each member of the network is branded with the symbol of the flame, usually on the member's scalp where it is safely concealed beneath hair.

Although the Guardians tend the flame and observe ancient rituals, the modern teachings of this group center around the overthrow of Kabori and his tyrannical regime. Old wives' tales of Thedorus' return are more appropriate for children than warriors seeking the destruction of the most powerful man on Tellene. Their vigilance is no longer wasted on preparing for the return of a myth, but on the mobilization of the oppressed.

In the past, the Guardians concentrated their efforts on arming and training the peasants for combat. However, Kabori's harsh and swift responses to uprisings have caused them to reconsider this tactic. Their current activities involve creating an army of seasoned freedom fighters. They know that with a small strike force of experienced soldiers they can thwart some of the Emperor's plans and, if successful, they may be able to gain support among the more discontented lords.

Little else is known about the clandestine activities of the Guardians. Their lack of visibility and outward successes has caused some sages and most common folk to doubt whether they actually continue to exist at all. Nevertheless, no one can dispute that each year the Silver Dragon Coins keep coming.

## PIRATES

The ocean provides vast resources for life throughout Tellene. Seafaring vessels are an important means of trade, travel and political maneuvering. They allow many and varied cultures to share the benefits of the sea. These benefits, however, are not without price. Sudden storms and sea monsters often make the open oceans a dangerous place. But by far the most common threat comes from the cold-blooded pirates who stalk the sea.

Piracy began with the practice of privateering. Privateering is the use of a privately owned ship, usually commissioned during war, whose purpose is to hinder, capture or destroy enemy ships. There are countless stories of pirate raids sanctioned by one kingdom against another. These raids are done under Letters of Marque, meaning the

ship's captain holds official documentation from a country authorizing the attack of ships from one or more other nations. Governments issue these letters liberally because the fee charged the requesting ship is up to 20% of its captured booty. A kingdom issuing a Letter of Marque holds a clear advantage. They need not formally declare war, as most letters are not issued publicly, and the privateers can be taxed upon entering safe harbor.

A Letter of Marque is essentially useless on the high seas; it would never absolve a privateer in the hands of the enemy. Its primary purpose is to allow a ship to dock legally and sell its spoils without fear of prosecution in a port of the sanctioning land. A friendly port also provides sanctuary for a pirate pursued by an enemy ship.

This practice eventually developed into a less formal system, although some countries still issue Letters of Marque. Now, leaders simply orally sanction the privateer to attack a specific enemy. Privateers given this authorization are known as buccaneers. Buccaneers are usually welcomed in port provided that the crew does not cause too much trouble.

Unlike privateers and buccaneers, the true pirate is a renegade. Those bold enough to brandish the name pirate ally with no country. They hunt all ships, and are similarly hunted by all nations for their crimes against humanity. Therefore, pirates frequently move around and spend money quickly. Since very few ports welcome them, they often stop at remote islands to hunt and re-supply.

Those involved in piracy do so for any of three main reasons. Many seamen are impressed into the crew of a ship and fear for their own life or the lives of their families if they resist or escape. This is often the case with skilled people whose services are valuable to the crew. Given the alternative of slavery, piracy becomes a welcome choice for these people. Other pirates are in it for the freedom. On the open sea they are free of oppressive governments and the enforced morality of some kingdoms. But the monetary gain is the most alluring. A successful pirate can retire early and live a life of luxury from the spoils of only a few raids.

The life of a pirate aboard ship is generally fair although far from comfortable. The crew elects a captain and a quartermaster. The captain then selects his officers. All matters are decided upon by vote except when battle is imminent. During battle the captain wields supreme power to command the crew. However, when the battle is over, the crew may vote to eliminate the captain if he has not served them well. The quartermaster serves to balance the power of the captain and see to the ship's supplies. She also has the important task of dividing treasure between all those with shares. Many sanctioned ships have specific signed agreements with crew members that spell out the duties of the seaman, the amount of his share and any extra compensation for losses or injuries.

Pirates always strive to gain a reputation for battle prowess and cruelty to rebellious prisoners. If a captain or ship is successful at this it becomes much easier to steal goods. A slow merchant vessel that sees the banner of an infamous pirate is likely to surrender without a fight, hoping for mercy. It is when a pirate ship raises the black flag that the victim can expect a bloody fight. Most pirates try to board

vessels quickly (to avoid damage to either vessel) and fight wildly to gain the reputation of being ruthless.

There are various ports that allow or even welcome pirate trade. At these ports pirates can sell anything from slaves to the Imperial jewels. These ports are generally well defended by those pirates wishing to maintain access. One of the most famous ports is Dowond-Brandel, an evil cesspool of sin and corruption. Piracy is most prevalent in two regions of the sea, Reanaaria Bay and the Straits of Svimohzia, also known as the Windy Straits.

## REANAARIA BAY

The pirates of Reanaaria Bay are a more organized and devious group of cutthroats than pirates encountered elsewhere. A group of spies known only as the Friends of the Coin aids the pirates of Reanaaria Bay. These spies gather information about shipping in all ports and are usually in league with the local thieves' guild.

Many pirate controlled islands of Reanaaria Bay were originally discovered over three centuries ago by Captain Rogaar Blackthorn, a pirate smuggler. After landing on several of the islands for supplies, Blackthorn decided it would be useful to set up sanctuaries to rest the crew and repair his ships. In addition to fresh water, game and fruit, he found friendly natives on many of these islands who were naive about the outside world. Rogaar quickly enslaved these natives.

The Captain put the natives to work building small villages, some with wooden palisades around them. While Captain Blackthorn's career grew over the years, so did his settlements. As more and more pirates joined or were impressed into Blackthorn's fleet, he began to assign sub-captains and dole out turf rights while he relaxed and seized the spoils. His original fortifications were built of wood using slave labor but later upgraded his personal castle with stone under the guidance of a captured architect. At the age of 75, Blackthorn's successful career ended with his natural death.

His close associate, Sitaar Noogain, tried to take control of the pirate empire. Sitaar eventually began to fear competition from his fellow captains and tried to appease them by creating a governing table of 13 captains with only the most powerful invited to sit. The Captains' Table of Thirteen, as it came to be known, proved to be a successful alliance for pirates of the region. Although Sitaar did not control the entire pirate empire, he was able to maintain control of both Blackthorn's keep and fleet for many years.

Eventually, the foulest and most feared captain of the region gained power and attained a seat at the Table. He was an evil wizard by the name of Kolaar Swiftstrike. He took total control of the Captains' Table over the smoldering body of Sitaar Noogain.

The unnaturally old Kolaar Swiftstrike still rules the islands today. Swiftstrike is responsible for the creation of the network of spies called the Friends of the Coin. The five main islands of the Captains' Table are located just off the east coast of the Obakasek Jungle. They can harbor anywhere from 20 to 100 ships, depending on the island. The islands have a population of about 3,000 pirates working on 150 ships. Each island has a walled town armed with catapults overlooking the harbor. The pirates not only raid Reanaaria Bay, but other seas as well.

## THE STRAITS OF SVIMOHZIA

The pirates of the Straits of Svimohzia are a vicious, cold-blooded breed of scum who terrorize the sea lanes from the coasts of Brandobia to the shores of Ahznomahn and every port in-between. These pirates operate from a set of islands located off the Pel Brolenese and Whimdol Bay coast. The pirates of the Straights enjoy more natural defenses in the form of reefs and shallows than their Reanaarese brethren do. They strike great fear into merchant and navy sailors alike. The main reason for this fear is that the pirate slavers do business with Pel Brolenon, Vrandol and other slave trading countries.

The islands are well defended by ships as well as small fortresses located on the major islands. The islands boast over 100 fighting ships, but seldom are more than twenty in port at any given time. The rest of this impressive navy searches the Windy Straits and other bodies of water for prey. The current leaders of these islands are ruthless and depraved brothers named Frim and Fram Rinwar. Frim is a wizard and Fram is a cleric of the Oppressor. Currently, there are three separate factions trying to overthrow the brothers.

The organization of these pirates increased dramatically about two centuries ago, after the Battle of Zhano Cape. Up until that time there had been few organized pirate raids on Meznamishii ships and villages. Wanting to end the pirate nuisance, the King of Meznamish ordered his navy to assault the pirates. The devious King planned to use this battle to place some recently disloyal admirals in a dangerous position and then "accidentally" fire on them. When the pirates caught wind of the Meznamishii armada, they gathered their thirty ships and immediately tried to flee.

The Meznamish fleet caught the pirates just after they set sail. Faster ships surrounded the pirates and engaged them off the coast of Zhano Cape. After the overconfident King of Meznamish felt he had weakened the pirates enough, he attacked the ships commanded by his untrustworthy men. Much to the King's dismay, some 30 royal ships rallied to the aid of the suspected commanders. The remaining pirates and the now-alienated Meznamishii ships fought side by side against the King's loyal fleet. At the end of the third day, the pirates and rebellious Meznamishii ships were forced to flee the battle, leaving behind the burning remains of their armada. The Royal Meznamish fleet was equally devastated and could not pursue.

Although the Meznamish King won the battle, his cost was high: 25 ships burnt or sunk, 31 ships turned to piracy, fourteen more barely able to reach land; only 30 ships were able to make port. The pirates survived with only thirteen ships able to make it to the nearest island. From that time forward the area pirates have banded together for mutual protection. Many sea battles have occurred over the years, but none on as grand a scale as the Battle of Zhano Cape.

## THE SENTINELS OF THE TRUE WAY

The Sentinels have a fear and hatred of all magic. Founded by a mixed band of Fhokki and Deji barbarians, the Sentinels of the True Way seek to destroy magic in all forms, including magical creatures. They are not evil; they wish only to return the world to simpler times.

Although their main prejudice is against sorcery of the mage variety, they are also distrustful of clerics, druids, rangers, bards and paladins. The Sentinels seek to destroy magic items whenever possible. Despite this fact, some Sentinels have been known to employ such items to defend themselves against magic. Besides barbarians, this group has many halfling and dwarven members. It is very popular in the Wild Lands and in Ek'Gakel.



## THE VESSELS OF MAN

The Vessels of Man was founded in 536 I.R. by Merelor "Iron Hand" Kalon, a Basiran cleric and theologian who served the Speaker of the Word for 15 years. He advanced through the faith's hierarchy quickly, attaining great fame as a theologian and debater. His writings on the nature of the gods and their relationship with humans (and non-humans) became famous for their clarity and accessibility.



Then he had an epiphany.

He had always taught that the gods gained power from those who served them. As the gods waxed or waned in power, so did the clerics who served them. But no other people gained. The common folk - those who Merelor believed he championed - saw little benefit from the power of the clerics and suffered if the evil gods and clerics gained power. All too often, they suffered from conflicts between good gods as well, as the conflicts erupted into war and caused tragic death and destruction.

Merelor's next publication, *The Vessel of Freedom*, was a deceptively thin tome with a torch on the cover and a simple message inside: people were better off without gods. The way to remove the gods, he wrote, was to destroy the clerics who spread their worship. His excommunication and execution order were issued in his absence within a day of the book's publication.

He quickly gained a following that numbered in the thousands, although the zeal and numbers of the follows dwindled when a few dozen of them were arrested and executed without trials. A spying Imposter almost captured him, causing him to flee for his life and leaving his followers leaderless for years.

Since then, Merelor has been in hiding. When on this plane, he shrouds himself in powerful magical items that prevent magical detection and scrying. Now he values competence and loyalty over numbers, and a band of fanatics serves him better than the throngs he had in the days after the publication of the *Vessel of Freedom*. The society accepts only strong characters who have proven themselves both unafraid and lacking any great faith in the gods. Their strong points are the Wild Lands (where they find temporary allies among the Sentinels of the True Way) and the Young Kingdoms, although they have been discovered among Dodera, O'Par, and northern Kalamar as well.





O'CONNOR  
2001



## CHAPTER NINE: LANGUAGES

All player characters know how to speak their native language plus one other, although some characters (usually the well-educated and intelligent) speak multiple languages. Almost all characters are literate in any language they speak. Among normal individuals (usually non-player characters), illiteracy is commonplace. However, player characters are exceptional individuals who might be expected to recover rare tomes, research spells, debate theology, or find written clues in adventures. If a character hails from a background where illiteracy was the norm, the DM might allow a +2 skill point bonus (gained at first level only!) to be used on a single skill, as a roleplaying bonus for an illiterate character.

Rather than using the listed languages from the 4E *D&D Player's Handbook*, we encourage each character to start with two chosen languages. When choosing your character's native (primary) language, this should be his or her racial or national tongue (see Table 9-1: Languages by Geographical Subdivision). The secondary language is usually Merchant's Tongue (called "Common" in the 4E

*D&D Player's Handbook*). Additional language possibilities might be regional languages spoken by neighbors or frequent trade partners.

With regard to Table 9-1, the primary language is the state-sanctioned language where a formal state exists. This language may be different from that spoken by a large fraction of the population in areas where the populace has been conquered by foreign speaking armies. The secondary language is the language that the largest percentage of the population speaks besides the primary language.

Dialects of languages are included in Table 9-1 in parentheses following the listing of the root language. In many areas, these dialects can be significantly divergent from the root language. This is due to influence of other tongues common or once common in the region. Thus, it might be difficult for speakers of a dialect to communicate with speakers of another dialect even when the root language is the same. However, characters gain a +2 circumstance bonus when speaking or trying to read a language with a root language common to a language with which they are already familiar.

**TABLE 9-1: LANGUAGES BY GEOGRAPHICAL SUBDIVISION**

REGION/CITY-STATE	PRIMARY LANGUAGE	SECONDARY LANGUAGE	REGION/CITY-STATE	PRIMARY LANGUAGE	SECONDARY LANGUAGE
Aasaer	Reanaarese	Merchant's Tongue	Narr-Rytarr	Fhokki	Deiy (Chinotan)
Ahznomahn	Svimohzish	Merchant's Tongue	Norga-Krangrel	Hobgoblin (Kurangi)	Hobgoblin (Goblin)
Alnarma	Brandobian (Eldor)	Deiy (Elos)	Norr-Bharr	Fhokki (Torakki)	Dwarven
Baethel	Gnomish	Reanaarese	Nythok	Deiy (Anyth)	Fhokki
Basir	Kalamaran (Basiran)	Kalamaran	O'Par	Kalamaran (O'Paran)	Merchant's Tongue
Bronish	Brandobian (Mendarn)	Svimohzish (Meznam)	Ozhvinmish	Svimohzish (Ozhvin)	Merchant's Tongue
Cilorealon	Elven	Merchant's Tongue	Paru'Bor	Kalamaran (Paruvian)	Fhokki
Cosdol	Brandobian	Elven	P'Bapar	Kalamaran (P'Bapar)	Brandobian (eastern)
Daruk	Kalamaran (Daruk)	Fhokki	Pekal	Kalamaran (Pekalese)	Merchant's Tongue
Dijishy	Deiy (Elos, western)	Dwarven	Pel Brolenon	Brandobian (Mendarn)	Low Elven
Dodera	Kalamaran (Doderan)	Kalamaran	Prompeldia	Brandobian (Eldor)	Hobgoblin
Doulathanorian	Elven	Merchant's Tongue	Reanaaria Bay, rural east	Deiy (Khydo, various)	Deiy (Khydo, various)
Draska	Dwarven	Merchant's Tongue	Reanaaria Bay, rural west	Reanaarese	Gnomish or Dwarven
Drhokker	Fhokki	Deiy (Ridijo)	Saaniema	Reanaarese	Merchant's Tongue
Dynaj	Deiy (Khydo, southern)	Merchant's Tongue	Shrogga-Pravaaz	Draconic (Kobold)	Merchant's Tongue
Ehzhimahn	Svimohzish (Meznam)	Deiy (Elos, southern)	Shyff	Fhokki	Merchant's Tongue
Ek'Gakel	Kalamaran (Gakite)	Deiy (Defohy, Fitonshir, etc.)	Shynabyth	Deiy (Byth)	Fhokki
Ek'Kasel	Kalamaran (Kasite)	Brandobian (eastern)	Shyta-na-Dobyoy	Brandobian (eastern)	Deiy (Thondehe)
Eldor	Brandobian (Eldor)	Merchant's Tongue	Skarrna	Fhokki	Reanaarese
Elos Desert	Deiy (Elos, various)	Deiy (Elos, various)	Slen	Deiy (Evony)	Fhokki
Fymor	Fhokki	Deiy (Ridijo)	Tarisato	Kalamaran (Tarisatan)	Hobgoblin (Tikor)
Geanavue	Reanaarese	Merchant's Tongue	Tharggy	Fhokki (Hargg)	Deiy (Tharay)
Giilia	Reanaarese	Merchant's Tongue (rarely)	Thybj	Deiy (Narhino)	Fhokki
Gothmerr	Fhokki	Deiy (Ridijo)	Thygasha	Deiy (Khydo, northern)	Merchant's Tongue
Kalaleta	Kalamaran (Kalalet)	Merchant's Tongue	Tokis	Kalamaran (Tokisian)	Halfing
Kalamar	Kalamaran	Merchant's Tongue	Torakk	Fhokki (Torakki)	Deiy (Evony)
Karasta	Kalamaran	Dwarven	Trarr	Fhokki	Deiy (Ridijo)
Korak	Kalamaran (Koraki)	Brandobian (eastern)	Ul-Karg	Hobgoblin (Kargi)	Hobgoblin (Goblin)
Lathlanian	Elven	Brandobian (Eldor)	Vrandol	Brandobian (Mendarn)	Svimohzish
Mendarn	Brandobian (Mendarn)	Merchant's Tongue	Xaarum	Reanaarese	Merchant's Tongue
Miclenon	Brandobian (Eldor)	Deiy (Elos, southeast)	Zazahni	Svimohzish	Elven
Meznamish	Svimohzish (Meznam)	Dwarven	Zoa	Reanaarese	Merchant's Tongue

## DWARVEN

The Dwarven spoken today has changed little from the ancient dwarven language that originated eons before the advent of humans on Tellene. Dwarven vocabulary is comprised of short words with specific meanings; there is little ambiguity. Many dwarven words are under three syllables long, and most words are only two syllables. Double consonants are used infrequently, and double vowels are used sparingly.

Both written and oral Dwarven revolve around the use of verbs. When conjugated, all verbs end in a vowel, with the stress usually being placed on that last vowel. The vowel used will indicate the subject of the verb. For example, the dwarven word for "to run" is *dorom*. An "i" on the end (*doromi*) means "She (or it, female) runs;" an "o" (*doromo*) means "He (or it, male) runs;" an "e" (*dorome*) reflects first person (I run). Plurality (they, male and female, and we) is reflected in the length of time the final vowel sound is held. For example, an "o" held for longer than three seconds would indicate a large number of people or items (they); an "e" held for a full second would indicate two or three people (we). Plurality in the written language is expressed by a series of backslashes (\) after the vowel. The number of backslashes also indicates the length of time the final vowel is to be held. The dwarven language uses the following letters: A, B, D, E, F, G, H, I, J, K, L, M, N, O, P, R, S, T, TH, U, W, X, Y and Z. Dwarven is written from right to left or up to down. Even though dwarven writers know how to use ink, they chiseled dwarven characters for centuries, and still scribe often in stone. A right-handed scribe needs to chisel the letters from right to left, thus the language is written in that fashion.

Dwarves are clannish and reluctant to break a family tradition by brazenly claiming to start their own dynasty. Therefore, they have retained only a handful of family names for centuries. Dwarves typically name their children after deceased relatives. The full name

of a dwarf includes his entire bloodline and is very sacred. Thus, dwarves reveal their full name only to a trusted few, if anyone, and to a non-dwarf in only extremely rare circumstances. Dwarves mingling among other races will typically choose first and last names based either on a personal trait, a stone, a metal, an element or an occupation. These names might be in Dwarven, but more often dwarves will choose names in Merchant's Tongue or the local human language. Examples include Bromide, Ironheart, Steelhead, Silverbeard the Axe, Borli the Smith, Plumb, Cesium Stonecraft and Ferrous.

### Dwarf Name Elements

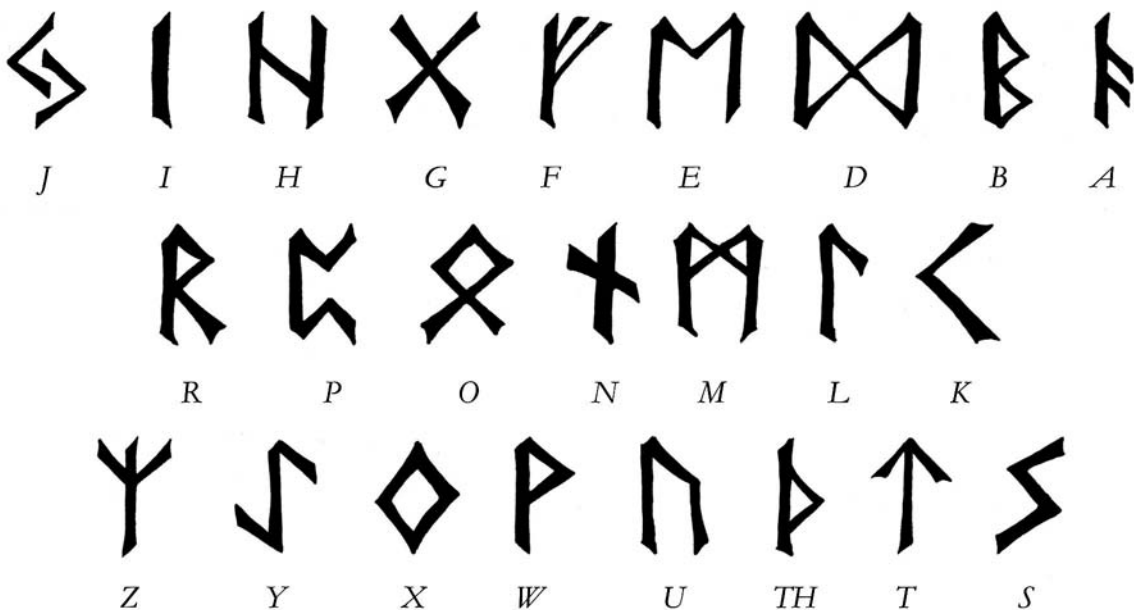
ad	ag	ang	bor	bur
burd	dal	dam	dar	ek
far	fer	for	gram	grum
gun	ker	kom	kor	lom
ror	rur	rum	tal	tre
uk	ulg	urg	urz	zar

### Sample Dwarf Names

**Surnames:** Angklin, Damwalk, Fermost, Gramdal, Gunterm, Kerak, Talek, Tukurz, Zarduk

**Male:** Adurmak, Borli, Burlom, Dargrum, Fargad, Forbarek, Fulkaft, Guruth, Klim, Kordur, Lomburd, Rorak, Tregel, Ulgrum, Urgaz

**Female:** Agmar, Darloka, Elta, Farada, Gunor, Inafa, Kantotha, Ketda, Kombar, Kuoto, Maska, Nadel, Zedda



Dwarven alphabet

## ELVEN

The elven language is the most complex language on Tellene. Spoken Elven is divided into two classifications: High and Low (or Common) Elven. Only a full-blooded elf will be fluent in High Elven as no elf would ever teach a mortal the sacred language of his ancestors. Low Elven is a language of trade and commerce that elves taught other races in order to conduct business. Non-elf player characters and NPCs that speak Elven only know some variety of Low Elven.

Elven grammar centers on the subject. The gender of the subject and its plurality are reflected in almost every word of a sentence. Elven uses many vowels, in fact, most elven words contain at least three vowels. Elven words frequently contain double and even triple vowel combinations. The average elven word is three syllables long, and that is before any gender or plurality is added! High Elven is so intricate that it takes the average elf 50 years of studying to master it. Both High and Low Elven use the following vowel and consonant sounds: A, B, C, D, E, F, G, H, I, J, L, M, N, O, P, R, S, T, U, V, W, Y, Z.

The need for written history is minimal. Elven history dates back to the beginning of time, and their written history would fill millions of volumes. With most elves living for more than 500 years, elven history is passed on through various dances and plays that are acted out during the many elven festivals and holidays. Some people even contend that elves can communicate solely through the use of musical notes and tones!

The written language that does exist is very complex. Low Elven uses runes that were first drawn long ago, before the appearance of humans on Tellene. High Elven is so complicated that only a very gifted few ever learn to write it. The words of the elven language are actually detailed drawings and sketches. The written language is so ornate that it takes even a skilled elven scribe 3-4 hours to draw one character! It is rumored that written Elven contains magical power; some magical spells are written in High Elven.

When dealing with non-elves, elven family names are usually translated to Low Elven. Some go so far as to reduce their name to the graceless Merchant's Tongue. High elves that do so sometimes have names like Whitehelm, Highspear, and Lightfoot, while wood elves use arboreal or rural-sounding names, like Woodhall, Oaklimb, and Greentree. The names of wild elves might refer to an animal or geographical feature such as Foxtail or Riverrunner. Gray elves prefer to use their native names, since they are less concerned with making pronunciation easier for the "lesser races," but they will go so far as to use Low Elven translations. If the humans cannot pronounce Nalabouranna or Welityrn, it simply further demonstrates their barbarism and lack of culture.

### Elf Name Elements

adra	aela	amar	anna	asai
cela	clya	dara	ela	hala
ica	jenn	laen	lara	lamis
lena	lia	mara	mia	nae
ona	riel	ryn	sha	seia
tele	wyl	ya		

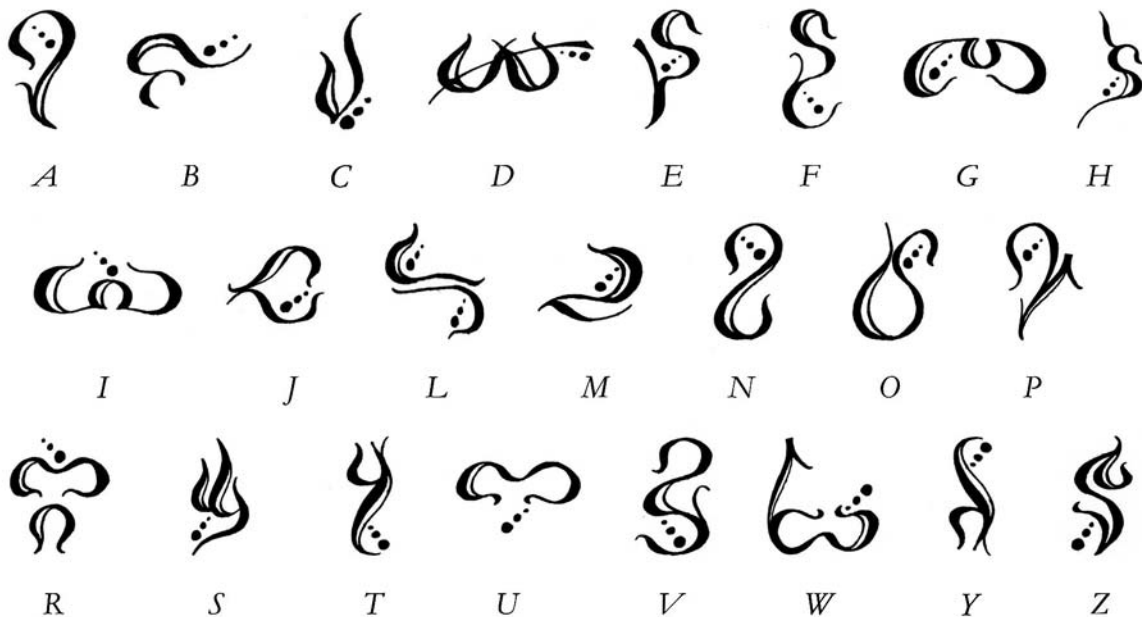
### Sample Elf Names

**Surnames:** Adralabriria, Aladan'na\*, Bereralae, Calaeclya, Cebaenaryn, Daramariel, Halamaela, Isachariel, Jenneriaeclya, Kexithemios\*, Laberiaddlaen, Naedredar, Nalabouranna, Onaeriel, Sharasiki\*, Tendriliamar

**Male:** Amasci, Amelak\*, Batidell, Cateine, Hullitee, Huridin, Kiteine\*, Melidor, Sellitad, Shifryn, Sinatai, Teleseine, Toratin, Welityrn, Xeb'beth\*

**Female:** Ammereia, Asaibakil\*, Celamis, Coleiana, Culexi\*, Hanivia, Jelonica, Jeshela, Larelana, Mehamia, Seviavena, Tesseia, Tulumeree, Wylameia, Wylixelin\*

\*Dark elf only.



Low Elven alphabet

## GNOME

Although gnomes use the Dwarven alphabet and script, they speak their own unique language, Gnome (often mistakenly called Gnomish). Due to the gnome prevalence for adopting Merchant's Tongue as a second language, many original gnome words have been replaced with similar Merchant's Tongue words. A prime example of this is the gnome word komynyit, which is taken from the Merchant's Tongue word "community."

Gnome is less harsh on the larynx than Dwarven. It retains three genders, male, female, and neutral. Like Dwarven, conjugated verbs end in a vowel to indicate the subject. Gnome uses an "e" for "she"; whereas an "ei" reflects the first person. Likewise, "a" means "he," and "ai" reflects the "I" first person. Neutral gender endings are "o" and "oi" respectively. Plurality on all words is indicated by the "as" ending.

Most gnomes are named after ancestors or distant relatives, though it is unusual for a gnome to receive the same name as a member of his immediate living family. Gnomes living amongst human communities may change their surname to a more human one, typically representing their craft or profession (thus a proliferation of "Gemcutters" among those gnomes who live in human-dominated lands). Gnomes living in pure gnome settlements keep their original names and never translate them to Merchant's Tongue.

### Sample Gnome Names

**Surnames:** Bolgyr, Bynce, Galabys, Gamny, Goold, Kott, Krobb, Mygwort, Prudd, Tike

**Male:** Adelord, Dorgal, Ferumbrys, Gramadoc, Hending, Kerroc, Kilbyr, Rarimac, Saradys, Wilibald

**Female:** Adarida, Celandine, Eglanti, Lobali, Melilot, Pravnica, Primula, Prisca, Salvie, Tanta

## HALFLING

Halfling names are customarily thick and full of consonants. Association with gnomes, humans, and other races has softened their tongue somewhat, and their modern names are (slightly) easier on human ears than the rest of their language. The closest human tongue might be Fhokki or certain (dead) Deji dialects.

Nicknames are extremely popular with halflings, and it might be difficult for a stranger to track down a halfling with no more information than his name because any given halfling might be known by a dozen different nicknames among his friends, family, neighbors, lord or vassal, fellow worshippers, etc.

Halfling communities rely on Merchant's Tongue or the local human language to write their text.

### Sample Halfling Names

**Surnames:** Arska, Guzami, Ktorzi, Marleki, Morabiano, Piellonka, Razesky, Sarskie, Symiliana, Zbroka

**Male:** Babaktar, Bron, Fozlo, Grola, Kopii, Krajo, Nylko, Pocz, Rez, Towarz, Zastoly

**Female:** Anawie, Bousrah, Byla, Catrakkan, Glownia, Jazdy, Krola, Myla, Skorka, Vasa, Zeniu

## HUMAN LANGUAGES

Human languages were first spoken by the six races: Brandobians, Deji, Fhokki, Kalamarans, Reanaarians and Svimohz. Each of these races developed their language independently of one another. Through the many years of conflict, foreign occupation and interaction with each other and the various non-humans, countless different dialects have evolved. In the Young Kingdoms, for example, Brandobian, Kalamaran, and Deji have merged to create new languages that are conglomerations of all three.

### Brandobian

The Brandobian language favors the use of consonant combinations. This provides for a nasal sounding tone. The ancient form had very few vowels and was difficult to speak for non-natives. The early influence of the elves modified the Brandobian language to include more vowels. This made the language easier for elves to master. Most Brandobians believe that their ancestors simplified the language for the less articulate elves. The result of the amalgamation is a language that flows beautifully in both conversation and writing. All Brandobians now speak the modern language; the ancient tongue is retained by a limited number of Cosdolite sages.

Plurality is indicated by the suffix -on. Gender is assumed to be masculine, unless the suffix -el is used, in which case it is feminine. The suffix -a is used to denote possessiveness. Adjectives usually begin with the letter e. Within a sentence, the subject comes first, followed by any adjectives modifying the subject, and then the verb. The Brandobian alphabet contains the following letters: A, B, C, D, E, F, G, H, I, L, LD, LN, M, N, ND, O, P, R, S, T, U, V, VL, VR, W, Y and Z. From the influence of Brandobia's many colonies, Brandobian has numerous dialects and variations. These "bastardizations," as many Eldorans refer to them, are spoken only within a colony. The pure form of Brandobian remains unaffected within the three Brandobian kingdoms.

The naming convention for towns and cities is as follows: villages and towns are usually two syllables and end with the suffixes -den and -ven respectively; cities are typically three syllables and end with the suffix -olen, meaning city. Again, accents and transmuted spellings are commonplace away from Eldor and Mendarn.

Brandobian personal names are thick with consonants and bold by human standards, although they are not as striking as hobgoblin or dwarven names. Surnames are common only among nobility and freemen. Brandobians speak the family name first, although most scribes follow the Kalamaran custom of listing the personal name first.

Brandobians use nicknames or diminutives for family members and close friends, but they address strangers by their full name and expect the same in return. Those people who have noble, religious, or government titles use them in front of their name and consider it an insult for a stranger to forget it.

### Sample Brandobian Names

**Surnames:** Blondol, Brendril, Brodorán, Celdon, Colbrandar, Colmen, Corvled, Dolcrindel, Dorbren, Dorguld, Edarn, Folnester, Fortron, Galborn, Guldselan, Ingamin, Leten, Melran, Minel, Norcrensel, Olmcrelnel, Rancren, Rondstern, Stron, Thronel, Torist, Velsin, Vleldin, Volven

**Male:** Altamir, Brendol, Coldon, Crend, Defrin, Estand, Fortind, Gandal, Granden, Gruthal, Ichil, Ilthan, Lonvlen, Malvus, Munvaln, Nandten, Nurband, Senden, Sevlen, Transen, Valesin, Voldomar, Vrasten, Vrindon

**Female:** Avil, Blesden, Brava, Brennor, Cosolel, Dandrel, Elbren, Elvled, Eve, Gulda, Leten, Mindoleen, Mindrel, Mindril, Norlel, Norvita, Olita, Pandred, Ranselita, Sabeleen, Selguld, Strolema, Vurethel, Wencrel, Yulan

### Brandobian Name Elements

Bran	vril	ben	guld	dril
col	bles	dar	bren	bro
dor	deb	lel	crin	plon
min	dol	sel	cren	olm
drel	brov	ran	stro	blon
nor	tron	mel	cor	vled
el	for	len	dan	



A B C D E F G H I L LD LN



M N ND O P R S T U



V VL VR W Y Z

Ancient Brandobian alphabet



A B C D E F G H I L LD LN



M N ND O P R S T U



V VL VR W Y Z

Modern Brandobian alphabet

## Dejy

The Dejy language has many dialects and variations. Each Dejy tribe speaks a different version; therefore, no one Dejy tongue truly exists. Dejy also lacks a written form. Dejy tribes pass down their culture with a great oral tradition. The only Dejy writings are drawings on animal hides or in caves. Many scholars debate whether ancient Dejy civilizations ever had a written form of communication.

The most common Dejy letters are A, B, C, CH, D, E, F, G, H, I, J, K, N, O, R, S, SH, T, TH, V and Y. Sentence structure generally follows a noun-verb pattern. Dejy has no stand-alone pronouns, adverbs or prepositions; they all take the form of prefixes.

Dejy place great importance on names. Many northern tribes do not even name children until the child's first birthday, when they have a naming ceremony with the entire family present. When possible, a tribal cleric bestows the name after consulting with the gods first. These Dejy believe that when they give the child a name, a spirit with a matching name begins to guide that child. Using a bad name brings a wicked name spirit, and a good name brings a helpful, benevolent spirit that will guide the person through a long and prosperous life.

The sound of a good name varies from tribe to tribe. Most tribes use only one name, but a few use surnames as well. The Dejy also look to their own tongues for names rather than other languages, which they usually find bring evil name spirits.

Dejy might also change their name, if they feel that they have dishonored their name spirit, or if they feel that they have changed their personality so that their name spirit is not a good match for them anymore. A major alignment change, a horrible trauma (like being killed and raised), or a great loss might incur such a change.

### Dejy Name Elements

yen	esh	then	ko	yer
shy	jyk	dar	kako	nad
gyr	rosh	arek	cho	nyr
jen	jor	ada	ash	ny

### Sample Dejy Names

**Male:** Bajyr, Chojen, Gyrjen, Janesh, Jaresh, Jish, Jorjen, Khodri, Kotesch, Nyrash, Rijani, Roshnyr, Saryf, Shanko, Shathy, Shiseth, Shyja, Shynath, Thakyr, Thekevi

**Female:** Adagyr, Ashny, Aslesh, Chada, Cheshy, Daresh, Dolshy, Enshy, Freesha, Jolndar, Jynko, Koshy, Kylsha, Rosharek, Shary, Slajen, Thena, Vashel, Yendo, Yerjen, Yuji

## Fhokki

With only minimal Dejy influence, the modern Fhokki language has changed little from the Fhokki spoken by the tribes that first migrated across the Wild Lands. The use of hard consonant sounds in double and even triple letter combinations characterize the language. There are many dialects and accents of Fhokki spoken by the various tribes, but unlike Dejy, the Fhokki language remains consistent throughout.

Written Fhokki has changed even less than the spoken language. The language uses the letters A, B, D, E, F, G, GG, H, I, J, K, KK, L, M, N, O, R, RR, S, T, TT, U, V, W, and Y. The greatest change has been in the use of parchment and quill. Only within the last century or so have the Fhokki scribed their history. The migratory tribes of Fhokki thought carrying a history written on wood or stone tablets would be too burdensome so they made their recordings on trees and in caves, typically with the blood of the hunt. Only when the tribes settled down and erected permanent structures did Fhokki scribes and tribal elders begin recording their history in a more permanent manner. Today, almost every Fhokki town has a library containing volumes of ancient Fhokki history and tribal traditions.

Fhokki disdain the use of surnames. They feel that a good name can describe a person well enough by itself. For this reason, they also prefer to use a unique name for each person, since each person is unique. Families retain some element in their names (such as Edok, Edorrad, and Ederan) because family members are related and their names should also be related. It also helps others keep track of who belongs to who.

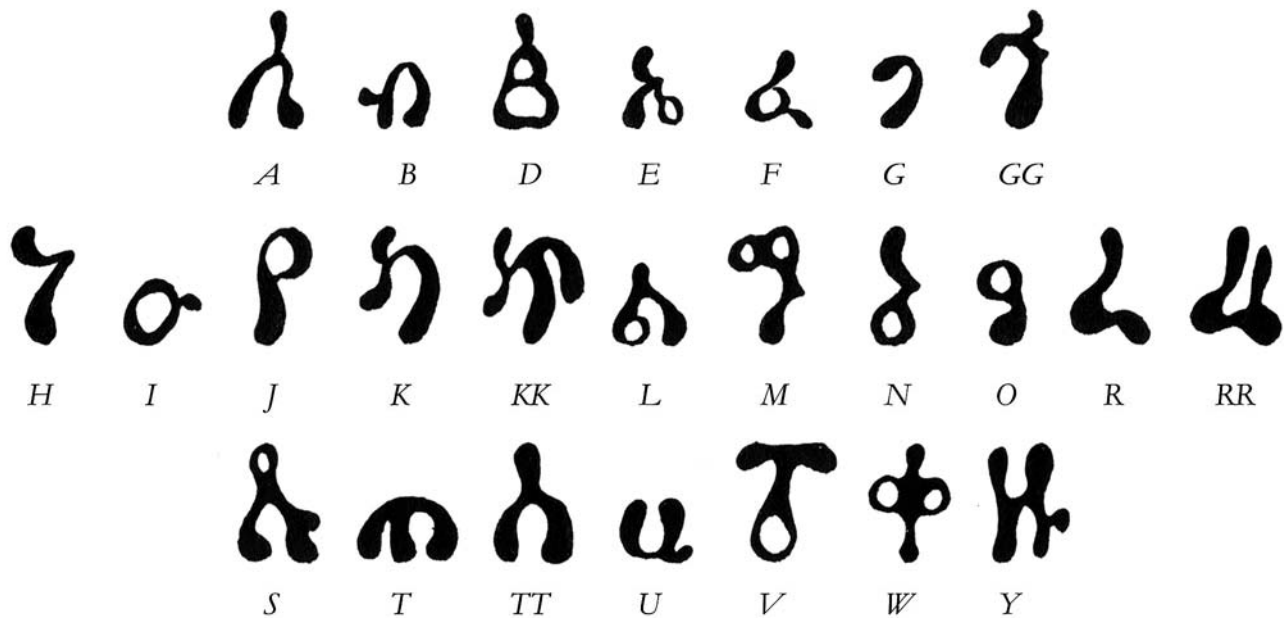
### Fhokki Name Elements

Shrok	jhek	dhadd	ken	thok
ny	nor	dak	khol	fon
tak	vry	fal	ran	tan
hy	tyk	thy	oth	ry
stok	kyn	ayl	rav	ror
kov	dha	nat	ayd	kor
kar	nad	tharr	rakk	narr
arck	vorr	ker	norr	dar
gorr	hor	therr	gok	takk
vokk	harra	trakk		

### Sample Fhokki Names

**Male:** Male: Arturr, Dvorn, Elmin, Froljar, Gortha, Gurthay, Hostud, Hreathwrot, Hurrkal, Lokkur, Mantak, Ragil, Rastur, Rythok, Thalnawr, Thelvan, Thurvan, Viljar, Vosted

**Female:** Defyn, Dythrok, Enga, Fontharra, Gulli, Gytha, Halvena, Otha, Rortakk, Rothla, Ryndar, Shrokker, Sorykka, Tankarra, Thanarkka, Thelka, Thilla, Thrayd, Unula, Vrykor



Fhokki alphabet

## Kalamaran

The Kalamaran language can be separated into Ancient and Modern Kalamaran. Ancient Kalamaran is the language of the past: Rulakan, Fulakar and Lelana all spoke this language. Now, only a handful of sages who study the ancient tomes and historical works written in Ancient Kalamaran speak or read it. Modern Kalamaran is really two distinct, but similar languages: High and Low Kalamaran. Only the Kalamaran nobility use High Kalamaran; the rest of the populace speaks Low Kalamaran.

After centuries of foreign conquest and domination, Kalamaran has been influenced greatly by Dejj, Brandobian, Fhokki and non-human languages. Thus, there are countless dialects of Low Kalamaran spoken throughout the Empire and the Young Kingdoms. It is unlikely that an artisan in southern Kalamar would be able to understand an O'Paran laborer. The exact dialect spoken depends directly upon who settled the area before the Kalamaran conquest. For example, in Paru'Bor, O'Par and Dodera the people speak dialects of Kalamaran that have Dejj and Fhokki influence, but in Korak and Ek'Kasel there is a distinct Brandobian and even Hobgoblin influence.

Kalamaran uses the letters A, B, D, E, F, G, H, I, K, Ka-, L, M, N, O, P, R, S, T, TH, U, V and W. B, G, K, L, P, R, S and T are the consonants used most frequently. Actual vowels or consonants are never found in pairs but are separated by apostrophhes, which indicates a syllable delay when spoken, e.g., P'Bapar (puh-bah-par), Ka'Asa (kah-ah-suh). This also indicates to the reader (or listener) that the name or word probably originated in another region, e.g., a half-Kalamaran/half-Fhokki might be named Rosharek in the Wild Lands, but would be Ros'Harek if raised in the Empire.

In Kalamaran, the emphasis is on action. For this reason, verbs precede nouns, and adjectives and adverbs always follow the words they are describing. Verbs are short, typically one or two syllables, and nouns and adjectives are longer. Articles are usually only one or two letters long. Possessiveness is indicated by the prefix ka-; gender is defined by the suffix -i, -e or -u for male, female and neutral, respectively. Plurality is indicated by the suffix -l or -al. Mixed groups of males and females are always given feminine gender. The naming convention for towns and cities is as follows: villages and towns end with the suffixes -idu and -ido; cities end with the suffix -eta, and capital cities are preceded by the word Bet.

Noble Kalamarans always use two names. Freemen have picked up the custom as well, with two names being more prevalent in thickly populated areas. Serfs and rural Kalamarans need only one name, and they are unlikely to adopt surnames in the near future.

The nobles surnames identify their family, which name, in turn, identifies their fief (the house of Eramis rules the Duchy of Eramis, for example), their castle, and the founder of the family. When a fief bears a different name than the ruler, it is sure evidence that the fief has changed hands since its original grant by the Emperor. Freefolk will most often take a name related to their occupation, but they might alternatively take a name related to their home village or a noble under whom they work. Repetition of names is not uncommon, and similar names are very common. The Kalamarans favor naming children after famous heroes and the same name often reappears in large families several times.



## Sample Kalamaran Names

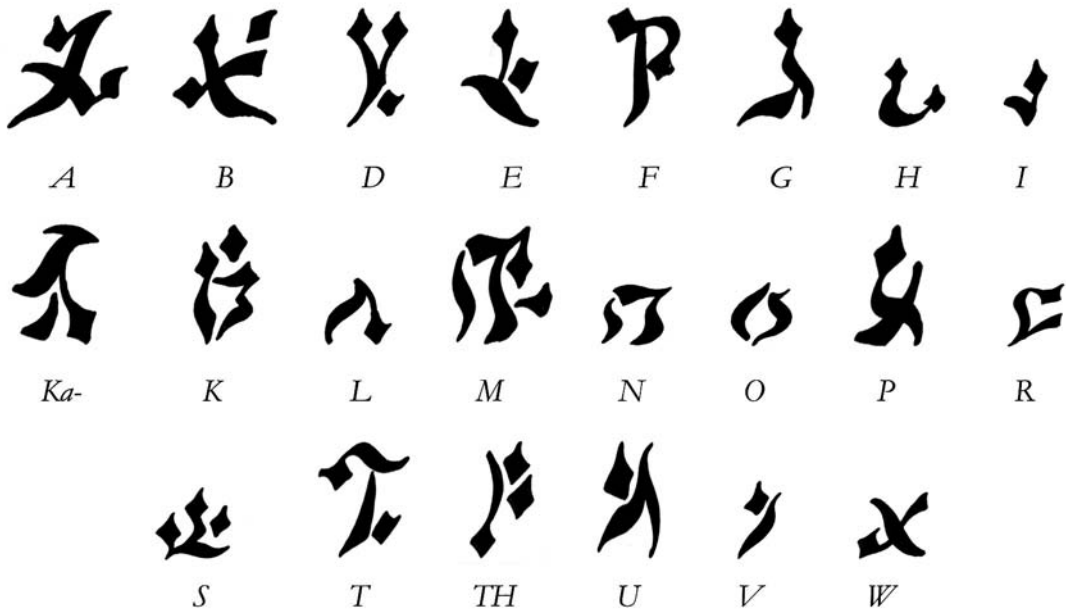
**Surnames:** Ar'Tur, Balemo, Darisek, Dilomas, Esamil, Falama, Fapeki, Gomanas, Hap'nam, Heran, Ku'Ato, Kuwaki, Leseper, Mokira, P'Ledin, P'Mare, Pateris, Ragarela, Ragosip, Remel, Remosa, Saketi, Sepiter, Setiran, Vitisar

**Male:** Balamir, Balan, Fanam, Feledar, Feranis, Folikar, Fonamar, Haraman, Hovaran, Hul'Mar, Lakaran, Malaran, Minon, Morisato, Nelata, P'Sor, Parama, Pilamel, Pitar, Pulan, Puramal, Resemer, Saterus, Satira, Selemar, Sulat, Vanamir

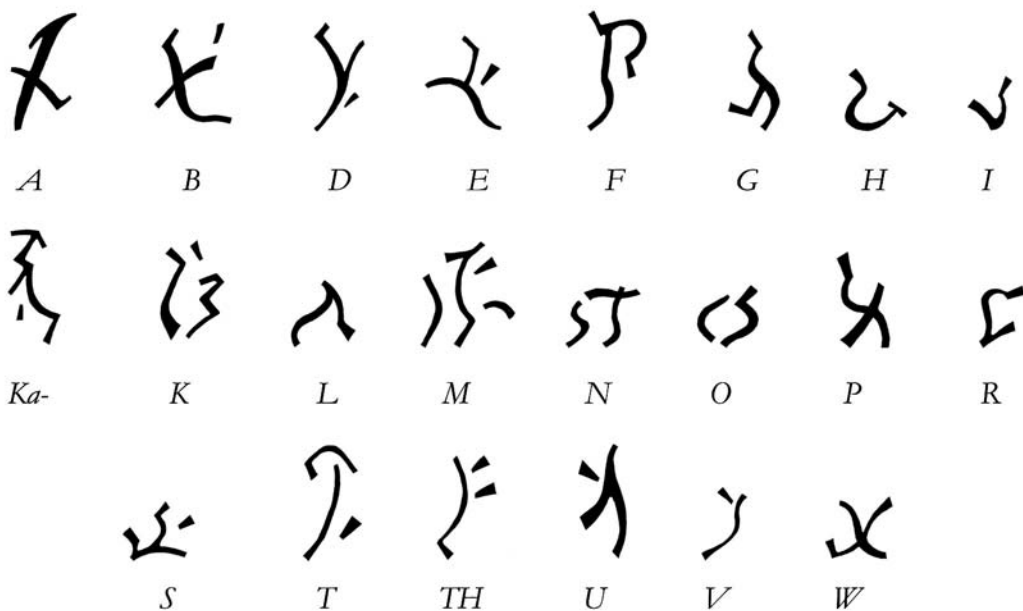
**Female:** Asa, Benali, Dela, Dorata, Famaril, Fanam, Felana, Fitolima, Gimane, Goranu, Helena, Hu'Ura, Ilubek, Inala, Kaperele, Ki'Isa, Kibika, Korasela, Lamasaru, Lisanara, Mepate, Nelata, Pakara, Takane, Tomare

## Kalamaran Name Elements

Fa	la	ma	na	ri	bi
lu ri	ni	no	fa	rog	ga
pe	ki	di	ra	sip	gel
P'	ba	par	le	se	ri
li	lo	mel	tak	ba	pi
vik	dil	B'	ba	vi	go
rel	las	sar	nar	ka	rin



Ancient Kalamaran alphabet



Modern Kalamaran alphabet

## Reanaarese

Only a very few native Reanaarians speak true Reanaarese. The people who settled along the western shores of Reanaaria Bay developed it. Through trade and interaction with other races, Reanaarese has lost much of its original character. Most residents of Reanaaria Bay's city-states now speak Merchant's Tongue as a primary language.

The use of double and even triple vowel combinations characterizes Reanaarese. Nouns are generally two syllables long, but three syllable words are not uncommon. Verbs are longer, typically three to four syllables. A speaker pronounces verbs more slowly than any other form of speech. Nouns are spoken louder, to set them off from the rest of the words in a sentence. Adjectives and adverbs are usually only one syllable long. The suffix -asoo indicates male gender, -amoo, female and -uxoo, neutral.

Reanaarese uses A, AA, B, C, D, E, EA, F, G, H, I, II, K, L, M, N, O, OA, OO, P, R, S, T, U, V, W, X and Z. The language varies from city to city, due to the many dialects and accents. Reanaarese is plain and simple, with brevity and bluntness being common.

Reanaarians tend to use only personal names. Their language and names take elements from Kalamaran, Fhokki, Dejy, and the gamut of demihuman languages. Regardless of the source, their names often have double letters and have more vowels than other tongues (far more than the jaw-breaking ancient Brandobian). Reanaarians are fond of nicknames, and they freely abbreviate, modify, or add to their names.

Few Reanaarians use surnames. A few of the nobility use a family name, and some commoners have picked up the habit to appear cosmopolitan, but most Reanaarians ignore such nonsense. If a Reanaarian knows two people by the same name, he identifies the one he's talking about by career or race, such as "Gazee the halfling," or "Feaveu the carpenter."

### Reanaarese Name Elements

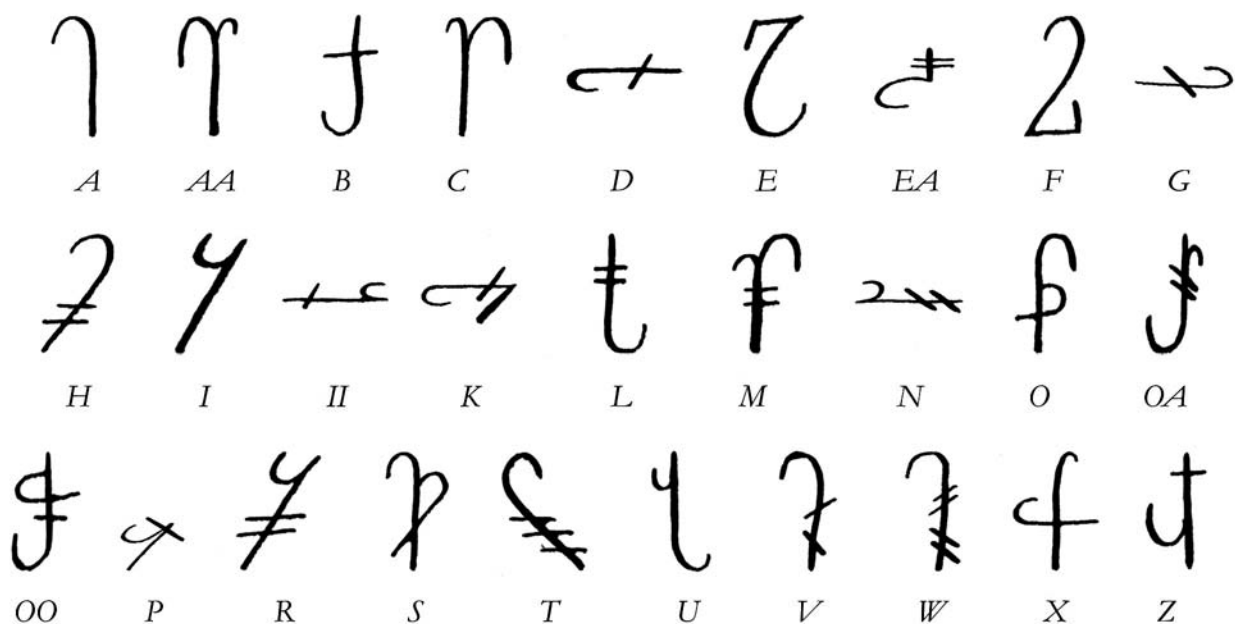
daar	kaer	noa	zee	lai	xoo
laar	bea	fea	lain	rou	gaa
le	xa	rum	roe	naa	goo
taal	geo	nea	lau	Nae	boe
mae	mo	sia	foor	nai	vao
bou	ri	mia	lee	zaar	nar
saa	ree	nee	tuir	oow	wiu
aaw	bi	mau	voo	pea	roo
sor	za	xea	va	raiz	fau
ceo	tao	huu	naav	ria	kei
roa	toov	see	noor	vuu	

### Sample Reanaarese Names

**Surnames:** Feasiari, Feaveu, Fooromau, Gazee, Huuraew, Laaria, Leenoorova, Lorot, Nae, Naizix, Narituir, Peer, Reemae, Rooxee, Seetoov, Sumoraa, Tarealeon, Vaotal, Vuria, Xookaer

**Male:** Boelain, Bouzaar, Dealaan, Emeareer, Geolain, Haar, Lenaiz, Liamar, Neila, Nooregaa, Peasor, Raizix, Reenea, Reolain, Sortureer, Sutila, Taofoor, Vaxea, Vuuawa, Wiuxiu

**Female:** Alixoor, Boebea, Ceopeari, Daaralau, Gaafoor, Huurum, Keilaaw, Leugoo, Lewao, Miana, Naavabi, Naavazoor, Neavazaar, Rianoo, Teelia, Vandakeer, Vaolai, Veuza, Vuubou, Ziliana



Reanaarese alphabet

## Svimohzish

The Svimohzish language is widely thought of as the oldest of the original six human languages of Tellene, although some sages debate that Deji pre-dates Svimohzish. Tribes of farmers and fishermen along the northern coast of the Svimohzish Isle first developed Svimohzish. It is characterized by soft consonant sounds spoken in a nasal tone or with a soft release of breath. Many of the words are three syllables or more in length and double consonants are used frequently; double vowels found in Svimohzish are used only as suffixes.

Grammar is simple yet effective. Sentences typically begin with a noun or pronoun, followed by the verb; many sentence structures are possible, though. Masculinity and femininity are shown by the articles -ozh and -esh, respectively, which are placed after the noun. Adjectives and adverbs take the form of prefixes attached to the words they modify. The Svimohzish language uses the following letters: A, C, D, E, F, G, H, HZ, I, J, L, M, N, NH, O, P, R, S, SV, U, V, W, WH, Y, Z and ZH.

Svimohz take two names, sometimes three. The first name is a personal name usually created to sound nice, dignified, or strong. Svimohz place great importance on the actual sound of the name and village 'name readers' are common fortune tellers in rural areas. The last name comes from a parent; whether the father or mother depends on the culture. In some parts of Zazani, girls take their last name from their father and boys take theirs from their mother's last name. Unless one knows the local cultures well, it is easy to make a mistaken assumption about a person's family based on her name.

Wizards are a special case in Svimohzia. When a person becomes a wizard, he takes a single name only and drops any family name. The most modest wizards keep their given name, but others give themselves new names, taken from arcane words of power.

### Svimohzish Name Elements

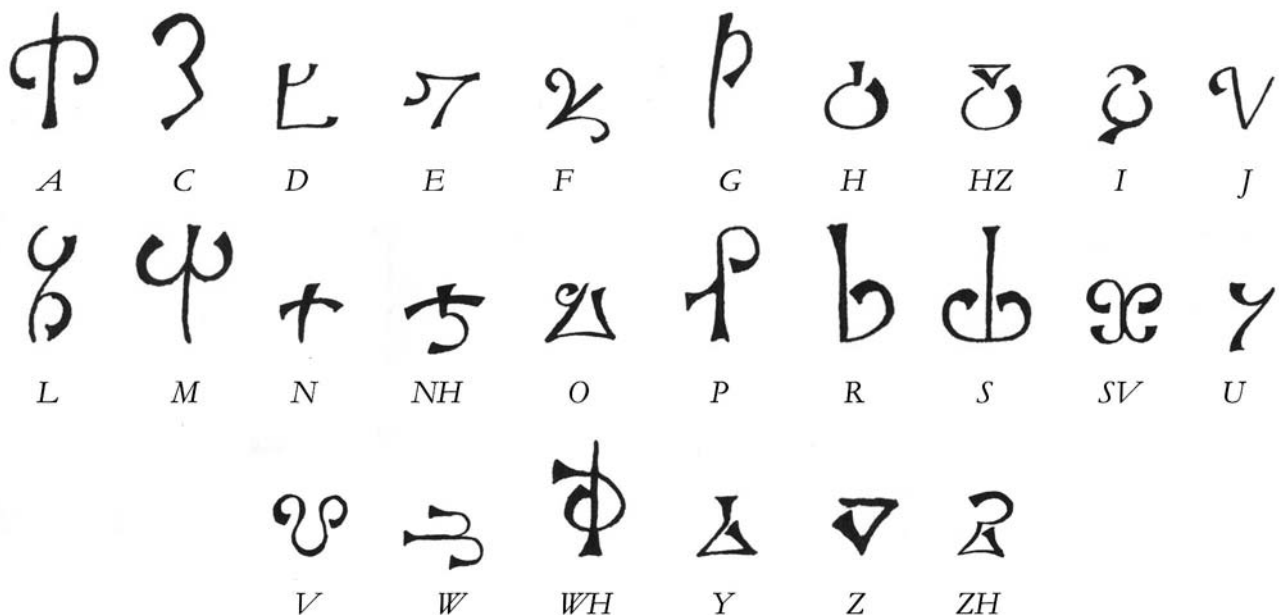
When	hesh	shom	vam	shoz
svish	ozh	shan	vim	whom
nesh	eh	hez	vozh	sha
na	no	sho	niz	mehn
sa	noh	shim	nohz	vish
min	mi	shap	rozh	zor
sho	sham	nan	moh	rah
vam	vem	gohl	nim	mo
van	sow	svow	mozh	zar
na	mona	zhan	mash	zha
mohn	maz			

### Sample Svimohzish Names

**Surnames:** Arhomven, Aziri, Damozh, Eshovim, Ghanim, Izahn, Mezahn, Mizani, Mozaresh, Neshnamohn, Ohmdalz, Shenshal, Svowmizh, Vezdor, Vlan, Whenonesh, Yahul, Zalden, Zhamish, Zhasorozh

**Male:** Ahzasvero, Amar, Anarvis, Ansven, Azhanimahr, Hilanozh, Hilano, Izvan, Mawhal, Mesvanish, Miznamvho, Mizovohr, Movazh, Onsar, Razhan, Roshanaz, Selevahn, Shazahn, Suvar, Svemahni, Wherahzni, Zhulurahn, Zohshanam

**Female:** Anasvish, Daresvim, Ehnosham, Emeni, Hava, Lashasvow, Leshan, Menahvna, Minona, Morashez, Movamo, Nomishim, Sanano, Savano, Sharresh, Sisi, Vanazha, Zeminah, Zhashosa, Zoravam



Svimohzish alphabet

## HOBGOBLIN

The mechanics of the hobgoblin language are fairly simple. There are no articles and most verbs follow a basic pattern of conjugation which shows plurality. There is only one gender in Hobgoblin, as everything is considered masculine. The hobgoblin language does have a very large vocabulary, though. There are over 50,000 documented hobgoblin words; with 23 words alone meaning “honor”.

Hobgoblins live in a very definitive caste system, and the language operates in much the same way. Societal stature is evidenced by the words a hobgoblin uses to communicate. Royalty will often have to be translated for commoners—and vice versa. A slave is allowed only to speak to other slaves. When in the presence of a social superior, one is expected to wait until spoken to before speaking. The penalty for “speaking out of caste” is the removal of the offender’s tongue.

There is a language that most hobgoblins are raised from birth to speak: the Battle Tongue of the military. Battle Tongue is mostly standardized across Tellene, and the hobgoblins of Ul-Karg speak the same Battle Tongue as the hobgoblins of Norga-Krangrel. (The Kors speak Battle Tongue only during battles or during military training.)

Unlike Krangi or Kargi, Battle Tongue does not rely on context for understanding. It has standardized names for most common items, including gods, locations, weapons, and tactics. It can convey complex military orders, and can describe basic religious ideas. However, philosophy, magic, complex theology, and commerce are all impossible to discuss in Battle Tongue.

The hobgoblin language uses the following letters: A, B, D, E, F, G, GG, H, I, J, K, KK, L, M, N, O, P, R, RR, S, T, TT, U, V, W and Z. Double consonants and hard consonant sounds are characteristic of the hobgoblin language. Written Hobgoblin is not difficult to learn, and most hobgoblins are taught to read and write a simplified Hobgoblin during their mandatory service in the military. Hobgoblin is written right to left and their text bears similarities to Dwarven. Most non-

hobgoblin scholars agree that hobgoblins adopted Dwarven at some point in the distant past.

Hobgoblin names are all their own. The only sign of it anywhere is in the Young Kingdoms, where certain place names are obvious Kalamaran derivatives of Kargi names. Korak (Kurghak), Ek’Kasel (Ek hazel), and the Lido (Lidou) Bog were all originally part of the extensive kingdom of Kruk-Ma-Kali. All dialects of Hobgoblin are obviously closely related and use the same character set, but have diverged greatly in spoken word from whatever past origin they shared. Consequently, Kargi, Krangi, Kors, and Rankki are distinct languages and speakers of each cannot communicate with the other without translation. Dazlak is a dialect of Krangi.

### Hobgoblin Name Elements

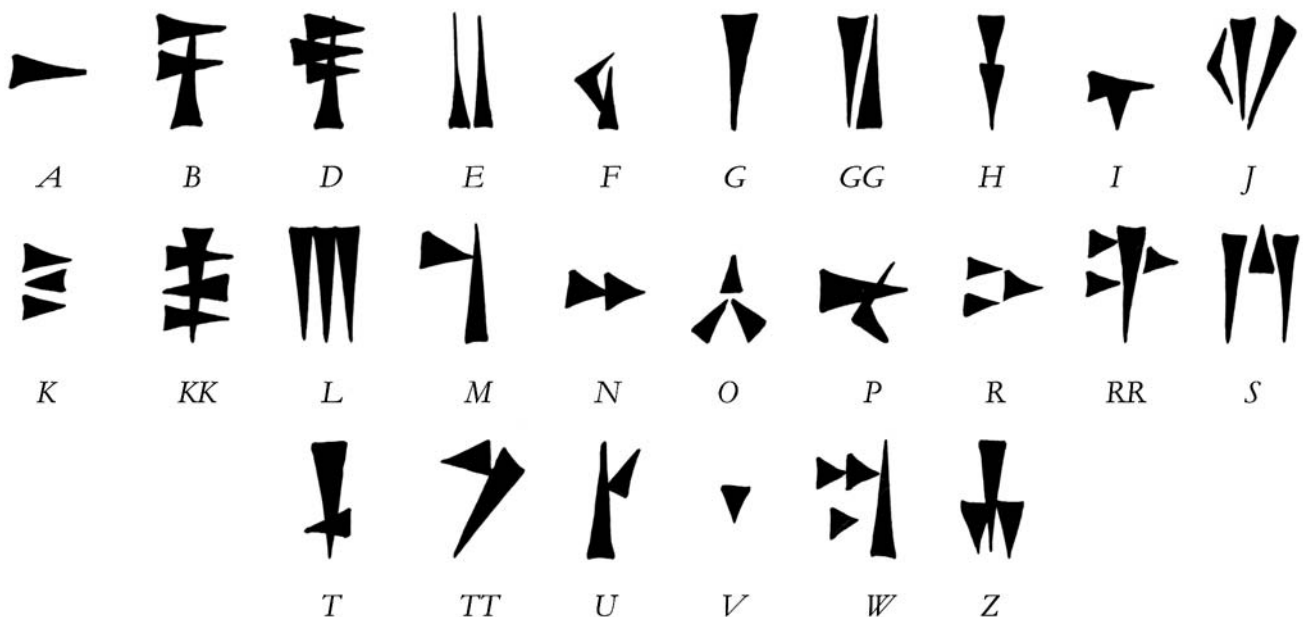
Graz	lak	bek	thal	arz
mak	gazh	thrak	tak	gul
kel	mek	daz	ul	sil
ghaz	kagh	gurk	kro	ka
li	ma	brog	tu	naz
guk	rand	rag		

### Sample Hobgoblin Names

**Surnames:** Akdrenned, Diaddun, Gabrazel, Grazlak, Grond, Haadrik, Kolredde, Krolovik, Kubannik, Kurgar, Malzurek, Stirnog, Terenkol, Thulhak, Vakhtan

**Male:** Azzak, Dolmak, Ganakh, Gornatt, Graz-Naz, Grezat, Gulak, Herkuul, Kargran, Kelghaz, Kelrand, Kinshag, Koron, Kurgaz, Patukhar, Raitagh, Shagraz, Thaltak, Thanagazh, Tuvagh

**Female:** Akagh, Brogarz, Brogatu, Dazulka, Guldaz, Gulkumek, Gulmabek, Kaghaz, Kanaraz, Kathal, Krokamel, Makkell, Makranmek, Mukli, Nagraz, Randarz, Silkathal, Thakarz, Tubrak, Tukrome

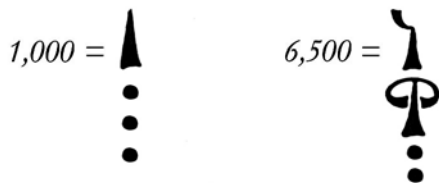
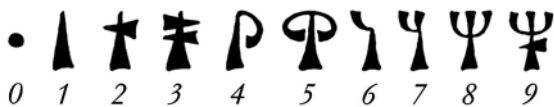


Hobgoblin alphabet

## MERCHANT'S TONGUE

Merchant's Tongue began out of the need for international traders and merchants to communicate. It is a conglomeration of many languages that has evolved into a commonly spoken language among those of different backgrounds. It first appeared along the Ahznomahnii coast and within fifty years, so many Ahznomns were fluent, that country's Parliament officially recognized it as a second language. Merchant's Tongue also defines a system of weights and measures. All of Tellene's civilized countries recognize and use this system.

It should be noted that while Merchant's Tongue is spoken throughout most of Tellene, in underdeveloped, rural areas many native inhabitants are not fluent. Certainly most slaves and serfs are not learned in Merchant's Tongue, unless they were previously active in trade or city life. In Eldor the use of Merchant's Tongue is restricted to the cities' business districts. Use of Merchant's Tongue outside of the business quarter or outside of the city is frowned upon, and many Eldorans will not even respond unless spoken to in Brandobian.



*Merchant's Tongue standard numerals*

## ORCISH

The orc language, known simply as Orc or Orcish, has been spoken on Tellene for many thousands of years. The orc language uses the Hobgoblin alphabet, but makes extensive use of a handful of letters and sounds. All words in orcish are considered to be masculine (even the word for females). There are no caste languages, just one common dialect, even between different species of orc. Specific word-endings for plurals are absent, so the words for 'orc' and 'orcs' are pronounced identically; only the context allows for any differentiation in plurality. Vowels may be placed together within a word, but in almost all cases the first vowel is an 'a'. These points are primarily of interest to scholars; orcs rarely dwell on the structure and syntax of their own language and are taught speech as a matter of course rather than as a part of any schooling.

The language, although not difficult for non-orcs to learn and master, is harsh on the vocal cords and prolonged speaking of the language can leave a speaker hoarse for many days. Orcs naturally do not suffer from this problem and the language suits their vocal cord evolution and prominent dental arrangement.

In combat, orders are not given in the full orc tongue. Like the hobgoblins, the orcs have developed a Battle Tongue, though the orc version only consists of abbreviated words, growls, grunts, and hisses. The language has little syntax and orders are kept deliberately simple, being along the lines of "attack left" or "he's mine". More complex instructions (e.g. "move over the ridge on the left, fire two volleys of arrows into their flank, and then charge") remain rooted in the standard language and are generally given at the start of a battle before the noise makes issuing them all but impossible. Drums are used to issue orders for large-scale troop movements once battle has commenced, with Battle Tongue being restricted to small units.

No full vocabulary of the language exists and many war chieftains teach their own version, making it a diverse tongue even amongst members of the same tribe. Non-orcs may believe they have become fairly proficient at understanding the language, but will often find themselves at a loss if they encounter warriors of a different warband.

Numbering combines two concepts; that of simple numerical basis, such as 'one' or 'ten' and also slightly more abstract terms of military units. Orcs only have numbers from one to ten. There is no concept of units, tens, hundreds and so on that the other major races use with regularity and unless an orc has had much contact with other races he lacks any concept of them. If an orc needs a number larger than ten he refers to it in military units.

For example, while an orc may say 'there were eight cavalry troops', if there were one hundred present the words would be 'there were four *urárugna* (great gang)worth of cavalry', a number roughly equal to one hundred. Far from giving an exact count, any orc roughly knows what four *urárugna* worth of warriors looks like and no further explanation is necessary. The same system applies to other objects, such as sides of beef, barrels of ale, or swords being produced in the workshops. Such a system leads to numerical inaccuracies but is close enough for orcs to overlook the odd item being too few or too many. Such details are not worthy of their time.

### Orc Name Elements

ag	ak	an	augh	aurg
gh	ghun	gn	gr	kaug
kh	na	og	ok	pr
ra	raun	rav	ug	uk
ur	vr			

### Sample Orc Names

**Male:** Agak, Anaugh, Arakh, Baurg, Bokh, Bugh, Gagh, Garauk, Ghunok, Gnukuk, Gorgh, Grug, Kaghun, Lagh, Naugh, Nogar, Okogn, Prarg, Prug, Rakh, Vragh

**Female:** Balg, Buraug, Eshrag, Gough, Gnar, Goru, Graor, Kaugna, Kogo, Lagun, Naur, Nogn, Nhun, Prol, Praug, Raunga, Rava, Uгна, Ugaokh, Uгна, Vrug



## CHAPTER TEN: THE GODS OF TELLENE



The world of Tellene, like all other places, did not always exist. It is believed that the Creator, a being of enormous power and intellect, developed the universe for her own amusement. Finding the newly created cosmos wondrous yet unsatisfying, she brought forth from her fingertips life forms to inhabit the various planes of existence.

A total of fifty-four gods, each portraying a specific characteristic or related characteristics of the Creator, from life and truth to death and deceit, were brought into existence to govern the cosmos under the watchful eye of the Creator. In order to serve the needs of her children, she also fabricated various species of creatures: dragons, dwarves, elves, primitive races, insects and all creatures in-between. The gods gathered periodically to discuss the state of events on their different planes and the Creator assigned further responsibilities. This system worked effectively for many eons.

However, intelligent individuals, especially gods, are prone to feel indignant toward authority and the limitations that come with being inferior; and the chaotic gods began to resent the control the Creator had over them. It was with this in mind that several deities, led by the Confuser of Ways, formed a plan for the demise of the Supreme One.

The Creator, of course, learned of their scheme, but she was intrigued. She allowed their plan to continue, and created the illusion of her demise by allowing her essence to be trapped in a crystal shard. Fearing that the destruction of the shard would mean an end to all existence, the culprits secreted the shard in a well-guarded fortress on a distant plane. Shortly thereafter, the Corruptor and the Confuser of Ways conjured false evidence linking the Overlord to the apparent death of the Creator. This situation infuriated the good deities, who immediately brought the flabbergasted Overlord to justice.

With the Creator apparently absent, opposing gods immediately tried to destroy one another; law fought chaos, good fought evil and the unaligned gods tried to hold the cosmos together. The ensuing mayhem shook the planes and resulted in the death of eleven deities. However, just as the Overlord was about to be the next god slain, the Lord of Silver Linings called upon the Riftmaster to magically whisk the Overlord away into captivity on Tellene. All other deities believed him to be dead (a belief proven untrue when a human scouting party unwittingly released him from imprisonment; see the Kingdoms of Kalamar campaign setting sourcebook section on Pel Brolenon).

The conflict continued until a wondrous evolution took place. To the delight of the gods, various races, including humans, began to evolve on Tellene. The attention of the deities was quickly diverted to Tellene. They watched in wonder and amusement as the rapidly advancing races spread their influence across the planet.

Since the gods found that their power grew in proportion the number of worshippers they attracted, each god competed for the right to make worshippers of the existing races, and create new races of their own. Old disputes quickly rekindled and the gods were once again at odds with each other. This time, however, the gods decided to fight one another through their worshippers because they feared personal destruction as witnessed in prior battles. The Creator now sits silently, amused, watching the events on Tellene unfold.

Unlike the Creator, the remaining gods are not omnipotent. Within their spheres of influence they are dominant, but they can be bested in other areas. All gods have the ability to take any form they wish. This includes different races, sexes, sizes and shapes. Their can, of course, alter their form to fit any given situation; however, most gods, when associating with mortals, will choose a form similar to that of their audience. Gods can even impersonate one another, although this tends to inspire harsh retaliation from the deity imitated.

The appearance of a deity on Tellene is an uncommon occurrence; they prefer to manipulate events through their clerics and followers. Their ultimate goal is to gain new followers and continue to influence current ones. A god's power is directly related to the number of followers gained and the prevalence of the god's spheres of influence. Therefore, the gods always strive to spread their power by gaining followers and clerics.

### COSMOLOGY

According to legend, the gods themselves dwell in the magnificent Eternal Palace, which itself rests upon the Great Plateau formed by a confluence of energies from the Positive and Negative Energy Planes. The Palace sits on the shore of the Lake of Life, the source of souls for the Prime Material Plane. Within the Eternal Palace, each god has his own section of rooms, fields, courtyards and the like where the god and his follower's souls reside. The section of Palace for each god grows with the addition of more souls of the departed faithful. Outside the Great Plateau is the Realm of Annihilation, a plane of

utter destruction which is the source of all spheres of annihilation. The Realm is made up of the souls of intelligent beings whose souls go unclaimed because the mortal worshiped no god or because it was destroyed by a sphere of annihilation. All the gods fear the Realm of Annihilation and seek to secure souls before they go there, because the Realm grows with each lost soul. One day, if left to grow on its' own, the Realm will destroy all of creation. All the gods fear the day the Realm overwhelms even the Eternal Palace, and thus tolerate the existence of competing faiths, since even their greatest rivals keep souls from the Realm.

When a mortal dies, the soul normally goes to the Throne Room (located at the center of the Eternal Palace). While no god since the Creator has dared sit on the Great Throne, the room itself is still considered to be neutral territory among the gods. In due time, the god (or a servant of the god) the mortal served in life comes to the Throne Room and claims the soul, taking it to his section of the Palace. Some beings try to subvert this process; hags, demons, devils, and the Harvester of Souls are particularly adept at securing souls that would otherwise be bound to certain gods. The Throne Room is always filled with souls waiting to be claimed, as well as many portals to the various planes of existence, such as the Astral Sea and the Elemental Chaos. The Throne Room is the only section of the Palace that has ever been claimed to be visited by living mortals, the doorways to each god's individual sections being guarded by their most powerful servants and impenetrable magics. Travel to any given plane while in the Throne Room is simply a matter of stepping through the right door, so it could theoretically be used by mortals as a waypoint in their extra-dimensional travel. Such a stop over would be incredibly dangerous, however. Many gods would react poorly to the premature visitation by mortals to the Eternal Palace.

## DEITY HEADINGS

**NAMES:** The various nicknames the god is known by, in Merchant's Tongue.

**REGIONAL NAMES:** The names the deity is known by in the human and humanoid languages of Tellene.

**SPHERES OF INFLUENCE:** The deity's areas of control.

**ALIGNMENT:** Moral and political bent of the god and the ethos of the clergy.

**SYMBOL:** The representation of the god or religion in pictures, sculptures and other works of art. Commonly painted on shields or armor of clerics.

**HOLY SYMBOL:** A physical implement that clerics use to channel the power of their god.

**HOLY DAYS:** Days revered by the religion or days on which followers must perform certain rituals.

**PLACE OF WORSHIP:** Where patronage of a particular deity is likely to take place.

**COLORS:** The colors associated with the deity or religion. Used on ceremonial garments and in the decoration of the place of worship.

**ANIMAL:** Animal(s) respected or considered holy by the religion.

**APPEARANCE:** Description of the physical manifestation(s) of the god as she or he might appear to mortals.

**CHURCH:** The name of the church organization.

**CLERGY:** The name of the clergy within the church organization.

**RAIMENT:** Garb that clerics are required to wear at all times or at least during ceremonies.

**SACRIFICE & FREQUENCY:** Details of physical or abstract actions performed by worshippers to pay tribute to the god.

**ADVANCEMENT:** The hierarchical order within the church. Respect and power are only gained by serving the interests of the religion and the deity. Requirements for advancement within the church hierarchy are detailed. Advancement within the church usually has little to do with skills gained while adventuring. Titles for clerics indicate level of power or respect within the church and in no way reflect the experience level of the clerics.

**CLERICS:** This section describes the goals and behaviors of those in the clergy and the congregation members. It also details the beliefs, mythology and some of the quests related to the religion. Note that the clergy are well aware that the power of the gods is based on worshippers and expansion of the spheres of influence. This goal is prime and overrides all others. Consequently, religions in certain areas may stress one portion of their faith while in an area that persecutes another sphere. Some religions, particularly the evil ones, will stress that the locals can pray to their god to ensure that the god is appeased and will thus contain its spheres of control.

**CHANNELED POWER:** Each cleric receives a channeled feat power because of his association with divinity.

**FRIENDS/ALLIES:** This section lists the primary alliances of the religion and the god.

**FOES/ENEMIES:** Similarly, this section lists the chief adversaries of the religion and the deity.

**SAYINGS:** Common sayings of clerics and followers of the religion. They are given to add flavor and aid in role-playing characters of the religion.

## THE GODS OF TELLENE

The gods of Tellene are listed here in order of alignment, as follows: The Celestial Council (deities whose aspects are closest to lawful good and good alignments); The Gray Assembly (unaligned); and The Fiendish (evil and chaotic evil alignments). Quick reference tables follow at the end of this chapter.

Those of you who are familiar with previous editions of the *Kingdoms of Kalamar* campaign setting will notice some changes to deity alignments and names. The reduction of nine alignments (LG, NG, CG, LN, N, CN, LE, NE, CE) to five (LG, G, U, E, CE) meant that some deities moved several categories one way or the other. The Founder, for example, has always focused more on law than on neutrality, and so moved fully into the lawful good alignment.

Some of the more colorful or descriptive deity names also became more prominent, changing the primary Merchant's Tongue name. Of course, since all deities are known by multiple names, the most prominent name depends upon your campaign.

## CAREGIVER, LORD OF SILVER LININGS, LORD OF THE BLUE SKY

**REGIONAL NAMES (HUMAN):** Selandi (Brandobian), Jynondish (Dejy), Rorfadd (Fhokki), Selanadi (Kalamaran), Ceotao (Reanaarese), Shoniz (Svimohzish)

**RACIAL NAMES (HUMANOID):** Namieka (Dwarven), Nanaeclya (Elven), Kaerast (Gnomish), Milamal (Halfling), Gorrاند-Krotak (Hobgoblin), Bok (Orc)

**SPHERES OF INFLUENCE:** Healing, hope, mercy

**ALIGNMENT:** Lawful good

**SYMBOL:** A capital psi with a circle above the center vertical arm set atop a rainbow

**HOLY SYMBOL:** A capital psi with a circle above the center vertical arm

**HOLY DAYS:** The first day of each month is celebrated by praying for one's hopes and dreams for the coming month. The last day of each month is reserved for atonement for one's transgressions during the preceding month. This is especially practiced on the 28th of Famine and the first of Renewal.

**PLACE OF WORSHIP:** Worship of the Caregiver occurs in open-air temples. On the first day of each month, worshippers pray for their hopes and dreams for upcoming month in private or individually at a temple. On the last day of each month, they must undergo atonement for the preceding month's transgressions. This atonement is usually very general in nature. For example, a cleric might tell everyone in the temple to donate to the poor.

**COLORS:** Sky blue, rainbow, silver

**ANIMAL:** Dog

**APPEARANCE:** The Caregiver appears as a comely person in sky blue or rainbow colored robes. He wields a powerful artifact, the Staff of the Merciful, an oak staff topped by the golden Divine focus of the Lord of Blue Skies.

**CHURCH:** Church of Everlasting Hope

**CLERGY:** The Merciful Fates

**RAIMENT:** Robes worn by clergy of the Church of Everlasting Hope tend to be made of heavier, more durable material such as wool, particularly in the fall and winter months. This is primarily due to the Merciful Fates' habit of worshipping in open-air temples.



**SACRIFICE & FREQUENCY:** A concoction of rare herbs on a monthly basis, and the healing of all those in need. The herbal concoction must be worth at least a number of gp equal to the cleric's level + 1, and weigh no less than one ounce.

**ADVANCEMENT:** Advancement within the church is by healing and caring for local followers and others in need.

**CLERICS:** Clerics of the Caregiver strive to maintain a positive outlook on life. They prefer to avoid combat. If necessary, however, they will certainly enter battle and even initiate the attack, when the situation requires decisive action. They are never vengeful. Similar to their deity, they only intervene in conflicts to provide balance and mercy to the losers.

Tellene best knows the Merciful Fates as healers. They often watch over the sick or disabled and tend them until they have healed. This makes them welcome in most societies and favorites in adventuring bands. The Merciful Fates also love to see others make their dreams come true. They try to help others fulfill their hopes by offering their services in any way they can. Like the Caregiver, clerics often assist others in times of need regardless of alignment. Church titles for clerics are shown in the chart.

The Merciful Fates adventure with other characters to try and reduce some of the damage inflicted. While sharing many viewpoints with both the Temple of the Three Strengths and the Peacemakers, the Merciful Fates are distinct in their advocacy of virtue as a means of defense against harm. A positive outlook and a simple diet, they claim, go hand-in-hand toward a goal of good health and a resistance to illness and injury.

**CHANNELED POWER:** Merciful Fates may take the Caregiver's Mercy feat power.

**FRIENDS/ALLIES:** The Temple of the Three Strengths, the Parish of Love, the Church of the Life's Fire, the Hall of Oaths, the Face of the Free, the Temple of Enchantment

**FOES/ENEMIES:** The Conventicle of Affliction, the Temple of Strife, the Order of Agony, the Congregation of the Dead, the Temple of Sleepless Nights

**SAYINGS:** It is better to light a candle than curse the darkness. - Heal the mind and the body will follow. - I wish goodness to envelop you this night. - The mercy you grant will be returned tenfold. - People granted mercy today give us all hope for tomorrow.

**TABLE 10-1: MERCIFUL FATES**

Rank	Title	Raiment
1	Gentle	sky blue
2	Tender	sky blue with a small rainbow pin
3	Tender	sky blue with a small rainbow pin
4	Helper	sky blue with a large rainbow pin
5	Healer	sky blue with a large rainbow pin and a silver belt
6	Counselor	sky blue with a thin rainbow hem, a large rainbow pin and a silver belt
7	Soother	sky blue with a broad rainbow hem, a large rainbow pin and a silver belt
8	Soother	sky blue with a broad rainbow hem, a large rainbow pin and a silver belt
9	Hope Healer	sky blue with a thin rainbow hem and silver lining, a large rainbow pin and a silver belt
10	Hope Master	sky blue with a thin rainbow hem and silver lining, a large rainbow pin, a silver belt and a yellow cap



## THE ETERNAL LANTERN, THE SHINING ONE, LORD OF LUMINOSITY, RADIANCE

**REGIONAL NAMES (HUMAN):** Bleslelna (Brandobian), Sharynath (Dejy), Natrakk (Fhokki), Dirasip (Kalamaran), Naetuir (Reanaarese), Shanvim (Svimohzish)

**RACIAL NAMES (HUMANOID):** Resgad (Dwarven), Javaeclya (Elven), Serit (Gnomish), Birin (Halfling), Kuban-Randtak (Hobgoblin), Gank (Orc)

**SPHERES OF INFLUENCE:** Day, light, dawn

**ALIGNMENT:** Lawful good

**SYMBOL:** Half of a shining sun

**HOLY SYMBOL:** Same as above

**HOLY DAYS:** Summer solstice

**PLACE OF WORSHIP:** Worship of The

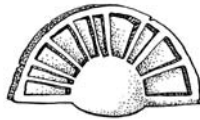
Eternal Lantern takes place in open air temples, found in many cities. Altars and shrines dedicated to Radiance also exist in smaller towns and villages. Veshday services begin at dawn, usually with a raucous din of bells or drums. If no instruments are available, worshippers shout to greet the dawn. After a rousing chorus, worshippers who stood the Dark Watch return home to sleep briefly before working, while other worshippers face east and sing the praises of the sun, the visible incarnation of the Eternal Lantern.

A rift grows among the faith, with a small, vocal faction stressing the need to oppose all forms of evil. In their opinion, the church has placed too much emphasis on the crusade against evil undead and that such focus has allowed more subtle forms of evil to grow unopposed. While this might normally mean little more than difference of opinion, some evidence exists of an increase in undead world wide, and the minority is seen by some as encouraging a dangerous trend that might lead to leaving the undead threat unchecked. The issue has yet to create a split in the church, and the High Lantern does not consider the minority to be heretics. Time will tell if the discussion will generate a new sect within the church, lead to a more balanced position in church doctrine, or fade away.

**COLORS:** White, yellow, gold

**ANIMAL:** Rooster

**APPEARANCE:** The Eternal Lantern appears as a beautiful young lady. She has porcelain white skin and gleaming golden hair. Her



garb is shining plate mail with a white cloak that radiates bright sunlight. The Shining One wields a golden mace (Daybringer).

**CHURCH:** The Assembly of Light

**CLERGY:** The Order of Light

**RAIMENT:** Robes as described in the table below

**SACRIFICE & FREQUENCY:** Small white, yellow or gold gems, monthly

**ADVANCEMENT:** Advancement within the church is based upon service in the form of missions to battle the forces of evil, conversion of followers, and participation in the Dark Watch. Different colored divine foci are used at different levels as noted.

**CLERICS:** Clerics of the Eternal Lantern are the sworn enemies of the undead and the minions of darkness. They dedicate themselves to the banishment of the evil that lurks in the shadows of the night by bringing all creatures into the purifying light of Radiance. The Order of Light preaches that only by walking in the light of the Lord of Luminosity can one save one's soul from the taints of darkness. The main weapon against evil in the arsenal of the clergy is conversion. All clerics must go on a one-year mission to gain converts.

During the darkest hours of the night, the clerics act as sentries by walking through cities, towns and villages with lanterns and torches to help the Lord of Luminosity hold back the darkness. This ritual is known as the "Dark Watch." Clerics of the Eternal Lantern are often found as members of adventuring bands who assist a town watch or city guard in protecting the settlement from evil.

**CHANNELED POWER:** As devotees of goodness and light, members of the Order of Light may take the Eternal Lantern's Light feat power.

**FRIENDS/ALLIES:** The Theater of the Arts, the Church of the Life's Fire, the Church of the Night's Beauty, the Courts of Justice

**FOES/ENEMIES:** The Church of Endless Night, the Congregation of the Dead, the Temple of Strife

**SAYINGS:** Rest now to celebrate the new day. - A morning prayer (often sung): "Oh shine on me to make them see, such a wonderful sight in the new dawn's light. Rest they may, but soon comes day. And I wish them to see your glory gleam." - A line said to foes conquered during Dark Watch: "You shall never again dream or even see light. Darkness disperse. I claim the night." - Daylight soothes you. Dawn warms and moves you. The sun's rays caress you until you slip away. Oh the lovely light of day. - A farewell: "Push the day into the night."

**TABLE 10-2: THE ORDER OF LIGHT**

Rank	Title	Raiment	Divine Focus Color (Material)
1	Spark	white	white (ivory or painted wood)
2	Flicker	white with a gold necklace	white (ivory or painted wood)
3	Flicker	white with a gold necklace	white (ivory or painted wood)
4	Flame	yellow with a gold necklace	yellow (painted stone or wood)
5	Flame	yellow with a gold necklace	yellow (painted stone or wood)
6	Torch	yellow with a gold necklace and gold bracers	yellow (painted stone or wood)
7	Torch	yellow with a gold necklace and gold bracers	yellow (painted stone or wood)
8	Lantern	yellow with a gold necklace, gold bracers and gold belt	golden (gold)
9	Lantern	yellow with a gold necklace, gold bracers and gold belt	golden (gold)
10	High Lantern	yellow with a gold necklace, gold bracers, gold belt and gold turban	golden (gold)

## THE FOUNDER, GREAT BUILDER, UPHOLDER

**REGIONAL NAMES (HUMAN):** Crinlan (Brandobian), Blojyk (Dejy), Vortakk (Fhokki), Sobati (Kalamaran), Gaaria (Reanaarese), Minmivozh (Svimohzish)

**RACIAL NAMES (HUMANOID):** Hildal (Dwarven), Ebaenderiel (Elven), Graaemond (Gnomish), Vendan (Halfling), Herkka-Magazh (Hobgoblin), Vrudash (Orc)

**SPHERES OF INFLUENCE:** Law, order, cities

**ALIGNMENT:** Lawful good

**SYMBOL:** Red bricks and sword on a blue background

**HOLY SYMBOL:** A red brick

**HOLY DAYS:** Each congregation has its own holy day known as the Founding.

It is the anniversary of the establishment of that temple.

**PLACE OF WORSHIP:** Temples of the Great Builder are found in all major cities, and many smaller towns have congregations as well. Important centers of worship exist in Cosolen, Premolen, Bet Kalamar, Rosaleta, and Basir. The holy seat is in Anowhizh.

Temples usually require solid stone, even if that construction incurs great expense. These edifices are extremely durable and rely on complex architecture and months of planning. Temples are almost always built atop a hill, even if the builders must construct the hill first. Temples follow a base square shape, with a round or square tower at each of the four corners, much like a castle. The walls taper with height, allowing for very tall structures.

**COLORS:** Blue, red

**ANIMAL:** Bee

**APPEARANCE:** The Great Builder appears as a commonly dressed mason carrying a chisel and hammer.

**CHURCH:** The Founder's Creation

**CLERGY:** Builders of Law

**RAIMENT:** Clerics of the Founder's Creation are workers and laborers. As such, they tend to wear durable, comfortable clothes suitable for hard labor. During ceremonies, these Builders of Law wear blue or red robes made of simple materials. Their robes tend to be of durable linens or even canvas, never high quality material.



A badge on the left shoulder indicates level. In some smaller communities, these robes may be forgone altogether, with ceremonies and services performed in "civilian" attire.

**SACRIFICE & FREQUENCY:** Silver melted and reformed into bricks on the Founding.

**ADVANCEMENT:** Advancement is gained through architectural achievement and/or experience in maintaining law and order.

**CLERICS:** Clerics of the Upholder are builders and architects of unrivaled skill and craftsmanship. All keystones and cornerstones in structures built by the Builders of Law bear the Founder's symbol and a prayer. These clerics take an active part in city planning including the building of roads, irrigation and sanitation systems. They always perform a ceremony to bless new works of architecture. This ceremony includes prayers for the presence of the Founder. It is said that if the Founder makes his presence known, the structure will stand for centuries.

Along with being builders and architects, all clerics receive formal training in jurisprudence. Clerics of the Founder work with the city guard to uphold law and order, or are themselves constables, lawyers or judges. They have the reputation of firmly following the letter of the law. If the spirit of the law differs, they will still follow the letter of the law. They believe it is up to the lawmaker to rewrite the law to more exactly express its intent, rather than having others, even the Builders, second-guess the wording. Clerics of the Founder are also called upon to mediate disputes from time to time.

**CHANNELED POWER:** As upholders of law and order, Builders of Law may take the Founder's Endurance feat power.

**FRIENDS/ALLIES:** The House of Solace, the Hall of Oaths, the Home Foundation, the Courts of Justice

**FOES/ENEMIES:** The House of Shackles, the Courts of Inequity, the Conventicle of Affliction

**SAYINGS:** Build for tomorrow. - Law is like a big building, hard and tough to ignore. - Something built correctly need not be built again. - Without a firm base, anything will crumble. - As bricks are the foundation for a strong building, law is the foundation for a strong society. - He is as trustworthy as a good brick.

**TABLE 10-3: BUILDERS OF LAW**

Rank	Title	Badge
1	Builder	one red brick
2	Stonemason	two red bricks (stacked)
3	Architect	three red bricks (pyramid)
4	Senior Architect	four red bricks (two stacks of two)
5	Upholder	five red bricks (pyramid)
6	Lawman	six red bricks (two stacks of three)
7	Constable	seven red bricks (two stacks of three topped by a single brick)
8	Enforcer	eight red bricks (two stacks of four)
9	Commander	nine red bricks (diamond)
10	Master Builder	ten red bricks (two stacks of five)

## THE HOLY MOTHER, THE COUNSELOR, HOMEMAKER

**REGIONAL NAMES (HUMAN):** Brampmonel (Brandobian), Trondar (Dejy), Thokkarr (Fhokki), Taladari (Kalamaran), Mosia (Reanaarese), Moimivam (Svimohzish)

**RACIAL NAMES (HUMANOID):** Manklim (Dwarven), Adraladdlaen (Elven), Thimaneo (Gnomish), Periva (Halfling), Gulmab-Thrakkro (Hobgoblin), Barag (Orc)

**SPHERES OF INFLUENCE:** Home, industriousness, marriage

**ALIGNMENT:** Lawful good

**SYMBOL:** A house encircled by a ring

**HOLY SYMBOL:** Two linked metal rings

**HOLY DAYS:** The specific dates vary from country to country but one holy day is always the wedding anniversary of the current ruler. The local church may declare a particularly good and popular ruler's anniversary to be celebrated for centuries.



**PLACE OF WORSHIP:** Churches are found in cities, towns and villages. Services are commitments to family. Each family member has a different recitation based on his role: son, brother, wife, grandparent, etc. After formal services, the clerics make themselves available for settling disputes between family members, helping families new to the area meet new "brothers" and "sisters" and urging lovers to commit to marriage.

**COLORS:** White, blue, grey

**ANIMAL:** Beaver

**APPEARANCE:** Homemaker appears as a commoner dressed in work clothes.

**CHURCH:** The Home Foundation

**CLERGY:** The Brotherhood of Industry

**RAIMENT:** Clerics of the Counselor wear colored robes in church and normal work clothes in public. They also wear short grey cylindrical caps. The colors for each level are listed in the chart.

**SACRIFICE & FREQUENCY:** One week of hard labor for a worthy community cause twice per year. They also sacrifice scrap lumber on a monthly basis by burning it. The clerics then mix the ashes with holy water and use the mixture to bless new building material.

**ADVANCEMENT:** Advancement within the church is based on seniority and service to the community.

**CLERICS:** The Brotherhood of Industry believes in the simple joys of life, home, work and family. Followers understand that anyone who works hard and plans for the future will have a long and happy life. The Homemaker has a large following among honest and hard working people who hold to the concept that good labor is its own reward. By setting examples of industriousness, they act as powerful motivators and can increase the morale of the populace with an inspiring sermon.

The Holy Mother's clerics are matchmakers who often host dances or other romantic gatherings. Additionally, the Brotherhood settles household disputes for their congregants. Clerics are required to help the poor of their society and, if necessary, will raise orphaned children as their own. Clerics must always show hospitality to others and all worshippers are encouraged to extend such benevolence. These habits make the Brotherhood of Industry and their followers popular among commoners.

Since clerics of the Homemaker have close family ties, they usually do not like to travel far away from home unless absolutely necessary. They will go to great lengths to protect their homeland. Clerics of the Counselor are not afraid to raise a hammer in arms against forces that threaten their flock, their homes or their lands. These clerics tend to use charm and utility spells.

**CHANNELED POWER:** As proponents of home, industry and community spirit, members of the Brotherhood may take the Holy Mother's Reward feat power.

**FRIENDS/ALLIES:** The Founder's Creation, the Parish of Love, the Theater of the Arts, the Hall of Oaths

**FOES/ENEMIES:** The House of Vice, Temple of Strife, the Confuser of Ways, the Courts of Inequity

**SAYINGS:** All that is good in the world can be traced back to a loving family. - If you work hard, all your goals will be in sight. - Early to bed and early to rise makes a man healthy, wealthy and wise. - You get what you work for. - Dreams don't build themselves. - Laziness builds nothing.

**TABLE 10-4: BROTHERS OF INDUSTRY**

Rank	Title	Raiment
1	Binder	blue robe
2	Brother, Sister	blue robe, white sash
3	Brother, Sister	blue robe, white sash
4	Uncle, Aunt	white robe
5	Uncle, Aunt	white robe
6	Father, Mother	white robe, blue collar
7	Father, Mother	white robe, blue collar
8	Father, Mother	white robe, blue collar
9	High Father, High Mother	white robe, blue collar and cummerbund
10	Grandfather, Grandmother	white robe, blue sash

## THE PEACEMAKER, LORD OF TRANQUILLITY, LORD OF EASE, THE PEACEFUL ONE, KING OF COMFORT, MASTER OF SERENITY, THE PACIFIER

**REGIONAL NAMES (HUMAN):** Ranas (Brandobian), Wejryn (Dejy), Dhavokk (Fhokki), P'Rofali (Kalamaran), Geonea (Reanaarese), Hezhovozh (Svimohzish)

**RACIAL NAMES (HUMANOID):** Nisakil (Dwarven), Valaennon (Elven), Wabamel (Gnomish), Valdi (Halfling), Tukamek-Ultak (Hobgoblin), Varbag (Orc)

**SPHERES OF INFLUENCE:** Peace and comfort

**ALIGNMENT:** Lawful good

**SYMBOL:** Two hands clasped in friendship

**HOLY SYMBOL:** Small carving of symbol

**HOLY DAYS:** Any peaceful day (varies from community to community)



**PLACE OF WORSHIP:** Simple but comfortable blue and green churches found in rustic settings

**COLORS:** Sky blue, light green, lavender

**ANIMAL:** Sheep

**APPEARANCE:** The Master of Serenity appears as a short, thin being with blond hair, smooth white skin and gentle blue eyes.

**CHURCH:** House of Solace

**CLERGY:** The Peacemakers. They are divided into two separate sects: the Pacifists and the Preachers of Peace.

**RAIMENT:** Soft cotton robes as listed in the table below.

**SACRIFICE & FREQUENCY:** Swords or other weapons beaten into plowshares monthly. Magical blades are especially favored.

**ADVANCEMENT:** The House of Comfort generally awards advancement to those that resolve significant crises or are active at preventing conflict. Titles for clerics follow:

**CLERICS:** Peacefully settling disagreements is the primary aim of the Peacemakers. The clerics who rise within the hierarchy are helpful, easygoing people who are willing to solve problems in the name of peace. Clerics and followers of the King of Comfort work hard at making their homes and lives tranquil. They stress calm, rational thought over emotional impulsiveness.

Duties of clerics include seeing to the health, peace and comfort of their parishioners and their community. Training for clerics includes the teachings of the Master of Serenity, mediation and arbitration

techniques, meditation, and the use of weapons for self defense. Friends include anyone of a peaceful disposition; foes are aggressors.

Two distinct and strongly disagreeing sects exist within the Peacemakers: the Pacifists and the Preachers of Peace. The Pacifists believe that peace can come only from within, and that total peace can never be achieved through violence or aggression of any kind. The Pacifists will never take up arms; they will not even lift a hand to defend themselves or their families. They feel that becoming a martyr is the highest level of devotion one can show for the King of Comfort. Pacifists usually remain cloistered, resolving local disputes.

In contrast, the Preachers consider it their duty to travel the lands promoting peace. The Preachers tend to be adventuring types who travel the world to make it a safer, more peaceful place to live. The Preachers of Peace believe that the enemies of good must be converted or controlled if Tellene is to be blessed with total contentment. They sometimes lead, organize or fund expeditions to overthrow evil governments.

There is little crime or violence in communities dominated by clerics of either sect of Peacemakers. However, due to their passive nature, Pacifists often become victims in less civilized areas. For this reason Pacifists and their followers prefer small rustic communities far from any conflict.

The Preachers, on the other hand, prefer the opposite. They view their role as the vanguard of peace; they spread tranquility to regions steeped in conflict. Depending on the nature of the conflict, they mediate between foes, or throw in with one side to force an end to the strife.

**CHANNELED POWER:** Peacemakers may take the Peacemaker's Warding feat power.

**FRIENDS/ALLIES:** The Home Foundation, the Parish of Love, the Courts of Justice, the Hall of Oaths, the Face of the Free, the Church of Everlasting Hope, the Fraternal Order of Aptitude

**FOES/ENEMIES:** The Way of the Berserk, the Temple of Armed Conflict, Order of the Passionate One, the Flaymaster, the Jealous Eye, the Seller of Souls, the Emperor of Scorn, and in particular, the Temple of Strife.

**SAYINGS:** May the Peaceful One comfort you all the days of your life. - Comforting another brings peace to two lives. - May all the world be blessed with the peace of the King of Comfort. - Peace begins within. - Blessed is one who seeks peace.

**TABLE 10-5: PEACEMAKERS**

Rank	Title	Raiment
1	Peace Lover	light green
2	Friend	light green with a sky blue belt
3	Neighbor	light green with a lavender belt
4	Comfort Maker	sky blue
5	Arbitrator	sky blue with a light green belt
6	Mediator	sky blue with a lavender belt
7	Comfortist	lavender
8	Serenist	lavender with a light green belt
9	Peace Maker	lavender with a sky blue belt
10	High Peace Maker	lavender with a sky blue belt and a gold medallion

**THE SPEAKER OF THE WORD, HONORABLE HIGHNESS, THE IRREPROACHABLE ONE, THE LORD ON HIGH, THE HONORABLE ONE**

**REGIONAL NAMES (HUMAN):** Fornor (Brandobian), Fyjner (Dejy), Fonorr (Fhokki), Forinori (Kalamaran), Foorbaar (Reanaarese), Shozhor (Svimohzish)

**RACIAL NAMES (HUMANOID):** Seslik (Dwarven), Calamassi (Elven), Lulipa (Gnomish), Resim (Halfling), Kurgaz-Thal (Hobgoblin), Pruuk (Orc)

**SPHERES OF INFLUENCE:**  
Honor, oath, ethics

**ALIGNMENT:** Lawful good

**SYMBOL:** An open book

**HOLY SYMBOL:** Prayer book entitled "The Word"



**HOLY DAYS:** Clerics must gather on the eve of each new moon (Veshemo) with other worshippers for an entire day of prayer and celebration. Adventuring clerics of the Honorable One may be granted special permission to miss monthly gatherings provided they return at the next opportunity with either a new worshiper or a substantial monetary gift to the church.

**PLACE OF WORSHIP:** Temples to the Speaker of the Word exist almost exclusively in cities, and Keepers of the Word who live in that city visit the temple every day at dawn. Whether in the temple or not, clerics of the Irreproachable One kneel down every day at dawn, pledging an oath to the Lord on High to bring honor to him, the Hall of Oaths, and other Keepers of the Word.

Keepers of the Word believe in regular services with full attendance. They ask worshippers to promise to attend the next week's services and sternly denounce the evil of unfulfilled promises. Fortunately, services are short, featuring a catchy chant, a simple oath that is easily met and a review of oaths made since the previous service.

**COLORS:** Red, silver

**ANIMAL:** Lion

**APPEARANCE:** The Lord on High appears as a knight in shimmering platemail or a tall thin being dressed in red and silver robes with a book in one hand.

**CHURCH:** The Hall of Oaths

**CLERGY:** The Keepers of the Word

**RAIMENT:** Robes as listed in the chart below

**SACRIFICE & FREQUENCY:** Silver coins every full moon (Veshemo)

**ADVANCEMENT:** Advancement within the Hall of Oaths is based on seniority, but may also be gained by performing a particularly honorable deed or by fulfilling an important oath.

**CLERICS:** Clerics and worshippers of the Speaker of the Word are trustworthy and honorable. They never make covenants lightly. However, they naively expect this behavior from others, as well. The Keepers of the Word believe that every time a promise is kept their god grows stronger. They often serve as witnesses to contracts, treaties, marriages and other agreements.

Their prayer book contains the code of ethics by which they live. It promotes fairness to all, yet it states that the needs of the many outweigh the needs of the few. Many kingdoms have incorporated large portions of the Word into their legal system. When making a vow a Keeper will hold forth this book. This is how the expression, "I give you my word" came to be. The Keepers of the Word do not use missile weapons or attack opponents from the rear because they believe these practices to be dishonorable.

Every day at dawn, clerics of the Irreproachable One will kneel down and pledge an oath to the Lord on High to bring honor to him, the Hall of Oaths, and other Keepers of the Word.

**CHANNELED POWER:** As believers in the rightness of truth and honesty, Keepers of the Word may take the Speaker's Oath feat power.

**FRIENDS/ALLIES:** Halls of the Valiant, the Courts of Justice, the Founder's Creation

**FOES/ENEMIES:** The Confuser of Ways, the House of Vice, the Congregation of the Dead

**SAYINGS:** You honor me with your goodness. - I give you my word. - Do good and avoid evil. - One is only as good as his word. - My word is my bond. - Death before dishonor. - Do unto others as you would have them do unto you. A farewell: May honor go with you. A greeting: You honor my presence.

**TABLE 10-6: KEEPERS OF THE WORD**

Rank	Title	Raiment
1	Servant	red
2	Advocate	red
3	Esteemed	red
4	Venerable	red with a single silver stripe on the sleeves
5	Reverend	red with two silver stripes on the sleeves
6	Reverend	red with two silver stripes on the sleeves
7	Esquire	red with three silver stripes on the sleeves
8	Grand Esquire	red with three silver stripes and a broad silver belt
9	Priest	red with three silver stripes, a broad silver belt and silver collar
10	High Priest	red with three silver stripes, a broad silver belt, silver collar and a silver shawl

## THE SWIFT SWORD, THE VALIANT, THE KNIGHT OF THE GODS, THE CHAMPION OF TELLENE, EVIL SLAYER

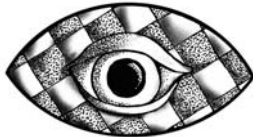
**REGIONAL NAMES (HUMAN):** Brovadol (Brandobian), Dejfo (Dejy), Vorr (Fhokki), Deb'fo (Kalamaran), Naemae (Reanaarese), Whenhesh (Svimohzish)

**RACIAL NAMES (HUMANOID):** Lusurk (Dwarven), Berereldar (Elven), Mirazi (Gnomish), Adaran (Halfling), Thargaz-Tuborg (Hobgoblin), Rorg (Orc)

**SPHERES OF INFLUENCE:** Chivalry, valor

**ALIGNMENT:** Lawful good

**SYMBOL:** Golden eye on a blue/white diamond pattern



**HOLY SYMBOL:** A cloth bearing the above symbol

**HOLY DAYS:** Spring and fall equinox

**PLACE OF WORSHIP:** Temples and altars are usually in cities, towns or villages. Important centers of worship for the Servants of the Swift Sword can be found in Crandolen, Bet Kalamar, Bet Urala, Bet Dodera, Kaleta, Baneta and Gaketa.

Many temples of this faith are like miniature fortresses. The goal is to make even the meanest and most common worshipper feel like nobility. The temple's windows are arrow slits. Temples usually have a gated wall and an area dedicated to a moat, which the followers might excavate in time of need. The temples always have a stable attached. If possible, their followers breed and train warhorses. Temples often have a kennel with a pack of hunting dogs.

**COLORS:** Blue, gold, white

**ANIMAL:** White stallion

**APPEARANCE:** The Swift Sword appears as a muscular, golden-eyed being with long, wavy, white hair streaked with gold. Clad in blue clothing with gold, full plate armor he wields either a greatsword (Valiant) or a lance (Evil Slayer).

**CHURCH:** Halls of the Valiant

**CLERGY:** Servants of the Swift Sword

**RAIMENT:** The Servants of the Swift Sword wear simple robes, dyed in the holy colors according to their rank in the church. It is very common for Servants to wear either ceremonial or actual weapons at their belt, as well as their visible holy symbol.

**SACRIFICE & FREQUENCY:** The symbols or weapons of defeated foes, immediately after battle

**ADVANCEMENT:** Advancement within the church is gained by confronting, combating and destroying evil.

**CLERICS:** The Servants of the Swift Sword are people of valor. They embody all that is good and just and are in the vanguard of combating evil everywhere. Personal bravery and good deeds direct their activities. They will neither use missile weapons nor attack opponents from the rear because these practices may call their personal bravery into question.

There are three missions that a cleric of the Swift Sword must undertake during his lifetime. These are: (1) a mission from the Swift Sword; (2) a mission for the Halls of the Valiant; and (3) a mission of Searching. Missions from the Swift Sword or the church vary and clerics perform them as needed. Clerics on a mission of Searching spend at least four years traveling the lands. The clerics aid those in need, and combat evil whenever they find it. Glory in combat, gained by defeating powerful monsters, is of utmost importance.

Servants of the Swift Sword are well known for their acts of chivalry and kindness. The Servants of the Swift Sword often shelter orphans and their acts of valor are the source of many a bard's tale. In one such tale, a cleric of the Swift Sword confronted an evil dragon that had swallowed all the children of a nearby village. The dragon, unimpressed with the cleric, let out a mighty roar. The cleric leaped into the dragon's mouth, made his way to the belly of the beast and cut it open to free the children.

A traveler may encounter clerics of the Swift Sword rescuing pilgrims from bands of brigands, defending a lady's honor, or combating a black knight. They also join groups of adventurers intent on slaying evil creatures.

**CHANNELED POWER:** As protectors of the weak and defenders of good, Servants of the Swift Sword may take the Armor of the Valiant feat power.

**FRIENDS/ALLIES:** The Courts of Justice, the Hall of Oaths, the Temple of the Three Strengths, the Church of Everlasting Hope, the Assembly of Light

**FOES/ENEMIES:** The Impostors, the House of Knives, the Temple of Sleepless Nights

**SAYINGS:** Kindness is its own reward. - A coward dies 1,000 times, a brave man only once. - Evil turns on itself while good helps itself. - A good hand is a helping hand.

**TABLE 10-7: SERVANTS OF THE SWIFT SWORD**

Rank	Title	Raiment
1	Purifier	white
2	Defender	blue
3	Defender	blue
4	Protector	gold
5	Protector	gold
6	Guardian	white & blue
7	Champion	white & gold
8	Gallant	blue & gold
9	Hero	blue, white & gold
10	Valiant	white and blue checkered robe with a gold belt

## THE TRUE, THE BLIND ONE, THE MAGNIFICENT MAGISTRATE, THE EXALTED JUDGE

**REGIONAL NAMES (HUMAN):** Vrillnan (Brandobian), Lydthesh (Dejy), Aydharra (Fhokki), Fapeki (Kalamaran), Mosaa (Reanaarese), Svishozh (Svimohzish)

**RACIAL NAMES (HUMANOID):** Salimak (Dwarven), Eleria (Elven), Treslin (Gnomish), Lareki (Halfling), Graz-Vagh (Hobgoblin), Rork (Orc)

**SPHERES OF INFLUENCE:** Justice, truth

**ALIGNMENT:** Lawful good

**SYMBOL:** A scale balanced on the tip of a golden sword against a white background

**HOLY SYMBOL:** Small golden sword or a tiny scale

**HOLY DAYS:** Summer and winter solstice

**PLACE OF WORSHIP:** Worship of The True is held predominantly in city temples, which often contain courtrooms. Truthseekers open each religious service with the phrase "The truth must be told" and close each service with the phrase "All was truth." These phrases are often used by Truthseekers in their official positions of judge and magistrate, even when local law does not provide for such invocations.

While the Truthseekers themselves sacrifice gold, they offer special tokens for the poor who might not be able to afford a real gold coin. The faith sells these sacrifice tokens, called "scales," for one silver piece each.

**COLORS:** White, gold

**ANIMAL:** Falcon

**APPEARANCE:** The Magnificent Magistrate appears as a young, beautiful, athletic being. She has long blond hair and piercing blue eyes. The Exalted Judge is clad in gold chainmail and a flowing white cloak; she wields two longswords (Truth Seeker and Justice Bringer), which are known as the Swords of Justice.

**CHURCH:** The Courts of Justice

**CLERGY:** Truthseekers

**RAIMENT:** Robes as described in the table.



**SACRIFICE & FREQUENCY:** Gold once per month.

**ADVANCEMENT:** Advancement within the Courts of Justice is by seniority or by the apprehension of outlaws.

**CLERICS:** Justice and truth are the foundation blocks upon which the Courts of Justice and its faith are laid. The Truthseekers believe all who defy justice should be brought before the Exalted Judge. However strong their desire to see justice done, it is tempered by their adherence to the laws of society (as long as the laws of a society are just and true in the eyes of the Courts of Justice). When residing in a city, all clerics must attempt to intervene and resolve any disputes they encounter.

Before becoming a Truthseeker, an initiate must confess all lies and unjust acts he has told or committed in the past. Thereafter, if a Truthseeker knowingly bears false witness he must seek out a higher-level Truthseeker and ask for atonement. Any cleric who knowingly tells a falsehood a second time or willingly commits an act of injustice is defrocked. A Truthseeker would rather die than tell a lie or give information that a captor could use to commit an injustice.

Travelers can find temples and altars to the Exalted Judge in most cities and larger towns in civilized societies. Lords often appoint Truthseekers as magistrates or judges. Some Truthseekers travel the countryside in search of those who commit crimes against society.

**CHANNELED POWER:** As warriors for truth and justice, Truthseekers may take the Blade of the True feat power.

**FRIENDS/ALLIES:** The Hall of Oaths, The Halls of the Valiant, the Church of Everlasting Hope, The Founder's Creation, the Order of Thought, the Inevitable Order of Time

**FOES/ENEMIES:** The Courts of Inequity, the Confuser of Ways, the Way of the Berserk, the Temple of Strife, the Congregation of the Dead

**SAYINGS:** When a man lies, he slays forever a part of the world. - Bearing false witness is the greatest injustice that can be performed on society, for without truth, reality is an illusion. - Justice is best performed in a court of law. - Be just and true and only good will come to you. - If one chooses to live within society, one must follow society's laws else suffer her rightful and just wrath. - Lying is capital punishment for the soul. - The truth shall make you free.

**TABLE 10-8: TRUTHSEEKERS**

Rank	Title	Raiment
1	Referee	white
2	Arbitrator	white with a thin gold hem
3	Magistrate	white with a broad gold hem
4	Justice	gold with a thin white hem
5	Adjudicator	gold with a broad white hem
6	Adjudicator*	gold with a broad white hem
7	Justifier	gold with a broad white hem and sash
8	True Seer	gold with a broad white hem, sash and collar
9	True Seer	gold with a broad white hem, sash and collar
10	High Seer	gold with a broad white hem, sash and collar plus a gold head band

\*A rank 6 Adjudicator is informally called a Senior Adjudicator, but most clerics ignore the distinction.

## ABLUTOR, THE FACE OF RAPTURE, THE SHIMMERING ONE

**REGIONAL NAMES (HUMAN):** Bendon (Brandobian), Feyd (Dejy), Ayllorr (Fhokki), Liganali (Kalamaran), Roovao (Reanaarese), Shimz (Svimohzish)

**RACIAL NAMES (HUMANOID):** Kolir (Dwarven), Devamaeriel (Elven), Miraemos (Gnomish), Fulan (Halfling), Raithal-Terek (Hobgoblin), Rilg (Orc)

**SPHERES OF INFLUENCE:** Moons, beauty

**ALIGNMENT:** Good

**SYMBOL:** Full moon breaking through clouds

**HOLY SYMBOL:** Full moon emblem

**HOLY DAYS:** Night of a full moon with clear skies. The night when the moon Diadolai becomes full is of particular importance.

**PLACE OF WORSHIP:** Outdoor areas open to the sky near a pool of water.

**COLOR:** Silver

**ANIMAL:** Owl

**APPEARANCE:** Ablutor appears as a silvery humanoid-shaped light or a will-o-wisp. Its beauty instantly enamors any being gazing upon the Face of Rapture.

**CHURCH:** Church of the Night's Beauty

**CLERGY:** Moonknights

**RAIMENT:** Since clerics of the Church of Night's Beauty are not required to wear any specific color or type of synodal vestment, each wears clothing as he desires, though the main part of the clothing must be silver-colored. Most Moonknights prefer robes or tunics.

**SACRIFICE & FREQUENCY:** Silver or beautiful objects on holy days

**ADVANCEMENT:** Advancement within the church is by acquisition of beautiful items for the church. Church titles for clerics are shown in the table.

**Special Notes:** Some Churches of the Night's Beauty contend that Ablutor and the Coddler are married and that together they rule the night and the day. This teaching is not generally well received within the Church of the Silver Mist and insistence on this point by Moonknights has more than occasionally led to violent confrontations between the two churches. The High Var and the highest-ranking Dreamweaver would like to resolve this, but as it is a matter of contradictory doctrines, a mutually agreeable solution has yet to be found.

**CLERICS:** Clerics of Ablutor value beauty in all forms, especially the inner beauty of people. They also value individualism and the freedom to express oneself through art and ideas. This makes the religion popular among elves.

The Moonknights collect beautiful objects. They often adorn structures built near their temples with such items, while they sacrifice the exceptional pieces. Moonknights handcraft many of these items, but most are collected from the far corners of Tellene. As a

result, buildings built near their temples also serve as cultural museums. Worshippers are always welcome to tour these museums free of charge, but they usually charge a fee for outsiders and watch them very closely.

Worshippers are primarily active at night. Nighttime activities include midnight strolls through beautiful gardens or simply dancing in the moonlight. Followers perform a different dance in conjunction with nightly prayers for each phase of all moons.

Every 280 years Tellene's three moons appear full in a vertical line in the sky and all worshippers converge for a grand ceremony that dates back to early elven history. Ceremonial songs are sung in Elven and three magical charms are sacrificed. It takes years to gather the three unique charms representing each one of the moons.

After the ceremony, the charms magically disperse to the ends of Tellene, awaiting another 280-year search. As the search for the charms proceeds, Moonknights collect beautiful objects along the way. They display these in the temples and then sacrifice them at the Ceremony of the Three Moons.

Moonknights adventure to save beautiful artifacts and destroy lycanthropes. Each requirement presents ample opportunity to explore the world.

Moonknights tend to be more active at night, during the time their goddess is most prominent. While not necessarily great artists, they have a strong appreciation for beauty in all its forms.

**CHANNELED POWER:** Moonknights may take the Ablutor's Face feat power.

**FRIENDS/ALLIES:** The Theater of the Arts, the Parish of Love, the Temple of the Stars, the Church of the Life's Fire.

**FOES/ENEMIES:** The Church of Endless Night, the Conventicle of Affliction, the Temple of Armed Conflict, the Order of Agony

**SAYINGS:** Let me look upon your beauty. - By the light of the night, all will be right. - Ponder the moons to find your inner beauty. - Look to the truth, look to the moons. - Beauty comes from above. - Like the moons, true beauty is eternal.



**TABLE 10-9: MOONKNIGHTS**

Rank	Title
1	Nightlight
2	Nightlight
3	Quarter Moon
4	Half Moon
5	Full Moon
6	Aligned One
7	Disciple of Diadolai
8	Patriarch of Pelselond
9	Var of Veshemo
10	High Var



## THE CODDLER, THE NIGHT WATCHMAN, THE IMPARTER OF INSPIRATION

**REGIONAL NAMES (HUMAN):** Slompelna (Brandobian), Yendaj (Dejy), Fyadarr (Fhokki), B'Neli (Kalamaran), Boegoo (Reanaarese), Sohadawah (Svimohzish)

**RACIAL NAMES (HUMANOID):** Gilli (Dwarven), Manassi (Elven), Cozer (Gnomish), Baktar (Halfling), Thulvar-Tudar-Brog (Hobgoblin), Grik (Orc)

**SPHERES OF INFLUENCE:** Restful sleep, dreams, aspirations

**ALIGNMENT:** Good

**SYMBOL:** Crossed hands resting on one's chest as if sleeping.

**HOLY SYMBOL:** A small pillow or blessed sand

**HOLY DAYS:** Festival of the Cat. In this springtime celebration, copious amounts of food and wine are consumed.

After a good night's rest, parishioners discuss the direction and goals for the church in the coming year.

**PLACE OF WORSHIP:** Temples of the Night Watchman exist anywhere. Those in the wilderness are often simple shelters designed to allow weary travelers a safe place to rest. In cities, they are large domed structures where people come to pray and rest. Thygasha is home to the largest and most extravagant temple of the Coddler.

Regular services takes place twice weekly, once at Veshday's dawn and once at dusk, in brief ceremonies accompanied by quiet but upbeat music. The service tends to be formal and involves little activity on the worshipper's part. A 5-10 minute sermon from the lead cleric and a solo recitation by one of the younger members is typical.

Important centers of worship for the Church of the Silver Mist can be found in Lathlanian, Bet Kalamar, Rosaleta, Sobeteta, Kabakosikido, Oloseta, and Gaketa.

**COLORS:** Silver, midnight blue, light grey

**ANIMAL:** Felines

**APPEARANCE:** The Imparter of Inspiration appears to worshippers as a beautiful woman clad in comfortable, midnight blue and light grey robes. She is often surrounded by a silver mist.

**CHURCH:** Church of the Silver Mist

**CLERGY:** Dream Weavers

**RAIMENT:** Clerics wear silver, midnight blue or grey robes, cloaks or tunics with stars and moon symbols as decorations.

**SACRIFICE & FREQUENCY:** A good deed or silver pieces daily. Each night, clerics of the Coddler must pray while thinking about why they deserve restful sleep. If they do not feel they have done anything worthy for their god that day then they must sacrifice silver pieces.

**ADVANCEMENT:** Advancement amongst Dream Weavers is based on acts done to oppose the Temple of Sleepless Nights.

**Special Requirements:** On the first Veshday of each month, the faithful of the Church of the Silver Mist is expected to abstain from the eating of meats and fish for the entire day. On the first Veshday of the year, they are also required to abstain from the eating of breads. The



faith claims no justification for the practice; it has simply always been a tenet of the faith back to the earliest church and historical records.

**CLERICS:** The Dream Weavers maintain an attitude of arrogance and aloofness. Though, when it suits them, followers of the Coddler can be very friendly, affectionate people. They make their friendships for life. Dream Weavers are independent and demand to live life on their own terms. This includes coming and going as they see fit, and rarely following set schedules.

The Church of the Silver Mist encourages worshippers to follow their dreams and aspire to greatness. Followers often engage themselves in one exciting challenge after another only to drop each activity after a short period of time. As a result of this, many see the Church as being long on plans and short on actions.

A minor quirk of the religion is that adequate sleep is very important and takes priority over all other activities. Dream Weavers consider it a grave transgression to go about one's business without proper rest. This will often cause a conflict with important work.

The arch nemesis of the Coddler is the Sultan of Fear. The Church of the Silver Mist is so opposed to this deity and its evil followers that advancement within the Dream Weavers is based solely upon acts done to oppose the Temple of Sleepless Nights. As Thygasha is a major mecca for both religions, these two cults clash openly in the city streets.

Most adventuring Dream Weavers operate in or near Thygasha, where they clash against their rivals in open or clandestine combat. Adventures elsewhere tend to follow the same purpose.

**CHANNELED POWER:** Dream Weavers may take the Coddler's Rest feat power.

**FRIENDS/ALLIES:** House of Comfort, The Order of the Passionate One, Lord Destiny

**FOES/ENEMIES:** Temple of Sleepless Nights, the Order of Agony, Church of Endless Night, the House of Vice

**SAYINGS:** Life is an illusion that your dreams can change. - Have no fear to sleep this night, the Night Watchman is here to ensure morning's light. - Listen to your dreams, they can tell you much. - The Coddler will see you in your dreams.

**TABLE 10-10: DREAM WEAVERS**

Rank	Title
1	Comforter
2	Comforter
3	Comforter
4	Soother
5	Soother
6	Mist Seer
7	Mist Seer
8	Mist Walker
9	High Mist Walker
10	Keeper of the Mist

## THE GREAT HUNTRESS, BULLS-EYE, THE MERRY MARKSMAN, THE TENACIOUS BOWMAN

**REGIONAL NAMES (HUMAN):** Darnel (Brandobian), Dofejy (Dejy), Nykkerr (Fhokki), Kalenadil (Kalamaran), Wiulee (Reanaarese), Vishnoz (Svimohzish)

**RACIAL NAMES (HUMANOID):** Adda (Dwarven), Albabilia (Elven), Sendal (Gnomish), Rasda (Halfling), Nagra-Kel (Hobgoblin), Pridash (Orc)

**SPHERES OF INFLUENCE:** Hunting, archery, patience

**ALIGNMENT:** Good

**SYMBOL:** Hawk with spread wings against a green background

**HOLY SYMBOL:** Gold or silver hawk's head or a hawk with spread wings



**HOLY DAYS:** Full moon

**PLACE OF WORSHIP:** Regular worship of the Great Huntress takes place in a (preferably) wooden temple, usually long and narrow in shape, and bordering a forest. Worshipers hear the service standing, as is common, and chant a mantra while the worship hall fills. Once full, the clerics begin the service to the solemn tune of harps (a sacred instrument revered for its shape and use of strings, both similar to a bow). Altars to the Great Huntress can also be found in the dwellings of devoted woodsmen.

Important centers of worship for the Temple of the Patient Arrow can be found in Cosolen, Lathlanian, Bet Kalamar, Segeleta, Sobeteta, Kaleta, and Oloseta.

Temples feature wood construction whenever local materials allow it. The temple should be adjacent to a forest. If that's not possible, the clerics should plant and maintain an orchard at least an acre in size next to the temple. Columns inside the temple resemble tree trunks, and the ceiling is painted to resemble a clear blue sky.

Besides the orchard, the temple should maintain fields for archery practice. Followers may use temple workshops for making bows and arrows. Like the Halls of the Valiant, the Temples of the Patient Arrow often maintain a hawk. The Golden Arrows, however, house only one at a time and prefer a small hawk like the sparrowhawk or kestrel.

**COLORS:** Green and brown

**ANIMAL:** Hawk

**APPEARANCE:** Bulls-Eye may appear as a giant hawk or a young, athletic woman with shoulder length brown hair. She wears furs and a cloak of feathers. The Merry Marksman possesses a longbow (Heartseeker) and shortsword (Swiftkill). Her constant companion is a large hawk named Rotakk.

**CHURCH:** Temple of the Patient Arrow

**CLERGY:** The Golden Arrows

**RAIMENT:** Clergy of the Temple of the Patient Arrow are oriented to working and living in the wilderness. Many have levels as a ranger. They tend to wear earthy green and brown robes, cloaks or tunics, along with their holy symbol embroidered over the left breast.

**SACRIFICE & FREQUENCY:** Gold or silver arrow and fresh game during the full moon (Veshemo)

**ADVANCEMENT:** Advancement within the Temple of the Patient Arrow is by defeating superiors in archery or hunting competitions. A Golden Arrow receives a golden-tipped arrow at each rank for each rank attained. These arrows are masterwork arrows with a value of 10 gp each, although most Golden Arrows would be loathe actually selling them or using them in combat.

**CLERICS:** The Golden Arrows charge themselves with the protection of wildlife from poachers and overzealous hunters. They teach their flock proper hunting practices to ensure that no species of wildlife is over-hunted. They also show followers the most effective hunting techniques to minimize animal suffering and how best to use all parts of the taken game.

Clerics of the Great Huntress are famous for their skills as bowyers and fletchers as well as their marksmanship. Before leaving the church a cleric must be able to hit a coin from 25 yards away with a bow he has crafted. Also known for their patience, a cleric may track an animal for hours on end in order to get a perfect shot to ensure a quick, painless kill. All clerics wear a bracer bearing the symbol of the Great Huntress on their bow arm.

Temples of the Merry Marksman host annual archery competitions. The prize for amateurs is a handcrafted bow and a golden arrow. This is also when competition for advancement within the Temple of the Patient Arrow takes place.

Golden Arrows adventure to test their archery skills in diverse situations and different foes. They study different styles of archery, different types of fletching and string, and all other aspects of their craft from the different archers they meet.

**CHANNELED POWER:** As archers and protectors, Golden Arrows may take the Accuracy of the Huntress feat power.

**FRIENDS/ALLIES:** The Face of the Free, the Conventicle of the Great Tree, the Temple of the Stars

**FOES/ENEMIES:** The Courts of Inequity, the House of Vice, the Conventicle of Affliction, the Founder's Creation, the Fraternal Order of Aptitude, the House of Shackles

**SAYINGS:** The shaft is the cornerstone of life. - May your aim be true. - Good things come to those who are patient. - Patience is a virtue for which all should aim. - In life, as in hunting, wait for the right shot. - I will wait for you until the deer takes up the bow. - A well-placed arrow will pierce the heart.

**TABLE 10-11: GOLDEN ARROWS**

Rank	Title
1	Stalker
2	Sure Shot
3	Pure Shot
4	True Shot
5	Hawk Eye
6	Hunter
7	High Hunter
8	Great Hunter
9	Great Hunter
10	Huntmaster

## THE LIBERATOR, THE GUARDIAN, FREE SOUL, THE INSURGENT ONE, THE INDUCER OF INDEPENDENCE

**REGIONAL NAMES (HUMAN):** Melnador (Brandobian), Yelajod (Dejy), Lokker (Fhokki), Relivik (Kalamaran), Neevuu (Reanaarese), Sashoz (Svimohzish)

**RACIAL NAMES (HUMANOID):** Moimli (Dwarven), Adrededar (Elven), Jeday (Gnomish), Zaldi (Halfling), Kelgul-Nazka-Dol (Hobgoblin), Grinak (Orc)

**SPHERES OF INFLUENCE:** Freedom, liberty, happiness

**ALIGNMENT:** Good

**SYMBOL:** An eagle's claw on a black background

**HOLY SYMBOL:** Eagle's claw

**HOLY DAYS:** Every full moon (Pelselond)

**PLACE OF WORSHIP:** The wilderness is where most worship of the Liberator occurs, though his followers are not opposed to meeting in other, often more secretive, locations.

**COLORS:** Black, grey, white

**ANIMAL:** Eagle

**APPEARANCE:** The Liberator appears as either a giant eagle or a young, strong, rugged being with long dark hair and yellow eyes. The Liberator wears chainmail and wields a longsword (Talon) and longbow (True Flight).

**CHURCH:** The Face of the Free

**CLERGY:** Messengers of Liberty

**RAIMENT:** Robes as described in the table below. Messengers of Liberty add a feather to their robes for each person they liberate. Feathers entirely cover the cloaks of High Rejoicers.

**SACRIFICE & FREQUENCY:** Broken chains from freed slaves

**ADVANCEMENT:** Advancement within the church is by freeing slaves, indentured servants and others owned by others; converting or killing followers of the Overlord; or aiding in the overthrow of oppressive governments.

**CLERICS:** Clerics of the Liberator value freedom and liberty above all else. They are ever vigilant in seeking out those who enslave or oppress others. It is their duty to promote happiness and defend freedom for all walks of life. The Messengers of Liberty have a strong commitment to charity, and assistance to the less fortunate. This makes them popular with the commoners.

The primary goal of the Face of the Free is to ensure liberty for all through the overthrow of oppressive governments. When the Messengers of Liberty reside in cities, their actions are covert. In these situations they organize frequent celebrations to promote the Insurgent One as the god of happiness, but ignore the other aspects of freedom and liberty. This facade is only necessary in more oppressive areas such as Kalamar. The main religion flourishes in the Young Kingdoms, where the idealistic goals of the Messengers are actually within reach. People there already have a certain degree of freedom, which allows them to ponder the teachings of the church.

The Face of the Free is closely allied with the Brotherhood of the Broken Chain and the Blackfoot Society. Along with these groups,

they organize covert networks that lead slaves to freedom and carry out attacks on slavers, local militia and envoys or messengers of certain repressive lords.

In areas where their cause seems hopeless, clerics emphasize the positive by focusing on individual successes in the war against oppression. Church meetings and services often result in celebration as congregants discuss grand plans and reminisce about past successes. Unfortunately, their rosy attitude and celebratory nature sometimes prevent the church from making any real progress in the liberation of bondsmen.

While clerics residing in cities are careful not to openly advocate the overthrow of a government, those who reside in the wilderness are free to promote insurrection among the peasants. The wilderness sects of the Messengers of Liberty are foot soldiers in the battle for autonomy. Those clerics living in the wilderness advocate self-dependence staunchly. They attain information such as slave caravan schedules or government expansion plans from the spy network of city-bound clerics and use it against those who would encroach upon freedom. These clerics often rob from rich slave merchants to further the cause of emancipation or simply to aid the poor and gain loyalty among the masses.

**CHANNELED POWER:** As proponents of freedom, Messengers of Liberty may take the Liberator's Resistance feat power.

**FRIENDS/ALLIES:** The House of Solace, the Church of Everlasting Hope, the Courts of Justice, the Church of the Life's Fire, Theater of the Arts, Temple of the Patient Arrow, the Order of the Passionate One

**FOES/ENEMIES:** The House of Shackles, the Order of Agony, the Congregation of the Dead, the Temple of Strife, the Conventicle of Affliction

**SAYINGS:** Ruin, mishap, calamity and adversity, cannot harm one as happy and free as me. - Soar like an eagle. - Like a child I frolic, like an eagle I prey. - To be as free as an eagle is that for which we all strive. - The Insurgent One's eye is ever watchful. A greeting: Welcome to our free world.



**TABLE 10-12: MESSENGERS OF LIBERTY**

Rank	Title	Raiment
1	Deshackler	white
2	Deshackler	white
3	Deshackler	white
4	Liberator	white
5	Liberator	white
6	Emancipator	gray and white
7	Emancipator	gray and white
8	Rejoicer	gray and white
9	Rejoicer	gray and white
10	High Rejoicer	gray and white

## THE PURE ONE, LADY LOVE, PROTECTOR OF THE HEART

**REGIONAL NAMES (HUMAN):** Lelnani (Brandobian), Yewaji (Dejy), Koverr (Fhokki), Lelani (Kalamaran), Lauraiz (Reanaarese), Shanano (Svimohzish)

**RACIAL NAMES (HUMANOID):** Roirak (Dwarven), Adrabrintariel (Elven), Ssalansa (Gnomish), Kavagon (Halfling), Thunarrag (Hobgoblin), Vrodash (Orc)

**SPHERES OF INFLUENCE:** Love, harmony

**ALIGNMENT:** Good

**SYMBOL:** Dove over a white rose

**HOLY SYMBOL:** Silver rose

**HOLY DAYS:** Spring equinox followed by a week-long celebration.

**PLACE OF WORSHIP:** Worship of the Pure One usually occurs in temples or flower gardens. Regular services feature a variety of brief songs, usually sung in celebration of a loved one or to the glory of the Pure One. A libation of wine precedes three sips by each worshipper while praying for love, passion and happiness.

The main focus of the worship service is to encourage worshippers to meet each other. An equal focus is on helping couples work out their problems peacefully.

**COLORS:** Pastels, white and floral patterns

**ANIMAL:** Dove

**APPEARANCE:** The Pure One appears either as a dove or a young, beautiful being with long blond hair in a robe made of flowers. It is said that those who gaze upon her magical robe will fall in love with the next person they see.

**CHURCH:** Parish of Love

**CLERGY:** Children of Love

**RAIMENT:** Robes with silver roses worn on the collar as listed in the table below.

**SACRIFICE & FREQUENCY:** Selfless, good deeds as often as possible

**ADVANCEMENT:** Advancement is based on experience, dedication and success in bringing love and harmony into the world.

**CLERICS:** The Children of Love believe the Pure One came into being as a result of the love that the Creator felt for all her works. They preach that in ages past, humans led a pitiful existence in a savage world. After a time, the Pure One gave love to the intelligent creatures of the world. This gave man a reason to live. It started a cultural revolution sparking the modern age.

Clerics and followers of the Pure One try to embody their deity's spheres of influence. They believe in selfless and unconditional love. Clerics of the Pure One would willingly die for one another. They are charged with promoting harmony and bringing as much love into the world as possible. The Children of Love act as matchmakers, conduct wedding ceremonies or reconcile differences between couples or friends. Clerics of Lady Love do not care for arranged marriages since there is rarely any love involved.

Before becoming a Servant of Harmony, a cleric must embark upon a one year mission in which he or she travels to foreign, uncivilized lands to promote harmony and understanding between people. During this mission the cleric learns about other cultures and how different peoples coexist. The Child of Love must share this knowledge with the Parish and the local community prior to advancement.

A Child of Love might help lovers escape arranged marriages, return kidnapped persons to their families, reconcile parents and estranged children, reunite siblings separated by forced slavery, or otherwise engage in any activity that joins people who think they belong to each other but have been removed by force or circumstance. They seek encourage all people to love each other.

**CHANNELED POWER:** As promoters of love and harmony, Children of Love may take the Pure One's Grace feat power.

**FRIENDS/ALLIES:** The House of Solace, the Church of Everlasting Hope, the Home Foundation.

**FOES/ENEMIES:** The Temple of Strife, House of Scorn, the House of Shackles, the Congregation of the Dead, the Temple of Armed Conflict, the Way of the Berserk.

**SAYINGS:** A man without love has nothing. - A broken heart is worse than a broken bone. - Love is eternal. - Achieve harmony through love. - Love thy enemy and he will become thy friend. - It is better to have loved and lost than never to have loved at all.



**TABLE 10-13: CHILDREN OF LOVE**

Rank	Title	Raiment
1	Initiate	green robe
2	Initiate	green robe
3	Servant of Harmony	green robe and 1 silver rose
4	Advocate of Harmony	yellow robe and 1 silver rose
5	Keeper of Harmony	yellow robe and 2 silver roses
6	Servant of Love	pink robe and 2 silver roses
7	Advocate of Love	pink robe and 3 silver roses
8	Guardian of the Heart	blue robe and 3 silver roses
9	Advocate of the Heart	blue robe and 4 silver roses
10	Grand Advocate of the Heart	pastel floral robe with white background and 5 silver roses

## RACONTEUR, THE ETERNAL BARD, LOREMASTER

**REGIONAL NAMES (HUMAN):** Lendanor (Brandobian), Yejda (Dejy), Kydarra (Fhokki), Pinini (Kalamaran), Keifau (Reanaarese), Shanoh (Svimohzish)

**RACIAL NAMES (HUMANOID):** Doisin (Dwarven), Banadar (Elven), Laulla (Gnomish), Birah (Halfling), Grozar-Tuka (Hobgoblin), Valg (Orc)

**SPHERES OF INFLUENCE:** The Arts (includes paintings, poetry, music, humor, etc.)

**ALIGNMENT:** Good

**SYMBOL:** A theatrical mask or a jester hat

**HOLY SYMBOL:** A small theatrical mask

**HOLY DAYS:** In late spring the clergy holds a festival celebrating the fine arts.

**PLACE OF WORSHIP:** Worship takes place in theaters or public forums. Services highlight the art of one or more of the young worshippers. Musical performances are the most popular and best-attended of these events, while other favorites include comedic skits, visual art galleries and poetry readings. A prayer is often said with the audience before or after a performance.

**COLORS:** Red and gold

**ANIMAL:** Peacock

**APPEARANCE:** Raconteur appears in many different forms, but he always appears as a performer or artist. His apparel is always appropriate to his performance medium.

**CHURCH:** Theater of the Arts

**CLERGY:** The Merry Muses

**RAIMENT:** Unlike many other churches, the Theater of the Arts allows its clergy to select synodal vestments appropriate to the occupation of the rank to which they are aspiring. For example, an Orator working to achieve the rank of Jester might wear colorful, clownish garb. Each cleric, or Merry Muse, also wears a chain around their neck with each special charm issued upon advancement in rank.

**SACRIFICE & FREQUENCY:** Works of art annually and a song, poem or joke told in honor of the Eternal Bard at least weekly.

**ADVANCEMENT:** Advancement within the church is through demonstrated excellence in a particular art form. Once the cleric advances, he receives a small charm that signifies the mastered art form. These charms are worn on a necklace. The chart below displays levels and associated charms. A Merry Muse may gain mastery of the arts in any order that she chooses. A Merry Muse attains the level of Artiste only after she masters each of the art forms.

**CLERICS:** Typically associated with bards, communities respect these clerics for their entertainment and cultural contributions to society. The Merry Muses are knowledgeable historians who dramatically and/or humorously relate legends to the masses. They have the exceptional ability to place the troubles of the present into perspective through allegories.



Members of the Merry Muses must be knowledgeable in both modern and ancient culture. Their preaching promotes tolerance among differing races and cultures. This is a source of conflict with many governments, particularly in Eldor.

Merry Muses are typically jolly souls that love to perform and bring joy to others. But they are far more than simple jesters. Clerics of the Loremaster are also serious performers and artists who enjoy performing tragedies, dramas, ballets, symphonies and operas. Merry Muses have been known to demand a joke, rhyme or story as payment for the casting of spells or other services — as long as there is no dire need.

Clerics of the Loremaster, while generally popular among commoners, are frequently at odds with the local government. This is because their artwork often takes the form of political satire, and leaders often perceive their work slanderous or even seditious. Entire Churches have been banished in some kingdoms after the telling of one-too-many jokes at the king's expense.

Merry Muses adventure in search of new cultures and new arts. The Kalamaran who adds a touch of the exotic from his travels to Svimohzia receives a warm welcome on her return.

**CHANNELED POWER:** As devotees of the arts, Merry Muses may take the Touch of the Raconteur feat power.

**FRIENDS/ALLIES:** Church of the Night's Beauty, the Order of the Passionate One, the Face of the Free

**FOES/ENEMIES:** The House of Shackles, The Founder's Creation, the Home Foundation

**SAYINGS:** A rapier wit can slice the toughest armor. - Laughter is the best way to resolve a conflict. - Music is the language of the gods. - Perform every day as if it were your last. - The pen is mightier than the sword. - To bring a smile to sad lips is to give a gift greater than gold. - Laugh and the world laughs with you; cry and the world laughs at you.

**TABLE 10-14: MERRY MUSES**

Rank	Title	Charm
1	Sculptor	Chisel
2	Painter	Brush
2	Poet Laureate	Quill
3	Thespian	Mask
3	Orator	Megaphone
4	Jester	Sleigh bell
5	Maestro	Musical instrument
6	Dancer	Slippers
7	Prima Donna	Musical note
8	Composer	Clef
9	Novelist	Open book
10	Artiste	All

**THE RAISER, FARMER'S WIFE, THE MIDWIFE, FIELD MOTHER, QUEEN OF GREEN PASTURES, THE BRINGER OF LIFE, MOTHER TELLENE**

**REGIONAL NAMES (HUMAN):** Liela (Brandobian), Shanydefyn (Dejy), Dhytorrfhokker (Fhokki), Regorike (Kalamaran), Naataal (Reanaarese), Ehsiwhomnesh (Svimohzish)

**RACIAL NAMES (HUMANOID):** Kelburd (Dwarven), Gavedever (Elven), Grozer (Gnomish), Dari (Halfling), Dolkagh-Naz-Kelgar (Hobgoblin), Vralg (Orc)

**SPHERES OF INFLUENCE:** Harvest, life, fertility, agriculture

**ALIGNMENT:** Good

**SYMBOL:** A blazing hearth

**HOLY SYMBOL:** A pouch of seeds or a sheaf of wheat



**HOLY DAYS:** First day of spring and of the harvest. Liela's highest holiday is the first night of the harvest. Birthdays of famous followers and saints are also celebrated.

**PLACE OF WORSHIP:** Worship occurs mostly in simple temples, in agriculturally dominated territories. When farmers bring their surplus to market, they often stop to pay tribute to the Raiser.

Regular services are short rituals called Generations that involves verses recited in turn by the cleric and the worshippers. It culminates with a sprinkling motion that mimics the spreading of seeds. The "sermons" consist of discussions about the weather, land use and other agricultural pursuits.

Interestingly, over the last two years, a growing number of the priests of the Friends of the Fields have begun to preach of visions and dreams from the Raiser warning of a terrible upcoming famine. In these dreams, the priest in commanded to set aside as much food as possible for the upcoming disaster. In those areas where the priesthood is responsible for much of the bounty and productivity of the crops, this is causing a noticeable strain on the local economies, and a corresponding reduction in the popularity and influence of the church. The High Field Master has yet to comment publicly on the phenomenon.

**COLORS:** Brown and green

**ANIMAL:** Deer

**APPEARANCE:** The Raiser appears as a plump grey-haired woman with a smile as wide as her hips. She dresses in a common house dress with a white apron.

**CHURCH:** The Church of the Life's Fire

**CLERGY:** Friends of the Fields

**RAIMENT:** Robes or tunics as listed in the chart.

**SACRIFICE & FREQUENCY:** Bushels of milled grain, which are then distributed to the needy. Clerics must sacrifice their time each fall helping local farmers with the harvest.

**ADVANCEMENT:** See the table for the titles of advancement within the church.

**CLERICS:** The Field Mother is a kind and jolly being who encourages her clerics to make strangers feel as welcome as a long lost friend. Her clerics love to see good things grow and prosper be it plant or

person. Fertility of the land is a primary concern since it means that the people will prosper. Therefore, the religion revolves around agriculture and the harvest, which allows her worshippers to have a steady and happy life.

The Friends of the Field are cheerful people who are well known for their kindness and generosity. The Field Mother expects them to work amongst the commoners blessing seeds in the spring and infants year round. They often serve as midwives, even the male members of the clergy.

The Bringer of Life and her clerics fiercely hate undead since they desecrate and mock everything the Church of the Life's Fire represents. The Friends of the Fields are generally not willing participants in any wars; they prefer a life of peace. However, as it is necessary to protect the masses and to combat the Congregation of the Dead, they must be skilled in battle. The Friends of the Field are not afraid to destroy those that threaten the lives of their flock.

Like her clerics, worshippers of Mother Tellene are common and simple folk and the religion reflects this. Followers tend to have many children and willingly care for orphans, as well. The Raiser's people become angered to see fields, children or animals neglected. They make every effort to correct these situations and work to help those responsible for the negligence to improve their ways.

**CHANNELED POWER:** As sowers and protectors, Friends of the Fields may take the Raiser's Reaping feat power.

**FRIENDS/ALLIES:** The Home Foundation, the Temple of the Three Strengths, the House of Solace, the Face of the Free, The Founder's Creation, the Assembly of the Four Corners

**FOES/ENEMIES:** The Congregation of the Dead, the House of Knives, the House of Hunger, the House of Vice, Temple of Strife, the Conventicle of Affliction, the Order of Agony, the Church of Endless Night

**SAYINGS:** Home is where the hearth is. - May you have a long life and fruitful seed. - We reap what we sow. - May the seed of your loin be fruitful in the belly of your woman. - One should be like the land and enjoy growth. - There is always room for one more. - Children are cheaper by the dozen.

**TABLE 10-15: FRIENDS OF THE FIELDS**

Rank	Title	Raiment
1	Fielder	tan
2	Fielder	tan
3	Fielder	tan
4	Field Leader	brown
5	Field Leader	brown
6	Field Master	golden brown
7	Field Master	golden brown
8	Field Master	golden brown
9	Field Master	golden brown
10	High Field Master	leafy green

## THE TRAVELER, BRIGHT EYES, THE NIMBLE NAVIGATOR, THE VOYAGER

**REGIONAL NAMES (HUMAN):** Plampern (Brandobian), Shodaf (Dejy), Ravarr (Fhokki), Rostak (Kalamaran), Huunaav (Reanaarese), Amehz (Svimohzish)

**RACIAL NAMES (HUMANOID):** Gemila (Dwarven), Landanna (Elven), Kalborn (Gnomish), Taktan (Halfling), Kakkel-Gazh (Hobgoblin), Hogor (Orc)

**SPHERES OF INFLUENCE:** Travel, stars

**ALIGNMENT:** Good

**SYMBOL:** A shooting star on a black background



**HOLY SYMBOL:** A silver star

**HOLY DAYS:** The first day of spring which marks the beginning of friendlier travel weather

**PLACE OF WORSHIP:** Small shrines to the Traveler exist along major roadways. A temple to the Voyager can often be found inside a local merchant's guild. Major seaports have a temple dedicated to the Voyager.

Due to the nature of the faith's teachings, regular worship is rare. Worshipers are encouraged to get out of the temple and walk around. Conversely, each worship service brings new faces, as pilgrims from all over stop in and visit the local temple. Services discuss weather, local laws and other aspects that might affect people walking or riding through the area.

**COLORS:** Yellow, black, silver

**ANIMAL:** Pigeon

**APPEARANCE:** The Traveler appears as an old, bald man with tan skin, faded robes and worn sandals. He carries a weathered oaken staff.

**CHURCH:** Temple of the Stars

**CLERGY:** The Journeymen

**RAIMENT:** Robes as described in the table below.

**SACRIFICE & FREQUENCY:** Four pieces of gold, four small gems, or four pieces of coral. These are thrown in the four directions of the compass. These sacrifices are made as needed during travels and are required at least once per season.

**ADVANCEMENT:** Due to the church's interest in traveling and adventuring, advancement within the church is by gaining experi-

ence or conversion of followers during one's travels. Each cleric must travel at least 10,000 miles before advancing within the church.

**CLERICS:** Followers of the Nimble Navigator journey for the simple joy of traveling. His followers believe that he placed the sun and stars in the heavens to enjoy while he traveled. The Traveler has a large following among merchants and often non-worshippers who wish to ensure a safe journey pay the Voyager homage.

Due to the travel requirements for advancement, Journeymen often seek employment as escorts or guides for merchant caravans. Like Bright Eyes, Journeymen prefer to go unnoticed. However, they will not ignore evil if they find it and clerics always keep in mind a tale of the Traveler destroying an evil army he encountered using the same road as he.

The Journeymen see it as their duty to ensure that roads and travel routes are safe from brigands and pirates. Accordingly, they will go out of their way to defeat those that waylay others or restrict travel in any way. Additionally, Journeymen feel that if they can clear a land of evil, the remaining good peoples will be free to move about without fear of harm. Generally, their beliefs pose them against the feudal system and indentured servitude and other governmental restrictions on the movement of people. As a result, they are often at odds politically with the local government. They tend to dislike tolls or other monetary deterrents to travel for the same reason.

Adventures happen to Journeymen while on the road. Bandits, monsters, wars and other impediments to free travel are their main enemies. They especially hate pirates and some Journeymen travel great distances to hinder them.

**CHANNELED POWER:** As friendly travelers and wanderers, Journeymen may take the Swiftens of the Traveler feat power.

**FRIENDS/ALLIES:** The Watchers, the Assembly of Light, the Face of the Free

**FOES/ENEMIES:** The Thunderer's Temple, the House of Shackles, Church of Endless Night, the Temple of Strife

**SAYINGS:** All I need is a ship to sail on and a star to guide me. - The question is not "Why go?" but "Why not go?" - Look to the stars for guidance.

**TABLE 10-16: JOURNEYMEN**

Rank	Title	Raiment
1	Quester	yellow
2	Quester	yellow
3	Quester	yellow
4	Quester	yellow
5	Quester	yellow
6	Worlder	yellow and black
7	Worlder	yellow and black
8	Worlder	yellow and black
9	Worlder	yellow and black
10	High Worlder	yellow and black with silver stars on the field of black

## BATTLE RAGER, THE RED, SENTINEL OF UNBRIDLED RAGE, THE FEARLESS ONE, BLOOD BOILER, PRINCE OF TURMOIL

**REGIONAL NAMES (HUMAN):** Omvleln (Brandobian), Dokarek (Dejy), Falkker (Fhokki), Pagarog (Kalamaran), Feenoo (Reanaarese), Minammozh (Svimohzish)

**RACIAL NAMES (HUMANOID):** Ragmar (Dwarven), Halamaegyn (Elven), Laeribel (Gnomish), Malakkan (Halfling), Thallak-Shakarz (Hobgoblin), Grarg (Orc)

**SPHERES OF INFLUENCE:** Battle, berserking, chaos, courage

**ALIGNMENT:** Unaligned

**SYMBOL:** Crossed swords behind a double-bladed hand axe

**HOLY SYMBOL:** Small silver sword or double-bladed axe

**HOLY DAYS:** New moon (Veshemo) and any day of battle

**PLACE OF WORSHIP:** All battlefields are considered places of worship, and temples are erected on the sites of famous battles. Altars are commonly found near military barracks. Without any formal church order, the Way of the Berserk has no regular services. When a worshipper meets a cleric, he asks for guidance.

**COLORS:** Blue and red

**ANIMAL:** Wolverine

**APPEARANCE:** Battle Rager appears as a stocky, middle-aged being with long, wavy, red hair. Clad in dark blue and red plate mail, the Red wields two large, doubled-bladed hand axes (Bloodletter and Headtaker). He also wields a greatsword (Foeslayer).

**CHURCH:** The Way of the Berserk

**CLERGY:** Brothers in Blood

**RAIMENT:** Clerics of the Prince of Turmoil wear no formal uniforms. However, every cleric must wear a red shoulder sash. Whenever they survive a battle, they add a black hash mark to the sash. A tiny axe symbol represents ten battles. These clerics take this adornment very seriously and it is never falsely marked.

**SACRIFICE & FREQUENCY:** Weapons, armor and banners of defeated foes both before and after battle.

**ADVANCEMENT:** The Way of the Berserk has no formal church order. However, the Brothers in Blood do recognize personal achievements in battle and the loose church hierarchy is based solely on the sash described above. Therefore, a relatively low level cleric who fought in many battles may be more respected and powerful within the church than an adventuring cleric who has gained much experience in fewer battles.

They have no official titles, since they have no formal church. Honorary titles include Crusher (for killing a single extraordinary opponent), Slaughterer (for attaining a victory over huge swarms of dangerous enemies) and Slayer (for killing an opponent while unarmed or at another serious disadvantage).

Followers of the faith are prohibited from cutting their hair, although grooming (such as brushing or braiding) is allowed. Having

your hair cut is a violation of the faith, and no distinction is made for the act being willing or imposed.

**CLERICS:** In battle, clerics of the Battle Rager are whirlwinds of destruction and many consider the Brothers in Blood to be the ultimate in fighting clerics. This is due to their rigorous physical training, their mastery of martial weaponry, and their ferocity in battle. However, individuals rarely follow a plan and do not work well with trained troops in combat. Additionally, clerics of the Red never retreat once engaged in battle.

The training of a cleric of the Red is like the forging of a weapon. There are three training phases for the Brothers in Blood. They are: the Stoking, the Forging and the Whetting. The Stoking involves intense religious training in which the initiate learns how to tap the berserk madness of the Blood Boiler during battle. They also learn to cast spells during battle. The Forging subjects the initiate to rigorous physical training that increases the strength, agility and endurance of the cleric. Initiates also learn how to receive punishment without yielding. The Whetting teaches the initiate how to use the sword or the axe in a lethal fashion. This helps provide them with the courage necessary to face any foe.

Clerics of the Fearless One are children of battle. They often seek employment in mercenary bands or elite guerrilla units, but never with an organized army. They will also join a group of adventurers as long ample opportunity exists to display their prowess in battle. It is well known that they dislike paladins.

One ritual of note among the Brothers in Blood is called the Dance of the Blade. Brothers place bladed weapons on the ground. A barefoot and blindfolded cleric must wildly dance among them. If the cleric can do this and remain uncut by the blades, the Brothers believe the Fearless One will guarantee the cleric victory that day.

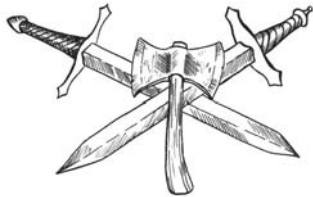
A quirk of these clerics is that they are obsessed with understanding the emotions of victims at the instant of death. They will often pause before killing a foe simply to ask, "How does it feel to die?" Some say that a clever answer may spare your life. Others have taken advantage of this lapse to escape death.

**CHANNELED POWER:** As devotees of battle, Brothers in Blood may take the Battle Rager's Ferocity feat power.

**FRIENDS/ALLIES:** The Thunderer's Temple, the Order of the Passionate One, the Temple of Strife, the Congregation of the Dead

**FOES/ENEMIES:** The Halls of the Valiant, the Hall of Oaths, the House of Solace, the Temple of Armed Conflict, the Founder's Creation

**SAYINGS:** Bring back their heads to adorn our hearts. - Spoken to a foe: "If you are scared you will walk away, if you are wise you will run." - Here I stand, bloodied but unbowed, facing the darkness. Give me sport cowards! (Reputedly spoken by the Sentinel of Unbridled Rage himself while helping his followers defeat hordes of giants in the ancient Vrykarr Mountains.)





## THE BEAR, OLD GRIZZLY, FATHER OF THE TREANT, THE OLD OAK

**REGIONAL NAMES (HUMAN):** Belnar (Brandobian), Bylenyr (Dejy), Othgorr (Fhokki), Belanar (Kalamaran), Bealaar (Reanaarese), Bemmini (Svimohzish)

**RACIAL NAMES (HUMANOID):** Kernus (Dwarven), Valanna (Elven), Sevay (Gnomish), Thassah (Halfling), Terenka-Shalik (Hobgoblin), Bushnak (Orc)

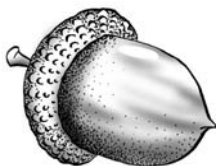
**SPHERES OF INFLUENCE:** Nature

**ALIGNMENT:** Unaligned

**SYMBOL:** A huge oak tree

**HOLY SYMBOL:** Silver acorn

**PLACE OF WORSHIP:** A clearing



within an ancient oak forest is the favored worship spot for the Brotherhood. These are difficult for non-worshippers to access due to overgrown and thorn-riddled paths guarded by treants or grizzly bears.

Weekly services revolve around singing the songs of the Old Oak and discussing any infringement civilization is making on the untamed lands. The welfare of tribal societies like wild elves or the Defohy (a human Dejy tribe) is discussed as well. Services are short and to the point; many worshippers prefer to be alone and do not care for the communal aspect of worship that makes other faiths popular.

Since the numbers of worshipers of the Bear have never been as low as they are currently, the Mighty Oak is attempting to cement informal alliances with the Assembly of the Four Corners and the Temple of the Patient Arrow. To this end, all clerics of the Bear have been instructed to grant the broadest possible latitude to members of these faiths, and to highlight to them every instance of the unjust spread of civilization into the natural world.

**HOLY DAYS:** Summer and winter solstice

**COLORS:** Green and brown

**ANIMAL:** Bear

**APPEARANCE:** The Old Oak appears on Tellene in one of three forms. The first and most common is that of an ancient, slightly senile druid dressed in ragged clothing and old sandals carrying a worn, oaken staff. The second form is that of a giant grizzly bear. Finally, he sometimes appears as a huge treant.

**CHURCH:** The Conventicle of the Great Tree

**CLERGY:** Brotherhood of the Bear

**RAIMENT:** Many worshippers of the god of nature are druids, though clerics are also quite common. Their places of worship are all outdoors, thus their choice of attire tends to be earthy brown and green robes of sturdy material. Brothers of the Bear sometimes wear jewelry made from natural items, such as acorn rings or bracelets woven from fallen twigs.

**SACRIFICE & FREQUENCY:** Plant tree seedlings once per month

**ADVANCEMENT:** Advancement within the Conventicle of the Great Tree occurs by protecting nature from the harm of civilization and keeping forests free of dangerous influences. Brothers of the Bear do not gain cash for their stipends, instead gaining natural products

and services from allies and neighbors of equal value to the standard stipend.

**CLERICS:** Druids and clerics who live in the forest, away from civilization, are the primary members of the Brotherhood of the Bear. They believe that the intelligent races will eventually destroy themselves, allowing nature once again to rule Tellene. Until that time, they consider it their duty to patrol woodlands and other wild areas, protecting them from destruction. Other duties of clerics include planting trees, healing wildlife and passing the ancient songs of the Old Oak to new generations. These songs, sung on holy days in a language known only to the gods, seem sad yet beautiful. Some believe they foretell the destruction of civilization. Until the riddle of the songs is revealed, clerics of the Bear strive to maintain a balance in the world between nature and civilization.

Brothers of the Bear are more often inclined to remain in a specific area than to go wandering. Those that do decide to travel look for opportunities to defend nature against the encroaching taint of civilization. A common quest for Brothers of the Bear is to seek out the oldest treant, the Son of the Old Oak. The Son of the Old Oak is a valuable source of information on how to deal with threats from encroaching civilizations. He has also commanded other treants to aid the Conventicle of the Great Tree in past crises.

**CHANNELED POWER:** As defenders of nature, Brothers of the Bear may take the Bear's Dire Defense feat power.

**FRIENDS/ALLIES:** The Assembly of the Four Corners, the Church of the Life's Fire, the Face of the Free, the Temple of the Patient Arrow

**FOES/ENEMIES:** The Founder's Creation, the Parish of the Prolific Coin, the Conventicle of Affliction, the Temple of Strife, the Home Foundation

**SAYINGS:** Civilization is merely a term used to rationalize the destruction of life in order to erect dead material things. - To truly live is to feel the sun on your face, the grass between your toes, and not to ponder from whence your next meal comes. - A Brother of the Bear affects eternity since he knows not where his seed will spread.

**TABLE 10-17: BROTHERS OF THE BEAR**

Rank	Title
1	Seed
2	Seedling
3	Sprout
4	Shrub
5	Sapling
6	Tree
7	Oak
8	Great Oak
9	Grand Oak
10	Mighty Oak

## THE COINMASTER, PROFITMAKER, THE LANDLORD

**REGIONAL NAMES (HUMAN):** Guldwon (Brandobian), Hydary (Dejy), Hydarr (Fhokki), Golidirin (Kalamaran), Fealain (Reanaarese), Gohnim (Svimohzish)

**RACIAL NAMES (HUMANOID):** Gisila (Dwarven), Albereclya (Elven), Toa (Gnomish), Fuleta (Halfling), Dazulghaz-Vakh (Hobgoblin), Praurk (Orc)

**SPHERES OF INFLUENCE:** Money, business, greed

**ALIGNMENT:** Unaligned

**SYMBOL:** A golden weight scale

**HOLY SYMBOL:** A small scale

**HOLY DAYS:** Early winter is a special time for clerics and worshippers of the Coinmaster. It is at this time that they celebrate a successful trading season.

**PLACE OF WORSHIP:** Temples are found near open-air markets. They are often extravagantly adorned with fine furnishings. Services among the Profiteers begin with a recitation by the leading cleric, with certain passages being read or recited aloud by the congregation. The sermon begins with a parable of a merchant avoiding a clever fraud, or a craftsman being rewarded for skilled work, or a poor miner who found a huge gemstone. Open discussion follows, with the focus on monetary and financial issues. At this point, the cleric can become either a moderator or the primary speaker, depending on his nature.

**COLORS:** Gold, silver, platinum

**ANIMAL:** Livestock

**APPEARANCE:** The Coinmaster appears as a small, thin being adorned in golden silk pants and a blouse with diamond buttons. She wears a silver cloak and carries a platinum walking stick encrusted with diamonds.

**CHURCH:** Parish of the Prolific Coin

**CLERGY:** The Profiteers

**RAIMENT:** Clerics of the Parish of the Prolific Coin are very much in the public eye. Therefore, they tend to be vain and take their appearance very seriously. If there is a new fashion trend, you can bet that the Profiteers will be wearing it, and to the nines!

**SACRIFICE & FREQUENCY:** Gems and money each year during the early winter holy days. Ten percent of all money gained in the past year is a typical sacrifice.

**ADVANCEMENT:** Advancement within the church is solely a function of making money.

**CLERICS:** The Parish of the Prolific Coin sells services and spells to the wealthy, regardless of race or alignment. They also serve as appraisers, jewelers, moneychangers and lenders. In many regions of Tellene, the Parish has become an essential advisor to government on trade agreements, economic practices and tax collection.

Clerics and worshippers of the Coinmaster are only interested in profit. Many call them swindlers, but the Profiteers believe that the pursuit of economic well being is what motivates civilization to grow and prosper. Clerics realize that honesty also has its profit margin in

continuing business relationships. Therefore, worshippers who have settled down are usually fair, although shrewd in business transactions.

The church usually has a significant influence in local government since it assists in the regulation of commerce and the financing of wars. Throughout Tellene, clerics of the Coinmaster often act as ambassadors. During disputes with other countries, the Profiteers make excellent agents and mediators since they are skilled negotiators.

Profiteers adventure for the same reason they do everything else: wealth. They never gallantly refuse payment for their good deeds, they scour dungeons like a gelatinous cube in their efforts to sell every door, treasure chest and piece of useful metal, and they only upgrade their equipment after a careful cost-benefit analysis reveals that their current equipment is not helping them earn more money than better equipment would.

A common quest for the clergy is to seek the world renowned Hapless Diamond, an enormous stone of perfect cut, color and clarity. All who have possessed it have died quickly because of the greed and paranoia imposed by the stone. When the owner dies, the stone instantly teleports to a hidden location. Many Profiteers claim to have seen it, but none has ever laid his hands on it and lived to tell the tale. The clergy has sought it for centuries as the greatest sacrifice.

A Profiteer makes an excellent party treasurer and negotiator. In addition, the traditional role of the cleric as combat healer is well within the Profiteer's ability.

**CHANNELED POWER:** As seekers of wealth, Profiteers may take the Coinmaster's Negotiation feat power.

**FRIENDS/ALLIES:** The Founder's Creation, the Temple of the Stars, the Church of the Life's Fire

**FOES/ENEMIES:** The Church of Chance, the Courts of Inequity, the Temple of Strife, the Hall of Oaths

**SAYINGS:** In this life, one thing counts: in the coffers, large amounts. - Let the buyer beware, the Profiteers are near. - A fool and his money are soon parted. - A greeting: What business have we?



**TABLE 10-18: PROFITEERS**

Rank	Title
0	Apprentice
1	Trader
2	Barterer
3	Clerk
4	Bookkeeper
5	Accountant
6	Treasurer
7	Financier
8	Administrator
9	Entrepreneur
10	Magus

## EYE OPENER, LORD OF INTUITION, WISE ONE

**REGIONAL NAMES (HUMAN):** Browend (Brandobian), Dokshy (Dejy), Sytherr (Fhokki), Lokalas (Kalamaran), Loakaer (Reanaarese), Shamnan (Svimohzish)

**RACIAL NAMES (HUMANOID):** Migmar (Dwarven), Elobreria (Elven), Denfort (Gnomish), Sartan (Halfling), Tukhar-Renn (Hobgoblin), Vroshnak (Orc)

**SPHERES OF INFLUENCE:** Wisdom

**ALIGNMENT:** Unaligned

**SYMBOL:** An owl in flight grasping a staff in its talons

**HOLY SYMBOL:** A silver owl pendant or a beech staff

**HOLY DAYS:** Spring and fall equinox

**PLACE OF WORSHIP:** Temples to the Eye Opener can be found in cities, towns and villages. Worship of the Eye Opener involves hymns and songs, but it also involves puzzles posed to the group by one of the clerics. Individuals may discuss the puzzle among themselves or ponder the question silently, but they are encouraged to be industrious in their pursuit for knowledge. Different difficulties are offered to worshippers of different ages and ability, and moving to a more challenging group is an occasion for congratulations and respect.

Important centers of worship for the Order of Thought exist in Crandolen, Bet Kalamar, Kaleta, and Gaketa.

Such centers tend to include strange geometric features around which worship takes place outdoors. Conventional buildings in the local style fill non-worship needs like clerical living quarters and storage. The temples themselves, the Seekers of Sagacity believe, must be in an exact shape in order to augment the power of their divinations. Mortal necessities like windows and doors often run contrary to these purposes.

**COLOR:** Light Brown

**ANIMAL:** Owl

**APPEARANCE:** The Eye Opener appears as an older being with white hair. He is garbed in light brown robes and carries a beech staff (the Staff of Wisdom).

**CHURCH:** The Order of Thought

**CLERGY:** Seekers of Sagacity

**RAIMENT:** Clerics of the Order of Thought are philosophers and teachers, and have little time or concern for fancy clothing. They wear simple linen robes or tunics of light brown. Although many Seekers of Sagacity keep their head unadorned on a day-to-day basis, each wears a special low, black, flat-topped hat. For each level of their rank in the church, they wear one owl feather attached to the hat. Many of the younger clergy, who tend to be more in tune with the modern youth of the day, have taken to dangling their owl feathers from a leather thong which hangs down 8 to 10 inches from their hat.

**SACRIFICE & FREQUENCY:** Burnt beech twigs on the first day of the month

**ADVANCEMENT:** Advancement within the Order of Thought is by seniority. Therefore the oldest cleric is usually the leader of the



Seekers of Sagacity. In addition to learning basic skills during training, clerics must solve a riddle. They may not advance until they answer it correctly. A cleric may hazard three answers. If all are incorrect, the Order will demote the Seeker.

**CLERICS:** Clerics of The Lord of Intuition are respected as the wisemen of the lands. However, they are not devoted exclusively to the study of books; wisdom is derived from experience. Unlike most scholars, whose noses are buried in tomes, clerics of the Wise One are active in the world. They give counsel to those who need it. Often, the price for a Seeker's advice will be a riddle, a bit of arcane knowledge or some other useful information.

After acceptance into the Seekers of Sagacity, an initiate spends five years within the temple learning the wisdom of the ways of the Eye Opener. A Seeker spends her next five years traveling the world. During these years, known as the Seeking, the cleric carefully observes all that she encounters.

The cleric then returns to the temple where she chooses the way she will serve the Wise One. She may choose to become counselor to a lord or king who has requested a new advisor. She may choose to remain at the temple and give advice. Or she may choose to continue traveling the world to impart the wisdom of the Lord of Intuition. Seekers often solicit sphinxes to share riddles and arcane lore.

Seekers of Sagacity tend to avoid combat unless absolutely necessary. They prefer a battle of wits, and always have an arsenal of riddles prepared for such a competition. Nevertheless, they train themselves in the ways of armed combat; not all opponents have the capacity to clash in ways other than force.

**CHANNELED POWER:** As devotees of wisdom, Seekers of Sagacity may take the Eye Opener's Blessing feat power.

**FRIENDS/ALLIES:** The Fraternal Order of Aptitude, the Founder's Creation, the Temple of Enchantment

**FOES/ENEMIES:** The Confuser of Ways, the Church of Chance, the House of Vice, the Way of the Berserker

**SAYINGS:** Violence is the last refuge of the wise. - At last, his eyes are open. - A greeting: "What can you teach me?" - A farewell: "Keep your senses about you."

**TABLE 10-19: SEEKERS OF SAGACITY**

Rank	Title
1	Initiate
2	Initiate
3	Sight Seeker
4	Sound Seeker
5	Smell Seeker
6	Smell Seeker
7	Taste Seeker
8	Touch Seeker
9	Sense Master
10	Imparter

## MOTHER OF THE ELEMENTS (EARTH MOTHER, MADAME OF THE WIND, THE GRAND INCINERATOR, WAVE CRUSHER)

**REGIONAL NAMES (HUMAN):** Elandril (Brandobian), Thyjyk (Dejy), Rykker (Fhokki), Lisar (Kalamaran), Zeenoa (Reanaarese), Mohrah (Svimohzish)

**RACIAL NAMES (HUMANOID):** Suzek (Dwarven), Carrobredanten (Elven), Ferran (Gnomish), Vela (Halfling), Katha-Gulmakkel (Hobgoblin), Punak (Orc)

**SPHERES OF INFLUENCE:**  
Elements (earth, air, fire, water)

**ALIGNMENT:** Unaligned

**SYMBOL:** A circle divided into four equal parts with one cult represented in each corner. Worship of this deity is divided into four cults: earth, air, fire and water.



**HOLY SYMBOL:** Varies by cult (earth, air, fire, water): a gem stone, a silver bird figurine, an obsidian flame and a coral wave, respectively.

**HOLY DAYS:** Holy days include the first day of winter, on which the Mother of the Elements is said to have split the elemental planes ages ago. The Fire Corner also recognizes the fourth quarter of Sieghold as a holy day (see Clerics' section).

**PLACE OF WORSHIP:** The place of worship varies by elemental cult (Corner). Ceremonies are usually held in underground caverns, windy mountain tops, volcanic areas or seaside temples, respectively. Their worship centers around sacrifices and on the interpretation of omens.

Rivalries between the cults may flare up in some communities where temples from more than one corner are located. In other communities, a single cult gains such a following that it becomes dominant through simple weight of numbers. Moderating such local extremes is a priority of the church hierarchy, but lasting success is unlikely, as there is currently no High Priest of the Four Corners. (Occasionally the four cults band together and elect a High Priest of the Four Corners whose term is either predetermined or lasts for his lifetime. If this position is vacant, then each High Priest of the individual corners is the ultimate authority for his or her own cult.)

**COLORS:** Varies by cult: brown, silver, red and blue, respectively

**ANIMALS:** Varies by cult: mole, albatross, salamander and clam, respectively.

**APPEARANCE:** The Mother of the Elements appears differently to each cult. The appearance and demeanor of Wave Crusher reflect her different spheres of control. The Madame of the Wind can be as stubborn and unyielding as a rock, as stormy and unfathomable as the sea, as wild and dangerous as a forest fire or as gentle as a breeze. The Grand Incinerator has limited appeal to many people, due to her quick and dangerous mood swings. But those who favor the elements are highly devoted.

The earth cult views the Earth Mother as a beautiful young maiden with wild, wind-blown hair, blue eyes and dark brown skin. To the

water cult, Wave Crusher appears as a towering giant with rippling muscles, clad in seaweed and wielding a massive harpoon. The air cult views the Madame of the Wind as a short, slender woman of pale complexion, dressed in a flowing silver gown with a white belt. Finally, to the fire cult worshippers, the Grand Incinerator appears in the form of a huge fire elemental.

**CHURCH:** Assembly of the Four Corners. Individually, the cults are referred to as the Earth, Fire, Air and Water Corners, respectively.

**CLERGY:** The Keepers of the Four Corners

**RAIMENT:** Clergy of the often harsh patron goddess of the elements perform most of their ceremonies and services outside, so they tend to wear clothing that is durable and, during winter months, warm. All Keepers of the Four Corners are required to wear a medalion depicting their symbol – a circle divided into four equal parts, each of which depicts one of the four cults: earth, air, fire and water. A Keeper of the Four Corners wears durable robes of the appropriate color for his or her cult: brown for the earth corner, silver for air, red for fire and blue for water. They must keep their heads unadorned.

**SACRIFICE & FREQUENCY:** Once per month, but the precise day varies by cult. The last day of the week is when sacrifices must be made to the Mother of the Elements. The cults rotate this responsibility in the order of earth, air, fire and water. The sacrifice for the Earth Corner is small gems. The sacrifice for the Water Corner is a water-dwelling creature, an intricately carved fish-bone statuette cast into the water or pearls. The sacrifice for the Air Corner is a flying creature or small crushed aquamarines sprinkled into the air from a high place. The sacrifice for the Fire Corner is a burning piece of coal or small fire opals.

**ADVANCEMENT:** Advancement within the Assembly of the Four Corners is based on helping to maintain the balance of nature. The Assembly is organized such that all clerics must declare an allegiance to a specific cult in order to gain a church title above Cleric of the Four Corners. Until this declaration is made, clerics are all members of one cult. Level titles follow with (Cult) representing the element to which the cleric is devoted.

**CLERICS:** The Earth Corner is bound to protect the natural state of rock and soil throughout Tellene. However, many Keepers of the Earth Corner believe this mighty terrain will defy any paltry efforts that people make to change it. Therefore, another goal of the cult is to

**TABLE 10-20: KEEPERS OF THE FOUR CORNERS**

Rank	Title
1	Servant of the Four Corners
2	Initiate of the Four Corners
3	Guardian of the Four Corners
4	Priest of the Four Corners
5	Servant of the (Cult) Corner
6	Initiate of the (Cult) Corner
7	Guardian of the (Cult) Corner
8	Priest of the (Cult) Corner
9	High Priest of the (Cult) Corner
10	High Priest of the Four Corners

provide balance and stability to the lives of the people inhabiting Tellene.

Keepers of the Air Corner often live in the wilderness. These clerics believe that fresh air and open spaces (where air can move freely) are the best thing in life. Therefore, they love to be outdoors among the fresh scents of flowers.

Although outsiders misunderstand the Fire Corner as having evil intentions, this cult simply represents an important part of nature. They have been known to destroy by fire both those areas that have become overrun by chaos and evil deeds, as well as those areas bound by the constraints of law and goodness. Blacksmiths, who make a living using fire, often call upon this cult for its knowledge of making hot and efficient fires. The Keepers of the Fire Corner are also called upon after large battles to consume the dead in great funeral pyres. Their most holy days are in late summer (fourth quarter of Sieghold) when a great fire once swept the countryside. They anticipate that their master may cause this to happen again and continually prepare for the day by keeping themselves ready for travel to the elemental plane of fire. Because of this legend, the Fire Corner keeps an everlasting flame burning in all of its temples. They believe that the keeping of this flame allows the Grand Incinerator to enter Tellene.

The Water Corner believes that water, the source of all life, should be respected and kept clean. Anyone caught blatantly defiling a water source is taken far offshore and cast into the water to be judged by Wave Crusher. Keepers of the Water Corner also guard the waterways and those who use them. Many followers of Wave Crusher are sailors, fishermen or merchants.

**CHANNELED POWER:** As devotees of the elements, Keepers of the Four Corners may choose the Elements' Respect feat power.

**FRIENDS/ALLIES:** The Conventicle of the Great Tree, the Church of the Life's Fire, the Temple of Enchantment

**FOES/ENEMIES:** The Church of Endless Night, the Temple of Strife, the Assembly of Light, the Theater of the Arts

**SAYINGS:** Nothing lasts forever but the elements. - Let your grip be as firm as the rock. - All shall return to the soil. - May the tides favor your voyage. - The deep never forgets. - Allow your soul be as pure as the water that gave birth to it. - The winds of life will soothe your sorrows. - May the lady of the wind speed your journey. - The lady's blessing is within your breath. - Those who toy with the flame are sure to be burned. - May the fires of the planes cleanse your soul.

## THE MULE, THE ENLIGHTENER, MATHMASTER, THE PROFESSOR

**REGIONAL NAMES (HUMAN):** Keplern (Brandobian), Roshko (Dejy), Khete (Fhokki), Rotovi (Kalamaran), Roatoov (Reanaarese), Shapirozh (Svimohzish)

**RACIAL NAMES (HUMANOID):** Gramlek (Dwarven), Darabentariel (Elven), Nidorn (Gnomish), Kavdela (Halfling), Mukli-Gurkkagh (Hobgoblin), Padash (Orc)

**SPHERES OF INFLUENCE:** Mathematics, science, invention, reasoning, knowledge

**ALIGNMENT:** Unaligned

**SYMBOL:** Triangle within a circle, within a square

**HOLY SYMBOL:** A silver piece with the Mathmaster's symbol stamped on it



**HOLY DAYS:** Veshday, the seventh day of the week, is reserved for scientific experimentation. Worshippers may discuss the details in private with the clerics while their work is unfinished, but they are expected to share the results. The temples maintain a well-stocked laboratory, and Veshday is a bustle of quiet activity.

The last day of each month is reserved for reporting new inventions and imparting knowledge to peers in the scientific community. Some worshippers plan elaborate events around the unfurling of their work, and the results can be quite entertaining. These days are also likely to draw non-worshippers, eager to see the latest curiosity from the Fraternal Order of Aptitude.

**PLACE OF WORSHIP:** Worship of the Mule can take place anywhere. Prayers are performed in complete concentration with eyes closed and faces pointed skyward. Clerics must meditate and ponder problems for at least two hours per day.

Important centers of worship for the Fraternal Order of Aptitude exist in both Cosolen and Aroroleta.

Temples of the Fraternal Order of Aptitude are composed at least partially of stone to protect the vast libraries they house. The temples usually feature a rounded dome, under which worship takes place. Four arms extend from the dome, each arm holding a section of books. A secure underground chamber is available for scientific or alchemical research.

Cathedrals hold private meeting places where experts and sages can discuss academic issues, research or meditate in private, or write treatises. They also have paper-makers on the property and might control the local guild for that craft.

The location of a cathedral is an important decision requiring years of study and experimentation. Sites selected display heightened magical prowess or a history of magical power. Even before construction begins, the location usually radiates magic.

**COLOR:** Grey

**ANIMAL:** Mule

**APPEARANCE:** The Professor appears as a bald man or woman with a solemn expression. When on the prime material plane, the Enlightener often takes the form of a mule to observe worshippers first hand.

**CHURCH:** The Fraternal Order of Aptitude

**CLERGY:** Brothers in Logic

**RAIMENT:** The patron deity of mathematicians and scientists has no concern for the temporal power of wealth. Clergy of the Fraternal Order of Aptitude dress in plain grays or whites. Regardless of their specific garb, the Brothers in Logic always wear the symbol of their rank embroidered or dyed on their chest of their robe or tunic.

They must shave their heads and keep them unadorned. It is considered a violation of the faith to allow one's hair to grow sufficiently long as to cover the scalp. This applies only to members of the faith, and facial hair of any length is allowable.

**SACRIFICE & FREQUENCY:** One week per month is reserved for teaching others. For this reason, many clerics are teachers in their local communities.

**ADVANCEMENT:** Advancement within the Fraternal Order of Aptitude is based on seniority. The seniority standard is often waived for the discovery of a particularly important bit of knowledge or invention. Additionally, clerics are assigned a numerical rank within their level so that all church members know their exact position of authority. Geometric symbol and title (as shown in the chart) indicate level in the brotherhood.

Levels beyond the Grand Professor are said to exist. Ancient tomes refer to these individuals as the Masters of the Fourth Dimension and it is rumored that they know all the secrets of spatial and even time travel.

**CLERICS:** Ritual and tradition bind the Brotherhood of Logic (note that women are indeed equal members of the clergy, despite the name). The Brothers believe that by practicing daily rites (meditation) they will gain the favor of their god. Clerics and followers have been known to ponder seemingly unsolvable problems for years in hopes that the Enlightener would provide them with the answers. Elder clerics who have kept the faith are highly regarded for their perseverance.

It is said that math was the Mule's gift to the intelligent races. Thus, scholars, scientists, engineers, architects, mathematicians and astronomers revere Him. Worshipers commonly adorn their homes with patterns and simple geometric shapes. More fanatical followers even plant their fields in geometric designs and patterns. Naturally, every temple erected by the Fraternal Order of Aptitude contains many intricate geometric shapes. The Brotherhood painstakingly ensures that they precisely design these temples as well.

The Brothers in Logic are not prone to rash decisions. When interacting with others, they prefer delay tactics as a means to resist change. This often makes negotiating with a cleric of the Enlightener a less than pleasant experience. In fact, a cleric of the Mathmaster was the inspiration for the phrase, "You're as stubborn as a mule." (The saying was originally "You're as stubborn as the Mule.")

Many followers believe that the Mathmaster influences the mules owned by worshippers to help them avoid danger. They often own mules for this reason. They believe that when a stubborn mule refuses to go somewhere it is usually for a good reason.

**CHANNELED POWER:** As devotees of reasoning and knowledge, Brothers in Logic may take the Mule's Reasoning feat power.

**FRIENDS/ALLIES:** The Temple of Armed Conflict, the Home Foundation, the Founder's Creation, the Temple of the Three Strengths, the Church of the Life's Fire, the Inevitable Order of Time

**FOES/ENEMIES:** The Confuser of Ways, the Temple of Strife, the Way of the Berserk, the Order of the Passionate One, the Church of Chance, the Theater of the Arts, the Temple of Sleepless Nights

**SAYINGS:** Two heads are not better than one if neither are educated. - The answer will come to the one who perseveres. - Invention is the gift of the Enlightener and must be shared with all who would know. - I don't understand what could have possibly gone wrong. It should have worked fine. It's not my fault. - Even the brilliant are sometimes perplexed.

**TABLE 10-21: BROTHERS IN LOGIC**

Rank	Title	Symbol	Maximum # of Clerics
1	Initiate	point	any
2	Novitiate	line	any
3	Uneven Triad	scalene triangle	any
4	Even Triad	isosceles triangle	any
5	Perfect Triad	equilateral triangle	any
6	Graduate of the 4th state	square	any
7	Graduate of the 5th state	pentagon	any
7	Graduate of the 6th state	hexagon	any
7	Graduate of the 7th state	heptagon	any
7	Graduate of the 8th state	octagon	any
7	Graduate of the 9th state	nonagon	17
8	Master of the 2nd dimension	circle	13
9	Master of the 3rd dimension	tetrahedron	11
9	Master of the 3rd dimension	cube	7
9	Master of the 3rd dimension	octahedron	5
9	Master of the 3rd dimension	dodecahedron	3
9	Master of the 3rd dimension	icosahedron	2
10	The Grand Professor	sphere	1

## THE OLD MAN, THE STRATEGIST, MASTER OF TACTICS, KING OF THE BATTLEFIELD

**REGIONAL NAMES (HUMAN):** Vlad (Brandobian), Kyrkshynad (Dejy), Thygokk (Fhokki), Natirel (Kalamaran), Daar (Reanaarese), Siriumno (Svimohzish)

**RACIAL NAMES (HUMANOID):** Tragrim (Dwarven), Contabesi (Elven), Serabal (Gnomish), Nounad (Halfling), Vradhka-Khor-Vredhi (Hobgoblin), Bugar (Orc)

**SPHERES OF INFLUENCE:** War, tactics, strategy

**ALIGNMENT:** Unaligned

**SYMBOL:** Crossed polearms

**HOLY SYMBOL:** Tiny replica of two crossed polearms

**HOLY DAYS:** Fall equinox. Any day on which an enemy commander surrenders becomes a local holy day. The Temple decrees the duration that these shall be recognized.

**PLACE OF WORSHIP:** Temples to the Master of Tactics are large garrisons and are found in most cities.

**COLOR:** Green and white

**ANIMAL:** War dog

**APPEARANCE:** The Strategist appears as an old soldier. He has white hair and a stern, wrinkled face.

**CHURCH:** Temple of Armed Conflict

**CLERGY:** Order of the Pike

**RAIMENT:** The uniform of the Temple of Armed Conflict is a white tunic with crossed pikes emblazoned on the front, a medium green cloak and a medium green hat. Chevrons located on the tunic and hat indicate a cleric's level within the Order. These are listed as number on top over number on bottom with a "u" indicating upside down and a "V" indicating right side up.

**SACRIFICE & FREQUENCY:** The flag, weapons, standard or symbol of a recently conquered foe.

**ADVANCEMENT:** Advancement within the Order is by success in the field and the improvement of strategic and tactical abilities.

**CLERICS:** Undeterred by ethical considerations, the existence of the Order of the Pike centers around the art of warfare. Worship of the Strategist involves training both mind and body for performance



in battle. When not practicing on the field, these clerics hone their mental skills by playing chess and other war games.

The chief tenant of this religion is that success is possible only if individuals unerringly place the welfare of the group above their own. This requirement necessitates a certain level of physical prowess and an increasing level of knowledge and wisdom as one progresses in the hierarchy. The main function of the clergy is to teach their underlings, yet they also willingly serve as cadre in battle.

The Old Man is a favored god amongst fighters able to endure the strict discipline of the religion. Surprisingly, very few gentry are among his followers. This stems from the fact that The Old Man advocates tactics that the gentry find beneath their station.

Sects are found across the ethical spectrum and they sometimes come to blows with each other. This is actually encouraged as the lessons learned from facing one's peers are far more valuable than those obtained by dispensing an inferior foe. Bested opponents are, however, always treated with the respect due a worthy adversary.

Battle is the truest form of worship. The Order of the Pike actually seeks out opponents for this purpose. The Strategist especially favors combat with those espousing chaotic notions of individual strength in melee. Nothing makes the Old Man prouder than to see his followers logically dissect a horde of the Battle Rager's followers.

Worshippers of the Strategist tend to be an exceedingly dangerous lot. The concentration of seasoned fighters in the lay clergy, as well as the physical and mental discipline enforced upon believers as a whole, tends to turn confrontations into a meticulously executed massacre. Prayers made before battle are actually meditation techniques. Clerics use these prayers to maximize a worshipper's effectiveness by allowing him to make intelligent, rational decisions in battle.

**CHANNELED POWER:** Clerics may take the Old Man's Training feat power.

**FRIENDS/ALLIES:** The Fraternal Order of Aptitude, the Founder's Creation, the Hall of Oaths, the House of Shackles

**FOES/ENEMIES:** The Way of the Berserk, the Church of Chance, the Order of the Passionate One, the Church of Everlasting Hope, the Seller of Souls, the House of Solace

**SAYINGS:** An organized assault is a successful assault. - Teamwork begets victory. - Discipline creates soldiers. - Disobedience is death.

**TABLE 10-22: ORDER OF THE PIKE**

Rank	Title	Chevrons (inverted; )	^ Chevrons (upright; V)
1	Regular	1	-
2	Regular	1	-
3	Elite	2	-
4	Sergeant	3	-
5	Lieutenant	-	1
6	Captain	-	2
7	Major	-	3
8	Colonel	3	1
9	General	3	2
10	Field Marshall	3	3

## POWERMASTER, THE HARBINGER OF HEALING, THE INVIGORATOR, THE QUICKENER

**REGIONAL NAMES (HUMAN):** Strococ (Brandobian), Stryjor (Dejy), Stokkerr (Fhokki), Sitiri (Kalamaran), Seenooc (Reanaarese), Shozor (Svimohzish)

**RACIAL NAMES (HUMANOID):** Lasterm (Dwarven), Alabriria (Elven), Wiakith (Gnomish), Lakimal (Halfling), Thagraz-Ranmek-Kro (Hobgoblin), Porag (Orc)

**SPHERES OF INFLUENCE:** Strength, medicine

**ALIGNMENT:** Unaligned

**SYMBOL:** Mountain rising up through a cloud

**HOLY SYMBOL:** An equilateral triangle with blue, white and silver angles

**HOLY DAYS:** Every third week on Veshday

**PLACE OF WORSHIP:** Each civilized kingdom has one major temple to Powermaster. The temple is always located in a remote area. Temples to Powermaster exist in a few cities, towns or villages as well.

Weekly worshippers of the Temple of the Three Strengths spend their service exercising, preparing a healthy meal together and quietly meditating. While devoted followers might train vigorously, the casual visitor often leaves fatigued. Services take place several times during the day, and worshippers gain respect from their peers by attending multiple times.

No other faith has established as many monasteries as the Temple of the Three Strengths. From one end of Tellene to another, monks and friars of the Powermaster exist in these sequestered communities, continually training and focusing their minds and bodies.

**COLORS:** Blue, white, silver

**ANIMAL:** Ox

**APPEARANCE:** The Harbinger of Healing appears as an enormous, strapping young being. He is bald except for a braided shoulder-length tail of black hair. The Powermaster is clad in sleeveless blue robes with a large silver girdle. The Invigorator wields a silver maul (Foecrusher).

**CHURCH:** Temple of the Three Strengths



**CLERGY:** Seekers of the Three Strengths

**RAIMENT:** Clerics wear blue sleeveless robes and add a silver girdle at higher levels. They keep their heads unadorned and shaved except for a braided ponytail.

**SACRIFICE & FREQUENCY:** Burnt herbs every ten days

**ADVANCEMENT:** Advancement within the Temple of the Three Strengths is through a yearly competition. Clerics compete in contests of physical strength, intellect, and renditions of spiritual songs, poems and stories. Those that do well advance.

**CLERICS:** The Clergy of the Invigorator advocates strength of the body, mind, and spirit: the Three Strengths. To have command of the strengths is to praise the Powermaster. Seekers believe that one's body, mind and spirit together are one's personal temple to the Invigorator.

The Temple of the Three Strengths teaches that one must be physically strong in order to maintain a healthy life. One must also possess a strong intellect to keep one's own health and to help others maintain good health. One must be strong of spirit and intellect to transcend the material world.

While these clerics generally possess great physical strength, they are not overly aggressive and generally avoid physical confrontations unless provoked. Some say that the Seekers of the Three Strengths are merely muscular cowards, but those who have incurred their wrath say otherwise. The Seekers of the Three Strengths are also practitioners of medicine and healing. A noble will often employ a Seeker as a personal physician, tutor or bodyguard.

The road an initiate must travel to become a cleric is long and demanding. An initiate devotes seven hours per day to prayer and physical training and seven hours per day to meditation and scholastic learning.

**CHANNELED POWER:** Seekers of the Three Strengths may take the Powermaster's Invigoration feat power.

**FRIENDS/ALLIES:** The Church of Everlasting Hope, the Order of Thought, the Founder's Creation

**FOES/ENEMIES:** The House of Shackles, the Conventicle of Affliction, the House of Vice, the Order of the Passionate One, the Confuser of Ways

**SAYINGS:** Heal the soul and the body will follow. - Discipline makes for great strength. - Balance the three strengths to gain perfection. - A farewell: Go in good health.

**TABLE 10-23: SEEKERS OF THE THREE STRENGTHS**

Rank	Title	Raiment
1	Acolyte	
2	Aspirant of the First Strength	blue robe
3	Keeper of the First Strength	blue robe
4	Aspirant of the Second Strength	blue robe
5	Keeper of the Second Strength	blue robe
6	Aspirant of the Third Strength	blue robe and silver girdle
7	Keeper of the Third Strength	blue robe and silver girdle
8	Aspirant of the Three Strengths	blue robe and silver girdle
9	Keeper of the Three Strengths	blue robe and silver girdle
10	Master of the Three Strengths	blue robe and silver girdle



**QUEEN DESTINY, FATE SCRIBE, KEEPER OF FORTUNES, SHE WHO SEES ALL, LADY TIME, EMPRESS**

**REGIONAL NAMES (HUMAN):** Plondar (Brandobian), Shardar (Dejy), Tandarr (Fhokki), Pagari (Kalamaran), Paag (Reanaarese), Movan (Svimohzish)

**RACIAL NAMES (HUMANOID):** Folmek (Dwarven), Enaryn (Elven), Pomawin (Gnomish), Taotan (Halfling), Grondvar-Brogguk (Hobgoblin), Groshnak (Orc)

**SPHERES OF INFLUENCE:** Prophecy, time, fate

**ALIGNMENT:** Unaligned

**SYMBOL:** Silver crescent moon and three stars on a light green background

**HOLY SYMBOL:** Silver crescent moon

**HOLY DAYS:** Crescent moon (Pelselond)

**PLACE OF WORSHIP:** Temples are often found near, if not within, the capital city of most kingdoms. Altars dedicated to Queen Destiny can be found in the home of each of her followers.



Visitors to services led by the Prophets describe the event as “eerie.” Individuals stand and describe events that happened to them. The events might be common and mundane, exciting and beneficial, or horribly tragic, but the listeners merely nod and claim the influence of Fate. Clouded by the thick smoke of incense and listening to the tales, the senior clerics are said to gain great insight.

Important centers of worship for the Inevitable Order of Time exist in Crandolen, Mendarn, Lathlanian, Bet Kalamar, Sobeteta, Bet Dodera, and Bet Seder. They also serve as the keepers of the Great Sanctuary of Knowledge, in the Elos Desert city of Dijishy.

The placement of a temple of the Inevitable Order of Time is more important than the design or materials, according to the clerics of the faith. They seek to build it in a place that will know peace for a long time and where the presence of the temple will not create tension within a kingdom. This knowledge means that the area around their temples is very popular, and people will move miles away in order to live adjacent to them.

**COLORS:** Light green and silver

**ANIMAL:** Crow

**APPEARANCE:** Queen Destiny appears as a middle-aged woman with shoulder length red hair. She is clad in light green robes trimmed in silver. Queen Destiny carries the Staff of the Prophets, a walking staff crowned by a crystal ball called the Eye of Knowledge.

**CHURCH:** The Inevitable Order of Time

**CLERGY:** The Prophets

**RAIMENT:** Clerics wear light green robes or tunics with the symbol of Queen Destiny on them. A cleric’s level is indicated by the number of small divine foci (crescent moon and stars) on his garment. Guardians of Destiny add silver stripes on their collars, while the High Prophets add a silver cap.

**SACRIFICE & FREQUENCY:** Burnt herbs every crescent moon

**ADVANCEMENT:** Advancement within this religion is based on both finding gifted recruits and skill in foreseeing, telling and fulfilling prophecies.

**CLERICS:** Clerics of Lady Time are the prophets of the lands. They act as intermediaries between Queen Destiny, her followers and any who would listen to their prophecies. They recognize themselves as the chess pieces in a match played by the gods.

The Prophets believe that mortals should willingly accept the fate that the gods have ordained. Clerics of the Inevitable Order of Time are charged with setting right those mortals who stray from the path of destiny; and eliminating those who wish to disrupt the preordained pattern of events. The gift of prophecy allows them to see the future and, if possible, manipulate the events into occurring.

Unlike many clerics who rely on current followers advancing to become new clerics, the Prophets actively seek out and recruit those who have the gift of prophecy. Queen Destiny lets it be known to her clerics where those who possess the gift can be found. If a newborn has the gift, a cleric will try to locate the child. They inform the parents of the child’s gift and urge them to allow the Inevitable Order of Time to tutor the child. When the clergy feels the child is ready, they will ask to take the child to a temple so she may receive a more thorough training. If the parents are apprehensive, the Prophets will attempt to manipulate the parents through the use of magic. If this fails and the child shows great promise, they usually kidnap it.

The gift has been known to lay dormant in some people for years before it manifests itself. In these cases, a cleric will approach the

**TABLE 10-24: PROPHETS**

Rank	Title	Raiment
1	Seer	light green robe or tunic with 1 small holy symbol
2	Seer	light green robe or tunic with 2 small holy symbols
3	Expounder	light green robe or tunic with 3 small holy symbols
4	Expounder	light green robe or tunic with 4 small holy symbols
5	Guardian of Destiny	light green robe or tunic with 5 small holy symbols and 1 silver stripe on the collar
6	Guardian of Destiny	light green robe or tunic with 6 small holy symbols and 1 silver stripe on the collar
7	Prophet	light green robe or tunic with 7 small holy symbols and 2 silver stripes on the collar
8	Prophet	light green robe or tunic with 8 small holy symbols and 2 silver stripes on the collar
9	High Prophet	light green robe or tunic with 9 small holy symbols, 3 silver stripes on the collar, and a silver cap
10	Timelord	light green robe or tunic with 10 small holy symbols, 4 silver stripes on the collar, and a silver cap

person and urge him or her to allow the clergy to develop the gift. Only through formal training at a temple of the Keeper of Fortunes will a person be assured of fully developing their gift. Not all who possess the gift become clerics of the Fate Scribe and not all who have fully developed the gift were taught by the Prophets (although the latter is very rare).

Adventurers who desire some insight into a mission that they are about to undertake will often approach clerics of Queen Destiny for advice. A cleric will sometimes accompany the group if asked. However, he often reveals only what is necessary in order to avoid tampering with the course of destiny.

Prophets adventure to make certain that their visions come true. Trying to deviate from the ordered future causes uncontrolled, unexpected results. Such an addition of chaos and chance to the nature of their visions makes further visions less clear, while a steadfast pursuit of destiny leads to more frequent and detailed glimpses of the future.

Prophets tend to be reserved, somber and determined; they see the future and know that it holds both good and ill, so wild fluctuations of emotion only waste time and energy. Few Prophets use their gifts to avert harm or ill fortune; instead they concern themselves with making certain the future they saw comes to pass. This often makes a Prophet seem cold, aloof, and even cruel, but the Prophet knows her ability places a greater burden on her than concern for the feelings of others.

A Prophet usually serves as the party leader, although sometimes that leadership hides behind a carefully crafted flow of information and advice. The Prophet rarely subordinates herself to the less-than-perfect decisions of those who cannot know the things she knows, or seen the things she has seen.

**CHANNELED POWER:** As keepers of fate and fortune, Prophets may take the Queen Destiny's Favor feat power.

**FRIENDS/ALLIES:** The Temple of Armed Conflict, the Foundation, the Temple of Enchantment, the Congregation of the Dead

**FOES/ENEMIES:** The Face of the Free, the Courts of Inequity, the Confuser of Ways, the Church of Chance

**SAYINGS:** Time is the master of all men. - I see all. I am the future. - Things have a way of working themselves out in the end. - Only time is eternal. - For everything, there is a reason. Let fate guide you. - All paths lead to the same consequences. - We are all pawns in the cosmic struggle. - Everything that happens, happens for the best.

## THE RIFTMASTER, THE GATEKEEPER, SORCERER SUPREME, THE FLOWMASTER

**REGIONAL NAMES (HUMAN):** Emnon (Brandobian), Djahn (Dejy), Tykhor (Fhokki), Hokalas (Kalamaran), Bealai (Reanaarese), Ehnovam (Svimohzish)

**RACIAL NAMES (HUMANOID):** Lugad (Dwarven), Halobrendar (Elven), Halit (Gnomish), Boerin (Halfling), Ganlinaraz-Krok (Hobgoblin), Eraurk (Orc)

**SPHERES OF INFLUENCE:** Magic

**ALIGNMENT:** Unaligned

**SYMBOL:** A platinum key

**HOLY SYMBOL:** A colored key  
(see table below)

**HOLY DAYS:** The holy days for the Keyholders occur on the full and new moon (Diadolai). Firstly, clerics above the rank of Holder of the



Bronze Key are only promoted on these nights. Secondly, and more importantly, the clerics attempt to redress the balance of power in conjunction with their spell-using followers. They either perform a great number of rituals or begin to do so, and then allow their rituals to fizzle by simply canceling it before it is finished. Thirdly, any magical items being sacrificed are brought forth and destroyed as safely as possible in full view of the congregation.

**PLACE OF WORSHIP:** Temples and shrines to the Riftmaster most often rest on high mountain peaks. Worship time at the Temple of Enchantment is a quiet time of meditation. The clerics teach that the sincerity of their followers allows them greater insight into the balance of magic in the universe. When the clerics cast their vote for "too much" or "too little" afterward, the difference in their vote is another primary factor. If all the clerics agree, the balance is heavily slanted one way or another.

Important centers of worship of the Riftmaster exist in Cosolen, Bet Kalamar, Basir and Bet Urala.

Temples of Enchantment are usually towers, with a spiral staircase or ramp surrounding an open area in the center. Worshippers can stand on any of the first two or three levels and gain a clear view of the activities that take place on the ground floor. Upper floors house the clerics and provide a refuge for magical research or item creation.

Cathedrals are often visibly magical in some way. They often glow or chant hymns with the voices of prior worshippers. The cathedral in Cosolen enhances its brilliant frescoes with moving illusions. Cathedrals are at least six stories tall and contain underground areas (usually for storage) and additional buildings in the local style. These additional buildings are never attached to the tower and usually stand 50 to 100 feet away. The clerics claim this design helps emphasize the tower's height.

The holy seat in Bet Rogala lies on the grounds of the College of Magic, although it owes the college no allegiance. In addition to a wide paved road leading directly to it for easy worshipper accessibility, the temple grounds include a sixty-foot square building intended as a "teleport platform", which characters exit as soon as they

arrive. Wizards from all across Tellene use the platform to attend worship.

Holder of the Platinum Key Tomas Palinwayt is a powerful spellcaster who identifies everything in terms of its religious significance. Conversation with him on other topics is difficult, since he turns everything to his purpose, which is exploration of the glories of magic. The difficulty in dealing with him has nearly convinced Prince Kafen to step in and remove the traditional title of Chancellor of the College of Magic that the Holder of the Platinum Key has held for generations.

**COLORS:** Black, white

**ANIMAL:** Dragon

**APPEARANCE:** The Riftmaster appears as a cloaked skeletal figure. The Sorcerer Supreme is a fearsome sight for non-worshippers.

**CHURCH:** Temple of Enchantment

**CLERGY:** The Keyholders

**RAIMENT:** Clerics of the Temple of Enchantment wear black and white checkered robes to represent the extremes of the extraplanar realms and of the nature of magic. Each rank in the church has a specific holy symbol – a key – colored in accordance to their rank. Many younger Keyholders also wear other jewelry made from the appropriate color. Ear cuffs are particularly popular.

**SACRIFICE & FREQUENCY:** Magical items on holy days. Particularly powerful items are favored as sacrifices since they have the potential to upset the balance in the planes of existence. Platinum may be substituted if a magic item is not available. The Keyholders must briefly meditate once per day, usually in the morning. This meditation allows them to detect the balance of magic within the universe. If the meditation reveals that magic waxes too strong in Tellene, then they must strive to ration it. If it reveals that not enough magic energy exists on that day, they must use spells liberally in order to restore the balance.

**ADVANCEMENT:** Advancement is gained through exceptional sacrifices or breakthroughs in magical knowledge shared with the church. Level titles within the church are all “Holder of the X Key,” where X is the cleric’s holy symbol color as listed in the table. Holders of the Red Key must fashion a power staff that bears the symbol of the Riftmaster and signifies the rank of the cleric. This item is a single spell storing device which traps and stores any one spell of any level.

**Special Requirements:** The Riftmaster allows his worshippers to marry, but children are frowned upon. The danger is that if one parent has dealt extensively with magic for the child is born, that the child might be born as a warlock – a potentially unstable magical force set loose on the world. Warlocks born to non-spellcasting parents are considered blessed by the Riftmaster, but any spellcasting parent must surrender his or her child to the church, or be excommunicated. Those discovered attempting to hide their child’s talent are branded as heretics, and hunted down mercilessly.

**CLERICS:** The Keyholders believe that there a finite amount of magic exists in the universe and the Riftmaster oversees and regulates its flow. When an additional amount of magic flows to the prime material plane, magic must be lost from another plane, such as the positive or negative energy plane. When a creature is able to resist

magic, the Keyholders believe that it is because the Gatekeeper would not allow the magic energy to be effectively transferred. Therefore, they believe that the Flowmaster is influential among mortals and gods alike, although less so among the latter.

The Temple of Enchantment preaches a doctrine of conservation of magic. They believe that the gift of magic should be used wisely and those who abuse magic will upset the balance of magic in the universe. If the flow is upset, the Riftmaster must ration the magic from the available flow. The Keyholders feel that too much magic current will ultimately result in spells being less effective and could possibly lead to the loss of magic throughout Tellene.

Duties of clerics include teaching and enforcing proper magic use. The Temple of Enchantment often calls upon its clerics to confront those spellcasters who abuse the gift of magic. They sometimes find it necessary to eliminate those who continually abuse their magical prowess.

Those who would misuse magical energies, or would prohibit their use, are often secluded from general society. The Keyholder who needs to address such an imbalance must adventure and travel abroad. A typical group of adventurers regularly encounters a wide range of exotic and potentially dangerous magic-related situations, and a Keyholder finds a ready home among such individuals.

A Keyholder relates to other classes mostly in magical terms. Other spellcasters are not allies or enemies at all times, but only as their spellcasting relates to the flow of magic. Adventurers who heed the urgings of the Keyholder are well regarded, while those who are callous in such matters earn wrath and disdain.

**CHANNELED POWER:** As devotees of the arcane arts, Keyholders may take the Riftmaster’s Gift feat power.

**FRIENDS/ALLIES:** The Order of Thought, the Assembly of the Four Corners, the Founder’s Creation.

**FOES/ENEMIES:** The Confuser of Ways, the Temple of Strife, the Halls of the Valiant

**SAYINGS:** A fool and his magic soon part ways. - Magic used wisely is there when needed. - May your wisdom be as powerful as your spells. - I am magic. - A farewell: Use well your sorcery.

**TABLE 10-25: KEYHOLDERS**

Rank	Title
1	Holder of the White Key
2	Holder of the Brass Key
3	Holder of the Black Key
4	Holder of the Copper Key
4	Holder of the Green Key
5	Holder of the Bronze Key
6	Holder of the Blue Key
7	Holder of the Silver Key
8	Holder of the Red Key
9	Holder of the Gold Key
10	Holder of the Platinum Key

## THE WATCHER, THE WANDERER, PRINCE OF SOLITUDE, THE SOLITARY TRAVELER

**REGIONAL NAMES (HUMAN):** Randor (Brandobian), Ryjnar (Dejy), Rannorr (Fhokki), Ranadori (Kalamaran), Rounai (Reanaarese), Rohsowmi (Svimohzish)

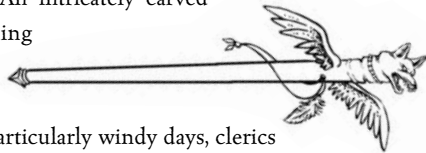
**RACIAL NAMES (HUMANOID):** Sunila (Dwarven), Ranalaessi (Elven), Wicilat (Gnomish), Tojela (Halfling), Greznar-Tukro-Kuul (Hobgoblin), Vrigor (Orc)

**SPHERES OF INFLUENCE:** Wanderers, loneliness

**ALIGNMENT:** Unaligned

**SYMBOL:** A winding road disappearing over a hill or a winged staff

**HOLY SYMBOL:** An intricately carved and decorated walking stick with feathered wings near the top



**HOLY DAYS:** On particularly windy days, clerics must seek solitude and pray to their deity.

**PLACE OF WORSHIP:** The Watchers have few formal temples, but they do erect roadside shrines, mostly as a service to each other rather than as shelter for other travelers. These shrines do contain food stores and other traveling supplies, but the Watchers usually hide such things and ward them with glyphs of warding or other defenses. Since their purpose is protection and not murder, the glyphs usually hold bestow curse or blindness/deafness rather than damaging effects.

The largest temple of the Watcher exists in the great city of Bet Kalamar. The Watchers have no cathedrals and no holy seat.

**COLORS:** Grey, brown, green, white

**ANIMAL:** Coyote

**APPEARANCE:** The Watcher has never been known to assume the same form twice. However, some followers believe she observes mortals from time to time through the eyes of a lone coyote.

**CHURCH:** No formal church. Occasionally called We of the Watchers, Us Wanderers, etc.

**CLERGY:** Known as the Watchers

**RAIMENT:** Spiritual leaders of the god of wanderers and loneliness do not dress to impress. The Watchers wear simple robes or tunics of brown, green or gray and a white belt. They are constant travelers, so sturdy, comfortable boots are important to them.

**SACRIFICE & FREQUENCY:** A good pair of boots once per month

**ADVANCEMENT:** Advancement in this religion is by travel. These travels are actually quests for wisdom and are assigned to each Watcher by his High Watcher. Sometimes finding the High Watcher is a longer journey than the quest itself. There are no level titles except Watcher and High Watcher.

As there is no formal organization for worshipers of the Watcher, no further ranks (and thus no further benefits or restrictions) exist beyond High Watcher.

A High Watcher does not gain a potion upon attaining rank 2. Instead, he gains a +2 bonus to all Spot checks.

**Special Notes:** Watchers have a secret hand signal that can be casually used without provoking the attention of non-Watchers. Strangely enough, no degree of torture, power of magic, or skill of subterfuge has ever been able to gain the secret of this sign. Furthermore, Watchers who have left the faith inexplicably can no longer remember or notice the sign.

**CLERICS:** The Watchers believe that one gains wisdom through life experiences and by observing other cultures. It is the duty of all clerics to spread the influence of the Prince of Solitude to the ends of Tellene and assist in the training of new initiates.

These clerics rarely live in cities. They mostly dwell in the wilderness and travel frequently, wandering from place to place. When Watchers meet during their travels, it is customary for them to spend a week sharing information relating to the possible whereabouts and activities of other Watchers.

A Watcher is a jack-of-all-trades. They commonly find odd jobs for a brief time in the many different areas in which they travel. These stops in town are usually just long enough to gather supplies or look for new recruits. They prefer to keep their identity secret so that they may better observe others.

A common tactic clerics use to gain initiates is to befriend vagrants. They convince the potential recruit to go on a small journey with them. Along the way, they indoctrinate the target in the teachings of the Wanderer until he or she agrees to join the religion.

In an adventuring party, Watchers contribute little until it is a matter of life or death. They act out of self-preservation or to retain their ability to travel freely. When they do involve themselves in the party's affairs, they act on their own initiative, without cooperation or planning ahead of time.

**CHANNELED POWER:** Watchers may take the Watcher's Observation feat power.

**FRIENDS/ALLIES:** The Thunderer's Temple, the Face of the Free, the Temple of the Stars

**FOES/ENEMIES:** The House of Shackles, the Founder's Creation, the Home Foundation

**SAYINGS:** As I walked with myself and talked with myself, myself said unto me; take care of thyself, for nobody but thou cares for thee. - Loneliness inspires the mind. - Wandering may be lonely, but I have met more creatures this year than you will know in your lifetime. - The longest journey begins with just one step. - The mysteries of life you will never understand, until you have been a stranger in a strange land. - One never knows what lies over the next hill. So, go and see.

**TABLE 10-26: WATCHERS**

Rank	Title
1	Watcher
2	High Watcher

## THE CORRUPTER, THE QUEEN OF INEQUITY, JEALOUS EYE, MISTRESS OF SPITE, THE COVETOUS ONE

**REGIONAL NAMES (HUMAN):** Enard (Brandobian), Ojob (Dejy), Takkarkk (Fhokki), Kar'soloti (Kalamaran), Zoolaa (Reanaarese), Namona (Svimohzish)

**RACIAL NAMES (HUMANOID):** Surik (Dwarven), Adrenannon (Elven), Norenn (Gnomish), Tarbak (Halfling), Ganor-Thana-Kurrug (Hobgoblin), Vrak (Orc)

**SPHERES OF INFLUENCE:** Injustice, envy, jealousy

**ALIGNMENT:** Evil

**SYMBOL:** Tipped scales resting on a goat's skull

**HOLY SYMBOL:** Tiny golden scales that never balance

**UNHOLY DAYS:** The three days when Veshemo is visible as a half moon are holy (or unholy, depending on your point of view). Additionally, the Covetous Ones celebrate a special day in late summer. They believe that on this day, somewhere in Tellene, a good and just ruler is being toppled. This becomes a particularly celebrated day if the coup actually occurs in their area. The ruler in question varies from region to region, but the disintegration of the Brandobian Empire is a favorite. If they succeed in completely taking over the judicial system in a region, they revere the anniversary of this day also.

**PLACE OF WORSHIP:** Temple. The Courts themselves are stately structures, built on huge, majestic estates. They are equipped with enormous law libraries, one or more formal courtrooms and at least two opulently furnished ballrooms. The temple proper is invariably located in an underground ballroom. The Covetous Ones fill their temples with valuable relics purloined from other churches. Additionally, the altars are inlaid with precious metals and gems because the Jealous Eye needs the best.

**COLOR:** Green



**ANIMAL:** Goat

**APPEARANCE:** The Mistress of Spite appears as a stunningly beautiful queen, lavishly dressed in the finest, most expensive garments. She always wears priceless jewelry and a gorgeous diamond encrusted tiara.

**CHURCH:** Formally called the Courts of Inequity

**CLERGY:** The Covetous Ones

**RAIMENT:** Human and humanoid clerics are always well dressed in the latest fashions when traveling through towns. See the chart for ceremonial garb.

**SACRIFICE & FREQUENCY:** The monthly sacrifice is a particularly beautiful or valuable object preferably plundered from some good church.

**ADVANCEMENT:** Advancement within this church is granted by a simple majority vote of all above a cleric's level. The favor of higher level clerics is gained through valuable gifts and loyalty. Often, ambitious clerics try to gain an advantage in the voting by spreading false rumors about those competing for the same position. This system tends to keep the lower level clerics under control but the political maneuvering for votes can become deadly.

**CLERICS:** The Covetous Ones are almost always born of high lineage, although normal followers can be of any social class. They recruit new clerics only from the nobility. Famous, wealthy and noble converts are the ultimate prizes, for the Mistress of Spite needs and deserves only the finest clerics. Many congregants are also members of the Secret Network of the Blue Salamander and some clerics are reputed to be high-ranking officials of the Network.

In an effort to spread envy and obtain a constant flow of new recruits, clerics of the Covetous One host huge parties and extravagant balls at the Courts of Inequity. They invite only the most fashionable members of the rich and social elite. In most areas, the nobility will do anything to attend the ball. During these affairs, the Covetous Ones will do their utmost to spread envy and jealousy among the gentry. It is usually not difficult to find recruits among the nobility, especially after a ball. However, when new congregants cannot be found, cradle robbing and kidnapping may be employed.

**TABLE 10-27: COVETOUS ONES**

Rank	Title	Raiment
1	Follower of the Eye	brown tunic
1	Aspirant of the Eye	yellow tunic
2	Servant of the Eye	olive tunic
2	Bailiff of the Eye	green tunic
3	Representative of the Eye	brown robes
4	Advocate of the Eye	yellow robes
4	Counselor of the Eye	olive robes
5	Magistrate of the Eye	green robes
6	Judge of the Eye	green robes with white dots
7	Sheriff of the Eye	green robes with white circles
8	Cleric of the Eye	green robes with a white circular pattern
9	High Cleric of the Eye	green robes with a red circular pattern mixed concentrically with a white circular pattern
10	High Queen of the Jealous Eye	green robes with a red circular pattern mixed concentrically with a white circular pattern, plus a green eye in the center of the pattern

The Covetous Ones know that their Queen revels in the misery of good people who are unjustly treated. Thus, they strive to cause the faultless to be blamed for acts they did not commit while the guilty roam free. To this end, clerics of the Corrupter offer their services to the local ruler as justices or magistrates. Clerics of the Jealous Eye will then try to gain authority in the local court system so they may ruin the lives of the innocent with their warped interpretation of the law.

The clerics will always volunteer the use of the Courts of Inequity to the local lord, free of charge. Most lords find this proposal very attractive because it eliminates the need to spend time and money operating their own courthouse. Rulers who accept this seemingly gracious proposition soon find their justice system falling further and further into the hands of the Covetous Ones. When the clerics wield absolute judicial authority, they take heavy bribes and charge outrageous fees for hearing even the simplest case. In any event, the rulings are typically inequitable, harsh and cruel.

The religion is also popular among evil humanoids, especially those at odds with humans. The Corrupter likes the way they kill and steal to reap the fruits of the more industrious races. These cults are, however, looked down upon by human and humanoid clerics and are not even considered part of the formal Court Order.

Followers and clerics of the Mistress of Spite guard their own possessions to the point of paranoia. Traps set by them are usually very destructive since they would rather see both the item and the thief destroyed than risk losing something once owned. This attitude keeps the local thieves' guild from plundering the Courts of Inequity.

Covetous Ones adventure to cement or extend their political power. At all levels, gaining political strength is a goal mandated by the faith. Covetous Ones are natural leaders of any group – their faith demands that they assume the role. If prevented from being a titular leader, the Covetous Ones attempts to rule through advice, threat, coercion or whatever means are available.

**CHANNELED POWER:** As spreaders of envy and jealousy, Covetous Ones may take the Misery of the Corrupter feat power.

**FRIENDS/ALLIES:** The Church of Endless Night, the House of Shackles, House of Scorn, House of Knives

**FOES/ENEMIES:** The Courts of Justice, the Face of the Free, the Hall of Oaths, the Halls of the Valiant

**SAYINGS:** It's not whether you win or lose, it's how you bend the rules. - Don't you wish you had a necklace as beautiful as hers? - If it wasn't for that incredibly ugly scar, you might be as handsome as he. - You know he doesn't deserve that fine, silk hat. Go ahead. Take it, I won't tell.

## THE DARK ONE, BLACKSOUL, BLACKMOURN, DEVOURER OF LIGHT, EYELESS ONE, RULER OF THE NIGHT, LORD MIDNIGHT, LORD TWILIGHT, LURKER IN THE VOID

**REGIONAL NAMES (HUMAN):** Manfred (Brandobian), Nyko (Dejy), Norakk (Fhokki), Lamas (Kalamaran), Voomau (Reanaarese), Zhanvim (Svimohzish)

**RACIAL NAMES (HUMANOID):** Solin (Dwarven), Beraclya (Elven), Ruwin (Gnomish), Gonwen (Halfling), Mravroshkha-Khielshor (Hobgoblin), Gridash (Orc)

**SPHERES OF INFLUENCE:** Dusk, darkness, moonless nights

**ALIGNMENT:** Evil

**SYMBOL:** An eyeless raven gripping a bloody eye

**HOLY SYMBOL:** A small leather pouch full of former sacrifices

**UNHOLY DAYS:** Any lunar eclipse (new moon) is considered an unholy day, but a solar eclipse is the unholyest day of all. Overcast, dark nights are also revered.

When Diadolai is eclipsed by a smaller moon, the church calls for the Darkening. They perform mysterious ceremonies in total darkness (their canon calls for "a thousand blind steps" before the ritual area is entered). They sacrifice the eyes of a sentient creature, preferably a worshipper of the Eternal Lantern, to the Dark One. If a faithful worshipper volunteers for this sacrifice, the congregation bestows a considerable amount in gifts in admiration upon him.

A lunar eclipse, or better yet, a solar eclipse, is the most revered night of all. Clerics of the Eternal Lantern might be held captive for weeks in anticipation of this night. The higher the rank of cleric, the greater the prestige for both the character that captured him and the cleric who actually performs the ceremony.

**PLACE OF WORSHIP:** Important places of worship for the Knights of the Black Pit are said to exist both in Bet Kalamar and Balelido.

Temples of this faith are often constructed underground. Their worship areas are usually small, close and oppressive. Open pits stand ready to maim or kill worshippers who fail to show the requisite caution. Real or ceremonial stalactites cause comparatively minor bruising and concussions to those who walk into them. If the faith is able to carve out a worship area instead of relying on solely natural works, they smooth the floor, leaving textured guide marks on the floor and walls to prevent worshippers from falling to their death. The temples are always unlit.

Cathedrals are multi-leveled dungeons, with deep pits for clerical Cleansing ceremonies. They usually have other pits that contain underground creatures. Bas-reliefs decorate the walls of constructed areas; natural caves stay untouched, except for any work necessary to make the floor passable.

The holy seat's presence in Ashakulagh causes problems for some worshippers who would like to visit it but fear hobgoblin persecution. More than once spies from Korak have attempted to infiltrate the country as pilgrims in search of the temple, and the hobgoblins have



killed many legitimate pilgrims over the years in their attempts to prevent spies from reaching their capital.

**COLOR:** Black

**ANIMAL:** Bat

**APPEARANCE:** Blacksoul always appears as a shapeless, amorphous cloud of complete blackness.

**CHURCH:** Church of Endless Night

**CLERGY:** Knights of the Black Pit

**RAIMENT:** Needless to say, clergymen of the Church of Endless Night, who tend to perform their worship in dark, underground caverns, are not particularly preoccupied with fashion. The vestments of these Knights are always plain, jet black robes. Most clerics of the Dark One own no other clothing save for the terrible masks they wear during ceremonies and rituals. Faithful members are prohibited from intentionally trimming their fingernails, although there is no violation if a nail breaks accidentally.

**SACRIFICE & FREQUENCY:** Sacrifices are visual organs, preferably from a sentient being. These are used to create divine foci.

**ADVANCEMENT:** To climb the church ladder, one must gather sacrifices and slay members of the Order of Light. Church titles are as shown in the chart.

A Sunslayer controls the most prominent three regions of Tellene. Currently these areas are Kalamar, Norga-Krangrel along with Korak and Ek'Kasel, and Western Svimohzia (which shows exceptional promise in the minds of the Knights of the Black Pit).

**CLERICS:** The Knights of the Black Pit dedicate themselves to smothering Tellene in total darkness. They fanatically adhere to the teachings of the *Book of Endless Night*, an unholy writing from a bygone era. The ancient manuscript speaks of the Time of the Void, a time when Blacksoul will devour the sun and Tellene will be cloaked in eternal blackness. The Church of Endless Night teaches that when the Assembly of Light and its allies are destroyed, this prophecy will come to pass.

Besides vigilantly opposing the Assembly of Light, the Knights of the Black Pit are constantly preparing themselves for the Time of the Void. Because these clerics believe the world will be devoid of light, they regularly practice combat in total darkness and in underground or confined areas. Additionally, clerics of Blackmourn learn the necessary survival skills for life below the surface.

Each potential cleric must undergo a ceremony, known as the Cleansing, before earning a place in the clergy. A group of Dark Friends place the future congregant at the bottom of a dark pit. They then leave the aspirant in the pit, providing only food and water, until such time as the Pitmaster believes he is ready to become a Knight. The time varies, depending on the individual; however, it is seldom less than a year and never less than two months. The aspirant then trains in the way of the Knights of the Black Pit.

A form of the Cleansing is also performed on unwilling participants, usually children and those whose eyes have been taken for sacrifice. The victim is brainwashed to believe that only Blacksoul can give them the power to see again. As they adapt to their new environment and learn to function in the dark, they come to believe that the

Knights are correct. At this time the brainwashing is complete and the victims are admitted to the congregation.

Upon becoming a Darkknight, each cleric must display his unswerving loyalty to Blacksoul by removing his left eye. When a cleric attains the level of Pitmaster, he must remove his right eye. (The Dark One then gives the cleric the blindsense ability.) These acts of reverence are followed by a day-long celebration.

Just as important as the removal of a cleric's own eyes is bringing the bounty of her god to another. Therefore, when in battle, these clerics will strike for their opponent's visual organs. A Knight will taunt and goad his opponent into speaking; this allows the cleric to home in on his foe's eyes.

Blacksoul is extremely popular among underground races such as dark dwarves, dark elves and various humanoid cultures.

Knights of the Black Pit adventure to bring the gloom and shadow of the night to all parts of the world. Even when part of a group, the Knight of the Black Pit often prefers to work alone. He often uses his darkness to disrupt enemy spellcaster (who usually need a direct line of sight for their spells) and attacks the eyes of fighters and other direct threats.

**CHANNELED POWER:** As evil devotees of darkness, Knights of the Black Pit may take the Blanket of the Dark One feat power.

**FRIENDS/ALLIES:** The Temple of Sleepless Nights, the Courts of Inequity

**FOES/ENEMIES:** The Assembly of Light, the Church of the Silver Mist

**SAYINGS:** Darkness is enlightenment. - The black void is near. - He shall swallow the light and consume the soul. - See the darkness. - Blessed are the blind for they see only the darkness.

**TABLE 10-28: KNIGHTS OF THE BLACK PIT**

Rank	Title
1	Dark Friend
2	Night Holder
3	Day Destroyer
4	Dark Rider
5	Darkdeath
6	Duskmaster
7	Moon Master
8	Pitmaster
9	Sunslayer
10	Nightmaster

**THE FLAYMASTER, ICE HEART, SLOWDEATH,  
THE HOOD, COLD DEATH, THE KNIFE, ICEBITE,  
THE PRINCE OF SUFFERING, THE CRUEL  
MASTER, SCOURGE OF TELLENE**

**REGIONAL NAMES (HUMAN):** Elnamna (Brandobian), Slen (Dejy), Kennad (Fhokki), Pirabi (Kalamaran), Leom (Reanaarese), Minmehw (Svimohzish)

**RACIAL NAMES (HUMANOID):** Zegnar (Dwarven), Beraendar (Elven), Laripa (Gnomish), Ralek (Halfling), Patukk-Ro-Tirnog (Hobgoblin), Grodish (Orc)

**SPHERES OF INFLUENCE:** Pain, torture and cold

**ALIGNMENT:** Evil

**SYMBOL:** Dagger with blood dripping off the blade

**HOLY SYMBOL:** Bloodied dagger

**UNHOLY DAYS:** The winter solstice is the highest unholy day. Monthly, it is the new moon (Veshemo).

**PLACE OF WORSHIP:** Worship of the Flaymaster takes place in torture chambers and mountain temples. Regular services take place monthly, under the new moon of Veshemo. Worshippers disrobe for the service, which is held outdoors if possible. The colder the weather, the more sincere the prayer, or so the faith teaches. A living creature must be sacrificed, preferably an intelligent one. The sacrifice is both slow and painful. The congregation coos soothing words to the sacrifice, urging him to cry out in pain as the Ministers of Misery torture him. When he does, they cry out in ecstasy.

**COLOR:** Ice blue

**ANIMAL:** Hornet

**APPEARANCE:** Ice Heart appears as a thin being dressed in black leather with a black studded leather hood. She speaks in a low raspy voice and has penetrating gray eyes.

**CHURCH:** Order of Agony

**CLERGY:** Ministry of Misery

**RAIMENT:** Ministers of Misery dress in black leather and wear studded leather executioner-style hoods. Rank within the Ministry is designated by the type of hood worn.



**SACRIFICE & FREQUENCY:** Healthy, strong individuals tortured for the entire month of Frosting. On the eve of the winter solstice, the clerics will stake their prisoners in the snow for a slow, agonizing death.

**ADVANCEMENT:** Before a cleric can advance in rank he must undergo torture by the other, higher level clerics. If the aspiring cleric survives, he advances to the next level in the church. Because of these rituals, all members of the Ministry have horrible scars and some are greatly disfigured. Scars almost completely cover higher level clerics.

When a cleric is ready to become an Ice Priest, he is tortured repeatedly in a week-long ceremony and, if he survives, he becomes an Ice Priest. Once a cleric is ordained as Ice Priest he is taught the death of a thousand screams, a special torture invented by Cold Death herself.

**CLERICS:** The Order of Agony is ordained and dedicated to inflicting pain and suffering on others in the name of the Flaymaster. The Ministry of Misery zealously carries out its commandment and has consequently raised torture to an art form. Due to their skill, rulers often employ clerics of the Flaymaster as torturers.

Clerics of the Hood seek to inflict agony on each and every being in the world. The Ministers believe that through pain and anguish, the masses will learn that only the Flaymaster can ease their torment. The Order of Agony teaches its disciples that world domination is the best way to attain their objectives. The Order has recently taken steps in this direction by founding the Theocracy of Slen. They believe that through their evil country the Order can bring pain to all the surrounding nations and ultimately to all of Tellene. Worshippers of the Flaymaster who work as torturers or reside in foreign nations have been commanded to gather intelligence for the Grand Theocrat. (See the Theocracy of Slen for more details.)

Ministers make good combatants, and excellent interrogators and torturers, if the party is in need of information. They are not useful as healers, for their religion forbids them to use their magic to reduce suffering. Creatures in pain should be left on their own. Clearly, they claim, the Flaymaster has blessed those who survive.

**CHANNELED POWER:** As torturers and inflictors of pain, Ministers of Misery may take the Flaymaster's Frost feat power.

**FRIENDS/ALLIES:** The House of Knives, the Temple of Sleepless Nights, the Fraternal Order of Aptitude, the House of Shackles, the Temple of the Three Strengths

**FOES/ENEMIES:** The Church of Everlasting Hope, the House of Solace, the Church of the Night's Beauty, the House of Vice. The Ministers of Misery loathe the Conventicle of Affliction.

**SAYINGS:** Better than a sharp stick in the eye. - I want to hear you scream. - If you beg for mercy I'll stop, oh that's right, you've got no tongue, ha ha ha. - Take a stake to him. - Feel my pain. - Life is pain.

**TABLE 10-29: MINISTERS OF MISERY**

Rank	Title	Hood
1	Giver of Grief	no studs
2	Wielder of Woe	iron studs
3	Supervisor of Suffering	steel studs
4	Master of Misery	brass studs
5	Tormentor	bronze studs
6	Provider of Pain	copper studs
7	Assigner of Anguish	silver studs
8	Distributor of Agony	gold studs
9	Torturer	platinum studs
9	Ice Priest	gems*
10	Grand Theocrat	diamonds

\*More valuable gems (excluding diamonds) indicate higher-level Ice Priests. It is said that the Grand Theocrat's hood is completely encrusted with brilliant diamonds.



## HARVESTER OF SOULS, RULER OF THE DEAD, BRINGER OF THE GRAVE, KING OF THE UNDEAD, LORD OF THE UNDERWORLD

**REGIONAL NAMES (HUMAN):** Blonlen (Brandobian), Kygyryr (Dejy), Nytharr (Fhokki), Galapiti (Kalamaran), Xiznoom (Reanaarese), Zazimash (Svimohzish)

**RACIAL NAMES (HUMANOID):** Dusur (Dwarven), Wyleredar (Elven), Baxeeri (Gnomish), Rawen (Halfling), Domaadrik-Kanar (Hobgoblin), Prudush (Orc)

**SPHERES OF INFLUENCE:** Death, underworld

**ALIGNMENT:** Evil

**SYMBOL:** Skull and scythe

**HOLY SYMBOL:** Small golden sickle

**UNHOLY DAYS:** Harvest moon (Veshemo during the autumnal equinox). This is the high unholy day, known as the Soul Harvest.



**PLACE OF WORSHIP:** Temples and altars dedicated to the Harvester of Souls are located in or beneath graveyards.

**COLORS:** Black, bone white

**ANIMAL:** Skeletal dragon

**APPEARANCE:** The Ruler of the Dead appears as an extremely tall and thin man with wisps of white hair and two red glowing yet empty eye sockets. The Harvester of Souls wears a black robe and wields a large scythe.

**CHURCH:** The Congregation of the Dead

**CLERGY:** The Harvesters

**RAIMENT:** Like their patron, these clerics are clad in jet black, flowing robes. All clerics but Novitiates wear pendants.

**SACRIFICE & FREQUENCY:** Humans or other sentient beings every full moon (Veshemo). During the Soul Harvest as many souls as possible are offered. Many congregations hold prisoners for months in anticipation of this day. In addition to the usual sacrifices, at least one cleric is offered up to the Harvester of Souls. The sacrificial cleric can be from any religion and a member of the Congregation of the Dead is offered if no other cleric is available.

**ADVANCEMENT:** Advancement within the Congregation of the Dead is by number of souls harvested, seniority and undead status. Level within the church is indicated by the type of gem worn on their pendant.

**CLERICS:** The Harvesters are the Lord of the Underworld's messengers of death and collectors of souls. They are well known for their eagerness to take a life and their willingness to die while taking one. Members of the Congregation kill for the sole purpose of sending the souls of their victims to their Lord. The Harvesters believe that the Bringer of the Grave needs souls of victims in order to gain enough strength to enter the world and make the other gods submit to his will.

The Harvesters know that through their actions and devotion to the King of the Undead they will be rewarded at death by being granted undead status. The number and strength of the souls that a

cleric takes directly reflect on his future undead status and dying while attempting to take a soul is said to grant automatic undeath. However, many clerics fear dying before harvesting enough souls and thus attaining only zombie status. Therefore, there is a great tension between risking an early death to slay powerful foes who presumably have strong souls or going the slow but safe route of butchering helpless peasants and children. The ultimate goal, of course, is never to actually die, but to become a lich.

Many powerful High Harvesters of the Congregation of the Dead are actually vampires or liches that serve their dark god eternally. Wights, wraiths, ghouls and other intelligent undead also serve the Bringer of the Grave. These undead typically do not allow their victims to become undead, for such status is only for the deserving. Powerful individuals, such as adventurers, are, however, considered to be highly prized victims that are worthy of serving in this capacity.

The Harvesters adorn their weapons and themselves with skulls. The skulls on their weapons are designed in such a way as to cause an eerie whistling when they wield them. The sounds created by a group of clerics in combat will send shivers up the spine of even the bravest warrior.

Harvesters adventure for the purpose of sending as many souls as possible to their evil god's possession. They gain prestige for killing great numbers of people and glory for killing important or highly visible people.

**CHANNELED POWER:** As evil takers of life, Harvesters may take the Harvester's Reward feat power.

**FRIENDS/ALLIES:** The Inevitable Order of Time, the Temple of Armed Conflict, the Way of the Berserk, the House of Knives, the House of Hunger, the Conventicle of Affliction

**FOES/ENEMIES:** The Church of Everlasting Hope, the Church of Life's Fire, the Parish of Love, the Temple of the Three Strengths, the House of Solace

**SAYINGS:** It is time. - Time to see the King. - He is the final word, the end for all. - There is no use in trying, you cannot avoid him. - When the Ruler calls, all beings answer. - Undeath is the culmination of all existence. - Before slaying another: Your soul is ripe. - Teachings: The only glory greater than dying for the Master is bringing his bounty to another.

**TABLE 10-30: HARVESTERS**

Rank	Title	Pendant Gem
1	Novitiate	no pendant
2	Messenger	plain pendant with no gem
3	Collector	malachite
4	Butcher	hematite
5	Malefactor	azurite
6	Fiend	white onyx
7	Hellion	sardonyx
8	Reaper	amber
9	Harvester	jet
10	High Harvester	black sapphire

## THE LAUGHER, THE PASSIONATE ONE, KING OF CLIMAX, FATHER OF WINE, MASTER OF THE GRAPE

**REGIONAL NAMES (HUMAN):** Malmsey (Brandobian), Zymur (Dejy), Kholnarr (Fhokki), Kasatori (Kalamaran), Oowaaw (Reanaarese), Neshvan (Svimohzish)

**RACIAL NAMES (HUMANOID):** Rublim (Dwarven), Jennaentariel (Elven), Sulreen (Gnomish), Ledia (Halfling), Akdren-Ulkromar (Hobgoblin), Grolg (Orc)

**SPHERES OF INFLUENCE:** Passion, wine

**ALIGNMENT:** Evil

**SYMBOL:** Fresh grapes, wine berries or a gaping mouth as if screaming or anticipating a large quantity of wine

**HOLY SYMBOL:** A small sculpture of wine berries

**HOLY DAYS:** During severe storms clerics must smash or destroy valuable items while shouting at the top of their lungs, preferably when drunk. They follow this behavior with hysterical laughter.

**PLACE OF WORSHIP:** Worship of the Laugher can occur anywhere – and often does. Services for the Passionate People begin and end with drink. Libations are made to the god while clerics and worshippers alike tip a glass themselves. The amount of wine drunk at these sessions is substantial, and most of a worshipper's tithe goes toward the purchase of large casks. During the service, winemaking is praised as a glorious profession and the vintner who supplied the wine is usually commended.

Within the faith, there is disagreement over the storage of liquors. While everyone recognizes those spirits whose taste and quality improves over time, some members of the faith refuse to allow for such patience. Instead, they simply allow their desire for strong drink to rule their actions, and thus rarely store wine or other beverages. This occasionally results in members of the Passionate Peoplehood stealing from each other, when one who cannot contain himself tries to get access to the "good stuff" of another member. Such activity is not a violation of the faith, although the thief is expected to make some kind of restitution for any actual damages done to his brother or sister's property.

**COLOR:** Purple

**ANIMAL:** Hyena

**APPEARANCE:** The Passionate One never takes the exact same form twice so there is no accurate representation of the Laugher's form on Tellene.

**CHURCH:** The Order of the Passionate One

**CLERGY:** The Passionate Peoplehood

**RAIMENT:** Purple robes and outlandish hats ranging anywhere from a jester's cap to an executioner's hood. Most Passionate People have considerable collections of headgear.

**SACRIFICE & FREQUENCY:** Valuable items as described under holy days



**ADVANCEMENT:** As a very loose-knit group, there is no formal church order. However, clerics gain personal fame within the Order of the Passionate One through impressive sacrifices.

**CLERICS:** The Passionate Peoplehood believes that the passion of any emotion will attract the favor of their god. They are equally content when blissfully happy, lusty or in a mad rage, as long as the feeling is intense. They enjoy a good brawl or an orgy equally due to the intense emotions evoked by such events. Because of these emotional swings, most people have difficulty getting along with clerics of the Passionate One.

In most areas, the Order is a poorly organized, underground group. Those who dwell in cities spend most of their time in jail. Aside from the minor public disorder the Peoplehood may cause, they are sometimes involved in plots to steal valuable items as a sacrifice to the King of Climax. During severe storms, clerics are sometimes found wandering drunk in nobles' houses searching for valuables to destroy.

Most worshippers of this deity are winemakers who tolerate the more eccentric activities of the Peoplehood. Successful crops and endorsements from the Order are some of the benefits that they may receive for suffering with what many of them believe to be drunken fools. In some places there is a delicate balance between the Order and the local government, especially if there is a powerful winemakers' guild supporting the Laugher's clerics.

The Order of the Passionate One has no set rules, so cults vary regionally. However, one consistent and unbreakable rubric of this faith is that wine (or any liquor) must never be wasted or destroyed. Those who are familiar with this will leave bottles of wine perched precariously on windowsills or leaning against doors to discourage break-ins by the superstitious clerics.

Members of the Passionate Peoplehood go on adventures to find excitement, to spread the joy of the Laugher, and to taste new drinks. In an adventuring party, the Passionate augments her companions with divine magic (adding strong drink when possible), lends a hand in combat and heals them afterwards.

**CHANNELED POWER:** As chaotic lovers of the grape, a Passionate may take the Laugher's Intoxication feat power.

**FRIENDS/ALLIES:** The Thunderer's Temple, the Temple of Strife, the House of Vice, the Church of Chance, the Theatre of the Arts

**FOES/ENEMIES:** The Fraternal Order of Aptitude, the Founder's Creation, the Hall of Oaths, the Courts of Justice, the Home Foundation

**SAYINGS:** Finish that one so I can pour you another! - That sure is a beautiful necklace you have there... - I'm not ash think asth your drunk I am, magish-thrart, hee hee. - Really! I thought this was my estate. I must have been confused by the storm and all. - Shut up and finish your wine! - See you next year in Shyta-na-Doby! - If you can't laugh with 'em, slug 'em! - Nothin' gets the blood pumpin' like a good brawl.

**THE OVERLORD, THE OPPRESSOR, TYRANT OF TELLENE, ENEMY OF THE FREE, BRINGER OF THE NEW ORDER, YIELDER TO NONE, HE WHO BRINGS GODS LOW, SHACKLES**

**REGIONAL NAMES (HUMAN):** Velmn (Brandobian), Asha (Dejy), Dakkar (Fhokki), E'Patali (Kalamaran), Foobi (Reanaarese), Thehzno (Svimohezish)

**RACIAL NAMES (HUMANOID):** Moizarak (Dwarven), Enedeteriel (Elven), Foirin (Gnomish), Shakkran (Halfling), Grebok-Krokramar (Hobgoblin), Vraol (Orc)

**SPHERES OF INFLUENCE:** Oppression, slavery

**ALIGNMENT:** Evil

**SYMBOL:** Mailed fist. After being accepted into the House of Shackles, clerics are branded with the symbol of the Oppressor upon their chests, marking them as servants to the Overlord.



**HOLY SYMBOL:** Gauntlet worn on the right hand

**UNHOLY DAYS:** Summer solstice

**PLACE OF WORSHIP:** Worship of the Overlord takes place in underground temples. A worshipper of the Overlord can look forward to a ritual whipping at his regular services. The worshippers don false shackles and shamble to their beating in a sullen line. The faithful are not allowed to look each other in the eye and the clerics taunt and jeer them during the proceedings. A special magical trinket called a "malefactor" brands a temporary holy symbol on their chest, which fades by the service's end. The entire service, although painless, degrades and humiliates the worshipper.

While legal in most nations, quite a few people still consider slavery uncouth. The practice of slavery and the ownership of slaves is not something most people enjoy discussing. A major effort of the House of Shackles is to promote the greater social acceptance of slavery. Beyond the simple spread of the numbers of slaves and slave owners, the increased stature of the practice will lead to an easier influence in and eventual takeover of the nations of Tellene. As such,

those known to be members of the church are encouraged to maintain the best possible public appearance. By using their favorable reputations and secret influences, the Bringers of the New Order plan to slowly extend their control over increasingly more towns and nations.

**COLORS:** Red and brown

**ANIMAL:** Draft horse

**APPEARANCE:** The Overlord appears either as a disfigured old man or an immense thirty-foot tall being.

**CHURCH:** The House of Shackles

**CLERGY:** Bringers of the New Order

**RAIMENT:** Feared throughout Tellene, clerics of the Evil god of oppression and slavery have a very rigid uniform code, in accordance with their rank in the church. Even when not performing ceremonies or services, Bringers of the New Order tend to wear a small, blackened metal pin with their unholy symbol somewhere on their clothing.

The members of the House of Shackles below the rank of Subjugator wear brown leather headbands, emblazoned with the unholy symbol of the Overlord. Punishment for serious offenses among these low-level clergy is to shackle them to a wall, soak their leather headband in water and then fasten it snugly around their necks. As the headband dries, it constricts and slowly chokes the offender to death.

**SACRIFICE & FREQUENCY:** Heart of a captured escapee once per month.

**ADVANCEMENT:** Advancement in the House of Shackles is gained either through vacancies in the order or through challenge of superiors. Advancement through vacancies means simply waiting for those above the cleric to advance or die. When this occurs the next cleric in line will fill the vacancy. Advancement of this type is slow, especially beyond the level of Slave Driver. Therefore, most Bringers opt for aggressive improvement in rank by challenging superiors.

Challenge does not have to be in the form of combat; it may be a hunt for an item, a contest of taking slaves, etc. However, the superior chooses the contest and if the challenger loses, he is not allowed to

**TABLE 10-31: BRINGERS OF THE NEW ORDER**

Rank	Title	Raiment	Insignia	Maximum # of Clerics
1	Servant	manacles	none	any
1	Disciple	plain white robes	none	any
2	Shackler	brown robes	none	6142
2	Warden	brown robes	one black stripe	3070
3	Slave Driver	brown robes	two black stripes	1534
3	Brander	brown robes	three black stripes	766
4	Slave Master	brown robes	four black stripes	382
5	Subjugator	brown robes and brown hood	one thick black stripe	190
6	Slave Trader	brown robes and brown hood	two thick black stripes	94
6	Oppressor	brown robes with red trim and brown hood	three thick black stripes	46
7	Grand Oppressor	brown robes with red trim and red hood	four thick black stripes	22
8	Master of the Whip	red robes, hood and Master Mask	none	10
9	Grand Master of the Whip	red robes, hood and Grand Master Mask	none	4
10	High Cleric of the Whip	red robes with brown trim, hood and High Cleric Mask	none	1

challenge again for one year. If the superior loses, she is demoted and the challenger assumes her position in the House of Shackles.

Only a limited number of clerics worldwide may hold levels above that of Disciple. Additionally, clerics within a rank are given a number corresponding to their position within that rank, the lower the number, the higher the position. Thus, every Bringer above the level of Disciple knows his exact station.

**CLERICS:** The Bringers of the New Order are bent on world domination with the House of Shackles becoming the sole political, economic, military and religious power throughout Tellene. They believe that they can, and will, conquer the world for their diabolical Master. When that day comes, their god will indeed become the Tyrant of Tellene. The Bringers will do whatever it takes to attain this goal.

Clerics of the Oppressor rarely use brute force to enslave a land. They prefer to work within a government, placing their followers in positions of political power or dominating the current ruler and forcing him to do their bidding. They generally dominate through insidious psychological brainwashing, though they have been known to use less subtle methods on occasion. In any event, the ruler is usually the last to believe he is under the sway of another. If all else fails, Bringers may try blackmail.

In small towns, Bringers may appear as saviors by defending a town from brigands (usually hired by the clergy) or by providing free slave labor to help plant and harvest crops for a starving village. Once they have established themselves within a society, they manipulate the populace to instill their evil ways. Those who do not bow before the Overlord are enslaved. In more remote areas, and when the situation dictates, the clergy may employ swifter and more brutal tactics.

Bringers of the New Order are well trained in the tactics of intimidation, fear and the art of breaking their victim's spirit. By mentally, physically and emotionally dominating their prey, Bringers remove their victims' ability to think for themselves.

Bringers adventure to bring new slaves under their command. They prefer to capture them personally, but gladly take them as prisoners, purchase them or command them into obedience with compulsions if necessary. Within an adventuring party, Bringers are responsible for taking captives and interrogating them if necessary. They can also sell the slaves they capture for profit. Otherwise, Bringers serve well as evil fighters and divine spellcasters.

**CHANNELED POWER:** As enslavers, Bringers may take the Tyranny of the Overlord feat power.

**FRIENDS/ALLIES:** The House of Scorn, the Order of Agony, the Temple of Sleepless Nights, the Parish of the Prolific Coin

**FOES/ENEMIES:** The Face of the Free, the House of Solace, the Parish of love, the Halls of the Valiant

**SAYINGS:** To feel the whip is to feel the burning kiss of the Overlord. - Let your scars be a reminder of who is the master and who is the slave. - My words are your thoughts, we are one. - The will of the Overlord cannot be denied. - Our enemies will be crushed in the fist of the Oppressor.

## RISK, OLD LUCKY, MASTER OF STEALTH, PRINCE OF CHANCE, KING OF THE DICE

**REGIONAL NAMES (HUMAN):** Delneb (Brandobian), Sevyer (Dejy), Pavorr (Fhokki), Rigel (Kalamaran), Miazaar (Reanaarese), Mizar (Svimohzish)

**RACIAL NAMES (HUMANOID):** Gloinum (Dwarven), Landobalaen (Elven), Lanari (Gnomish), Kaepran (Halfling), Luggukagh (Hobgoblin), Prarbag (Orc)

**SPHERES OF INFLUENCE:** Thievery, gambling, luck

**ALIGNMENT:** Evil

**SYMBOL:** Two six-sided dice

**HOLY SYMBOL:** A pair of silver six-sided dice connected by a silver chain

**HOLY DAYS:** New moon (Diadolai)

**PLACE OF WORSHIP:** Worship of Risk can occur anywhere, at any time. Churches and shrines draw no symbolism or power from a particular location. Brief services allow worshippers a chance to compare brave or foolhardy tasks undertaken during the week and be assigned newer and even more dangerous challenges for the next week. Tithes are given in the form of wagers on cards or dice, with the odds stacked heavily (but obviously) in the favor of the house. The Challengers proudly point out that theirs is the only faith on Tellene in which you can not only keep your tithe but also go home richer.

The largest temples of the Church of Chance exist in Bet Kalamar, Bet Bireli, Balelido, and Bet Seder.

Temples of the Church of Chance are glittering buildings designed to attract attention in any way. Ribald images on the walls, exotic slave girls tending to the worshippers, musicians in the faith's employ—anything the clerics can provide to make the temple entertaining to the worshipper is a possibility. The temple construction is usually light and open, with the largest area devoted not to prayer or sermons, but to gambling tables. Dice, cards, booths for placing bets on races or other sporting events, and nearly any gambling venues imaginable fill the space.

Cathedrals are huge affairs, providing a variety of services so that worshippers never have to leave. Rooms are available to rent. Restaurants provide worshippers with food. Luxurious baths refresh the worshippers between activities.

The faith's seat in Prompeldia is one of the most extravagant and excessive buildings on Tellene. It stands nine stories tall, although from a distance it doesn't seem as tall as it really is, since it also extends in a rectangle 100 feet wide and 400 feet long. Despite the illusion, it's clearly the largest building in Prompeldia and one of the largest on Tellene.

**COLORS:** Grey, dark brown, black

**ANIMAL:** Raccoon

**APPEARANCE:** Risk appears as a dark cloaked figure of indistinguishable height, whose face is concealed beneath a hood.

**CHURCH:** Church of Chance

**CLERGY:** Challengers of Fate



**RAIMENT:** The Church of Chance does not require a specific uniform for its clergy, though they tend to favor dark clothing to avoid drawing much attention to their illicit deeds. Gray, dark brown and black are common colors.

**SACRIFICE & FREQUENCY:** A pilfered item or an exceptionally risky task. The theft or task must be accomplished on the first day of the week.

**ADVANCEMENT:** Advancement is based on challenge of superiors. Before advancing, a cleric must defeat a superior in a mission to steal an item for the Church of Chance. A roll of the dice determines the mission that the clerics must undertake. For example: Clerics may be required to steal a magical ring currently in the ownership of a local wizard. If successful, the ring is given to the Church and anything else picked up along the way, the clerics keep for themselves. The higher the clerics' levels, the more risk involved.

**CLERICS:** Clerics and followers of Old Lucky are aggressive in nature. All clerics train in the finer skills of thievery and gambling. Challenges or bets are made on a daily basis just for the sake of doing so. Sometimes Challengers make these bets simply to put others into a risky situation. A dare gone badly will sometimes be remedied by a cleric of Risk as they are rarely intentionally malicious.

The Challengers of Fate are firm believers in taking advantage of any opportunity to gain something, and they believe that the early bird catches the worm. Thus, when adventuring, clerics of Risk will rise early on the first day of the week and steal something. They enjoy taking full advantage of the hospitality of others to set them up as the victims of a con. A Challenger's main goal is to dupe her victim, leaving him none-the-wiser.

Old Lucky never grants favors to his clergy or followers without a dare or bet being involved. He rewards worshippers for taking chances, regardless of the outcome. The Church of Chance runs legal and illegal gambling houses and controls many thieves' guilds.

Challengers of Fate are drawn to the danger of adventuring – a test of their skills, luck and fate. The great risks, balanced by the imminent threat of death, maiming and tragedy, create an irresistible lure for any Challenger.

In an adventuring party, Challengers of Fate provide sound advice on a party's "best" chance of success, but this means "makes for the best story later" rather than "most likely to bring victory." Challengers of Fate like to throw levers, push buttons and taste potions.

**CHANNELED POWER:** As proponents of chaos, Challengers of Fate may take the Risk's Opportunity feat power.

**FRIENDS/ALLIES:** The Confuser of Ways, the Temple of Strife, the Order of the Passionate One, the Parish of the Prolific Coin

**FOES/ENEMIES:** The Founder's Creation, the Fraternal Order of Aptitude, the Hall of Oaths, the Courts of Justice

**SAYINGS:** A first impression is your best chance to take advantage of someone. - Nothing ventured, nothing gained. - Better to regret something you've done than something you have not. - Better to ask forgiveness than permission. - Go for it! What have you got to lose? - With sure swift fingers, no money lingers.

## THE STORM LORD, THE LORD OF THUNDER AND LIGHTNING, BLUEBOLT, THE THUNDERER

**REGIONAL NAMES (HUMAN):** Weyyel (Brandobian), Dofededejy (Dejy), Vrykorr (Fhokki), Bilapi (Kalamaran), Bouri (Reanaarese), Vimanshimozh (Svimohzish)

**RACIAL NAMES (HUMANOID):** Taglek (Dwarven), Faranna (Elven), Dohas (Gnomish), Noala (Halfling), Mokdar-Marrag (Hobgoblin), Puol (Orc)

**SPHERES OF INFLUENCE:** Storms, thunder, lightning

**ALIGNMENT:** Evil

**SYMBOL:** Crossed lightning bolts behind a warhammer

**HOLY SYMBOL:** Small silver warhammer

**HOLY DAYS:** Stormy days. Clerics hold a weeklong festival during the spring rainy season.

**PLACE OF WORSHIP:** The

Tempestions locate their open-air amphitheater temples in areas where storms are common, often near rugged hills or mountains. They conduct religious services in stormy weather (magically created, if necessary) and a bolt of lightning striking within the temple usually marks the crescendo of the rites. Tempestions believe this ritual spares their own followers from severe storms and unleashes the full effects elsewhere.

In isolated coastal towns, a strange practice among a cult of the Storm Lord is taking root. Its adherents believe that the final test for a new cleric of the Storm Lord must be that the person first be drowned to death. The source of this teaching is still a mystery, in spite of repeated magical and mundane investigations. Occasionally, the victim mysteriously revives, with or without the directors of the act rendering strange observances and rituals. Most often, however, there is no cleric of sufficient power nearby to cast the appropriate spells and the victim cannot be raised back to life. The practice spreads fear and distrust among the non-worshippers of the community, and so has been branded the Immersion Heresy. Entire villages have been put to the sword for tolerating the practice, but nothing seems capable of stamping out the practice. With no indication of the source, and no pattern to its spread, the heresy threatens to eat away at the church like cancer.

Temples dedicated to the Thunderer are often open platforms of square flagstones, sometimes with columns around them, but always featuring an open roof to allow clear access to the raw elements. Many of them stand on man-made hills, approached by wide staircases. In areas where lightning commonly strikes, tall iron poles stand at the four corners of the temple. The faithful prefer to build these temples on the highest ground possible in an area stricken by heavy rain and lightning. In the case of a coastal settlement subject to hurricanes or tidal waves, the temple should be on the coast. In an area of tornadoes, the temple should be on a flat plain, far from any major terrain features.



Cathedrals gain their importance not from the number of worshippers or from size, but from the ferocity of the storms they attract or from unusual events that have happened in the region's past. Legend say that upon the death of Thedorus I, thick black storm clouds broiled overhead, with ball lightning skipping from cloud to cloud, but the deluge never struck, and no sound of thunder was ever heard. The Kalamaran faithful say that even the gods lamented the good emperor's passing.

The largest temples to the Storm Lord exist in Bet Kalamar, Aroroleta, and Balelido. The most holy temple location is on the westernmost island in the chain west of Yordon Sound. A tidal wave there destroyed an entire Deji culture, drowning thousands of villages of an ancient civilization that had known no war or conflict for over six hundred years. The temple there is directly on the western shore, and twice a year, the tide reaches up to its base. Because of the temple's simple design and unusual construction (the flagstones on which worshippers stand are the tops of four-ton blocks), it is the only remaining artifact of the island's people.

**COLORS:** Green, blue, silver

**ANIMAL:** None

**APPEARANCE:** The Storm Lord appears as a tall, massively built being. His eye color changes from green to blue. The Thunderer is clad in soaking wet green robes. He wields a huge warhammer (Stormauger), a Spear (Lightningstrike), or a mace (Thunderclap).

**CHURCH:** The Thunderer's Temple

**CLERGY:** Tempestions

**RAIMENT:** No requirements but Tempestions favor green and blue.

**SACRIFICE & FREQUENCY:** Silver pieces on stormy days

**ADVANCEMENT:** Advancement within the church is simply by combat. Church organization varies from region to region. Ranks, titles and responsibilities are nonexistent in some areas. Titles for the Tempestions are shown in the chart.

**CLERICS:** Those that choose to enter the clergy of the Storm Lord are attracted to the raw brute force and indomitable nature of storms. Many clerics and followers are warriors, but others calling on the Storm Lord are simple farmers, hoping for rain. While entranced with the raw power of weather, followers also recognize the disruption it can cause. They therefore seek to mitigate the ill effects that

severe weather can have by attempting to shift these conditions to their enemies.

The Tempestions locate their temples in areas where storms are common. They conduct religious services in stormy weather (magically created, if necessary) and a bolt of lightning striking within the temple usually marks the crescendo of the rites. Tempestions believe this ritual will spare their own followers from severe storms and unleash the full effects elsewhere.

The Tempestions teach that nothing can withstand the power of the storm. The Lord of Thunder and Lightning can turn the greatest mountain and the strongest castle into rubble. The Thunderer can strike down the largest and best trained army in an instant. The Stormlord can easily blow away the largest tree and the biggest ship. When Bluebolt is angered, the wise seek shelter.

The Tempestions accept into their fold only the strongest and swiftest of those seeking to join. Those that become clerics are like storms during battle; Tempestions are swift, sudden, and violent. They lay waste to all in their path.

Clerics are trained in one and two-handed fighting techniques. The two-handed technique is known as "thunder and lightning." In one hand a cleric wields a bludgeoning weapon (representing thunder) and in the other a dagger (representing lightning).

All clerics must have the symbol of the Thunderer tattooed across their arms and chest. New clerics must craft a weapon with which they will become proficient before leaving the temple. When making this weapon, the cleric must follow certain rituals. A branch from an oak tree that lightning has recently struck must light the forge fire. Pure rainwater must cool the metal. Finally, clerics must name their weapon during a tempest.

Tempestions encourage others to fight like them – charge into battle and then attack until all enemies are dead. They use spells that make lots of noise and fling lightning and electricity-based spells around as much as possible. They make no claim to be advisors or guides. They are warriors that crash down on their enemies with the strength of a tidal wave.

**CHANNELED POWER:** Tempestions may take the Power of the Storm Lord feat power.

**FRIENDS/ALLIES:** The Assembly of the Four Corners, the Way of the Berserk, the Face of the Freed, the Order of the Passionate One, the Temple of Strife

**FOES/ENEMIES:** The Temple of Armed Conflict, the House of Solace, the Church of Everlasting Hope

**SAYINGS:** He who can grasp the lightning rides the storm. - There is a storm coming. And its name is Vrykorr (use regional name here). - Wind and rain, fire and light, rolling thunder give me might. - It is like a bolt from the Thunderer. - It is much better to have lightning in the fist than thunder in the mouth.

**TABLE 10-32: TEMPESTIONS**

Rank	Title
1	Fury
2	Fury
3	Cloud Fury
4	Cloud Fury
5	Rain Fury
6	Wind Fury
7	Lightning Fury
8	Lightning Fury
9	Fire Fury
10	Storm Fury

## BLOODCURDLER, PRINCE OF TERROR, SULTAN OF FEAR, MASTER OF HORRORS, OLD SHIVERS, KING OF THE MACABRE, SENDER OF DREAD

**REGIONAL NAMES (HUMAN):** Fintor (Brandobian), Adajy (Dejy), Tannar (Fhokki), Goli (Kalamaran), Vasau (Reanaarese), Owhazi (Svimohzish)

**RACIAL NAMES (HUMANOID):** Benlarr (Dwarven), Kheiskhari (Elven), Gardonn (Gnomish), Sevar (Halfling), Haagul-Naz (Hobgoblin), Hilg (Orc)

**SPHERES OF INFLUENCE:** Fear and nightmares

**ALIGNMENT:** Chaotic evil

**SYMBOL:** Face filled with terror

**HOLY SYMBOL:** Shrunken head

**UNHOLY DAYS:** Unholy days are periodic and announced to the public in advance to inspire fear and nightmares.

**PLACE OF WORSHIP:** Fellows of Terror hold worship in abandoned, haunted or reputedly haunted locations. Services begin with a traditional "ghost story" and involve the consumption of proven or experimental hallucinogenic drugs created by the clerics. Subtle techniques of speech, lighting and pacing heighten the sense of fear among the worshippers.

The greatest Temples of Sleepless Nights are said to exist in Bet Kalamar and Oloseta.

Temples dedicated to this faith show dark, horrific images in morbid detail along their interiors. The exteriors feature gargoyles and other sculptures on the roof, along the exterior walls, and above the entrance. The entrance itself is often depicted as a gaping mouth, usually that of a serpent.

Cathedrals punctuate the terrifying aspects of their construction with permanent illusions that deftly touch each of the senses. They mix elements of the grotesque and the arabesque to shock worshippers of any background or nature. Even paladins have been known to run screaming from their inner chambers.

The faith's holy seat lies deep within the Vohven Jungle, somewhere west of the Izhoven River. The Svimohz who live nearby obey the faith's dictates and aid the clerics of the temple by giving warning of any intruders long before the intruders arrive. The temple is a wide stepped pyramid that rises nearly to the jungle's canopy.

**COLORS:** All

**ANIMAL:** Coal black stallion

**APPEARANCE:** Bloodcurdler always assumes the form of his viewer's worst nightmare.

**CHURCH:** The Temple of Sleepless Nights

**CLERGY:** The Fellowship of Terror

**RAIMENT:** Fellows of Terror wear magical multi-hued robes. These shimmering garments change colors and form right before the viewer's eyes. A cleric of Bloodcurdler will usually wear a mask bearing a grotesque visage. Fellows cover themselves with revolting, hideous tattoos that seem to move and shift of their own accord.



**SACRIFICE & FREQUENCY:** Bloodcurdler requires only fear as a sacrifice. A sacrifice is confined to a cell, drugged to a state of absolute paranoia and literally scared out of his mind. Clerics do these actions repeatedly until the victim dies or is driven permanently insane. Insane victims are released as their deranged babblings help spread the fearful reputation of the Temple of Sleepless Nights.

**ADVANCEMENT:** Advancement is through mortal combat. Once a cleric issues a challenge to a superior, the only rule is that the survivor gains or maintains the ranking position. These combats are the center of a highly ceremonial event and open to the faith's worshippers.

At each rank past 3rd, the Fellow can count on at least one challenge to his rank, and often more. The character must respond to the challenge within one week and must meet it within 30 days, although it is the challenger's duty to come to the higher-ranking character's temple. Ranks have no special titles.

**CLERICS:** The Fellowship of Terror exists for the sole purpose of spreading dread in the name of their master, the Sultan of Fear. These clerics wage psychological warfare, known as the War of the Intangibles, against all sentient beings on Tellene. They believe that once fear is implanted in the mind, the brain will wage war within itself, eventually destroying the victim.

Clerics of Bloodcurdler are masters of alchemy and mind influencing drugs. Even the most powerful and fearless warrior can easily be taken captive when under the influence of a specially concocted powder (-4 penalty on saving throws against fear-based spells). Most clerics conceal such powders within their holy symbol.

In hand to hand combat, it is obvious that these clerics are extremely weak fighters, after all, fear is but an illusion. Therefore, clerics of Bloodcurdler try to avoid battle to maintain their fearsome image. Fellows tend to use hit and run tactics designed to split up their enemies. Bloodcurdler's clerics then hunt down, trap and capture the foes split from the main group.

Fellows of Terror seek to bring fear to all living creatures. They have a fine touch for knowing when to terrorize with subtlety and when to use panic with overwhelming force.

The Fellow of Terror is a group's chief weapon against living foes not immune to fear. The Fellow scatters or weakens enemies with his magical abilities and intimidation, leaving them weakened or helpless against his allies.

**CHANNELED POWER:** As spreaders of fear, Fellows of Terror may take the Bloodcurdler's Robes feat power.

**FRIENDS/ALLIES:** The Order of Agony, the Church of Endless Night, the Congregation of the Dead, the House of Knives.

**FOES/ENEMIES:** The Face of the Free, the Assembly of Light and the Theater of the Arts.

**SAYINGS:** When you sleep sound, we will soon be around. - The war within thyself has begun. - Fear is the mind killer. - All Tellene trembles before the Prince [of Terror].

**THE CONFUSER OF WAYS, THE GREAT DECEIVER, MASTER OF MISCHIEF, ADDLER, FATHER OF ALL FALSEHOODS, LORD OF ILLUSION, THE GREAT IMPOSTOR, THE NEW CREATOR, ETC., ETC.**

**REGIONAL NAMES (HUMAN):** The Confuser of Ways is known by many different names in every land.

**RACIAL NAMES (HUMANOID):** Being of more ancient stock than humans, some humanoids do have mythical names for the Confuser, passed down from long ago. These names are as follows: Guralk (Dwarven), Valamariel (Elven), Feim (Gnomish), Galirem (Halfling), Rondarg-Thallinat (Hobgoblin), Gung (Orc)

**SPHERES OF INFLUENCE:** Lies, deceit, mischief

**ALIGNMENT:** Chaotic evil

**SYMBOL:** Snake head with extended tongue

**HOLY SYMBOL:** Same as symbol of deity

**UNHOLY DAYS:** Seemingly at random, yet, once a year, a special meeting, called the Gathering, is held where all Impostors gather to tell tales of mischief and deeds from the past year. It is at this time that new initiates are inducted into the fold. The time and place of the Gathering varies from region to region and year to year. It is said that it is easier to catch a greased leprechaun than to find the local Gathering.

**PLACE OF WORSHIP:** Other deities temples, anywhere

**COLORS:** Various

**ANIMAL:** Snake

**APPEARANCE:** The Great Impostor usually appears in the likeness of some other deity. It is said that the Lord of Illusions prefers the image of the Creator above all others. His true appearance is known only to the Creator and, perhaps, a handful of other gods.

**CHURCH:** No formal church. May be called the Church of Confusion, Church of Deceit, Church That is Not, etc.

**CLERGY:** No formal clergy, but they are often referred to as the Impostors.

**RAIMENT:** Clerics of the Confuser of Ways make an effort to wear garments typically worn by clerics of other religions during their own clerical ceremonies. During services, Impostors always wear masks to hide their identity.

**SACRIFICE & FREQUENCY:** Items from other religions' temples and altars

**ADVANCEMENT:** Without a formal church, the Impostors have no means of rank advancement.

Impostors excel at hiding their identity not only from other faiths but from each other as well. The faith's main growth comes from direct divine inspiration from the Confuser of Ways or one of his immortal servants. Growth through personal contact is less important to this faith than the more open ones.

Impostors advance in ranks of the church they are infiltrating, meeting all the prerequisites for advancing as normal. Impostors are

incapable of deceiving the gods, however, and so gain only limited benefits from advanced ranks. Impostors gain the ecclesiastical rights, social status, stipends, followers, and magic items as would any other cleric. They do not, however, gain any supernatural, spell-like or similar abilities that would come from a given rank. It requires a truly gifted Imposter to advance to the higher ranks of other churches, but the damage they can inflict to a faith in those positions is frightening.

An Imposter that is discovered and cast out of the faith she impersonates loses all benefits immediately (except monetary and other such gifts, unless she chooses to surrender them voluntarily). The Imposter must begin again in another location or another faith, starting at rank 1. Before embarking on another such mission, the Imposter must atone for her crime of being caught. Until she atones, the Imposter cannot cast any spells.

**CLERICS:** Clerics of the Great Deceiver always attempt to pass themselves off as something that they are not. They travel about the land in disguise creating mischief wherever they roam and ultimately seeking to destroy or ruin all that is good and orderly. A favorite strategy is to gain a victim's trust by befriending and helping him and then bringing about his destruction through lies and deception. If done properly, the prey of an Impostor will never even know they were duped. An Impostor could even be a high ranking member of another church, striving to sow the seeds of discord and create rebellion and infighting through lies and deception. Impostors are particularly fond of snakes and will often be found raising them or in possession of one.

Clerics of the Great Deceiver will often conduct religious ceremonies and rituals in the temple or on the sacred site of another deity. Their favorite target is a temple dedicated to a good or lawful deity, preferably the Courts of Justice. At odd hours, Impostors and followers of the Master of Mischief sneak into these temples to perform their unholy rites and acts of desecration.

Impostors do not work well with each other or with open allies. They work thickly surrounded by enemies, since all other faiths are their enemies. Because of their intense secrecy, they sometimes work at odds with each other; two different Impostors working within the same temple and subverting each other's work is a common enough tale across Tellene.

**CHANNELED POWER:** As masters of confusion and deceit, Impostors may take the Confuser's Tongue feat power.

**FRIENDS/ALLIES:** The Temple of Strife. No other church trusts them enough to call them allies.

**FOES/ENEMIES:** The Hall of Oaths, the Courts of Justice

**SAYINGS:** May the truth be suffocated in a coil of lies. - The key to victory is deception. - Never let truth get in the way of a good lie. - One good lie can breed days of mischief. - All truth is but an illusion, for if others believe your deception it becomes truth. - Strive for a world in which every truth is born on the wings of a falsehood. - The power to deceive is the greatest of all powers, for it is the power to create; it is the power to create reality for others from the depths of your own imagination. - Oh, what a tangled web we weave!





**HATEMONGER, EMPEROR OF SCORN, THE  
DESPISER, SLAYER OF THE INFERIOR, LORD OF  
INTOLERANCE, PURGE OF TELLENE, HATER OF  
ELVES (OR DEJY, HALFLINGS, HOBGOBLINS,  
KALAMARANS, ETC.)**

**REGIONAL NAMES (HUMAN):** Mormov (Brandobian), Thananany (Dejy), Jhekkarr (Fhokki), P'Rakeke (Kalamaran), Peasor (Reanaarese), Slazhozh (Svimohzish)

**RACIAL NAMES (HUMANOID):** Gordal (Dwarven), Calereria (Elven), Golmel (Gnomish), Rendravan (Halfling), Kortak-Tuvaghaz (Hobgoblin), Bugdush (Orc)

**SPHERES OF INFLUENCE:** Hate, bigotry

**ALIGNMENT:** Chaotic evil

**SYMBOL:** Golden scepter on a blue background

**HOLY SYMBOL:** Small golden scepter

**UNHOLY DAYS:** Quarter Moon (Diadolai)

**PLACE OF WORSHIP:** Temples to Hatemonger exist in cities and large towns. Huge cathedrals exist in Eldor and other intolerant nations. Altars also exist in righteous lands; however, these are well hidden in cellars and the like. Services among the House of Scorn are irregular. Slanderous rants against the most "threatening" minority race are the highlight of these events, followed by some unsanctioned (but encouraged) act of hatred. The clerics deliberately increase the violence of these attacks over time. They might begin by encouraging their followers to destroy fields, and then throw rocks through a person's windows, followed by direct personal attacks that result in a beating or even murder. If a cleric is apprehended or killed, the next most senior cleric takes his place.

**COLORS:** Gold, dark blue

**ANIMAL:** Jackal

**APPEARANCE:** Hatemonger appears as a perfect physical specimen of the same race as the observer. When angry, Hatemonger changes his facial features to those of a jackal.

**CHURCH:** House of Scorn

**CLERGY:** The Purgers

**RAIMENT:** During special ceremonies and lynchings, clerics wear beautiful golden robes. Level is indicated by a number of unholy symbols sewn or otherwise imprinted on the back of the robe. In this manner, rank is not always immediately apparent, and Purgers are judged by their race rather than rank. Otherwise, they dress in whatever clothing is appropriate. The Purgers tend to favor clothing with their unholy colors.

**SACRIFICE & FREQUENCY:** Lynchings, performed at least once a month. Victims are usually foreigners or races considered inferior. If a lynching is not possible, clerics must desecrate or destroy works of art or other goods that are representative of, and have strong sentimental value to, another race.

**ADVANCEMENT:** Although this religion varies from region to region, advancement is usually attained through seniority and number of converts gained.



**CLERICS:** Different sects of the House of Scorn exist in all nations. Each race and every kingdom has a different church. Although these sects sometimes cooperate, they are frequently at war with one another. This is entirely due to the teachings of Hatemonger.

The Purgers of each cult preach hatred and scorn for all other races, peoples, nations and religions. This naturally causes each House to despise the others. Alliances are formed only when it is mutually beneficial to put aside their differences, such as when a more hated third party is present.

Each House of Scorn attempts to breed hatred and anger toward the other races. This extends to prejudices between the different human races. Thus, Fhokki are instructed to not only detest dwarves, but other humans as well and wood elves are taught to hate high elves, etc. It is said that it was the Houses of Scorn that caused the high elves and the dark elves to war when Tellene was still young.

The Purgers preach the superiority of their own race. Each House of Scorn teaches that its congregation has been chosen to rule over all. To this end, the clerics of the Slayer of the Inferior seek to cleanse the taint of other races from their people. Foreigners are either enslaved or lynched. This is known as the Purging.

Purgers adventure to remove minority elements from their land. Each Purger is responsible for the "purity" of her area of responsibility, and Purgers of different races or cultures consider each other to be impurities. Purgers refuse to work with a mixed group of races, except as slaves. They strive to keep this situation constant, regardless of their current short-term goals. If they must work with other races, they secretly arrange for them to soon be killed in combat.

**CHANNELED POWER:** As evil, intolerant breeders of hate, Purgers may take the Hatemonger's Scorn feat power.

**FRIENDS/ALLIES:** The Courts of Inequity, the House of Shackles, the House of Knives

**FOES/ENEMIES:** The Parish of Love, the House of Solace, the Church of Everlasting Hope, the Temple of the Stars

**SAYINGS:** Love and friendship are for the weak and ignorant. - Unity and purity are most noble goals. - We shall not rest until the land is pure. - Those of our kind that oppose us shall be the first to die. - It's the drop [hanging] for you, half-breed!

**TABLE 10-33: PURGERS**

Rank	Title	Raiment
1	Purger	golden robe with one unholy symbol
2	Purger	golden robe with two unholy symbols
3	Purger	golden robe with three unholy symbols
4	Purger	golden robe with four unholy symbols
5	Purger	golden robe with five unholy symbols
6	Purger	golden robe with six unholy symbols
7	Purger	golden robe with seven unholy symbols
8	Purger	golden robe with eight unholy symbols
9	Purger	golden robe with nine unholy symbols
10	Great Purger	golden robe with ten unholy symbols

**ILL-LUCK, CREATOR OF STRIFE, BRINGER OF THE [DROUGHT, FLOOD, RAIN, SNOW, HEAT, COLD, ETC.], KING OF DISHARMONY, MAKER OF DISSENSION, HE WHO BRINGS MISFORTUNE, DISCORDANT ONE**

**REGIONAL NAMES (HUMAN):** Eprel (Brandobian), Kokyt (Dejy), Thydorr (Fhokki), Ranaka (Kalamaran), Veuxoo (Reanaarese), Zhamaz (Svimohzish)

**RACIAL NAMES (HUMANOID):** Gloran (Dwarven), Shambourki (Elven), Kerra (Gnomish), Mometh (Halfling), Vakkro-Gur-Haad (Hobgoblin), Bolg (Orc)

**SPHERES OF INFLUENCE:** Discord, foul weather, misfortune

**ALIGNMENT:** Chaotic evil

**SYMBOL:** Varies regionally; common examples are: storm clouds, a twister or a tidal wave

**HOLY SYMBOL:** Spatially impossible geometric shape atop a crooked stick. The existence of this shape is a miracle granted by Ill-Luck.

**UNHOLY DAYS:** Day of foul weather at least once per month. These, of course, vary regionally.

**PLACE OF WORSHIP:** Most worship takes place in temples, or outdoors on unholy days. The most important places of worship for the Minions of Misfortune are said to exist in Crandolen, Bet Kalamar, Aroroleta and Oloseta.

Minions travel as part of their doctrine. They have few temples, although the humanoid tribes they visit might have a small cave set aside for worship services. Individual clerics spend much effort building altars and shrines in isolated places (usually caves, mountaintops, or other places where trespassers are unlikely to encounter them).

**COLORS:** Clashing, usually red, green and orange

**ANIMAL:** Raven and black cat

**APPEARANCE:** Ill-Luck takes many forms but always appears disheveled and his clothing is always bright, colorful and clashing.

**CHURCH:** Temple of Strife

**CLERGY:** Minions of Misfortune

**RAIMENT:** The spiritual leadership of the Temple of Strife has no uniform. They wear robes or tunics of their choosing, but always put together from bright, clashing colors. Interestingly, this fashion statement hinders the religion from gaining significant ground among the aristocracy.

**SACRIFICE & FREQUENCY:** Must sacrifice salt on a daily basis. A sentient being once per month, usually one who has been extremely lucky or fortunate.

**ADVANCEMENT:** Advancement within the church is granted to those who show a particularly high aptitude for wreaking havoc on society. (Minions have no rank titles.)

**Special Requirements:** Minions of Misfortune may not marry. While far from celibate, the priesthood is forbidden from entering into marriage so that there would be no emotional restrictions on spreading misery whenever the opportunity arises. The doctrine does

not prohibit pretending to be married, but emotional attachments are discouraged.

**CLERICS:** The Minions of Misfortune and their congregations travel about the lands bringing misfortune wherever they roam. Members of the Temple of Strife seek to disrupt harmony and plunge Tellene into a vortex of chaos. They exist in small numbers in all nations but they are numerous in the east and seem to prefer deserts and wastelands.

Minions closely follow local weather patterns and are always present during times of foul weather. They continually seek to cause misfortune by heightening poor weather conditions. For instance, during a drought, they might pollute the wells; before a windstorm, they might secretly loosen structural supports and bonds.

Minions hate the luckier people of the world and, if given the opportunity, try to cause misfortune in the lives of such individuals. If possible, the fortunate one will be given as a sacrifice to Ill-Luck. If they cannot abduct the lucky one for sacrifice, clerics will try to cause misfortune by destroying his crops, poisoning his livestock, burning his house, etc. These actions cause paranoia. In fact, they have given rise to a gambler's saying: "Save some luck for escaping Ill-luck." It has even become tradition among some superstitious gamblers to deliberately lose their final three games. This is done almost universally during stormy nights.

The Temple of Strife has gained some notoriety for their ability to make favorable alliances with humanoids. Because of this, many humanoid shamans worship Ill-Luck and are often active within the predominantly human Temple of Strife. The alliances are usually geared toward making war on the local humans or humanoids.

When the Minions can muster enough humanoids to form a massive army, they will descend upon a human populace. Foul storms of titanic proportions always precede these wars and the actual assault always occurs during the height of the storm. During battle, some of the Minions of Misfortune will play bagpipes, cymbals, horns and drums. Their chaotic, disturbing tunes urge Ill-luck's troops into the fray and announce to their enemies the strife to come.

Minions of Misfortune adventure in order to bring strife to those who have more than their fair share of luck. They steal from the rich, scar the beautiful and maim the happy. Rarely welcome in a group of peers because of the bad luck they seem to bring with them, Minions of Misfortune are usually the leaders of small groups of trouble-makers.

**CHANNELED POWER:** As chaotic bringers of strife, Minions of Misfortune may take the Ill-Luck's Misfortune feat power.

**FRIENDS/ALLIES:** The Thunderer's Temple, the Assembly of the Four Corners, the Way of the Berserk, the Impostors

**FOES/ENEMIES:** The Church of Chance, the Founder's Creation, the Parish of Love, the Theater of the Arts, the House of Solace

**SAYINGS:** It's a fine, foul day for a battle. - Strife and dissension should be shared by all. - Sometimes misfortune has nothing to do with chance. - Better bad luck than no luck at all.



**LOCUST LORD, HARBINGER OF HUNGER,  
BARON OF STARVATION, PROVIDER OF FAMINE,  
CROPSLAYER, BEASTFOULER, GLUTTONOUS  
ONE, DEVOURER OF ALL**

**REGIONAL NAMES (HUMAN):** Calnsib (Brandobian), Shynadyr (Dejy), Dhadd (Fhokki), Alu (Kalamaran), Eoru-Roerar (Reanaarese), Zhazaz (Svimohzish)

**RACIAL NAMES (HUMANOID):** Fuoro (Dwarven), Laberel (Elven), Gulrath (Gnomish), Geflen (Halfling), Korrogaz-Melrak (Hobgoblin), Vagar (Orc)

**SPHERES OF INFLUENCE:** Famine, hunger, starvation

**ALIGNMENT:** Chaotic evil

**SYMBOL:** Goblet with a hole in the bottom and death oozing out

**HOLY SYMBOL:** Ornate goblet with a hole in the bottom

**UNHOLY DAYS:** Waning moon (Diadolai). Winter is an especially unholy season for the Gaunt.

**PLACE OF WORSHIP:** Services to the Locust Lord take place in wilderness temples. The House of Hunger's regular services involve the creation of an elaborate meal, including fresh bread and savory sweets. Anything that smells tasty is appropriate. During the service, which includes hymns, parables and a sermon, worshippers must endure the groaning of their stomachs and parched throats. Finally, after waiting patiently, they destroy the food in an act of sacrifice.

**COLORS:** Grey and burgundy

**ANIMAL:** Locust

**APPEARANCE:** A large, grotesque and inconceivably obese being with tiny arms and legs. The gluttonous Locust Lord is always munching on some morsel of rich food.

**CHURCH:** The House of Hunger

**CLERGY:** The Gaunt

**RAIMENT:** Grey robes are worn by followers and worshippers. Burgundy colored robes are worn by the Gaunt. Level within the House of Hunger is denoted by the color of the trim on the hood and cuffs. Clerics and followers alike wear brass skullcaps.

**SACRIFICE & FREQUENCY:** Livestock and burnt or spoiled crops during the waning moon. Clerics fast when a special favor is required and may not eat for at least twelve hours before praying for spells. Prisoners are always starved as a tribute to the Cropslayer.

**ADVANCEMENT:** Advancement is through nomination and then election (both are done by superiors). Clerics must fast for two weeks, taking in only liquids before advancing to the next position.

**CLERICS:** Clerics and followers of the Beastfouler practice fasting as a way of life. They sacrifice food and fast to appease their god. To spread famine, the Gaunt will secretly destroy a town's food source. This usually involves the poisoning of livestock and the burning of crops. Then, when all seems lost, the evil clerics march into town leading carts laden with food. Under the guise of saviors, they will attempt to become town council members or officials. If successful,

they will soon gain control of the town's food supply. Slowly they will cut back on the food, telling stories of failed crops, locust swarms and diseased livestock.

When the townsfolk become weak and dependent, the Gaunt begin to actually starve them. This, of course, causes anger, usually to the point of revolt. The Gaunt handle this rebellious behavior by agreeing to redistribute the available food. They give no food at all to the biggest protesters and give the dissidents' shares to the others. The Gaunt take the main protesters captive and secretly starve them as a sacrifice to the Cropslayer. They inform the others only that the naysayers departed for greener pastures and that those remaining may help themselves to the deserters' food, land and valuables. Most townsfolk neither complain nor dare question this new boon.

When rebellion becomes inevitable, the Gaunt will destroy whatever is left of the food stores and flee. Done properly, the Gaunt will depart just before winter, leaving the town with no food supplies during the upcoming cold season.

The Gaunt adventure to despoil the bounty of the Raiser, and to eliminate stores of foodstuffs harbored for later. They attack merchants who carry food, farmers who produce food and enemy clerics that create food magically.

The Gaunt serves as advisor, when plans need to be made, and divine spellcaster, in defense of the party. In any group, the Gaunt insists on being in charge of food and drink. Naturally, those who delay the Gaunt in his goals receive less food, if any.

**CHANNELED POWER:** As evil devotees and spreaders of hunger, Gaunt may take the Hunger of the Locust Lord feat power.

**FRIENDS/ALLIES:** The Conventicle of Affliction, the Congregation of the Dead

**FOES/ENEMIES:** The Church of Everlasting Hope and the Home Foundation

**SAYINGS:** The green horde cometh. - Your flock will be stricken and your crops will wither before Cropslayer. - Only the Gluttonous One can save you from your hunger. - We will swarm our enemies like locusts do the fields.



**TABLE 10-34: GAUNT**

Rank	Title	Raiment
1	Gaunt	Gray
2	Gaunt	White
3	Gaunt	Brown
4	Gaunt	Red
5	Gaunt	Orange
6	Gaunt	Blue
7	Gaunt	Purple
8	Gaunt	White
9	Gaunt	Silver
10	Gaunt	Gold

## ROTLORD, KING OF AFFLICTION, BRINGER OF PLAGUE, LORD OF THE PUTRID, PRINCE OF CARRION, PRINCE OF PESTILENCE

**REGIONAL NAMES (HUMAN):** Drelmn (Brandobian), Shathy (Dejy), Dahann (Fhokki), Fetor (Kalamaran), Xeakue (Reanaarese), Moshohn (Svimohzish)

**RACIAL NAMES (HUMANOID):** Lignar (Dwarven), Gherhimn (Elven), Treibaen (Gnomish), Alvear (Halfling), Azzabrak-Kathal (Hobgoblin), Rudash (Orc)

**SPHERES OF INFLUENCE:** Disease, plague, vermin

**ALIGNMENT:** Chaotic evil

**SYMBOL:** A rotting, worm-eaten head

**HOLY SYMBOL:** A piece of rotting flesh

**UNHOLY DAYS:** Varies regionally

**PLACE OF WORSHIP:** Followers of the Rotlord meet to worship in sewers, dunghills, dumps and refuse piles, at the waning quarter of each moon. The steps of the sacrifice (see Sacrifices, below) are carried out in measured steps, each of which is preceded by prayer and recitation from the faithful.

Grooming and bathing of any sort is considered scandalous behavior among the faithful, and the use of perfumes and soaps is a violation of the faith. Similarly, cleaning of the home or the washing of clothes, bedsheets, cups or silverware is also considered sinful. In short, these filthy individuals avoid any activity that could inhibit the spread of illness and disease.

**COLORS:** Drab yellow and sickly green

**ANIMAL:** Rat

**APPEARANCE:** The Lord of the Putrid takes many forms, but his body is always covered with festering sores, oozing boils and the like.

**CHURCH:** The Conventicle of Affliction

**CLERGY:** The Pestilent Ones

**RAIMENT:** Clerics may wear any garb they like, but it must be dirty, rotting and covered with offal. Higher level clerics prefer drab yellow or sickly green colored robes.

**SACRIFICE & FREQUENCY:** Healthy individuals or animals every waning quarter moon (all moons). The sacrifice is typically tortured, then horribly disfigured and finally inflicted with a rotting disease and left to decompose in a cell.

**ADVANCEMENT:** The Pestilent Ones' main ceremony of advancement requires them to be cured of all diseases and then infected with at least one new one. Pestilent Ones have no rank designations among themselves, and their name varies from region to region and race to race. In all cults, a Pestilent One must possess, have survived, or been cured of a number of different diseases equal to the rank he wishes to attain.

When Pestilent Ones advance within the Conventicle, their superiors cure them of their maladies and inflict them with new diseases. If a cleric does not advance fast enough or please his superiors, he will eventually die of his disease. Because of this situa-

tion, low-level Pestilent Ones are the most fanatical clerics found on Tellene.

**CLERICS:** The vile, revolting physical appearance of a Pestilent One is but a small glimpse of the evil that festers in his heart and mind. All clerics of the Rotlord are infected with a contagious, terminal disease. Those not already afflicted with such a malady are secretly contaminated during initiation. Aside from the obvious intent of spreading pestilence in the name of the Rotlord, this infecting ceremony serves a very important purpose: it insures obedience and loyalty throughout the ranks of the Conventicle of Affliction. Lower level clerics must show proper devotion to the Bringer of the Plague and do the bidding of their superiors or they will not be cured of their affliction when it becomes life threatening.

When Pestilent Ones advance within the Conventicle their superiors cure them of their maladies and inflict them with new diseases. If a cleric does not advance fast enough or please his superiors, he will eventually die of his disease. Because of this situation, low level Pestilent Ones are the most fanatical clerics found on Tellene.

Many of these ailments are outwardly visible, often causing large boils and open, oozing sores. The mere sight of some of the higher level Pestilent Ones inspires fear and revulsion.

Lycanthropy (wererat) is very common within the Conventicle of Affliction. It is rumored that the Rotlord grants lycanthropy only to loyal followers who have done some outstanding deed or service. To be so inflicted is considered a great honor among the Pestilent Ones, thus, a cleric of the Rotlord will never willingly spread this disease.

The Pestilent Ones travel the lands inflicting disease on others. They typically dwell in large cities where they inhabit the sewers. There, they set up foul altars and spread their maladies among rats and other sewer vermin. Ultimately, the Pestilent Ones will strive to gain access to and contaminate the city's water sources.

Clerics of the Lord of the Putrid are cowards when it comes to personal combat. They prefer to ambush their enemies or weaken them by contaminating food and water supplies or by spreading disease in the camp of their foes.

Clerics of the Bringer of the Plague are often people who have been shunned by society because of an already present malady. These people seek the clergy for various reasons: in hopes of being cured, to find companionship among others with similar disorders or, most often, to exact some measure of revenge on those who rejected them.

**CHANNELED POWER:** As spreaders of disease, Pestilent Ones may take the Rotlord's Malady feat power.

**FRIENDS/ALLIES:** The House of Hunger, the Congregation of the Dead

**FOES/ENEMIES:** The Temple of the Three Strengths, the House of Solace, the Church of Everlasting Hope

**SAYINGS:** A plague on your household. - Feel my disease. - A pox on you and your kindred. - When the King of Affliction has smothered Tellene in pestilence, he will remember his flock and he will grant the Pestilent Ones the power to control all who would choose to live.



**THE SILENT SLAYER, THE SELLER OF SOULS,  
THE UNSEEN ONE, FATHER OF MURDER,  
PROVIDER OF RETRIBUTION, THE VENGEFUL  
ONE, THE VINDICATOR, THE AVENGER**

**REGIONAL NAMES (HUMAN):** Frinta (Brandobian), Dotogyr (Dejy), Skrokkor (Fhokki), P'Lipu (Kalamaran), Zael (Reanaarese), Imohn (Svimohzish)

**RACIAL NAMES (HUMANOID):** Kezek (Dwarven), Valandar (Elven), Yumas (Gnomish), Narokam (Halfling), Guldarr-Thorbrog (Hobgoblin), Vadash (Orc)

**SPHERES OF INFLUENCE:** Murder, revenge

**ALIGNMENT:** Chaotic evil

**SYMBOL:** Skull-headed scorpion with blood dripping from its stinger

**HOLY SYMBOL:** Silver scorpion

**UNHOLY DAYS:** New moon (Veshemo and Diadolai)

**PLACE OF WORSHIP:** Followers of the Silent Slayer worship in underground temples. The House of Knives meets irregularly, although their meetings always take place during the dark of any moon. The "dark of the moon" is important symbolism among the faith, representing both the surreptitiousness of their activities and the public ignorance of an assassin's presence. This simple dualism is a cornerstone of the faith.

According to local rumor, the House of Knives is making great strides in the nation of Zazahni, with its constantly shifting political scene and years of animosity among the Great Houses. The ever-widening circle of retribution makes the church rich in coin and influence. It is even possible the ranking Veiled Priest may attempt to seize control of this Kingless Land should the situation deteriorate much further.

**COLORS:** Red and black

**ANIMAL:** Scorpion

**APPEARANCE:** The Silent Slayer appears as a short, thin being with jet black hair and eyes. He is clad in black leather and cloak.

**CHURCH:** House of Knives

**CLERGY:** The Veiled Priesthood

**RAIMENT:** The Veiled Priesthood wear red robes and/or black armor. Each bears a red and black tattoo of a scorpion, usually on the inner thigh. Clerics of the Silent Slayer only wear their priestly robes when in the House of Knives because they wish to keep their affiliation hidden when in public.

**SACRIFICE & FREQUENCY:** Revenge once per month

**ADVANCEMENT:** Advancement within the House of Knives is based on meritorious acts and is granted by superiors. Superiors measure merit, at least partially, by clandestine missions successfully completed in the name of the Silent Slayer.

Unlike most other faiths, the Veiled Priesthood has no title distinctions among priests. Instead, clerics wear knotted cords at their belt they increase in length with the number of assassinations they performed. The distinction is difficult to make at higher ranks because



a recent trend among senior clerics has been to add a knot for each assassination ordered or commanded as well as those undertaken personally. Thus, a single murder might allow a dozen involved clerics to claim a knot.

**CLERICS:** The Veiled Priesthood is like an ill wind, you cannot see it, but you know it exists. These clerics keep their identity and the location of their temple absolutely secret. A member of the Veiled Priesthood would rather die a thousand horrible deaths than risk angering the Silent Slayer by revealing the location of one of his Houses.

Assassins often pay homage to the Silent Slayer and virtually every assassins' guild houses an altar dedicated to him. Indeed, the House of Knives runs and operates many assassins' guilds. While it is true that the Veiled Priesthood receives profit and favors for their work, they do not kill to gain worldly goods. They kill to please their dark god. For they believe that the Silent Slayer sells the souls of those slain by his clerics to the god of death or to any other god who would claim a soul.

Some say that a cleric of the Silent Slayer can read the vengeful thoughts in a person's mind. The cleric then persuades that person to either act upon those thoughts himself or hire the cleric to exact his revenge. Still others say that it is the Silent Slayer himself who plants the seeds of murder and revenge in a person's head and sends his clerics to reap the evil harvest. In any case, the person who hires a Veiled Priest is allowed to name her exact revenge and the cleric will carry out the instructions precisely as requested. Of course, this work is not without price.

The payment for assistance is two-fold: money is paid and a favor is owed to the House of Knives. The favor may be called upon at any time and could be anything. For example, if a prince received help gaining the throne, the Veiled Priesthood might request money, a special item of power, that a cleric or follower of the Silent Slayer be appointed to an important position or a combination of these. Failure to pay leads to certain and horrible retribution.

Adventures for Veiled Priests are missions given to them by their superiors or (in the case of high ranking Veiled Priests) mandates of the faith. They might involve working alone but more often involve working with a small team. Each member of this team has a specific mission: guard, distraction, assassin, etc.

**CHANNELED POWER:** As murderers and assassins, Veiled Priests may take the Silent Slayer's Touch feat power.

**FRIENDS/ALLIES:** The Congregation of the Dead, the Temple of Sleepless Nights, the Parish of the Prolific Coin, the Church of Endless Night

**FOES/ENEMIES:** The Halls of the Valiant, the Church of Everlasting Hope, the Founder's Creation, the House of Solace, the Hall of Oaths

**SAYINGS:** Your soul will bring a good price. - Murder is such sweet revenge. - Feel my sting. - Like a scorpion, a Veiled Priest must strike swiftly and accurately, but most importantly, the sting must be deadly. - Revenge is a meal best served cold. - Guard your soul well, lest it become mine.

**THE VICELORD, THE INSULTER, HIS IMMENSENESS, ABASER, THE INDOLENT ONE, MASTER OF DEPRAVITY, SLAYER OF MORALS, VIOLATOR OF THE PURE, THE RAVISHER, SODOMIZER OF ALL**

**REGIONAL NAMES (HUMAN):** Almnas (Brandobian), Jy (Dejy), Larr (Fhokki), Lamako (Kalamaran), Foobia (Reanaarese), Zohszi (Svimohzish)

**RACIAL NAMES (HUMANOID):** Minakil (Dwarven), Lhaghari (Elven), Lothoeloth (Gnomish), Noorshar (Halfling), Stirnoggul-Brog (Hobgoblin), Grurg (Orc)

**SPHERES OF INFLUENCE:** Vice, sloth

**ALIGNMENT:** Chaotic evil

**SYMBOL:** Varies regionally. Two of the more popular symbols are an image of a male boar wearing a crown and a pure white pearl impaled on a brown spike.

**HOLY SYMBOL:** Boar genitals or tusks wrapped in hair taken from the shaved head of a recent convert

**UNHOLY DAYS:** The unholy day for this perverted religion is the first day of Autumn. On this day above all others the Vicelords continuously engage in all possible vices. Any local festival that presents the opportunity for large scale carousing on the part of the masses becomes an unholy day for the Vicelords. If the festival is in the honor of another deity, the Vicelords will seek to pollute the festival through their depraved antics.

**PLACE OF WORSHIP:** Services often take place underground in cities or towns, provided that the ground allows for such subterranean construction. Temples of the House of Vice are little more than brothels.

In addition to the brothels and temples common to urban communities, small shrines (usually maintained by one or two priests) stand along likely resting places of long wilderness trails. Such shrines might lie near the mid point of a trail, or near a source of clean water, or at an oasis. At these places, the priests can more easily seduce the weary and lonely traveler.

Worship involves pampering, extravagance and decadence. Instead of standing on a crowded floor, worshippers lie on silken pillows or sofas, fed and fanned by attractive slaves. The impassioned exhortations of other priesthoods are replaced by soft cooing and gentle suggestions. Sometimes the lead cleric is entirely absent – a poignant testimony to the sloth encouraged by the Vicelord.

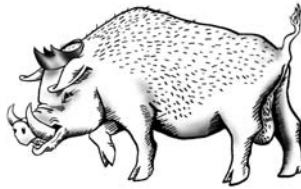
**COLOR:** Brown

**ANIMAL:** Male boar

**APPEARANCE:** His Immenseness often takes the form of a large animal, although the Slayer of Morals rarely takes the same form twice. In any guise, the Violator of the Pure always appears as an incredibly obese, sexually aroused male.

**CHURCH:** Known as the House of Vice, however, there is no formal church order.

**CLERGY:** Known simply as the Vicelords or the Insulters



**RAIMENT:** A cleric's whole body must be clean shaven. While in public these clerics wear simple brown togas, although sudden and complete exposure is not at all uncommon. Insulters wear bronze skullcaps that double as bowls for eating and drinking. They perform rituals and sacrifices in the nude.

**SACRIFICE & FREQUENCY:** Young virgins, male or female, are defiled then converted or murdered. New converts are sought after continuously. Clerics of other religions are the Ravisher's preferred targets.

**ADVANCEMENT:** Advancement is granted by superiors, supposedly through meritorious acts and number of converts. Underlings are generally forced to serve their superiors in all ways. However, since the House of Vice has no formal church doctrine, each local chapterhouse has its own traditions and customs regarding the rate of advancement, duties and titles held.

**CLERICS:** The Insulters tend to be truly disgusting, unkempt and overweight individuals. They have a penchant for violent sexual offenses and children are a favorite prey. One goal of this loathsome group is to defile temples of other deities by performing lewd and unspeakable acts on the god's altar. Obscene acts involving the other god's sacred animal also seem to be preferred activities. Luckily for the rest of the world they believe in the concept, "Why do tomorrow what you can put off until next week?"

The Vicelords believe that they will be granted special favors by His Immenseness if they can trick innocent victims into willingly defiling the temple of their own patron. It is said among the Vicelords that the Abaser has beguiled several other deities' high clerics into transgressions of performing indecencies on top of their own god's altar.

This cult has one of the largest followings of all the evil faiths; Vicelords thrive in all civilized areas. Due to their desire to warp and destroy the morals of others, all good and decent folk hate the Vicelords. However, most towns tolerate them because they are rarely caught committing a major offense and they control most houses of prostitution (and most areas do not consider houses of ill-repute evil).

Vicelords who advocate the virtues of sloth do not adventure unless they have no other recourse. Others adventure to defile enemy clerics, to encourage vice and to profane good things. Because of their emphasis on laziness, Vicelords do not often have active roles in any group. When they do work, they tempt others to evil, using any lure at their disposal, including sex, power and wealth.

**CHANNELED POWER:** As lustful deviants, Vicelords may take the Vicelord's Grasp feat power.

**FRIENDS/ALLIES:** The Impostors, the Temple of Sleepless Nights, the Order of the Passionate One.

**FOES/ENEMIES:** The Insulters hate the Home Foundation above all others. They also hate the Fraternal Order of Aptitude, the Church of the Life's Fire, the Hall of Oaths, the Parish of Love.

**SAYINGS:** Lewdness is best performed on the innocent. - Purity is a state most easily cured. - Why do tomorrow what you can put off until next week? - Only those who do not labor are not slaves.

**TABLE 10-34: THE CELESTIAL COUNCIL (LAWFUL GOOD AND GOOD)**

Alignment & Deity	Spheres of Influence	Priesthood	Church	Canon
LG Caregiver	mercy, hope, healing	The Merciful Fates	Church of Everlasting Hope	Every Cloud
LG The Eternal Lantern	day, light, dawn, sun	The Order of Light	The Assembly of Light	The Radiant Order
LG The Founder	law, order, cities	Builders of Law	The Founder's Creation	Keystones
LG Holy Mother	home, industriousness, marriage	The Brotherhood of Industry	The Home Foundation	The Home
LG The Peacemaker	peace, comfort	The Peacemakers	House of Solace	Amities
LG Speaker of the Word	honor, oaths, ethics	Keepers of the Word	The Hall of Oaths	The Word
LG The Swift Sword	chivalry, valor	Servants of the Swift Sword	Halls of the Valiant	To Serve
LG The True	justice, truth	Truthseekers	The Courts of Justice	Judgment
G Ablutor	beauty, moon	Moonknights	Church of the Night's Beauty	True Beauty
G The Coddler	restful sleep, dreams, aspirations	Dream Weavers	Church of the Silver Mist	Tranquility
G The Great Huntress	archery, hunting, patience	The Golden Arrows	Temple of the Patient Arrow	One Arrow
G The Liberator	happiness, liberty, freedom	Messengers of Liberty	The Face of the Free	Liberation
G The Pure One	love, harmony	Children of Love	Parish of Love	The Way of Love
G Raconteur	art, poetry, music, humor	The Merry Muses	Theater of the Arts	Creation
G The Raiser	fertility, agriculture, harvest, life	Friends of the Fields	The Church of the Life's Fire	Blessings of the Land
G The Traveler	travel, stars	The Journeymen	Temple of the Stars	The Endless Journey

**TABLE 10-35: THE CELESTIAL COUNCIL: HOLY COLORS AND DIVINITY**

Alignment & Deity	Colors	Channeled Divinity (Feat Power)
LG Caregiver	Sky blue, rainbow, silver	Caregiver's Mercy
LG The Eternal Lantern	White, yellow, gold	Eternal Lantern's Light
LG The Founder	Blue, red	Founder's Endurance
LG Holy Mother	White, blue, gray	Holy Mother's Reward
LG The Peacemaker	Sky blue, lt. green, lavender	Peacemaker's Warding
LG Speaker of the Word	Red, silver	Speaker's Oath
LG The Swift Sword	Blue, gold, white	Armor of the Swift Sword
LG The True	White, gold	Blade of the True
G Ablutor	Silver	Ablutor's Face
G The Coddler	Midnight blue, light gray, silver	Coddler's Rest
G The Great Huntress	Green, brown	Accuracy of the Huntress
G The Liberator	Black, gray, white	Liberator's Resistance
G The Pure One	White, pastels, floral	Pure One's Grace
G Raconteur	Red, gold	Touch of the Raconteur
G The Raiser	Brown, green	Raiser's Reaping
G The Traveler	Yellow, black, silver	Swiftness of the Traveler

**TABLE 10-36: THE CELESTIAL COUNCIL: WEAPONS, SYMBOLS, AND ANIMALS**

Alignment & Deity	Weapon*	Symbol of Deity	Holy Symbol	Sacred Animal
LG Caregiver	Quarterstaff	Psi symbol w/circle above center vertical, upon a rainbow	Medallion bearing psi symbol	Dog
LG The Eternal Lantern	Mace	Half sun shining over horizon	Shiny half sun emblem	Rooster
LG The Founder	Warhammer	Sword and red bricks on blue background	Red brick	Bee
LG Holy Mother	Throwing hammer	House encircled by ring	Two linked metal rings	Beaver
LG The Peacemaker	Quarterstaff	Two hands clasped in friendship	Small carving of clasped hands	Sheep
LG Speaker of the Word	Mace	Open book	Canon entitled "The Word"	Lion
LG The Swift Sword	Greatsword	Golden eye on blue/white diamond patterned field	Blue/white patterned cloth bearing golden eye symbol	White stallion
LG The True	Longsword	Scale balanced on golden sword	Small golden sword or tiny scale	Falcon
G Ablutor	Rapier	Full moon breaking through clouds	Full moon emblem	Owl
G The Coddler	Halberd	Crossed hands resting on chest as if sleeping	Small pillow or blessed sand	Felines
G The Great Huntress	Shortbow or longbow	Hawk with spread wings on a green background	Gold or silver hawk's head or hawk w/ spread wings	Hawk
G The Liberator	Longsword	Eagle claw on black	An eagle's claw	Eagle
G The Pure One	Spear	Dove over a white rose	Silver rose	Dove
G Raconteur	Club	Theatrical mask or jester hat	Tiny theatrical mask	Peacock
G The Raiser	Sickle	Blazing hearth	Pouch of seeds or sheaf of wheat	Deer
G The Traveler	Quarterstaff	Shooting star on a black background	A silver star	Pigeon

\*The preferred weapon of each deity and clergy.

**TABLE 10-37: THE GRAY ASSEMBLY (UNALIGNED)**

Deity	Spheres of Influence	Priesthood	Church	Canon
Battle Rager	battle, chaos, berserking, courage	Brothers in Blood	The Way of the Berserk	Let the Rage Take You
The Bear	nature	Brotherhood of the Bear	Conventicle of the Great Tree	Laws of Nature
The Coinmaster	money, business, greed	The Profiteers	Parish of the Prolific Coin	The Ledger
Eye Opener	wisdom	Seekers of Sagacity	The Order of Thought	The Epiphanies
Mother of the Elements	elements	The Keepers of the Four Corners	Assembly of the Four Corners	Fundamentals
The Mule	math, science, invention, reasoning	Brothers in Logic	The Fraternal Order of Aptitude	Enlightenment
The Old Man	war, power, strategy	Order of the Pike	Temple of Armed Conflict	The Way of Strategy
PowerMaster	medicine, strength	Seekers of the Three Strengths	Temple of the Three Strengths	The Triad
Queen Destiny	time, fate, prophesy	The Prophets	The Inevitable Order of Time	The Fortunes
The Riftmaster	magic	The Keyholders	Temple of Enchantment	The Balance
The Watcher	wanderers, lonliness	The Watchers	We of the Watchers	New Paths

**TABLE 10-38: THE GRAY ASSEMBLY: HOLY COLORS AND DIVINITY**

Deity	Colors	Channeled Divinity (Feat Power)
Battle Rager	Blue, red	Battle Rager's Ferocity
The Bear	Green, brown	Defense of the Bear
The Coinmaster	Gold, silver, platinum	Coinmaster's Negotiation
Eye Opener	Light brown	Eye Opener's Blessing
Mother of the Elements	Brown (earth), silver (air), red (fire), blue (water)	Elements' Respect
The Mule	Gray	Mule's Reasoning
The Old Man	Green, white	Old Man's Training
PowerMaster	Blue, white, silver	Powermaster's Invigoration
Queen Destiny	Light green, silver	Queen Desinty's Favor
The Riftmaster	Black, white	Riftmaster's Gift
The Watcher	Gray, brown, green, white	Watcher's Observation

**TABLE 10-39: THE GRAY ASSEMBLY: WEAPONS, SYMBOLS, AND ANIMALS**

Deity	Weapon*	Symbol of Deity	Holy Symbol	Sacred Animal
Battle Rager	Handaxe	Crossed swords behind a double-bladed axe	Small silver sword or double-bladed axe	Wolverine
The Bear	Quarterstaff	Huge oak tree	Silver acorn	Bear
The Coinmaster	Flail	Golden weight scale	Miniature balanced scale	Livestock
Eye Opener	Quarterstaff	Owl in flight grasping a beech staff in its talons	Silver owl pendant or a beech staff	Owl
Mother of the Elements	Air: Shortbow Earth: Sling Fire: Scimitar Water: Trident**	Circle divided into four parts with each cult/element represented in one corner	Air: Silver bird figurine Earth: Gem stone Fire: Obsidian flame Water: Coral wave	Albatross (air), mole (earth), salamander (fire), clam (water)
The Mule	Crossbow	Triangle within a circle, within a square	Silver piece with stamped holy symbol	Mule
The Old Man	Halberd	Crossed polearms	Tiny replica of two crossed polearms	War dog
PowerMaster	Greatclub	Mountain rising up through cloud	Equilateral triangle w/blue, white, silver angles	Ox
Queen Destiny	Quarterstaff	Silver crescent moon and three stars on a light green background	Silver crescent moon	Crow
The Riftmaster	Dagger	Platinum key	Colored key according to church rank	Dragon
The Watcher	Quarterstaff	Winding road disappearing over a hill, or a winged staff	Intricately carved walking stick topped by feathered wings	Coyote

\*The preferred weapon of each deity and clergy.

\*\*1d8 damage; take other statistics from javelin.



**TABLE 10-40: THE FIENDISH (EVIL AND CHAOTIC EVIL)**

Alignment & Deity	Spheres of Influence	Priesthood	Church	Canon
E The Corruptor	envy, injustice, jealousy	The Covetous Ones	The Courts of Inequity	Longings
E The Dark One	darkness, dusk, night	Knights of the Black Pit	Church of Endless Night	Book of Endless Night
E The Flaymaster	pain, hurt, torture, cold	Ministry of Misery	Order of Agony	Sweet Pain
E Harvester of Souls	death, underworld	The Harvesters	The Congregation of the Dead	Final Word
E The Laugher	passion, wine	The Passionate Peoplehood	The Order of the Passionate One	The Gift of Passion
E The Overlord	oppression, slavery	Bringers of the New Order	The House of Shackles	Subjugation
E Risk	thievery, gambling, luck	Challengers of Fate	Church of Chance	Chances
E The Storm Lord	lightning, thunder, storms	Tempestions	The Thunderer's Temple	Sky's Fury
CE Bloodcurdler	nightmares, fear	The Fellowship of Terror	Temple of Sleepless Nights	Indescribable Horrors
CE The Confuser of Ways	lies, deceit, mischief	The Imposters	Church of Confusion	Invisible Lives
CE Hatemonger	bigotry, hate	The Veiled Priesthood	House of Scorn	The Stone Tablets
CE Ill-luck	discord, misfortune, foul weather	Minions of Misfortune	Temple of Strife	Catastrophes
CE Locust Lord	famine, hunger, starvation	The Gaunt	The House of Hunger	Swarms
CE Rotlord	sickness, disease, plague, vermin	The Pestilent Ones	The Conventicle of Affliction	Endless Decay
CE The Silent Slayer	murder, revenge	The Purgers	House of Knives	Ill Wind
CE The Vicelord	vice, sloth	Vicelords or Insulters	House of Vice	Innocent Pleasures

**TABLE 10-41: THE FIENDISH: UNHOLY COLORS, SPELLS, AND DIVINITY**

Alignment & Deity	Colors	Channeled Divinity (Feat Power)
E The Corruptor	Green	Misery of the Corruptor
E The Dark One	Black	Blanket of the Dark One
E The Flaymaster	Ice blue	Flaymaster's Frost
E Harvester of Souls	Black, bone white	Harvester's Reward
E The Laugher	Purple	Laugher's Intoxication
E The Overlord	Red, brown	Tyranny of the Overlord
E Risk	Gray, dark brown, black	Risk's Opportunity
E The Storm Lord	Green, blue, silver	Power of the Storm Lord
CE Bloodcurdler	all colors	Bloodcurdler's Robes
CE The Confuser of Ways	various	Confuser's Tongue
CE Hatemonger	Gold, dark blue	Hatemonger's Scorn
CE Ill-luck	Clashing red, green, orange	Ill-luck's Misfortune
CE Locust Lord	Gray, burgundy	Hunger of the Locust Lord
CE Rotlord	Drab yellow, sickly green	Rotlord's Malady
CE The Silent Slayer	Red, black	Silent Slayer's Touch
CE Vicelord	Brown	Grasp of the Vicelord

**TABLE 10-42: THE FIENDISH: WEAPONS, SYMBOLS, AND ANIMALS**

Alignment & Deity	Weapon*	Symbol of Deity	Holy Symbol	Sacred Animal
E The Corruptor	Longsword	Tipped scales resting on a goat's skull	Tiny golden scales (unbalanced)	Goat
E The Dark One	Greataxe	An eyeless raven gripping a bloody eye	Small leather pouch full of sacrifices	Bat
E The Flaymaster	Dagger	Dagger with blood dripping off the blade	Bloodied dagger	Hornet
E Harvester of Souls	Scythe	Skull and scythe	Small golden sickle	Skeletal dragon
E The Laugher	Club	Fresh grapes, wineberries, or a gaping mouth	Small sculpture of wineberries	Hyena
E The Overlord	Spiked Chain	Mailed fist	Gauntlet worn on the right hand	Draft horse
E Risk	Dagger	Two six-sided dice	Silver six-sided dice on a silver chain	Raccoon
E The Storm Lord	Warhammer	Crossed lightning bolts behind a warhammer	Small silver warhammer	—
CE Bloodcurdler	Greatsword	Face filled with terror	Shrunk head	Black stallion
CE The Confuser of Ways	Club	Snake head with extended tongue	Emblem of hissing snake	Snake
CE Hatemonger	Club	Golden sceptre on a dark blue background	Small golden sceptre	Jackal
CE Ill-luck	Flail	Various regionally (i.e.: dark storm clouds, twister or tidal wave)	Spatially impossible geometric shape atop a crooked stick	Raven or black cat
CE Locust Lord	Mace	Goblet with a hole in the bottom and Death (hooded skeleton) oozing out	Ornate goblet with a hole in the bottom	Locust
CE Rotlord	Flail	Rotting, worm-eaten head	Piece of rotting flesh	Rat
CE The Silent Slayer	Dagger	Skull-headed scorpion with blood dripping from its stinger	Silver scorpion	Scorpion
CE The Vicelord	Greatclub	Varies regionally (i.e.: male boar wearing a crown)	Boar genitals or tusks wrapped in hair from a convert	Male boar

\*The preferred weapon of each deity and clergy.

## CHANNELED DIVINITY FEATS

Each of the following feat powers require the Channel Divinity class feature, and worship of the appropriate deity.

### ABLUTOR'S FACE

*Ablutor blesses you with the silver radiance of the moon.*

**Use:** Encounter

**Categories:** Divine, Implement, Radiant

**Action:** Standard

**Range:** Close burst 1 (3 at 11th level, 5 at 21st level)

**Target:** All lycanthropes in burst

**Attack:** Wisdom vs. Will

**Hit:** The target suffers 1d12 + Wisdom modifier radiant damage, and is stunned until the end of your next turn. This radiant damage improves to 2d12 at 5th level, adding another d12 at 11th, 15th, 21st, and 25th level (to a maximum of 6d12 at 25th level).

**Special:** You cannot use this power unless your character worships Ablutor and you take this power as a feat.

### ACCURACY OF THE HUNTRESS

*The Great Huntress grants precision to those who need it most.*

**Use:** Encounter

**Categories:** Divine, Weapon

**Action:** Standard

**Range:** Ranged Weapon

**Effect:** You gain a +1 power bonus to attack rolls against your target when all your allies are closer to your target than you.

**Special:** You cannot use this power unless your character worships the Huntress and you take this power as a feat.

### ARMOR OF THE SWIFT SWORD

*The Swift Sword protects those who worship him.*

**Use:** Encounter

**Categories:** Divine

**Action:** Minor

**Range:** Personal

**Trigger:** An enemy scores a hit on you.

**Effect:** You gain a +2 power bonus to AC against further attacks from that enemy until the end of your next turn.

**Special:** You cannot use this power unless your character worships the Swift Sword and you take this power as a feat.

### BATTLE RAGER'S FEROCITY

*The Battle Rager gives you a fighting spirit to overwhelm your enemy.*

**Use:** Encounter

**Categories:** Divine, Weapon

**Action:** None

**Range:** Melee Weapon

**Trigger:** An enemy scores a hit on you.

**Effect:** You gain a +2 power bonus to attack rolls against that enemy until the start of your next turn.

**Special:** You cannot use this power unless your character worships the Battle Rager and you take this power as a feat.

### BLADE OF THE TRUE

*The True helps you punish those who speak falsehoods.*

**Use:** Daily

**Categories:** Divine, Weapon

**Action:** Standard

**Range:** Melee Weapon

**Requirement:** You must be wielding a longsword.

**Target:** A creature revealed as a liar by the Discern Lies ritual

**Attack:** Strength vs. AC

**Hit:** 2[W] damage + Strength modifier damage, and the target is marked. If you score a critical hit on your marked enemy, you gain a power bonus (equal to your Wisdom modifier) to the damage roll against it.

**Special:** You cannot use this power unless your character worships the True and you take this power as a feat.

### BLANKET OF THE DARK ONE

*The Dark One fills your enemy's eyes with darkness.*

**Use:** Encounter

**Categories:** Divine, Implement

**Action:** Standard

**Range:** 10

**Target:** One creature

**Attack:** Wisdom vs. Will

**Effect:** The target is blinded until the end of your next turn.

**Special:** You cannot use this power unless your character worships the Dark One and you take this power as a feat.

### BLOODCURDLER'S ROBES

*The Bloodcurdler blesses the shimmering, multi-hued raiment of your faith.*

**Use:** Encounter

**Categories:** Divine, Fear, Implement, Radiant

**Action:** Minor

**Range:** 5

**Target:** One creature

**Attack:** Wisdom vs. Will

**Effect:** The target suffers a -5 penalty to Perception checks and is dazed until the end of your next turn.

**Special:** You cannot use this power unless your character worships the Bloodcurdler and you take this power as a feat.

### CAREGIVER'S MERCY

*The Caregiver provides aid to those who help others in need.*

**Use:** Daily

**Categories:** Divine, Implement

**Action:** Standard

**Range:** Personal

**Effect:** You can make a Religion check and apply half its result as a bonus to your next Heal check.

**Special:** You cannot use this power unless your character worships the Caregiver and you take this power as a feat.

### CODDLER'S REST

*The Coddler favors those who take time to rest.*

**Use:** Encounter

**Categories:** Divine, Implement, Sleep

**Action:** Standard

**Attack:** Melee touch

**Target:** One creature

**Attack:** Wisdom vs. Will

**Effect:** Until the end of your next turn, the target falls unconscious (save ends).

**Special:** You cannot use this power unless your character worships the Coddler and you take this power as a feat.

### COINMASTER'S NEGOTIATION

*Your efforts in business please the Coinmaster.*

**Use:** Daily

**Categories:** Divine, Implement

**Action:** Standard

**Range:** Personal

**Effect:** You can make a Religion check and apply half its result as a bonus to your next Diplomacy check.

**Special:** You cannot use this power unless your character worships the Coinmaster and you take this power as a feat.

### CONFUSER'S TONGUE

*The Confuser of Ways favors those who use lies and deception to snare their enemies.*

**Use:** Daily

**Categories:** Divine, Implement

**Action:** Standard

**Range:** Personal

**Effect:** You can make a Religion check and apply half its result as a bonus to your next Bluff vs. Insight check.

**Special:** You cannot use this power unless your character worships the Confuser of Ways and you take this power as a feat.

### DEFENSE OF THE BEAR

*The Bear gives you the power to protect nature from itself.*

**Use:** Encounter

**Categories:** Divine, Implement, Radiant

**Action:** Standard

**Range:** Close burst 1 (3 at 11th level, 5 at 21st level)

**Target:** All natural beasts in burst

**Attack:** Wisdom vs. Will

**Hit:** The target suffers 1d12 + Wisdom modifier radiant damage, and is stunned until the end of your next turn. This radiant damage improves to 2d12 at 5th level, adding another d12 at 11th, 15th, 21st, and 25th level (to a maximum of 6d12 at 25th level).

**Special:** You cannot use this power unless your character worships the Bear and you take this power as a feat.

### ELEMENTS' RESPECT

*The Mother of the Elements aids you when her creatures become unruly.*

**Use:** Encounter

**Categories:** Divine, Implement, Radiant

**Action:** Standard

**Range:** Close burst 1 (3 at 11th level, 5 at 21st level)

**Target:** All elementals in burst

**Attack:** Wisdom vs. Will

**Hit:** The target suffers 1d12 + Wisdom modifier radiant damage, and is stunned until the end of your next turn. This radiant damage improves to 2d12 at 5th level, adding another d12 at 11th, 15th, 21st, and 25th level (to a maximum of 6d12 at 25th level).

**Special:** You cannot use this power unless your character worships the Mother of the Elements and you take this power as a feat.

### ETERNAL LANTERN'S LIGHT

*When darkness looms, the Eternal Lantern gives you the power to banish it.*

**Use:** Daily

**Categories:** Conjuration, Divine

**Action:** Standard

**Range:** Personal

**Target:** You

**Effect:** For 10 minutes, your body glows with divine light, shedding light for a distance of 5 squares in every direction. Allies gain a +1 power bonus on saving throws while within this light.

**Special:** You cannot use this power unless your character worships the Eternal Lantern and you take this power as a feat.

### EYE OPENER'S BLESSING

*In a battle of wits, the Eye Opener helps you come out on top.*

**Use:** Encounter

**Categories:** Divine

**Action:** Standard

**Range:** Close burst 1

**Target:** All allies within burst

**Effect:** Until the end of your next turn, the target receives a +2 power bonus to Will defense.

**Special:** You cannot use this power unless your character worships the Eye Opener and you take this power as a feat.

### FLAYMASTER'S FROST

*The chilling nature of the Flaymaster has fortified your body.*

**Use:** Encounter

**Categories:** Divine

**Action:** Standard

**Range:** Personal

**Effect:** Until the end of your next turn, you have resist cold 5 + a number equal to your Wisdom modifier.

**Special:** You cannot use this power unless your character worships the Flaymaster and you take this power as a feat.

### FOUNDER'S ENDURANCE

*The Founder favors you with the endurance of a stone.*

**Use:** Encounter

**Categories:** Divine

**Action:** Standard

**Range:** Close burst 1

**Target:** All allies within burst

**Effect:** Until the end of your next turn, the target receives a +2 power bonus to Fortitude defense.

**Special:** You cannot use this power unless your character worships the Founder and you take this power as a feat.

### GRASP OF THE VICELORD

*A perverse touch greatly amuses the Vicelord.*

**Use:** Encounter

**Categories:** Divine, Implement, Necrotic

**Action:** Standard

**Range:** Melee touch

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 1d12 + Charisma modifier necrotic damage, and you receive a number of temporary hit points equal to your Charisma modifier.

**Special:** You cannot use this power unless your character worships the Vicelord and you take this power as a feat.

### HARVESTER'S REWARD

*Serving the Harvester of Souls brings rewards from beyond the grave.*

**Use:** Encounter

**Categories:** Divine, Implement

**Action:** Standard

**Range:** Close blast 3

**Target:** All undead in blast

**Effect:** Until the end of your next turn, targeted undead receive a +2 bonus to Will saving throws.

**Special:** You cannot use this power unless your character worships the Harvester of Souls and you take this power as a feat.

### HATEMONGER'S SCORN

*Breeding anger for another race endears you to Hatemonger.*

**Use:** Encounter

**Categories:** Divine, Implement, Necrotic

**Action:** Standard

**Range:** Close burst 1 (3 at 11th level, 5 at 21st level)

**Target:** All humanoids of a single race within burst.

**Attack:** Wisdom vs. Will

**Hit:** The target suffers 1d12 + Wisdom modifier necrotic damage, and is stunned until the end of your next turn. This necrotic damage improves to 2d12 at 5th level, adding another d12 at 11th, 15th, 21st, and 25th level (to a maximum of 6d12 at 25th level).

**Special:** When you first purchase this feat, you must choose one race that its power will affect. Choices are limited to specific humanoids (dwarf, elf, hobgoblin, and so on), humanoid half-breeds (half-elf, half-hobgoblin, etc.), and human subraces (Brandobian, Kalamaran, and so on). The race must be different from your own. This choice is permanent.

You cannot use this power unless your character worships Hatemonger and you take this power as a feat.



A Keyholder, Brother of the Bear, Prophet, Profiteer, and Keeper of the Four Corners (fire cult).

### HOLY MOTHER'S REWARD

*The Holy Mother aids those who protect others.*

**Use:** Encounter

**Categories:** Divine, Healing

**Action:** Standard

**Range:** Melee touch

**Target:** You and one ally

**Effect:** Until the end of your next turn, you and your ally gain resist 2 to all damage. If either you or your ally moves more than 1 square away from each other (not adjacent), the power ends prematurely.

**Special:** You cannot use this power unless your character worships the Holy Mother and you take this power as a feat.

### HUNGER OF THE LOCUST LORD

*The Locust Lord smiles on those who fast.*

**Use:** Encounter

**Categories:** Divine, Implement, Necrotic

**Action:** Minor

**Range:** 5

**Target:** One creature

**Attack:** Wisdom vs. Will

**Effect:** The target is weakened until the end of its next turn.

**Special:** You cannot use this power unless your character worships the Locust Lord and you take this power as a feat.

### ILL-LUCK'S MISFORTUNE

*Ill-Luck imbues you with a fraction of his chaotic power.*

**Use:** Daily

**Categories:** Divine, Implement

**Action:** Standard

**Range:** 5

**Target:** One creature

**Attack:** Charisma vs. Will

**Effect:** The target must roll his next attack twice and use the lower of the two rolls.

**Special:** You cannot use this power unless your character worships Ill-Luck and you take this power as a feat.

### LAUGHER'S INTOXICATION

*The Laughter makes your weapon's touch feel like a bad last night at the tavern.*

**Use:** Encounter

**Categories:** Divine, Weapon

**Action:** Standard

**Range:** Melee Weapon

**Requirement:** You must be wielding a club or greatclub.

**Target:** One creature

**Attack:** Wisdom vs. Will

**Hit:** 1[W] + Strength modifier damage, and the target is dazed and suffers a penalty to Reflex defense equal to 1 + your Wisdom modifier until the end of your next turn.

**Special:** You cannot use this power unless your character worships the Raconteur and you take this power as a feat.

### LIBERATOR'S RESISTANCE

*The Liberator gives you aid in your fight against oppression.*

**Use:** Encounter

**Categories:** Divine, Implement

**Action:** Standard

**Range:** Close burst 1

**Target:** All allies in burst

**Effect:** Until the end of your next turn, the target gains a +2 power bonus on saving throws to end the restrained condition.

**Special:** You cannot use this power unless your character worships the Liberator and you take this power as a feat.

### MISERY OF THE CORRUPTER

*The Corrupter revels in seeing the pain of others.*

**Use:** Daily

**Categories:** Divine, Zone

**Action:** Standard

**Range:** Close blast 3

**Target:** All creatures within the blast

**Effect:** Until the end of your next turn, the blast zone becomes magically sensitive to bloodied creatures. When you begin your turn, you gain a +1 power bonus to your attack rolls and damage rolls for every bloodied target in the zone.

**Special:** You cannot use this power unless your character worships the Corrupter and you take this power as a feat.

### MULE'S REASONING

*The Mule rewards those who seek knowledge.*

**Use:** Encounter

**Categories:** Divine

**Action:** Minor

**Range:** 5

**Target:** You or one ally

**Effect:** Until the end of your next turn, the target gains a power bonus (equal to 1 + your Intelligence modifier) on his next Knowledge skill check.

**Special:** You cannot use this power unless your character worships the Mule and you take this power as a feat.

### OLD MAN'S TRAINING

*The Old Man rewards those who persevere.*

**Use:** Encounter

**Categories:** Divine

**Action:** Minor

**Range:** 10

**Target:** You or one ally

**Effect:** The target gains a +2 power bonus to the second attack roll he makes against a creature.

**Special:** You cannot use this power unless your character worships the Old Man and you take this power as a feat.

### PEACEMAKER'S WARDING

*The Peacemaker blesses those who suffer for others.*

**Use:** Daily

**Categories:** Charm, Divine

**Action:** Standard

**Range:** 5

**Trigger:** An enemy scores a hit on you.

**Target:** One creature

**Attack:** Wisdom vs. Will

**Effect:** Until the end of your next turn, the target cannot attack anyone but you. In addition, your number of healing surges increases by two, and you add your Wisdom modifier to the hit points regained from your healing surges.

**Special:** You cannot use this power unless your character worships the Peacemaker and you take this power as a feat.

### POWER OF THE STORM LORD

*The Storm Lord approves of those who reduce their foes to rubble.*

**Use:** Encounter

**Categories:** Divine, Implement, Lightning

**Action:** Standard

**Range:** Close burst 1 (3 at 11th level, 5 at 21st level)

**Target:** All constructs in burst

**Attack:** Wisdom vs. Reflex

**Hit:** The target suffers 1d12 + Wisdom modifier lightning damage. This lightning damage improves to 2d12 at 5th level, adding another d6 at 11th, 15th, 21st, and 25th level (to a maximum of 6d12 at 25th level).

**Special:** You cannot use this power unless your character worships the Storm Lord and you take this power as a feat.

### POWERMASTER'S INVIGORATION

*Your strength of body, spirit, and mind pleases the Powermaster.*

**Use:** Daily

**Categories:** Divine, Implement

**Action:** Standard

**Range:** Personal

**Effect:** Until the end of your next turn, you gain a +2 power bonus to Fortitude, Reflex, and Will defense.

**Special:** You cannot use this power unless your character worships the Powermaster and you take this power as a feat.

### PURE ONE'S GRACE

*Promoting love and harmony confers the favor of the Pure One upon you.*

**Use:** Encounter

**Categories:** Divine, Implement

**Action:** Standard

**Range:** 5

**Trigger:** An ally is stunned

**Target:** One ally

**Effect:** You end the stunned condition on the target.

**Special:** You cannot use this power unless your character worships the Pure One and you take this power as a feat.

### QUEEN DESTINY'S FAVOR

*Queen Destiny shows you how best to strike down your foe.*

**Use:** Daily

**Categories:** Divine

Immediate Reaction

**Range:** Personal

**Effect:** Reroll your next damage check and use the best roll.

**Special:** You cannot use this power unless your character worships Queen Destiny and you take this power as a feat.

### RAISER'S REAPING

*The Raiser aids those who are not afraid to get their hands dirty.*

**Use:** Daily

**Categories:** Divine, Implement

**Action:** Standard

**Range:** Personal

**Effect:** You can make a Religion check and apply half its result as a bonus to your next Nature check.

**Special:** You cannot use this power unless your character worships the Raiser and you take this power as a feat.

### RIFTMASTER'S GIFT

*The Riftmaster supports all true students of magic.*

**Use:** Daily

**Categories:** Divine, Implement

**Action:** Standard

**Range:** Personal

**Effect:** You can make a Religion check and apply half its result as a bonus to your next Arcana check.

**Special:** You cannot use this power unless your character worships the Riftmaster and you take this power as a feat.

### RISK'S OPPORTUNITY

*Risk rewards those who take chances.*

**Use:** Encounter

**Categories:** Divine

**Action:** Minor

**Range:** Personal

**Trigger:** You are adjacent to an enemy.

**Effect:** Until the end of your next turn, and while you are adjacent to that enemy, another creature's attack against you has a 50% chance of striking your adjacent enemy instead.

**Special:** You cannot use this power unless your character worships Risk and you take this power as a feat.

### ROTLORD'S MALADY

*The Rotlord's malady makes even the healthiest character feel weak.*

**Use:** Encounter

**Categories:** Divine, Implement, Necrotic

**Action:** Standard

**Range:** Close burst 1

**Target:** All creatures in burst

**Attack:** Wisdom vs. Fortitude

**Effect:** The targets' next two healing surges restore only 1 hit point.

**Special:** You cannot use this power unless your character worships the Rotlord and you take this power as a feat.

### SILENT SLAYER'S TOUCH

*The Silent Slayer has put a blessing on your blade.*

**Use:** Daily

**Categories:** Divine, Weapon

**Action:** Standard

**Range:** Melee Weapon

**Effect:** Until the start of your next turn, your light blade deals poison damage with each successful strike. The target suffers ongoing 5 poison damage (save ends) until the end of the encounter. If the blade is already coated with poison, the effects of this power supersede it.

**Special:** You cannot use this power unless your character worships the Silent Slayer and you take this power as a feat.

### SPEAKER'S OATH

*When you swear to defeat a creature, the Speaker of the Word aids you in your task.*

**Use:** Daily

**Categories:** Divine, Psychic

**Action:** Minor

**Range:** 5

**Trigger:** An enemy scores a hit on you.

**Effect:** Until the end of your next turn, whenever you take damage, this enemy suffers psychic damage equal to half that amount.

**Special:** You cannot use this power unless your character worships the Speaker of the Word and you take this power as a feat.

### SWIFTNES OF THE TRAVELER

*The Traveler blesses those who appreciate the journey more than the destination.*

**Use:** Encounter

**Categories:** Divine

**Action:** Minor

**Range:** Personal

**Target:** You

**Effect:** Until the end of your next turn, your speed increases by 2.

**Special:** You cannot use this power unless your character worships the Traveler and you take this power as a feat.

### TOUCH OF THE RACONTEUR

*Your performances are blessed by the Raconteur.*

**Use:** Encounter

**Categories:** Divine

**Action:** Standard

**Range:** Close burst 1

**Target:** All allies within burst

**Effect:** Until the end of your next turn, the target receives a +2 power bonus to Reflex defense.

**Special:** You cannot use this power unless your character worships the Raconteur and you take this power as a feat.

### TYRANNY OF THE OVERLORD

*The Overlord blesses those who bow before him.*

**Use:** Encounter

**Categories:** Divine, Implement

**Action:** Standard

**Range:** Melee touch

**Target:** One creature

**Attack:** Strength vs. Will

**Effect:** Until the end of your next turn, the target is restrained.

**Special:** You cannot use this power unless your character worships the Overlord and you take this power as a feat.

### WATCHER'S OBSERVATION

*The Watcher bestows power to those who quest for wisdom.*

**Use:** Encounter

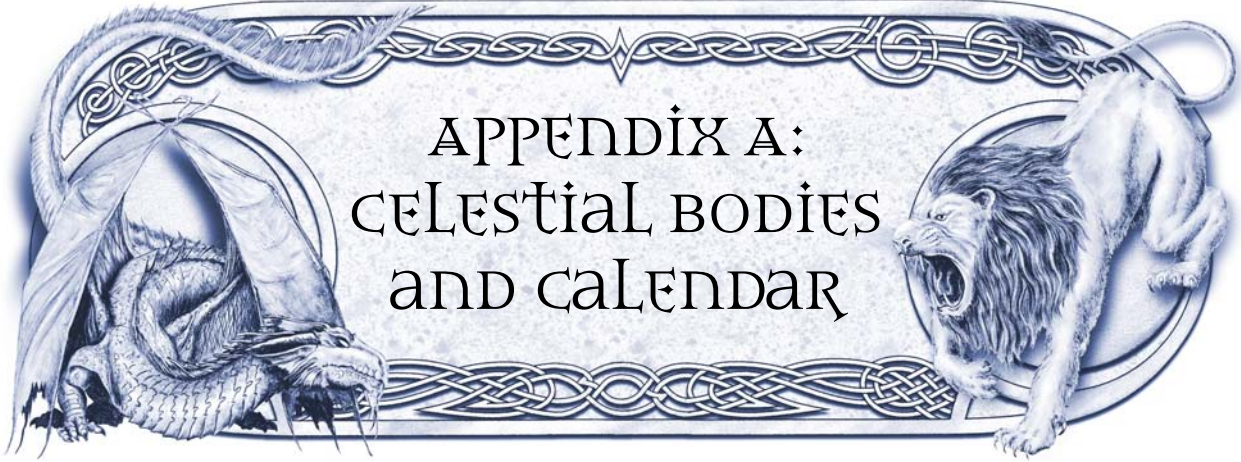
**Categories:** Divine

**Action:** Standard

**Range:** Personal

**Effect:** You gain a +2 power bonus to your next Wisdom-based skill check.

**Special:** You cannot use this power unless your character worships the Watcher and you take this power as a feat.



## CONSTELLATIONS OF TELLENE

**Addler:** This constellation appears in the late spring and summer skies. Early in the evening, during twilight, this constellation is often mistaken for Madam.

**Beech-staff:** This constellation appears late in the spring and stays visible through the fall equinox.

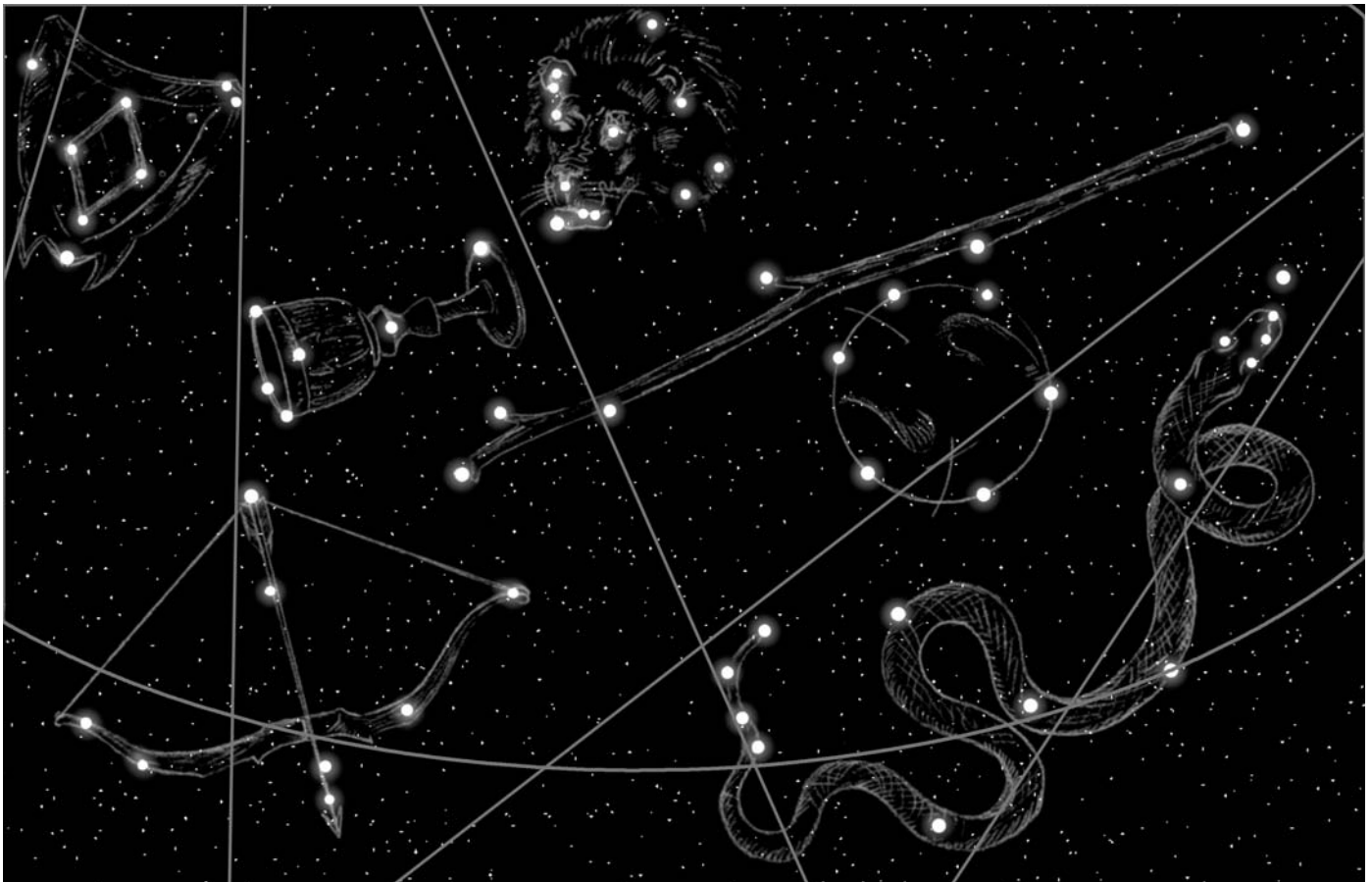
**Bloodtaster:** This large group of stars is first visible low in the early spring sky and heralds the opening of campaign season. Late every summer, Bloodtaster “splits” Pelselond, marking the final month of campaign season before the onset of winter.

**The Caregiver:** This constellation resembles the profile of a dog’s head. For three months during winter, it appears high in the sky. It is best seen one hour before sunrise.

**The Enlightener:** This large constellation precisely forms a triangle within a circle, within a square. It remains unchanged year round.

**The Eternal Bard:** This constellation resembles a peacock. The Eternal Bard begins in mid spring and lasts until midsummer. It emerges low in the sky and is visible from midnight to sunrise.

**The Full Circle:** In early spring and continuing through late summer, this circle of stars appears high in the sky. Every 100 years,



*Clockwise from upper left: Valor, Goblet, Keeper, Beech-staff, Full Circle, Addler, Hunter.*



these stars encircle Diadolai and mark a four-day period of natural disasters—earthquakes, fires, floods, tornadoes and hurricanes.

**The Goblet:** Over the course of fall and winter this glass-shaped constellation appears to “tip” in the sky and slowly “empties” until it is completely inverted by mid-winter.

**The Great Builder:** This grouping of stars forms the shape of a brick low on the horizon. It begins in late winter and lasts through spring. The Great Builder is most visible at dawn.

**The Hammer:** A warhammer is this constellation’s pattern. It appears during the spring months, and somehow the Hammer is visible even during the most violent of storms.

**The Harvester:** This constellation shaped like a scythe is first seen in the fall. It is located low in the sky near the horizon and the constellation appears to be reaping Tellene,

**The Hearth:** This constellation appears in the western sky, near the horizon in late spring. On the evening of the Autumnal Equinox, the sun sets perfectly within the constellation giving it the appearance of a glowing fireplace.

**The Hood:** This rotating group of stars forms a dagger. It is visible in the north sky during the winter months. The Hood initially appears blade down, but slowly rotates and reaches its zenith on the winter solstice. It then declines and disappears with its blade down.

**The Hunter:** This weapon-shaped configuration of stars first appears late in the summer sky and lasts through the fall and into the early winter. It is rumored that a worthy hunter who prays to this constellation will be rewarded with a kill.

**The Jealous Eye:** This orb-shaped constellation appears low on the horizon in midsummer and disappears during late fall.

**The Keeper:** This constellation is in the shape of a lion. The Keeper appears in late summer lasting until early winter and is ever watchful high in the sky.

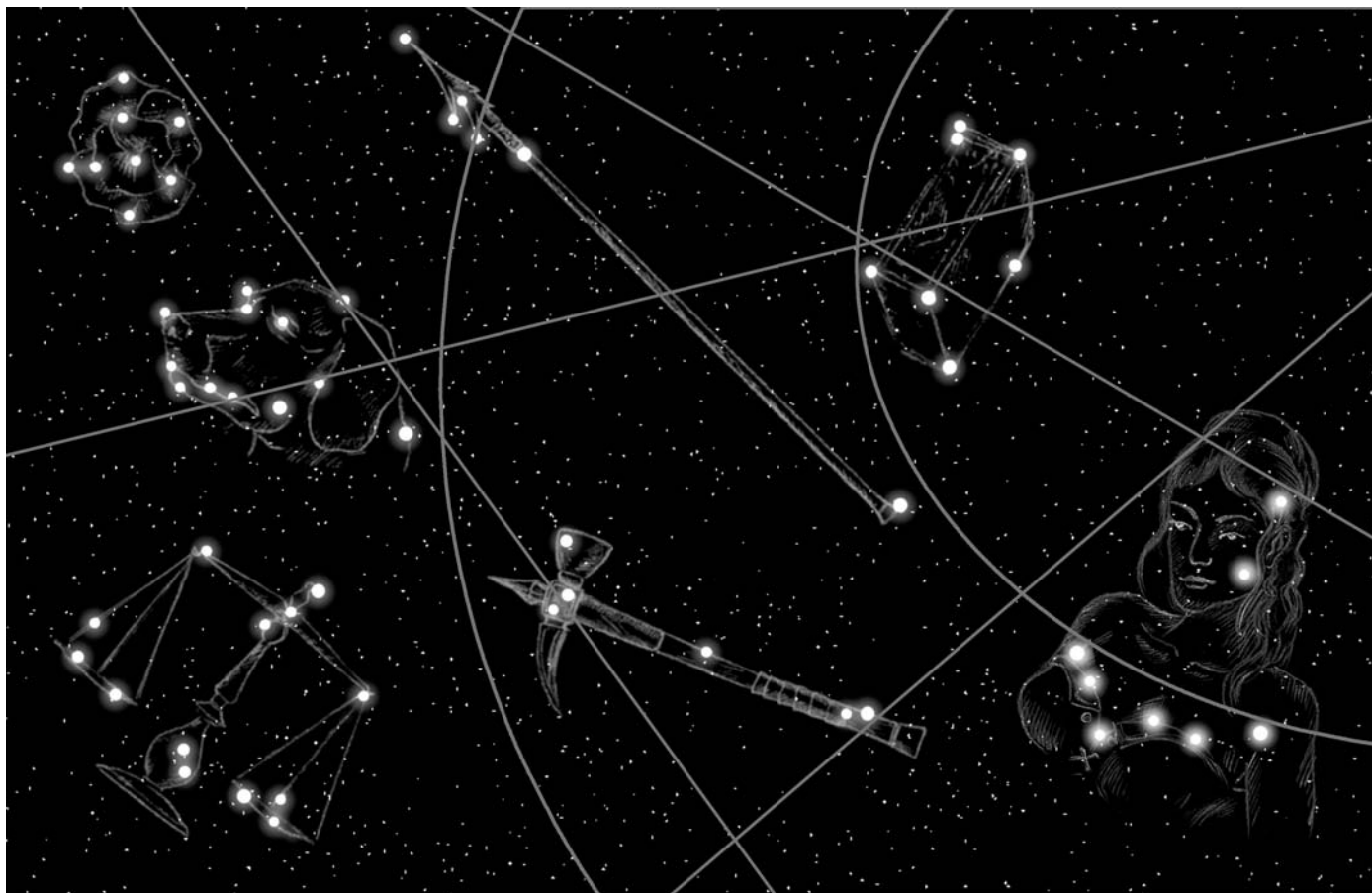
**Madam:** This constellation appears low in the spring sky and signals the spring thaw. As the spring goes on, the Madam rises in the sky until mid summer when she vanishes from the sky.

**Old Lucky:** This group of stars moves from high to low in the winter and spring skies. Many people consider the variable number of stars shining through the face of this constellation to be a lucky number.

**The Pure One:** This large star cluster seems to form a rose. During the spring months, the Pure One emerges low in the sky and reaches its zenith about mid-spring. It remains radiant for three weeks, then declines and disappears by the beginning of summer.

**Ribsplitter:** This constellation first appears low in the fall sky and is very difficult to see. As the winter progresses, it rises higher and higher in the sky until spring approaches. It then descends and is no longer visible by the first day of summer.

**The Riftmaster:** This collection of stars forms a key. It is visible during the winter for two months. The Riftmaster illuminates the sky one minute before midnight on New Year’s Eve. It is believed to open extra-planar gates worldwide for one minute, allowing any creature to pass.



Clockwise from upper left: Pure One, Wavecrusher's Harpoon, Great Builder, Madam, Hammer, Scales, Caregiver.

**The Scales:** This constellation appears in late summer, fall and winter. When it first appears, it seems to be tilted to one side, but by the first day of fall it is level.

**The Shimmering One:** These eight stars form a circle located high in the sky. During the summer months, the circle is visible for two hours, beginning one hour before midnight. On midsummer night's eve, the constellation encircles Veshemo. This event causes the effects of all spells cast by a Moonknight to be doubled.

**The Staff:** These four aligned stars seem to form a walking stick. The Staff appears on the first night of spring and it can be seen until the last day of summer. It mysteriously travels a different path each year, seemingly at random.

**Stinger:** This star pattern depicts a scorpion, ready to strike. It is seen only during the winter months. On the coldest and dreariest day, Stinger turns red. It is believed that on this day the Vindicator takes his revenge.

**The True:** This is a sword-shaped constellation. It appears in midsummer with its blade pointing toward Tellene. It is last seen on the winter solstice with its blade pointing toward the heavens.

**Valor:** This major constellation appears in the late winter and remains visible through the midsummer. It is at its zenith during the spring equinox.

**Wavercrusher's Harpoon:** This constellation appears high on the horizon and slowly moves across the fall sky.

**The Whip:** The Whip first appears in early summer and quickly reaches its highest point in the sky during the hot, dry, "dog days" of

summer. It is during this time that one or all of the moons pass before the Whip and appear to get flogged.

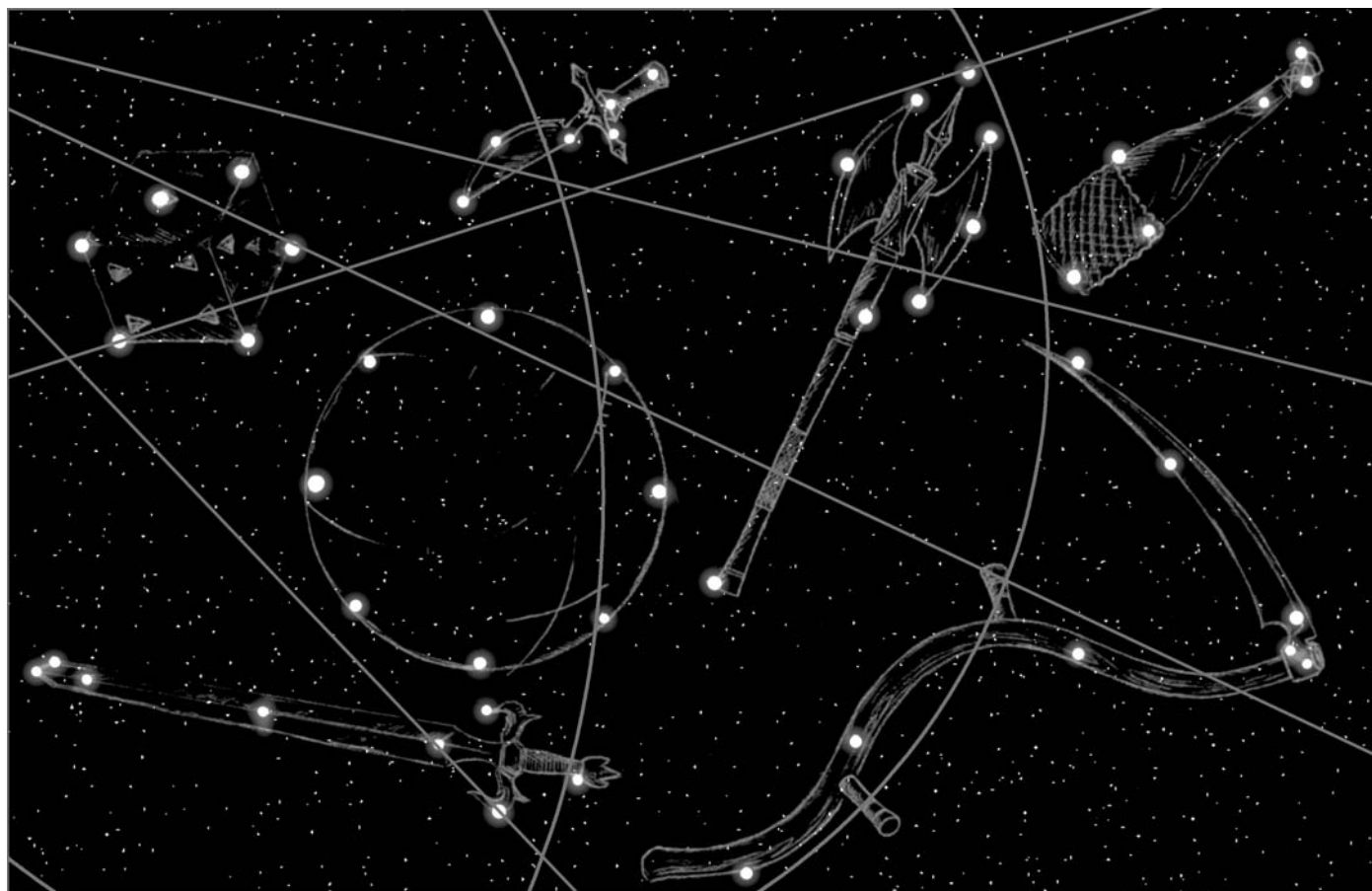
**Zymur's Bottle:** Zymur's Bottle appears in the sky during the spring and remains visible for most of the summer. When Pelselond passes through the constellation, or "sips from Malmsey's mug," it signals the maturity of last year's wine.

## MOONS OF TELLENE

Orbiting Tellene are three moons: Diadolai (Elven Moon), Pelselond (Big Star) and Veshemo (Mother Above). Every 280 years the three moons are aligned and full simultaneously. This event is recognized, but not necessarily celebrated, by almost every religion on Tellene. Veshemo and Diadolai are full together on various days in a 20 year cycle. Veshemo and Pelselond as well as Pelselond and Diadolai are full together at least once per year. Veshemo, Pelselond and Diadolai align or are full concurrently once every few years in a 40 year cycle. Two of the moons are in alignment several times a year.

**Diadolai:** Diadolai is the smallest of the three moons and is reddish-pink in color. It is on an 80 day cycle from full moon to full moon. For most of the 80 day period, however, Diadolai does not appear in the nighttime sky. Because of its size (about  $\frac{1}{3}$  the size of Veshemo), Diadolai does not give off much light, even when full. The elves believe Diadolai to be the home of the gods.

**Pelselond:** Pelselond is a small moon as well, appearing only slightly larger than Diadolai. Pelselond's full moon cycle is approxi-



Clockwise from upper left: Old Lucky, Hood, Bloodtaster, Zymur's Bottle, Harvester, True, Shimmering One.

mately 34 days and it usually appears white or off-white in color. Pelselond has an elliptic orbit and therefore, appears to be moving at varying speeds across the sky.

**Veshemo:** Veshemo is the largest of the three moons and occasionally eclipses the other moons from view. It is on a 28 day cycle, which is the basis for the calendar that most of Tellene uses. On the 14th of every month Veshemo is full; but being pale yellow in color, Veshemo gives off only slightly more light than Pelselond.

### THE BRIGHTSTAR

Another star exists only about half a light year away from Tellene's. It is a double star with its twin being a black hole. The two rotate around each other so this very bright star slowly disappears and then reappears. Some hold that the two stars influence good and evil. While the Brightstar shines goodwill prospers, but when it dims, evil reigns supreme.

### MAGNOSTORMS

Weird magnetic storms of extra-planetary origin that disrupt dwarf, gnome and halfling direction sense, as well as teleportation spells and devices. They are invisible and strike without warning. The effects usually last several days.

### ELEMENTAL POINTS OF CONTACT

Certain geographical locations are rumored to dimensionally overlap the Elemental Chaos. The highest peak of the Elenon Mountains is reportedly in contact with the home of air elementals.

Spots in the ocean coexist with watery lands of the Elemental Chaos (though these latter connections are tenuous and last only weeks). Portals to areas of fire and earth are also reported to exist on Tellene.

## THE CALENDAR OF TELLENE

The year on Tellene is 364 days long and consists of thirteen 28-day months, each of which has four 7-day weeks. This calendar, which is still used throughout the realms, was first developed by the ancient Svimohz. As mentioned, the calendar is based upon Veshemo's 28-day orbit. The new year begins on the first day Spring, the first of Renewal, and runs through the 28th day of Famine.

#### Merchant's Tongue names for months of the year

- |                       |              |
|-----------------------|--------------|
| 1. Renewal            | 8. Arid      |
| 2. Sowing             | 9. Reaping   |
| 3. Mustering          | 10. Harvest  |
| 4. Declarations       | 11. Frosting |
| 5. Mid-season Harvest | 12. Snowfall |
| 6. Replanting         | 13. Famine   |
| 7. Siege-hold         |              |

#### Merchant's Tongue names for days of the week

- |             |            |
|-------------|------------|
| 1. Diaday   | 5. Homeday |
| 2. Pelsday  | 6. Godday  |
| 3. Katarday | 7. Veshday |
| 4. Fireday  |            |



Clockwise from upper left: Riftmaster, Enlightener, Staff, Stinger, Ribsplitter, Eternal Bard, Jealous Eye.

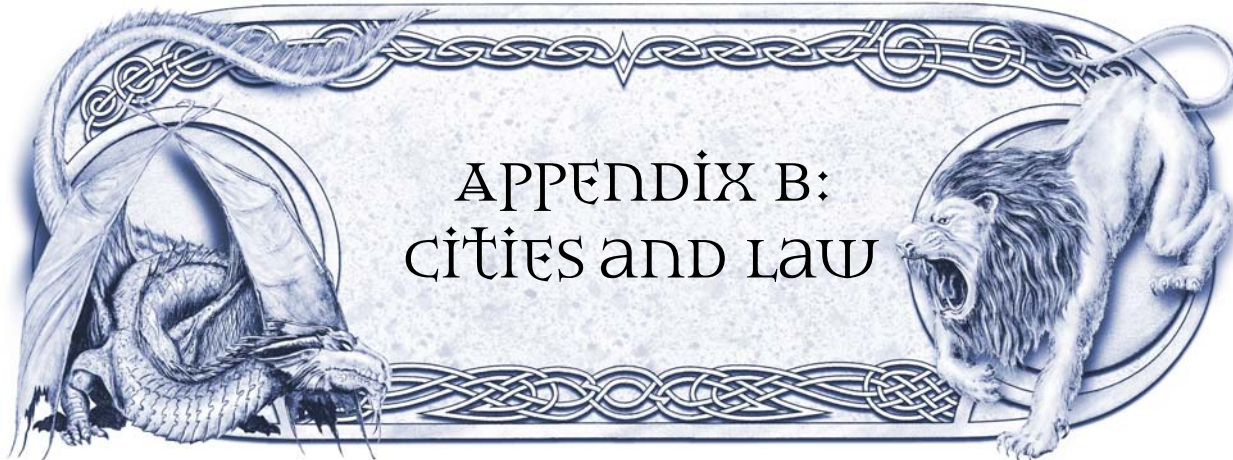
## Chronological Record of Significant Events

Calendar Year					Event
IR	YK	YND	CM	FC	
-480	1	-299	-669	-624	Kingdom of Brandobia established
-280	201	-99	-469	-424	Hobgoblins of Odril Hills attack Brandobia
-180	301	1	-369	-324	Reanaarians cross P'Rorul Peaks
-40	441	141	-229	-184	Eastern Brandobia established
1	482	182	-188	-143	King Ali Inakas establishes the Kingdom of Kalamar
19	500	200	-170	-125	Reanaarians encounter elves from another continent
21	502	202	-168	-123	Rulakan and Fulakar seize Kalamaran throne, Jungle Wars begin
22	503	203	-167	-122	Hobgoblins defeat Eastern Brandobia and establish the Kingdom of Kruk-Ma-Kali
28	509	209	-161	-116	Jungle Wars end
29	510	210	-160	-115	Fulakar turned back by barbarians
35	516	216	-154	-109	Kingdom of Kruk-Ma-Kali fails, Eastern Brandobia established again
41	522	222	-148	-103	Eastern Brandobia conquered by Fulakar of Kalamar
42	523	223	-147	-102	Battle of Coniper Gap
43	524	224	-146	-101	Rulakan dies, Fulakar disappears, Queen Lelana rules Kalamar
45	526	226	-144	-99	Reanaarians build large-sail watercraft
72	553	253	-117	-72	Humanoids attack Kalamar, advance to Badato River
73	554	254	-116	-71	Kolokar crowned King of Kalamar, defeats hobgoblins
74	555	255	-115	-70	Kolokar makes peace with Fhokki and Dejj in Shynako Hills
75	556	256	-114	-69	Construction of Kolokar's Barrier begins
78	559	259	-111	-66	Kolokar secures northwest and appoints independent rulers
81	562	262	-108	-63	College of Magic is built in Pekal
89	570	270	-100	-55	Kolokar dies, civil war erupts in Kalamar, Age of Great Anguish begins
126	607	307	-63	-18	Reanaarians develop the ballista
140	621	321	-49	-4	Kingdom of Meznamish established
159	640	340	-30	15	Thedorus crowned King of Kalamar, ends civil war
171	652	352	-18	27	Thedorus reunites Empire and is crowned Emperor, Age of Great Anguish ends
190	671	371	1	46	Miznoh conquers Svimozhia
201	682	382	12	57	Seeds of racism surface, demi-humans flee central Brandobia, Lendelwood elves defeat Brandobia, elven king curses Brandobian king
209	690	390	20	65	Pel Brolenon established as a free society
219	700	400	30	75	Pel Brolenon begins slavery
224	705	405	35	80	Brandobian civil war
227	708	408	38	83	Kingdoms of Eldor, Mendarn and Cosdol established
228	709	409	39	84	Thedorus dies, House of Bakar attempts to seize Kalamaran crown, Time of Misfortune begins
229	710	410	40	85	Pirates become common in Reanaaria Bay
236	717	417	47	92	House of Bakar establishes control as royal family of Kalamar, Time of Misfortune ends
258	739	439	69	114	College of Architecture established in Bet Kalamar
262	743	443	73	118	Kalamar drives Thars from Shynako Hills
266	747	447	77	122	Kingdom of Basir established
284	765	465	95	140	Avryner the Mind Master executed in Pekal
329	810	510	140	185	P'Bapar and Korak secede from Kalamaran Empire
344	825	525	155	200	Colony of Miclenon founded
387	868	568	198	243	Death Ek'Gakel's last king
390	871	571	201	246	Ek'Gakel secedes from Kalamaran Empire, election of first Chancellor
422	903	603	233	278	Thybaj is established
433	914	614	244	289	Years of Fear begin
449	930	630	260	305	Eastern Ozhvinmish is established
453	934	634	264	309	King Tharggy the Greater crowned, Tharggy established
456	937	637	267	312	Pekal secedes from Kalamaran Empire
459	940	640	270	315	Paru'Bor secedes from Kalamaran Empire
462	943	643	273	318	Raja Na-Badyja slain
465	946	646	276	321	Shynabyth allies with dwarves of Byth Mountains, City of Bronish established

## Chronological Record of Significant Events

Calendar Year					Event
IR	YK	YND	CM	FC	
475	956	656	286	331	Great Mountain Wars (Byth dwarves vs. Brindonwood elves)
480	961	661	291	336	O'Par secedes from Kalamaran Empire
484	965	665	295	340	Contest for crown begins in Tokis
490	971	671	301	346	Fortnight's Battle, Ahznomahn declares independence
491	972	672	302	347	Ozhvinmish declares independence from Meznamish, Tharggy drives the Duke of Dodera beyond the Kakidela Mountains
495	976	676	306	351	Zazahni declares independence, civil war erupts
506	987	687	317	362	Colony of Vrandol established by Pel Brolenon
520	1001	701	331	376	Golden Alliance established
526	1007	707	337	382	Narr-Rytarr established
530	1011	711	341	386	Dodera invades Tharggy, Tharggy male population decimated
531	1012	712	342	387	Tharggy matriarchy established, Queen Defyn crowned
532	1013	713	343	388	Tharggy defeats Doderan army Pact of Tharokken signed
537	1018	718	348	393	Wars of Discord
538	1019	719	349	394	Ek'Kasel secedes from the Kalamaran Empire
542	1023	723	353	398	Theocracy of Slen goes to war with Shynabyth
543	1024	724	354	399	Prompeldia declares independence
544	1025	725	355	400	Kabori Bakar crowned Emperor of the Kalamaran Empire
546	1027	727	357	402	Hobgoblins of the P'Roruls receive Kalamaran citizenship
548	1029	729	359	404	Battle of Kadir Ridge
549	1030	730	360	405	Fadok III crowned King of Tokis, end of Tokis civil war
553	1034	734	364	409	Pekal and Tokis go to war
558	1039	739	369	414	Eldor declares war on Lendelwood
559	1040	740	370	415	Locust migrations in Tokis Mendarn declares war on Pel Brolenon, Vrandol taken
562	1043	743	373	418	Dejy-Gakite Wars begin
563	1044	744	374	419	Present Year

<b>I.R.</b>	<b>Imperial Reckoning:</b>	The Kalamaran calendar. Imperial Reckoning came into use during the reign of Kolokar. Today the Imperial Reckoning, used by the Kalamaran Empire, the Young Kingdoms, Paru'Bor, O'Par, Pekal, Ahznomahn and most merchants, is the most commonly used calendar of Tellene.
<b>Y.K.</b>	<b>Year of the King:</b>	The Brandobian calendar. Originally based on Diadolai rather than Veshemo, the Year of the King came into use immediately after Brandobia was established. Currently, Mendarn, Cosdol, Eldor, and their colonies use Y.K. Pel Brolenon has its own calendar based on the founding of the House of Shackles.
<b>Y.N.D.</b>	<b>Year of New Discovery:</b>	The calendar of Reanaaria Bay. The Reanaarians began using Y.N.D. the day after they crossed the Ka'Asa Mountains and discovered Reanaaria Bay. The entire bay area, including Thygasha and Skarrna use the Year of new Discovery calendar.
<b>C.M.</b>	<b>Coming of Miznoh:</b>	The Svimohzish calendar. The Ozhvins, Meznamis, and Zazahni have been using the Coming of Miznoh calendar since Miznoh united the island.
<b>F.C.</b>	<b>Fhokki Calendar:</b>	Most of the people of the Wild Lands use the Fhokki Calendar. The origin of this calendar is unknown. Most scholars believe that outside (Kalamaran) influence caused many Fhokki clans to begin using calendars. Eventually a universally recognized calendar, the Fhokki Calendar, developed.



## APPENDIX B: CITIES AND LAW

Cities are filled with wonder, beauty, luxury, delights, danger and intrigue. An exciting adventure can begin there or a life can suddenly and violently end. The city is the expected place to buy and sell wares, learn necessary skills to further one's chances, and perhaps even to delve into the powers of faith or magic. The wildest of fantasies can be explored inside the city's high walls or one may suddenly be confronted by the most unthinkable of nightmares. A city sojourn can be that of solace, comfort and pleasurable luxuries or it may become a place of great treachery and cunning deceit. Because so many are crowded together, life is cheaply held; for a few coins, a life may be bought, sold or mercilessly destroyed. So welcome to the city, a place of opportunity, but remember to keep alert, try to think and act fast and always watch your back!

### APPROACHING THE CITY

As the traveler draws near a mature, thriving city, there is an increasing frequency of, and a decreasing distance between dwellings. The large farms and ranches of the countryside are no longer seen and smaller farms, and an occasional mill, forge or shop can be noticed. As one draws near the city, small villages are passed through, then towns. Finally, the city itself is reached. Normally, approximately 90% of a city's population lives near, but not actually within, the city's walls.

A city's fortifications are normally made of stone with large iron gates serving as portals. An occasional moat is still employed, although these are found only in the oldest of cities. Older cities may have wooden fortifications that were built before the advent of large siege machines, such as catapults. These wooden fortifications were always a sufficient barrier to armed invaders and small missile weapons, but not to the large boulders that catapults can launch. The cities that can afford it have now added stone to their fortifications, if stone is locally available.

Depending upon the size of the city, there are one to four gates that are large enough to accommodate commercial traffic. At each of these large gates stands a gatekeeper, many "hawkers" trying to sell their wares, a wild assortment of beggars all with their hands out, and a few sneak thieves and pickpockets ready to make off with a weary traveler's possessions.

A toll usually must be paid to the gatekeeper before gaining entrance to the city. How wealthy or important a traveler seems will often determine the magnitude of the entrance fee. Of course, any extra money collected will quickly disappear into the gatekeeper's sizable purse, making this a very lucrative position to hold. A gatekeeper can be an excellent source of information, as he is in the thick of the hustle and bustle and sees so many come and go. A gatekeeper's memory can often be jogged or fogged by passing him some silver. So if there is an unusual person, holy symbol or outfit sought, or if someone needs to "disappear," or not be remembered, consider the sharp-eyed gatekeeper.

A stranger to the city may be required to make a preliminary visit to the city guard station. There, he or she may be informed about any restrictions regarding the use or possession of weapons, specific holy symbols or even whether or what kind of magic can be used within the city's walls. It may be necessary to leave valuable and life-saving objects there to conform to the city's laws. Being thus parted from a trusted blade or spellbook can be quite distressing, especially when the potential for danger or a hostile encounter is so high. Sometimes an expensive special permit allowing an adventurer to retain her weapons can be purchased.

Normally at night, the city's large gates are sealed and no one is permitted entrance or egress until morning. One needs to be resourceful in finding alternate means of passage. Every city wall has its unguarded or "weak" spots, especially under the cover of darkness, which might be very handy for the adventurer in times of trouble.

### THE CITY PROPER

The city is truly a place of wonder and a source of great adventure. Inexperienced, unwary adventurers are likely to be awed by the city's vast range of experiences, and maybe even separated from their worldly possessions. As characters gain experience, they are more likely to find excitement and intrigue in the fabulous melting-pot of life called the city.

Upon entering the city, the adventurer will immediately become part of a teeming mass continually on the go and usually struggling to survive. Multi-story buildings encroach upon the already crowded and too narrow streets. As one gets further into the city, the narrow streets become boulevards and the homes become progressively

larger and finer. The aristocrats live near the center of town, in a community adjacent to the residence of the duke or mayor. The middle-class merchant and his family often resides in an apartment above his shop, which is usually located between the upper class' neighborhood and the city walls. The lower classes make their small and humble homes closest to the walls.

One thing an adventurer may not be prepared for is the overwhelming stench of the city. Farm animals, such as chickens, pigs, cattle and horses are commonly found in great numbers within the city walls. Garbage, refuse and excrement are just dumped directly onto the streets and their shallow gutters, where it remains until the next rain. Deeper gutters and sewers are found in only the largest and most prominent cities. The diseases that accompany such a filthy environment should also be of major concern to the traveler. A trip through these streets could be fatal to those not used to such exposure to filth and disease.

The city streets are usually quite narrow, not much wider than the average carriage. Traffic often must come to a standstill because two carts or carriages meet on the same street, and one has to back out of the other's way. The streets are usually straight north-south or east-west routes while the alleys seem to meander aimlessly. Only the foolish travel the alleyways alone. Traffic is not regulated and moving vehicle accidents are common, as the more important personages feel they automatically always have the right-of-way. People who drive these carriages and carts have no regard for those afoot. One should remember to look both ways before crossing a street or lest he end up under a horse or wagon.

The city streets, especially at night, are dangerous places. Street lights are non-existent. The little illumination there is tends to come from building windows, such as those of the inns. City guards patrol the streets but are often noisy, easily eluded and less than enthusiastic about venturing into the alleyways. Day and night, there is always the threat of falling victim to a clever thief. As one adventures through a big city there is also the chance of encountering dangerous monsters. Rats (both normal sized and giant), wererats, rabid and starving dogs, feral cats, ghouls and other undead may be in the city's sewers, alleyways, graveyards and abandoned buildings.

## Community

There is a great difference between the prosperous and the unfortunate in the city. The wealthy parade from store to store, wearing their finery, with their servants trailing behind to hold any purchases, and with a fine carriage waiting nearby to carry them home when tired. Much more commonplace in the streets are the poor, ragged, blind, lame or diseased beggars asking for a few coins. Mixed in with the truly unfortunate are some healthy beings only pretending to be destitute beggars. For a few coins, beggars can sometimes be valuable sources of information since they are always on the street and can observe so much. Be aware though, their information is sometimes created to satisfy the perceived needs of the purchaser.

## Government

Most nations on Tellene are simple monarchies ruled by a royal family. The cities within a kingdom may be feudal or free-governing in nature. All cities, regardless of type, owe allegiance to the king, pay taxes and supply men-at-arms in times of war. A feudal town can either be governed personally by the king, if the city is the capital of the kingdom, or by his personally appointed duke. The duke may parcel out land to his more loyal subjects to live and raise crops on, but they are never given ownership of it. In exchange for a high percentage of all goods produced and services rendered, the duke will provide protection and a form of government for his people. Often he will appoint loyal subjects to hold various public offices to help him run the city. Such total power can be very corrupting, and the duke may or may not be a fair or just ruler. The distinction between classes in a feudal town is quite noticeable and upward movement between classes is virtually non-existent.

A free city is governed by a king-appointed governing board, or council that oversees the daily running of the city. The chosen council members are usually active resident noblemen who have close ties to the royal family and will best serve the interest of the King. They are well-versed in law and government and may belong to the Litigants' Guild. Appointed officials in a free city typically include a mayor, guardian, bondmaster and, if applicable, a portmaster. In most cities, there are no official ties between church and state, although the dominant religion will undoubtedly have significant influence on important matters.

The guardian is usually the commander of the city guard. His responsibilities include protection of the city, maintaining law and order and the management of the city jail and gallows. This is a very prestigious position, usually making him second in command only to the duke or mayor. Often the guardian is an experienced adventurer with ties to the city. He is a man to be respected and feared. The wise can only hope their paths do not cross on the wrong side of his sword.

The bondmaster is typically responsible for the collection of taxes and the balancing of the city ledgers. In a feudal city, the collection of taxes is much more rigorous since the higher expectations of the king places greater financial demands on the duke. Also, the way society is so structured in a feudal city and its class systems, all taxes are rigorously collected, often using brutal and heartless methods. A free city collects taxes from its citizens but there is more free enterprise and thus unrecorded and untaxed monies are often passed under the table with the bondmaster being willing to look the other way, for a personal reward.

Seaports need a portmaster to govern the harbor. The typical portmaster is a veteran of the sea with many years of piloting and navigating experience. His responsibilities include maintenance of the docks and waterways, providing piloting services to incoming and outgoing vessels, and collection of import, export, and registration taxes. All maritime responsibilities rest upon the shoulders of the portmaster.

Free cities have a mayor appointed by the council and responsible for governing the everyday affairs of the city. She is a very busy

person and an audience requested with her will often be denied unless made by someone of great importance or interest. The mayor reports to the council on a monthly basis concerning the fiscal state of the city, preparations for special occasions such as festivals, approval for the hanging of criminals and the overall status of the city.

## Inns and Taverns

A good inn is where the tired adventurer can heal his wounds and spend his hard earned coins on some of life's simple pleasures. Most inns, for a fee, will stable and feed a horse, serve hot meals such as stew, bread, cheese and wine, and provide simple lodging. Meals are usually eaten in a large gathering room called a "common" room that is most often located on the first floor of the inn. It is here that adventurers can associate with both the locals and travelers from far-off lands. Tales of heroic deeds or of vast caches of treasure can be heard on any given evening while sitting around the fireplace and enjoying a sip of cheap wine or ale.

The sleeping rooms are usually located on the upper floors of the inn. The rooms and beds are typically shared by two to four people. A small table, several chairs, a wash pot, a chamber pot and a bed are the usual furnishings. There are no fireplaces in most of the sleeping rooms, both to minimize cost and to prevent fires by careless guests. There is a coarse straw pallet and a large loosely stuffed feather pillow on the bed. The single blanket is made of coarsely combed wool. Clean sheets are considered a luxury and are rarely provided. There are larger, nicer rooms with fireplaces and sheets on the bed, but these are usually quite dear and are reserved for wealthy patrons.



## Markets and Shops

Every city has a marketplace where the majority of goods are bought, sold and traded. Of all the sites in the city, this is the place that is the most interesting, congested and dangerous. Goods of all kinds can be purchased here, from weapons and armor to fine silk clothing to artwork. Criers are often found here, announcing official news such as tax increases or new royal edicts, local news such as marriages, births and funerals, or simply announcing the time of day. Criers, more than posted notices, are the most common way to pass information on to the public. Entertainers of all kinds can also be found in the marketplace: puppeteers, fire breathers, magicians, actors, musicians and jugglers.

Adjacent to the marketplace are most of the permanent shops that local merchants own and operate. Here are the small curio shops where exotic potions, spell components, and most importantly, information may be purchased. Also located in this general area are most of the quality inns. There are also cheaper inns located near the city's walls, but these tend to be poorly maintained and have bad food and even worse ale.

## Temples

Scattered throughout the city are temples of a wide and varied assortment of deities. Large cities have places of worship for all the major religions. Clerics may find their own religion's temple a place of rest and sanctuary from the trials of adventuring. For higher level priests, a major city may be the only place with mentors skilled enough to train them.

## Tradesmen

Trade guilds are common throughout the city. The vast majority of craftsmen and professionals, i.e., those with formal training, belong to these guilds. Weaponsmiths, apothecaries, woodworkers, masons, weavers, fighters and jewelers are typical examples of trade guilds. The stated purpose of such guilds is to ensure that customers will receive quality products at a fair price while protecting the jobs of its members. In reality, the guild usually has a monopoly on its particular service or product and can charge whatever price it wishes. If non-guild craftsmen try to undercut the guild's prices or services they will soon be visited by its enforcers.

Individuals skilled in a particular trade are not automatically granted membership into the guild. The old adage, "It's not what you know, it's who you know," rings true in the city. A craftsman must have a license from the local guild in order to practice within the city. Craftsmen without licenses must either be satisfied with working for a licensed guild member or move on to another locale. The requirement of a license prevents the market from being flooded with similar products, which the guild members believe would cut their profit or even put them out of work.

Craftsmen are generally classed either as an apprentice, a journeyman or a master. The given rank is dependent on the level of ability and experience, the passage of stringent tests and the payment of a guild fee. Apprentices are usually children of wealthy merchants



or other guildsmen and range in age from eight to twelve. They are sent to a particular master to learn that master's trade. Masters do not train their own children, which helps to ensure that no preferential treatment is given to the apprentice. Apprentices work long, hard hours while performing the lowest and most degrading tasks. They receive only lodging, minimal food and no money for their seven long years of service.

The journeyman position is typically reached by the mid to late teens. The supervising master will verbally inform the guild that an apprentice has passed the requirements necessary to advance to journeyman. A test of skill may be required, though this is rare. In addition to room and board, journeymen are paid a small wage for their services. Training continues under the watchful eye of the master, while another youth is taken on as apprentice.

The title of master is typically attained by the early to mid-twenties. This is an individual who has mastered the finer points of his skill and is now competent enough to be licensed. Obviously, there are varying skill levels even under this title that come only with experience. Individuals new to the title of master often just return home to their father's shop to work under him, with the hope of one day inheriting the family license. Others may roam the countryside in search of a growing community where their skills are needed and there is some money to be made.

Thieves, like other craftsmen, also have a guild. Freelance thieves, if caught, are dealt with very severely by the local guild. Thus, visiting rogues who desire to ply their trade are encouraged to register with the guild. Finding the local thieves' guild, on the other hand, may not be all that easy. Thieves vary in class from simple cutpurses and pickpockets to some of the most feared rogues in the city. Unresolved rivalries between religions, merchants or guilds may be settled permanently through the hiring of a local guild assassin.

## THE CODE OF LAW

Eventually, as DM, it will be necessary to use the law to settle disputes, to punish characters or even as a source of adventure. It is important, therefore, to provide a framework for the justice available in a medieval fantasy setting. Since most countries in Tellene are kingdoms ruled by a sole despot or lands that were previously ruled by a king, it is most sensible to cover in detail those legal systems that are typically found in such nations. References to other types of legal systems are provided as needed.

In a land ruled by a sole monarch, the source of all legal authority originates from the ruler of the land. The crown is always the final authority on all legal matters within the realm. It is possible, however, that there is some legal authority given over to the masses that limits the power of the king, an example is the Magna Carta in England. This occurs only in nations with strong nobility and weak (or non-existent) monarchs, such as in Zazahni, O'Par or Dodera. The more powerful monarchies such as Kalamar, Eldor or Tharggy have rulers that wield absolute and supreme power.

Originally, the only law of the land was the King's Law. These laws have come to be written as statutes, collectively called the King's Code. A violation of the King's Code was tried in a Court of Law.

Penalties and sanctions were handed down by rigid, swift and often merciless decisions. These courts were very effective in meting out criminal sanctions but were slow to adapt to the intricacies involved in the contractual disputes that began as trade and travel became more prevalent.

As commerce became increasingly common across Tellene, the new merchant class found it necessary to create a more just court system that could handle complex cases involving economic and contractual disputes. Towns began to supply magistrates and judges for the sole purpose of resolving these disputes. Eventually, a whole legal forum was born. These courts became known as the Courts of Equity. They provided the type of specialized legal expertise required where trade and commerce had overtaken crime as the major source of legal dispute. Kings eventually adopted the Courts of Equity, as they appeared to be an unlimited source of revenue for the crown.

## Court Systems

Today the King's Law is divided into two distinct court systems, the Courts of Equity and the Courts of Law. The Courts of Equity handle all civil suits while the Courts of Law follow the King's Code and are primarily used for criminal cases. Courts of Equity try to provide fair rulings based on economic and monetary principles. They determine pecuniary damages and provide a venue for transfer of funds from the loser to the victor. The Courts of Equity have developed their own body of law, known as Guild Law. Guild Law is comprised of legal canons and statutes that are rationally based on precedence and scholarly treatises. The Courts of Law generally mete out criminal punishment and sanctions such as fines, imprisonment or death.

If a convict is unable to pay her fine, she is thrown in prison until she is able to pay the fine or she dies, whichever comes first. Given that there are no paying jobs in prison...

## Crimes and Punishments

**Arson:** Setting fire to Crown property (or any property within city limits). Penalties include heavy fines or confiscation of property, including either dungeon imprisonment, hard labor, exile for life, or death.

**Assault:** Putting an individual in imminent fear of personal bodily harm. Possible punishments include light or medium fines, the pillory or public flogging, and a ban or edict against the individual. However, bans are rarely enforced unless the victim is nobility, royalty, an official or similar individual—such as a foreign diplomat.

**Banditry:** Waylaying passersby and relieving them of their possessions. Punishment varies from a combination of mutilation, and hard labor or dungeon imprisonment, to death for more infamous highwaymen.

**Battery:** Striking another in an offensive or harmful manner. Battery is generally only enforced for severe beatings, unless the victim is an important individual or nobility. The penalties are the same as for assault, plus dungeon imprisonment (generally a few days).

**Bearing of Arms Without Right:** In most states only nobility and authorized military personnel have the right to bear arms, such as

a sword, mace or lance. Weapons with other uses (e.g. hand axe) are usually allowed. Freeman can generally purchase this right for a fee. Penalties vary depending on the social status of the offender. Punishment includes confiscation of property (the weapon), light or medium fines, the pillory and/or public flogging, and perhaps even dungeon imprisonment.

**Blackmail:** Blackmailing nobility or royalty is considered a serious offense punishable by hard labor or dungeon imprisonment, and heavy fines.

**Blasphemy:** An irreverent act or utterance against nobility or a local religion. Punishable by the pillory and/or public flogging, sometimes accompanied by a light fine.

**Bribery of a Crown Official:** Paying a public official to take action in a manner inconsistent with his office. A serious offense, punishable by heavy fines, the pillory and/or public flogging, and either hard labor or dungeon imprisonment.

**Burglary:** Pilfering goods from an unoccupied residence or store. Punishable by hard labor, dungeon imprisonment, and/or mutilation.

**Civil Disobedience:** Causing trouble in a public place is a very minor offense punishable by a light fine, and possibly the pillory and/or public flogging.

**Destruction of Crown Property:** Punishment varies with damage done. Punishment ranges from dungeon imprisonment to the pillory and/or public flogging, and usually includes a fine equivalent to the cost of repairs.

**Embezzlement of Crown Funds:** Punishable as burglary plus heavy fines including the pillory and/or public flogging, or burglary plus confiscation of property and either exile for life or death for very serious offenses.

**Extortion:** Obtaining goods, services or money through violence or threat. Punishable as embezzlement.

**Forgery:** Trying to mint your own coins or passing counterfeits. Punishable by mutilation and exile for life, or hard labor, dungeon imprisonment, heavy fines, confiscation of property, a ban or edict against the individual, as well as the pillory and/or public flogging.

**Fraud on the Crown:** Punishments vary and cover the entire gamut, depending on what type of crown official the victim was.

**Grave Robbing:** For mass graves, the pillory and/or public flogging, light fines, and a ban or edict against the individual. Robbing graves of nobility is punishable by death.

**Illegal Fire:** Having a fire lit after dark in an unauthorized building. Generally only buildings with stone foundations and stone fireplaces are allowed to have fire after dark. Punishable by a ban or edict against the individual, and possibly the pillory and/or public flogging.

**Illegal Money Changing/Usury:** Same penalties as forgery.

**Impersonation of a Crown Official:** Very serious offense, punishable by hard labor and exile for life, or death and confiscation of property.

**Kidnapping:** Punishment covers the full range, and depends on both the victim and the perpetrator. Nobles who are caught kidnapping serfs are released and perhaps assessed a light fine while peasants caught kidnapping nobility are punished by death, or at least mutilation and hard labor or dungeon imprisonment.

## The King's Code

To be enforced in a duly authorized Court of Law.

### Crimes against the Crown

Arson  
Banditry/Highway Robbery  
Bearing Arms Without Right  
Bribery of a Crown Official  
Civil Disobedience  
Destruction of Crown Property  
Embezzlement of Crown Funds  
Extortion  
Fraud on the Crown  
Grave Robbing  
Illegal Money Changing/Usury  
Impersonation of a Crown Official  
Illegal Fire  
Possession of Illegal or Stolen Items  
Perjury  
Piracy  
Public Drunkenness/Disorderly Conduct (Unlawful Dueling)  
Rioting/Inciting Riot  
Sedition  
Slavery  
Treason/Revolt  
Vagrancy  
*Plus all crimes listed below*

### Crimes Against Nobility

Blackmail  
Forgery  
Blasphemy  
*Plus all crimes listed below*

### Crimes Against Freeman

Trespassing  
Robbery  
Burglary  
*Plus all crimes listed below*

### Crimes Against Peasants (Serfs) and Slaves

Assault  
Battery  
Kidnapping  
Manslaughter  
Murder  
Rape  
Theft

**Manslaughter:** Accidental killing. Also, slaying another in a lawful duel and failing to report the death (there is no crime if the duel and death are reported). Punishable by either exile for life, hard labor, or dungeon imprisonment, including confiscation of property or heavy fines.

**Murder:** Punishable by death.

**Possession of Illegal or Stolen Items:** Punishable by confiscation of property, the pillory and/or public flogging, and heavy,

medium, or light fines. Individuals may also suffer dungeon imprisonment or hard labor, depending on the value of the items and the social status of the perpetrator.

**Perjury:** Lying under oath is a very serious offense punishable by mutilation, and the pillory and/or public flogging. Guilty parties are then given hard labor, dungeon imprisonment, or exile for life.

**Piracy:** Banditry by sea. Punishment varies from a combination of mutilation and hard labor or dungeon imprisonment to death for more infamous pirates.

**Public Drunkenness/Disorderly Conduct (Unlawful Dueling):** Punishable by light fines plus the pillory and/or public flogging, or a ban or edict against the individual.

**Rape:** Carries the same punishments as kidnapping.

**Rioting/Inciting Riot:** Punishable by hard labor or dungeon imprisonment.

**Robbery:** Forcefully stealing from someone. Punishable by mutilation, and hard labor or dungeon imprisonment.

**Sedition:** Stirring up discontent against the state, which suggests treason, but lacks an overt act. Also, incitement of others to commit seditious behavior. Punishable by dungeon imprisonment, hard labor, or death depending on the nature of the act.

**Slavery:** Mistreating slaves, owning illegal slaves, or converting citizens or serfs (King's property) into slaves is punishable by light, medium, and heavy fines, respectively.

**Theft:** Pilfering someone's unattended goods (such as off a cart or table in the bazaar). Punishable by the pillory and/or public flogging, plus dungeon imprisonment and/or mutilation.

**Treason/Revolt:** Punishable by death.



**Trespassing:** Setting foot on someone else's land. Punishable by light fines, the pillory and/or public flogging, and a ban or edict against the individual.

**Vagrancy:** Punishable by the pillory and/or public flogging, and a ban or edict against the individual.

## Prosecution

A king, even if he wanted to, cannot make all the rulings alone, so he appoints sheriffs (generally the local lord), justices and magistrates to pass judgment on wrongdoers and tortfeasors. Typically suits brought in the Court of Equity are by appointment and are decided at an informal hearing before a local magistrate. Important cases, determined by who and how much money is involved, or appeals from magistrates are brought before one or more justices and are adjudicated at a formal hearing or trial. Appeals from tried cases are brought before a panel of justices. Second appeals are brought before the local sheriff himself, if he chooses to grant an audience. Appeals from a lord's ruling go directly to the sovereign. Obviously, this only occurs in extremely rare cases such as those involving a great deal of money, powerful merchants or disputes between nobility.

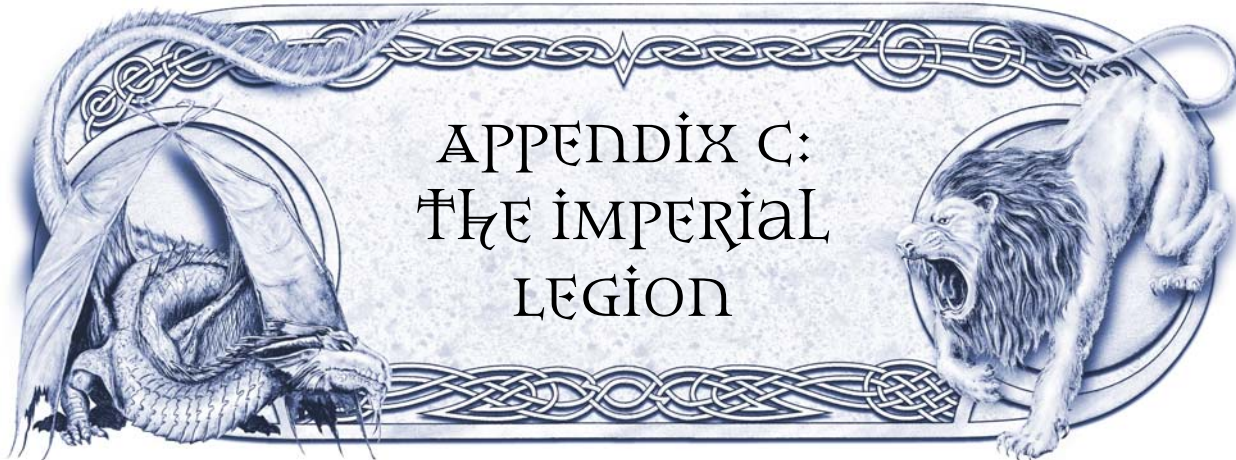
In more evil or harsh nations, those accused of a crime are given the opportunity to confess both before and after torture. Those that survive torture are given the benefit of a trial, either in a Court of Law or by ordeal. In oppressive kingdoms, the majority of cases are settled with a trial by ordeal. Ordeals vary widely but the odds are always stacked against the accused. A typical trial by ordeal is holding the accused under water for an extended period of time, if he survives then he is innocent.

In most nations, those fortunate enough to be prosecuted in a Court of Law are tried before a jury composed of witnesses, including eyewitnesses to the crime. Defendants are assumed guilty until proven otherwise, and typically must prove their innocence before the prosecution presents its case.

Spells such as *detect lie*, *speak with dead* or other divination spells are only employed when there is an acceptable (to the prosecution) priest available. If the defendant, when presenting his case, wishes to employ spells of this type, he must use the crown approved priest. Of course, the defendant is required to pay the costs associated with the casting of such spells.

Appeals are almost never granted. Virtually the only way a criminal case gets to a higher court is when it involves nobility or very wealthy, landed gentry. A case may be granted an appeal because of pressure from an angry populace. Of course, released prisoners are sometimes retried (or lynched) for the same reason.

Because of these harsh and unfair rules of criminal procedure, it can be very difficult to prove one's innocence once accused, especially in very corrupt and evil nations. Good and just societies, such as Paru'Bor, have slightly better criminal procedures that provide a higher level of justice. In the Kalamaran Empire it is often easier (and safer) to bribe the judges or, if one can afford it, the sheriff. However, one must be careful, since bribery itself is a crime.



## APPENDIX C: THE IMPERIAL LEGION

For Dungeon Masters interested in a military campaign, the Kalamaran Empire is an excellent starting point. Although the other kingdoms, principalities and so forth may certainly have independent militaries of their own, they often pale in comparison to the Imperial Legion. Of course, the Imperial Legion cannot be everywhere at once, and even its might has failed to keep all the empire's lands intact.

### THE EMPEROR'S GRAND SCHEME

Upon his ascent to the Kalamaran throne, Emperor Kabori knew that one of his first orders of business must be a complete overhaul of her military. This would prove to be his most important asset in not only subduing internal dissent but in executing his grand dream of restoring the Empire to her former glory. Though strong in numbers, the army was corrupt and thoroughly unprofessional. Local nobility held sway over armies raised in their territories and most commanders were more interested in using their position to enrich themselves. This Kabori knew from first-hand experience. All too often he had to contend with troops rendered almost useless for battle due to inadequate provisioning, poor equipment and lack of pay. Having to draw provisions from the local nobility indentured his forces and made it nigh impossible to properly deal with rebellious petty nobles.

Having personally risen through the Legions' ranks, Kabori was intimately familiar with the subtleties of the military as well as the competencies of those in command. His first action was the elimination of all those who held rank due to political influence. Kabori replaced them with unit commanders that had proven themselves competent in the field or sadly, as his predecessors had relegated many of the "elite" regiments to internal policing actions, showed aptitude for such. He then instituted a restructuring of the armed forces based on field experience garnered in the Ka'Asa campaign. No longer would the Imperial Guards Legions remain top heavy with fancy show horses and populated with gaudy troops skilled only in parade march.

He established Tolis Island as a military reserve. On this island insulated from the corrupting influence of Bet Kalamar and out of reach of rival nobility he set about retraining the armies of Kalamar. Discipline and hard work were the order of the day and soon his ideas

began to bear fruit. The sound tactical training and strong esprit de corps instilled in his legions created a force with which opponents would need to reckon. However, training alone would not suffice. Kabori sent individual guards battalions to the Ka'Asas to fight alongside the long-suffering Expeditionary Infantry Corps so as to harden them in combat.

At first, the Expeditionary Infantry commanders scoffed at the newly arrived units, viewing them at best as Kabori's dandies with their new black armor. (A more sinister view was that the Emperor dispatched these troops to keep the Expeditionary Infantry in line). However, the Guards battalions soon proved their worth in battle and earned the respect and even admiration of the Expeditionary Infantry soldiery. The experience so gained was fed back to the cadre at Kel Tolis and led to a further refinement of tactics.

### ORDER OF BATTLE

As of Imperial Reckoning 563, the legions of the empire are as follows:

#### "Guards" Legions

The Guardians of the Imperial Throne ("Guards" in common usage) is an honorific bestowed upon legions that have distinguished themselves in service to the Emperor. They are considered elite units due to the skill of their cadre and the quality of their equipment.

#### 1ST LEGION "KABORI" - BET KALAMAR

Unquestionably the single finest military organization on Tellene, the Kabori legion represents the crowning achievement of the Emperor's restructuring of his armies. From the humblest footsoldier through to her commander, the Kabori Legion represents the best. Her soldiers are blooded veterans having participated in the Tokis coup d'etat and dwarven counterinsurgency action in the Ka'Asas. Morale is high and she receives the best equipment the Emperor can provide.

#### 2ND LEGION - KEL KATAGAS (FORTRESS LOCATED MIDWAY BETWEEN EB'SARIDO AND THE ERASAR'KOL MARSH)

The Second Legion has been tasked to eliminate the last vestiges of dwarven resistance in the Kakidela Mountains in preparation for an eventual push into Tharggy. Progress has been limited due to the

deep dwarven entrenchment and their unwillingness to engage in a conventional set piece battle. Legionnaire Donik Galo has devised an interesting logistical interdiction upon which he has bet his career.

### 3RD LEGION - TARISATO

The Third Imperial Legion has been assigned the unenviable role of maintaining Kabori's rule within this rough and tumble region. The Legionnaire has dispatched her individual infantry companies to each of the nine Lords of Tarisato. He garrisons the balance of his forces at Kel Tarisato, a fortification he is constructing in the center of the territory.

## Expeditionary Infantry Corps

So important is the task assigned to the units guarding the Ka'Asa frontier that similar to the Guards Legions they have been assigned a Legionnaire Commander [Boti P'Kalo] who reports directly to the Emperor.

Due to the omnipresent danger of encounters with giants, each Legion has been assigned a ballista support company. This unit consists of three platoons each of which has four horse-drawn ballistae and a full crew with which to man them.

### 4TH LEGION - FALIKIDO

The 'Fearsome Fourth' legion is responsible for garrisoning the Alufalik Hills. Like her sister legion (the 5th), her ranks are swelled with hobgoblin soldiery. These are not, however, mercenary troops led by clan lords. Humanoid troops receive training and indoctrination identical to their human counterparts. This insightful decision by Kabori has not only resulted in more disciplined humanoid troops but fanatically loyal ones proud of their Imperial citizenship. Though not as skilled tactically as the 1st Legion, the sheer individual strength and determination of this legion's troops render it a powerful force.

### 5TH LEGION - TOGESETA

The 'Fighting Fifth' is responsible for garrisoning the P'Sapas Hills. She is virtually identical to the fourth in all respects.

## Other Legions

### 6TH LEGION "BLOODY PIKES"- LIDERETA (NORTHERN PALIBA WOODS)

The sixth legion is unique in many ways. Her core infantry component is comprised of pikemen instead of the swordsmen found throughout the rest of the Imperial legions. The highly trained formations are able to rapidly change face and confront an enemy from any direction. Such tactical innovation was deemed necessary after last year's disastrous Battle of Pipido Fields (see below). At Pipido, the superior Pekalese cavalry drove off the legion's flanking cavalry squadrons. This allowed Pekalese hobilar troops to form on the flank of the 1st Tokis legion, and then rout two Tokisian battalions.

### 7TH LEGION- BET SEDER (TOKIS)

The Seventh Legion quarters in Kel Tok'rik, a fortress located a league outside the Tokisian capital. This legion has a multiplicity of roles to play. Her first and foremost duty is to guarantee the political

stability of Tokis by checking the power of rival Barons. Second, the Seventh Legion ensures that King Adoku I follows the implicit dictates of the Imperial throne. Her tertiary duty is to train and direct the rabble that Adoku calls his field army.

In accordance with the ultimate objective of retaking Pecal, and secondarily to provide Adoku's troops with some combat experience, Legionnaire Bolovi made a push into the Pipitul Woodlands. He deployed a legion comprised of his 7th with the addition of three battalions of Tokisian heavy infantry. The elven garrison within the Pipitul identified this huge force as it was massing and sent word back to Prince Kafen of Pecal. He saw this as a serious threat and dispatched Colonel E'lorila's Rogala Regiment to counter it. With great haste, the troops were ferried across the E'Liral River and formed to meet Bolovi's army before it could stage a devastating raid into the Pipitul. What occurred became known as the Battle of Pipido Fields.

Although outnumbered, the excellent Paruvian heavy cavalry detachment was able to drive off Bolovi's cavalry squadrons while E'lorila's elven archers decimated the Tokisian crossbowmen. As the armies closed to battle, the Pekalese reserve of hobilar troops maneuvered to the flank of the Imperial forces and drove home the attack in conjunction with the regular Pekalese infantry. Assailed from two sides, the novice Tokisian infantry battalions broke. With his auxiliary forces routed and E'lorila pressing his regular forces hard, Legionnaire Bolovi called for a fighting withdrawal. Rather than risk additional casualties, Colonel E'lorila allowed the Imperial force to withdraw, albeit under a steady barrage of elven arrows.

## TROOP TYPES

The Imperial legion is a self-contained fighting unit complete with organic cavalry and missile troops. Although Imperial legions can and have fought alongside one another, the need to field such a large force is rare. Therefore, this discussion will focus on the components and tactics of the Imperial legion as an independent fighting unit.

As would be expected from a regimented military organization, the Imperial Legion has a battle tested deployment scheme. Of her approximately 3300 soldiers†, 70% are heavy infantry, 13% heavy cavalry, 7% light cavalry and 10% missile troops (either archers or crossbowmen). Infantry troops organize into five battalions. These contain three companies of two platoons each. Each platoon contains 75-80 men for a resultant battalion strength of 450-480 soldiers. Cavalry troops organize into squadrons of 108 men. Each legion contains four squadrons of heavy cavalry and two squadrons of light cavalry. Finally, there are two missile companies each comprised of four 40-man platoons.

## Heavy Infantryman

These rugged individuals are the backbone of the legion. Toughened by rigorous training, long road marches and manual labor‡, their ability to succeed in battle is key to the legion's victory and thus paramount to Kabori's grand ambitions. As such, it is these soldiers that are accorded the highest esteem – higher even than the mounted knight.



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On day four of the Battle of Kadir Ridge, the dwarves and gnomes of Irontop launched a desperate surprise counter-attack against the Kalamaran invaders. In response, Marshal Jevanik ordered his goblin, ogre and fire giant allies forward. By the end of the fifth day, Marshal Jevanik's legion would hold the citadel and the heart of Karasta, the once mighty dwarven nation.

The typical heavy infantryman is clad in chainmail armor with a helmet, and carries a heavy shield. He wields a longsword in battle and also carries a few javelins.

## Pikeman

The pike-armed soldier is a subset of heavy infantry, specifically trained for close formation, polearm tactics. He carries only a traditional pike halberd and a dagger. Other than differing weaponry, he is identical to his sword-armed brethren.

## Heavy Cavalry

Easily the most formidable individual weapons system, the mounted knight is also a versatile trooper. The heavy cavalry's task is to aid the infantry. They do this by protecting them from flank attacks from more mobile opponents, clearing away light missile troops which would otherwise be unassailable by the encumbered footmen and finally by applying shock attacks to an opponent's flanks. If placed in a situation that compromises their mobility, such as rough terrain, they are able to dismount and fight as pikemen (using their lances or spears).

The heavy cavalry soldier is well armed and armored. He typically wears scale armor, a great helm and a heavy shield. His weapons are a spear or longspear, greatsword and a mace. Of course, he sits atop a warhorse usually outfitted with chainmail barding.

## Light Cavalry

Mobility is the key to the light cavalryman since they are neither trained nor equipped for close order combat. Equipped with bows, their role is to use the speed of their riding horses to put them in a position where they can attack vulnerable targets such as rearguard troops or artillery as well as to harass heavy cavalry. They have secondary tasks of running down routed troops and performing reconnaissance. The light cavalry soldier is typically armored only with leather or hide. In addition to their bow, they will have a melee weapon such as a longsword or mace.

## Missile Troops (a.k.a. Light Infantry)

Though the cheapest of any of the troop types to field, the light infantry performs a crucial role in the combined arms theory of warfare. Their superior mobility compared to heavy infantry allows them to overcome the latter. Their superior firepower as compared to the light cavalry (firing on horseback being inherently less effective) allows them to keep said troops at bay. Kalamaran tactics prescribe that the missile troops stand forward of the heavy infantry and fire at will until such time as they are threatened by advancing heavy infantry or a heavy cavalry charge.

The longbow is not a weapon native to the Kalamaran Empire and consequently one only encounters archers equipped with shortbows in the legions. Even these skilled troops are in short supply and thus found only in the most prestigious Guards Legions. This role is filled by crossbowmen in the rest of the legions.

The archer or crossbowman is very lightly armed. He usually only wears leather armor and a small personal weapon such as a short-sword in addition to his principle weapon and ammunition.

## DEPLOYMENT

A legion deploys for battle in two lines. The first line is comprised of three battalions abreast while the second line contains the remaining two battalions with an expanded frontage and reduced depth so as to match the first rank. The missile companies deploy in front of the infantry units. These troops will fire on an enemy while it closes to battle and then fall back behind the infantry as they close ranks for battle. The cavalry deploys on the flanks with the light cavalry farthest out.

Each type of soldier has a specific task. When an enemy force enters the field of battle, the light cavalry depart to interdict the opponent's light cavalry. If this is accomplished or if the opponent has not fielded a light cavalry force, these troops will proceed to harry the enemy's heavy infantry or heavy cavalry. The heavy cavalry ride forth to interdict the enemy's heavy horsemen and if successful to ride down missile troops or crash into the flanks of an infantry formation. The missile companies attempt to weaken and disrupt an advancing infantry formation or to fend off light cavalry before deploying to the rear. The heavy infantry closes for the imminent melee and hurls a volley of javelins as the opponent approaches to combat.

## OTHER NOTES

### Camp

Kalamaran troops always entrench whenever they make camp. Since the horsed troops have their animals to attend to, this work falls to the infantry. When not actively campaigning, most troops engage in various civil engineering projects. These have a twofold purpose. In addition to building necessary fortifications and roads, the hard physical labor keeps the men disciplined and in good shape instead of becoming soft "garrison" troops.

### Strength

The established strength of a standard legion is 3308 soldiers. This excludes porters and specialized auxiliaries such as artillerists. Actual numbers may vary due to combat losses or disease. Additionally, troops may be assigned or withdrawn for special missions.

### Titles

The overall commander of Kalamar's Army is given the title of Marshal. The title Legionnaire Commander denotes authority over two or more legions. A Legionnaire is a particular legion's commanding officer and is equivalent to general.

## PERSONALITIES

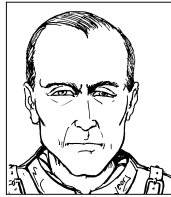
Every army has a few particular officers that stand out above the rest, and the Imperial Legion is no exception.

### Marshal Tedek Jevanik

The third son of Ronilasoto, the Earl of Jevanik, Tedek knew that the only hope of being more than a lackey to his older siblings was to make a name for himself in the legions.

The earldom, located near the headwaters of the Badato River was a harsh country whose people were engendered with a martial spirit developed from constantly defending their lands from the encroachment of humanoids raiding from the Ka'Asas. Tedek embodied this spirit and in a series of successful commands culminating with the ouster of the dwarven citadel at Irontop, earned the respect of Kabori as a man of action and intelligence.

That confidence moved Kabori to give Tedek the charge of revamping the entire Kalamaran military. At first he met resistance; the generals, typically drawn from the elite families of Kalamaran society, scoffed at this "yokel" and indignantly refused to cooperate. The subsequent purge sanctioned by Kabori, known as the Fortnight of Blood, eliminated those opposed to Tedek. Further pruning of the incompetent left him with a small but loyal staff eager to learn from him.



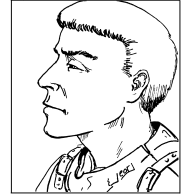
Legions. Elitist and corrupt, the Legionnaire naturally banished the young Tarisato noble to the Expeditionary Infantry. Twelve years of hard campaigning seasoned the boy into a fine commander. He led the junior Expeditionary Infantry legion [the 5th] under Tedek Jevanik in the successful conquest of Irontop. His excellent performance and his familiarity with humanoid troopers prompted Jevanik to give this worthy subordinate command of the Corps when Jevanik ascended to the rank of Marshal.

### Legionnaire Donik Galo

#### Commander of 2nd Guards Legion

The young Galo has just recently been promoted from Colonel of the 1st Infantry Battalion to Legionnaire commanding the whole of the 2nd Guards. His superior Legionnaire Elik was replaced for failing to adequately contain the dwarven clansmen in the Kakidela Mountains.

Legionnaire Galo realizes that despite Elik's aggressive pursuit of the dwarven clans and the good showing of his elite troops in battle when the bearded ones actually met him in combat, victory can never be achieved as long as they can continue to retreat into their remote mountain fortresses. As such, he has altered his tactics to that of a logistical interdiction. He has ordered constant patrolling of the passes between the city of Shaggar and the dwarven areas deeper in the Kakidelas. Any merchants encountered are to be driven off. He has also ordered his quartermaster to approach the merchants of Shaggar and offer them the alternative of a risk free customer - namely his own army. He hopes that by providing another outlet for their goods he can stem the urge to run his blockade of the dwarves. Although this plan has raised the ire of some in Bet Kalamar, Kabori has let it stand. "Question not a solution to an intractable problem lest ye hath a better one to proffer..."



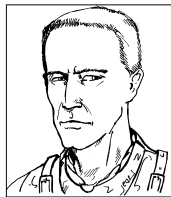
### Legionnaire Commander Aloju Basik

#### Overall Commander of the Guards Legions

Aloju is a nephew of King Rapos II of Basir. Unusual for one born into wealth and power, Aloju sought military service and commanded the forces of Basir in a successful campaign in the Alubelok swamp. Seeking an outsider to command his Guards legions (so as to assure their loyalty), Kabori approached Basik and offered him overall command of the Guards Legions.

He hesitated at first, not wanting to be a pawn in some contest between Kabori and his oft rebellious nobles. But he accepted the rank after he traveled to Kel Tolis and witnessed the seriousness with which Kabori viewed this position.

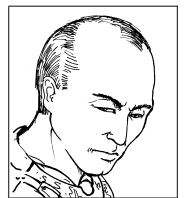
Aloju has the formidable task of ensuring that the three Guards Legions achieve the highest level of military competency and as such will be the shock troops of Kabori's army of reunification.



### Legionnaire Serila Bolovi

Serila is burdened with the unenviable task of commanding the 7th legion stationed in Tokis. An adequate commander and an honest man, he is overwhelmed by the duplicity of the Tokisian court. Precious little time is available to actually command his legion such is the need to oversee King Adoku and his treacherous relations.

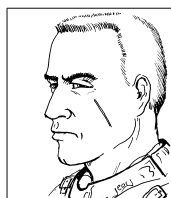
What time he can spend is invariably given over to the problems of the Tokisian legions. It is this lack of attention that resulted in the disaster at Pipido Fields. Although he has fallen from favor, he still holds his position due to Kabori's lack of an adequate replacement.



### Legionnaire Commander Boti P'Kalo

#### Commander of Expeditionary Infantry Corps

Like so much of the Expeditionary Infantry, General P'Kalo is from the hinterlands of the Empire. Son to Duke Lavi P'Kalo of Tarisato, the young Boti fled for his life when his brother assassinated his father. No longer having a home, the young noble sought out the Imperial





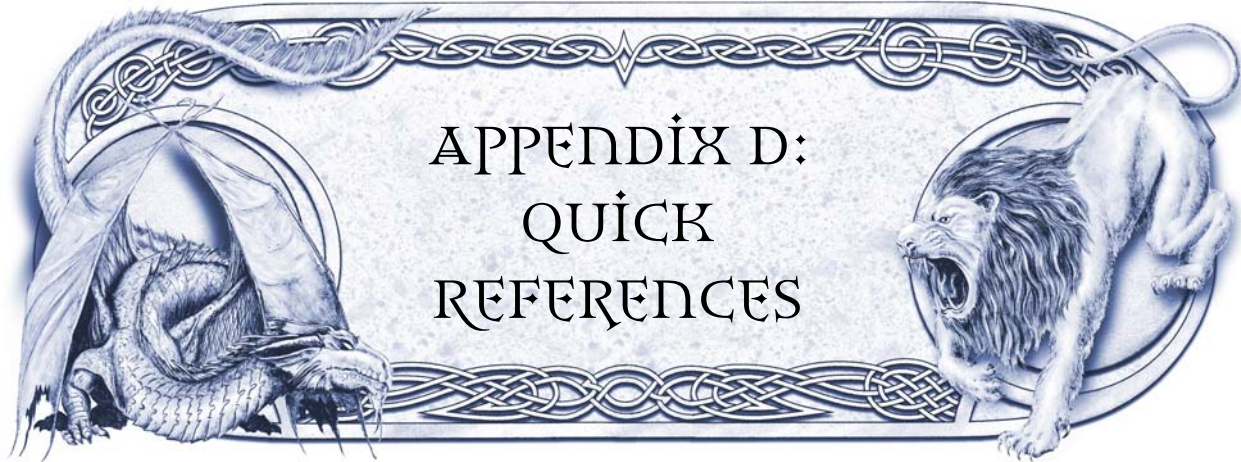
### Armies of Tellene

Country	HC	LC	HI	HI-h	HI-p	LI-a	LI-c	M	E	Total
Ahznomahn		2,000		500			400			2,900
Basir	300	500	1,000				400	1,200		3,400
Bronish		75	75							150
Cosdol	600	800	800		1,000	500				3,700
Dodera	300	500	1,000		600		250			2,650
Drhokker	5,000	1,200		1,500						7,700
Dynaj			100							100
Ek'Gakel	500	1,000	1,000				500			3,000
Ek'Kasel	1,000		1,200							2,200
Eldor	3,500	1,000	3,000			1,000	1,000	1,200		10,700
Geanavue		80	80				300			160
Kalamar	4,000	1,500	15,000		2,000	1,000	1,500	1,000		26,000
Korak	1,200	200	4,500				300			6,200
Mendarn	600	600	1,200		1,500	1,000				4,900
Meznamish	200	600	2,500			500				3,800
Miclenon		150	125							275
Narr-Rytarr		150	150							300
Norga-Krangrel			8,000							8,000
O'Par	100	750		750	100	200				1,400
Ozhvinmish	1,500	2,500	1,000	3,000			1,000	500		9,500
P'Bapar	500	200	500							1,200
Paru'Bor	1,700	300	500			400			300	3,200
Pekal	600	450	4,000	600		1,800		300	750	8,500
Pel Brolenon			1,500			1,100		300		2,900
Prompeldia		100	200							300
Shyff		50	50				30	70		200
Shynabyth		500			2,500	500	650			4,150
Skarrna	1,000	500	1,500							3,000
Slen			1,800							1,800
Tarisato		500	5,000				900			6,400
Tharggy	1,000	400	2,200			500				4,100
Thybaj	250		1,600			500				2,350
Thygasha		350	350							700
Tokis	1,600	500	5,000		700	400	800	400		9,400
Torakk			3,500							3,500
Ul-Karg			10,000							10,000
Vrandol			300							300
Zazahni	2,000	5,000		1,000		500				8,500
Zoa		100	200				200	200		700

#### Key

<b>HC</b>	Heavy Cavalry:	Typical equipment consists of a barded warhorse, metal armor with lance, mace and sword.
<b>LC</b>	Light Cavalry:	Typically encountered lightly armored, with a warhorse, shortbow, and a spear or lance, .
<b>HI</b>	Heavy Infantry:	Standard troops are metal armored, with shield, and sword or axe.
<b>HI-h</b>	Heavy Infantry [hobilar]:	Equipped per heavy infantry [but typically of lesser quality] with the addition of riding horses.
<b>HI-p</b>	Heavy Infantry [pikemen]:	Typically less armored than standard heavy infantry but trained to fight in a phalanx. Assorted polearms will be wielded but each unit will be homogenous in weaponry.
<b>LI-a</b>	Light Infantry [archer]:	These troops are lightly armored and armed, [long]bows are always used.
<b>LI-c</b>	Light Infantry [crossbow]:	Equipped per archers but with crossbows. Cheaper than longbowmen, but less effective.
<b>M</b>	Marines:	Leather armor, sword and shield are standard; these specialized troops are adept at shipboard combat but may be outfitted as heavy infantry for land-based duty.
<b>E</b>	Elven Troops:	Elves fight as both heavy and light infantry. Equipment varies but is usually of the finest quality.

Equipment listed is necessarily very general and varies with the economic status of the kingdom fielding these troops.



## APPENDIX D: QUICK REFERENCES

<b>Tellene Naming Conventions</b>			
<b>Domain*</b>	<b>Resident</b>	<b>Residents plural</b>	<b>Things of this origin</b>
Ahznomahn	Ahznom	Ahznoms	Ahznomahnii
<b>All of Tellene</b>	Dejy	Dejy	Dejy
Basir	Basiran	Basirans	Basiran
<b>Brandobia</b>	Brandobian	Brandobians	Brandobian
Cosdol	Cosdolite	Cosdolites	Cosdolite
Dodera	Dodera	Doderas	Doderan
Drhokker	Drhokker	Drhokkers	Drhokkeran
Ek'Gakel	Gakite	Gakites	Gakite
Ek'Kasel	Kasite	Kasites	Kasite
Eldor	Eldoran	Eldorans	Eldoran
Kalamar	Kalamaran	Kalamarans	Kalamaran
Korak	Korak	Koraki	Koraki
Mendarn	Mendarn	Mendarns	Mendarn
Meznamish	Meznam	Meznams	Meznamishii
Norga-Krangrel	Krang	Krangi	Krangi
O'Par	Par	Pari	O'Paran
Ozhvinmish	Ozhvin	Ozhvins	Ozhvinmishii
Paru'Bor	Paruv	Paruvs	Paruvian
Pekal	Pekalese	Pekalese	Pekalese
Pel Brolenen	Brolenese	Brolenese	Pel Brolenese
<b>Reanaaria Bay</b>	Reanaarian	Reanaarians	Reanaarese
Shynabyth	Shynabyth	Shynabyth	Shynabyth
Skarrna	Skarrn	Skarrns	Skarrnid
Slen	Slen	Slen	Slennish
<b>Svimohzia</b>	Svimohz	Svimohz	Svimohzish
Tarisato	Tarisato	Tarisato	Tarisatan
Tharggy	Thar	Thars	Tharggy
Thybaj	Thybaj	Thybaj	Thybajy
Tokis	Tokite	Tokites	Tokisian
Torakk	Torakki	Torakkis	Torakki
Ul-Karg	Karg	Kargi	Kargi
<b>Wild Lands</b>	Fhokki	Fhokki	Fhokki
<b>Young Kingdoms</b>	By country	By country	By country
Zazahni	Zazahni	Zazahni	Zazahni

\*While most of the domains on this list are established countries, those in **bold type** are broad regions inhabited by people of many different nationalities. However, when applicable, prevalent racial naming conventions are provided for the overall regions.

### Country Quick-Reference Chart

Country	Capital City	Population	Ruler	Resources
Ahznomahn	Zha-nehzmish	550,000	Parliamentary rule	spices, herbs, lumber, foodstuffs
Basir	Bet Urala	685,000	Her Exalted Highness, Princess Dela II, Princess Regent of Basir, Admiral of the Imperial Fleet	foodstuffs, rare herbs, gold, gems, minerals, lumber
Cosdol	Cosolen	650,000	Welren Endremin, Archmage of the North, Ruler of Cosdol	furs, oils, foodstuffs, textiles
Dodera	Bet Dodera	525,000	His High Lordship, Orilaras I, Grand Duke of Dodera, Scourge of Tharggy	iron, copper, tin, gold
Drhokker	None	1,000,000	No single ruler	horses
Ek'Gakel	Betasa	602,000	His Most Excellent Chancellor, Brond Epseln, Ruler of Ek'Gakel for Life	textiles
Ek'Kasel	Bet Kasel	412,500	His Most Lordly Monarch, Erasar II, King of Ek'Kasel	lumber
Eldor	Dalen	2,625,000	His Most Regal Majesty, King Brenbol I of Eldor, Sovereign of Central Brandobia	foodstuffs
Kalamar	Bet Kalamar	4,450,000	His Most August Supremacy, Kabori I, Mighty Emperor of Kalamar, Supreme Ruler of Basir, Dodera, Tarisato, and Tokis	iron, tin, silver, copper, foodstuffs, livestock, gems
Korak	Korem	670,000	General Alere Garnak, Ruler of Korak	iron
Mendarn	Ospolen	1,125,000	His Royal Majesty, Aldorn III, King of Mendarn, Supreme Ruler of Southern Brandobia	foodstuffs, livestock, gold, gems
Meznamish	Monam-Ahnozh	775,000	His Most High Majesty, Warven II, King of Meznamish	gems, minerals, metals
Norga-Krangrel	Rinukagh	Unknown	King Krokak-Marg the Mighty, King of Norga-Krangrel, Bringer of Blood and Gore	foodstuffs
O'Par	Bet Bireli	520,000	His Most Royal Lordship, Gadadik II, Grand Duke of O'Par	livestock, textiles
Ozhvinmish	Ashoshani	1,875,000	His Grand Monarch, King Shahn III, Lord Ruler of Ozhvinmish	lumber, gems
Paru'Bor	Bet Regor	270,000	His Most Noble Highness, Price Ragil V, Lord Ruler of Paru'Bor, Supreme Commander of the Knights of Justice	some foodstuffs
Pekal	Bet Rogala	1,275,000	His Royal Excellency, Kafen I, Lord Prince of Pekal	foodstuffs, minerals, textiles
Pel Brolenon	Vrendolen	375,000	His Most Dreaded High Priest, Dowrel Yelmon, the Unyielding Vassal of the Overlord, Shackler of the Mighty, Tyrant of Pel Brolenon	gemstones
Shynabyth	Rynoshok	750,000	His Supreme Majesty, Joto II, King of Shynabyth	foodstuffs, lumber, textiles
Skarrna	None	600,000	Ruled by feudal battlelords	whale oil, octopus ink, coral, textiles, foodstuffs, pearls
Slen	Kako-gyr	Unknown	His Most Dark and Powerful Lord, Toth Senkan, Grand Theocrat, Vicar of Pain, Inflictor of Torment, Terror of the North	Unknown
Tarisato	None	937,500	Ruled by nine lords	livestock, gems, minerals, metals, rare plants, herbs, spices
Tharggy	Brynarr	750,000	Her Most Royal and Noble Highness, Queen Defyn I of Tharggy	textiles, foodstuffs
Thybaj	Shyta-Thybaj	400,000	His Most Lordly Sovereign, Dakary II, Shajody of Thybaj	gems, silver, copper, lumber
Tokis	Bet Seder	1,690,000	His Excellency, King Adoku I of Tokis, Guardian of the Northern Empire	livestock, foodstuffs
Torakk	None	112,500	No organized government or single ruler	furs, flint, ice
Ul-Karg	Unknown	Unknown	King Krarag-Randatk the Powerful, Ruler of Ul-Karg, Commander of All Tribes	gems, metals, ivory, lumber, spices, textiles
Zazahni	None	1,600,000	No current ruler	minerals, lumber, spices

## Non-Player Character Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Aacuna	G	human	Saaniema	Wizard 11
Abeilua, Ziliana	G	human (f)	Zoa	Wizard 16
Ablen	E	Brandobian	Premolen	Wizard 6
Aburago	G	human	Balelido	Wizard 6
Abuto, Relaton	UN	human	Oloseta	Cleric 11
Adoku, King	E	Kalamaran	Bet Seder	Elite Soldier (Leader) 16
Adurmas	G	Dwarf	Zomo-wim	Rogue 7
Adyja	G	human	Nythok	Fighter 1
Aggdar, Duke	G	Fhokki	Trarr	Fighter (Barbarian) 5
Ahzimian	LG	Svimohz	Svowmahni	Elite Soldier 15
al-Svalar, Svalinh	G	Dejy	Ehzhimahn	Fighter 8
Aladis the Fletcher	G	Half-elf	Bet Dodera	Rogue 11
Alentarr	G	human (f)	Narr-Rytarr	Cleric 14
Aleshdin	G	Svimohz	Zha-nehzmish	Fighter 6/Rogue 4
Alidd	E	Half-elf	Aroroleta	Wizard 10
Altamir	G	Brandobian	Miclenon	Rogue 3/Wizard 7
Altean, Barten	UN	Halfling	Prompeldia	Rogue 9
Amalen, Duke	G	human	Paketa	Expert Soldier (Leader) 4
Amon, Senchet	G	Dejy	Dynaj	Wizard 8
Anarvis	LG	human	Nenehi	Wizard 8
Andal the Virile	UN	Brandobian	Dalen	Cleric 16
Anferset	N	Dejy	Dynaj	Cleric 11
Angklin, Durvak	LG	Dwarven	Dijishy	Artillery 5
Anhdel, Captain	G	human	Saaneima	Phantom Warrior Ghost (Soldier 10)
Ansren	G	Gnome	Segeleta	Cleric 9
Ansven	G	human	Anowhizh	Expert 9
Apatos	UN	human	Bet Bireli	Elite Soldier 1
Arhomven, Mizovohr	UN	Svimohz	Emosvom	Fighter 10
Ashthen	UN	human	Shyta-Thybaj	Wizard 8
Athaga	LG	human	Shyff	Fighter 4/Wizard 8
Aziri, Hilano	LG	human	Svowmahni	Cleric 16
B'Pareso, Lord	G	human	Baneta	Elite Soldier (Leader) 4
Baarat	UN	human	Thygasha	Cleric 5
Badir, Pesaron	LG	Kalamaran	Bet Urala	Elite Artillery 12
Baenar	UN	human	Saaniema	Cleric 9
Bajyr, Dothoki	G	human	Shyta-Thybaj	Elite Skirmisher 12
Balamir	UN	Kalamaran	P'Bapar	Fighter 10/ Wizard 2
Balemo, Yufur	UN	Kalamaran	Gaketa	Elite Skirmisher 13
Banakal, Duke	UN	Kalamaran	Bet Urala	Elite Soldier (Leader) 12
Bandeskrin, Holomar	G	human	Gaketa	Rogue 8
Bandorian the Bold	LG	human	Baneta	Fighter 5/ Wizard 3
Bandran, Weldril	G	human	P'Bapar	Wizard 14
Barkam	UN	human	Daruk	Fighter 6/ Rogue 4
Barkandor, Prince	LG	Dwarf	Draska	Elite Soldier (Leader) 8
Basteln, Wencrel	LG	Brandobian	Ospolen	Rogue 12
Bharr, Arturr	G	Fhokki	Norr Bharr	Fighter (Barbarian) 10
Blim	E	Dwarf	Korem	Cleric 8
Bloodsword, Liamar	G	human	Zoa	Fighter 6
Boganiro, Baron	G	human	Kabakosikido	Elite Soldier (Leader) 6
Bolgdran	LG	human	Vrandol	Fighter 8
Bonoroti	G	human	Prompeldia	Wizard 12
Borin	G	Halfling	Kaleta	Elite Controller 9
Borli	UN	Dwarf	Anowhizh	Cleric 16
Borokar	CE	human	U'Rudaketa	Rogue 11

*Treat all Fighter (Barbarian) NPCs as fighters or barbarians of the listed level, depending on the nature of your campaign and the available rules.*

## NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Brenbol I, King	UN	Brandobian	Eldor	Elite Soldier (Leader) 10
Brighstar, Nolan	UN	Halfling	Bet Rogala	Fighter 7
Bythok	G	human	Fymar	Warlord 6
Cabaron	E	human	Rosaleta	Wizard 8
Cafarr	UN	human	Pekata	Rogue 1
Canamus	G	human	Fopasido	Wizard 7
Caralle	G	Gnome (f)	Baethel	Fighter 8
Castrovel, Bromolel	UN	Brandobian (f)	Premolen	Fighter 10
Cavdrol	UN	Brandobian	Vrandol	Fighter 12
Cevranath	G	Elf	Lathlanian	Fighter 5/ Wizard 8
Charan	G	Elf	Betasa	Ranger 11
Cheftan	G	human	Prompteldia	Rogue 6
Chelean	CE	human	U'Rudaketa	Rogue 11/Fighter 4
Cheun, Mayor	G	Dejy	Nythok	Fighter (Barbarian) 6
Clentron, Brond	G	human	Bronish	Cleric 9
Coldhammer, Tethen	G	Fhokki	Fymar	Wizard 11
Coldon, Governor	LG	Brandobian	Micelon	Elite Skirmisher 4
Colfen, Tolchis	G	Brandobian	Ospolen	Fighter 16
Coronos the Blind	G	Elf	Doulathanorian	Cleric 6
Crandin, Elamar	UN	Brandobian	Dijishy	Cleric 9
Crel, Oprem	UN	Brandobian	Inolen	Cleric 16
Culran the Spellsmith	G	human	Cosdol	Wizard 11
Currund the Golden	UN	Elf	Lathlanian	Elite Controller 12
Daclen	G	Elf	Alnarma	Wizard 12
Dadorj	G	Dejy	Nythok	Wizard 5
Dakary, Shajody	G	human	Shyta-Thybaj	Fighter 7
Dalorak II, Duke	G	human	Daruk	Elite Soldier (Leader) 11
Damant	E	Brandobian	Premolen	Fighter 5
Danasan of Napalido	G	Brandobian	Cosdol	Cleric 16
Danguld, Acostra	UN	Brandobian (f)	Unvolen	Cleric 7
Daresti, Baron Janesh	LG	human	Fopasido	Soldier (Leader) 7
Daresvim	G	Svimohz (f)	Nenehi	Elite Soldier 4
Dashahn	E	half-Elf	Anowhizh	Rogue 12
Dashemmi, Veznos	G	human	Ehzhimahn	Wizard 10
Dashy, Count	G	Dejy	Thygasha	Fighter 11
Datarn	G	Brandobian	Unvolen	Fighter 12
Davrosil	LG	Brandobian	Inolen	Paladin 10
Dealaan	UN	human	Shyff	Minion 8
Defyn, Queen	G	human (f)	Brynarr	Elite Soldier (Leader) 16
Dela, Princess	LG	Kalamaran (f)	Bet Urala	Elite Skirmisher (Leader) 10
Delem, Sir	LG	Kalamaran	U'Rudaketa	Paladin 8
Dervil, Maleth	E	human	Kako-gyr	Cleric 16
Desgen	UN	Dejy	Ospolen	Cleric 14
Desveminh the Warlord	E	human	Ashoshani	Warlord 4/Wizard 10
Dobril, Herasten	E	Brandobian	Alnarma	Cleric 9
Dolothar the Knighted	E	Elf	Dowond-Brandel	Warlock 10
Domerolo	G	human	Paketa	Minion 3
Dorlanisti, King	G	Elf	Doulathanorian	Elite Soldier (Leader) 16
Dornn, Jerl	UN	Fhokki	Brynarr	Elite Soldier 9
Dornn, Tiva	UN	Fhokki	Brynarr	Elite Soldier 5
Dovizhem III, Duke	G	Svimohz	Svomwhi	Elite Soldier (Leader) 13
Dreplon, Brovlen	G	Brandobian	Unvolen	Wizard 6
Durmank	E	human	Baleido	Rogue 10
Dvistasi	UN	human	Thygasha	Warlock 14
Dyrn, Terrus	CE	human	Nenehi	Wizard 14 (Lich)

## NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
E'Dos (Kalanasi), Duke	G	human	P'Bapar	Elite Soldier (Leader) 14
Edarn, Munvaln	E	human	Dowond-Brandel	Rogue 12
Egrek	G	Fhokki	Trarr	Rogue 2
Eilan, Count	UN	human	Saaniema	Elite Soldier (Leader) 5
Elborn	UN	Elf	Aasaer	Wailing Ghost (Controller 12)
Elkin, Sender	G	Half-elf (f)	Dijishy	Minion 3
Ellerand	G	Elf	Lathlanian	Cleric 11
Emaethelia	UN	Elf	Baethel	Rogue 7/Wizard 1
Emearer, Duke	LG	human	Xaarum	Elite Soldier (Leader) 10
Emfid, Hochul	G	human	Anowhizh	Cleric 19
Enday, Lanitorn	LG	Brandobian	Bet Dodera	Cleric 15
Enga	G	Fhokki (f)	Daruk	Wizard 14
Epseln, Brond	G	human	Betasa	Elite Lurker 12
Eramis, Baron Retara	G	human	Pipido	Elite Soldier (Leader) 19
Eramis, Setana	G	human	Pipido	Fighter 11
Eresar II, King	UN	human	Bet Kasel	Elite Soldier (Leader) 11
Esmaran	E	Elf (f)	Giilia	Vampire Lord (Elite Lurker 11)
Etera Zem'Par, Sir	CE	Kalamaran	Irontop	Wizard 11
Ezamil, Jupati	G	human	Bet Kalamar	Cleric 19
Faerbast	LG	Gnome	Bet Regor	Controller 3
Farstad the Steadfast	LG	Dwarven	Draska	Wizard 15
Feranis	CE	Kalamaran	Bet Kalamar	Cleric 15
Ferasol	LG	human	Bet Kasel	Soldier 5
Fitolima	G	human	Baneta	Skirmisher 7
Flamarze	G	Elf (f)	Cosdol	Warlock 10
Folnen	G	Brandobian	Unvolen	Wizard 7
Folnester, Pandren	E	human	Dowond-Brandel	Cleric 12
Fonamar	LG	human	Balelido	Cleric 9
Foorjah	UN	human	P'Bapar	Cleric 8
Fortind	LG	Brandobian	Ospolen	Fighter 4
Frojar	G	human	Shynabyth	Wizard 8
Funari	UN	human	Betasa	Cleric 6
Furak, Balan	LG	human	Bet Regor	Fighter 9
Gabilano	G	human	Bet Dodera	Controller 5
Gadadik I	UN	Kalamaran	Bet Bireli	Elite Soldier (Leader) 15
Gaide, Shrama	E	human	Shynabyth	Rogue 11
Galborn, Gruthal	G	Gnome	Vrendolen	Cleric 9
Ganakh	CE	Hobgoblin	Ashakulagh	Fighter (Barbarian) 18
Garnak, Alere	UN	human	Korem	Fighter 11
Gelten	LG	Brandobian (f)	Ospolen	Wizard 9
Gesan, Count	G	human	Paketa	Fighter 8
Geshain, Harman	E	Gnome	Paketa	Fighter 6/Rogue 5
Ghanim, Amihn	E	Svimohzish	Ashoshani	Cleric 11
Ghatha	UN	human	Svowmahni	Minion 8
Girod	UN	human	Bet Dodera	Cleric 13
Golzumak the Earthmage	UN	Half-orc	Kabakosikido	Wizard 9
Gonflen	UN	Halfling	Bet Seder	Cleric 13
Gosiralo	G	human	Aroroleta	Controller 6
Grezat	E	Hobgoblin	Burzumagh	Elite Controller 5
Grond, Doulmak	E	Hobgoblin	Ashakulagh	Sorcerer 11
Grullagz, Grand Duke	E	Hobgoblin	Burzumagh	Fighter 16
Gulli	G	Fhokki (f)	Draska	Wizard 13
Gunegin	UN	Kalamaran	Bet Regor	Lurker 9
Guntern, Rurik	LG	Dwarf	Draska	Cleric 13

## NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Gurthay, "Red"	E	human	P'Bapar	Rogue 9
Gusalitan	LG	Dwarf	P'Bapar	Minion 8
Guwan Bakar	E	Kalamaran	Bet Kalamar	Soldier 9
Gytha	G	human (f)	Brynarr	Cleric 11
Haar, Lord	LG	Reanaarian	Geanavue	Elite Soldier (Leader) 12
Hageee	G	half-Elf	Aasaer	Fighter 8
Halmak the Thrice-Risen	UN	Fhokki	Trarr	Brute 8
Halvena	CE	half-Elf (f)	Ardarr-Norr	Ranger 13
Hamaka	LG	half-Elf (f)	Zha-nehzmish	Cleric 13
Hamion, Paar	E	human	Saaniema	Cleric 5
Han, Jinazsu	E	Yuan-ti	Ashoshani	Sharp-eye Artillery 13
Hap'nam, Feledar	G	human	Bet Urala	Cleric 15
Haraman	UN	Kalamaran	Doulathanorian	Fighter 7
Harukan, Gramar	UN	human	Bet Rogala	Warlock 14
Haruma the Lonely	G	human (f)	Fymar	Controller 7
Harutor, Duke Falamar	UN	Kalamaran	Rosaleta	Elite Soldier (Leader) 10
Hasimat	UN	Kalamaran	Aroroleta	Skirmisher 4
Hedlen	E	Brandobian	Dopolen	Rogue 4
Heger, Atharr	G	human	Fymar	Ranger 8
Hejrast	LG	Gnome	U'Rudaketa	Expert 8
Helena	E	human (f)	Bet Bireli	Cleric 11
Hendrad the Black	UN	human	Vrandol	Elite Controller 11
Heran, Kibika	LG	human (f)	Bet Bireli	Cleric 9
Herkuul the Crow	E	Hobgoblin	Ashakulagh	Cleric 19
Highhand, Sil	E	Gnome	P'Bapar	Rogue 11
Hor'Bek, Duke	G	human	Oloseta	Fighter 7
Hostyrn	G	human	Kako-gyr	Warlock 9
Hovaran	UN	human	Balelido	Fighter 11
Hreathwrot	G	Fhokki	Svowmahni	Wizard 10
Hreslin	G	Gnome	Ardarr-Norr	Cleric 10
Humater, Golin	UN	human	P'Bapar	Cleric 10
Hurrkal	UN	human	Ardarr-Norr	Wizard 13
Hylar	G	human	Brynarr	Elite Lurker 14
Ilagon	E	human	Aroroleta	Rogue 10
Ilistar the Songstress	G	Elf (f)	Cilorealon	Elite Controller 14
Inala	E	human (f)	Bet Seder	Rogue 12
Inawhil, Duke	UN	Svimohz	Emosvom	Elite Soldier (Leader) 5
Ingamin, Stren	LG	Brandobian	Premolen	Elite Soldier 4
Ingamin, Transen	E	Brandobian	Premolen	Elite Lurker 6
Invar	LG	Gnome	Saaniema	Wizard 7
Ironwall, Gornatt	E	Hobgoblin	Burzumagh	Cleric 14
Isilrim	E	Brandobian	Ospolen	Fighter 13
Isitolo the Many-Tongued	LG	human	P'Bapar	Lurker 7
Isvanosh	CE	Svimohz	Zensahn	Rogue 15
Izenmas	G	Svimohz	Zha-nehzmish	Elite Artillery (Leader) 18
Jalek, Kuoro	LG	Dwarven	Irontop	Cleric 11
Jandy	UN	Gnome (f)	Geanavue	Wizard 8
Jaralam	E	Kalamaran	Bet Seder	Lurker 4
Jaresh	UN	human	Betasa	Wizard 8
Jasselan	UN	Elf	Doulathanorian	Ranger 8
Jebim, Prince	LG	Gnome	Baethel	Elite Soldier (Leader) 9
Jevanik, Marshall	E	Kalamaran	Ka'Asas	Fighter 15
Jish	LG	Dejy	Alnarma	Sorcerer 7
Jolizek the Rider	LG	human	Gaketa	Wizard 7

## NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Jorgen	G	human	Ardarr-Norr	Cleric 15
Joto II, King	UN	Dejy	Shynabyth	Elite Skirmisher (Leader) 15
Kafen, Prince	G	Half-elf	Bet Rogala	Elite Soldier (Leader) 14
Kaino the Peaceful	LG	human	Aasaer	Elite Skirmisher 12
Kaladi	G	Kalamaran	Brynarr	Fighter 2/Wizard 10
Kales'Tet, Rumar	LG	Half-elf	Bet Regor	Cleric 14
Kamira	G	Kalamaran (f)	Paketa	Wizard 9
Karaso, Baron	G	Kalamaran	Segeleta	Elite Soldier 8
Kasimer	UN	Kalamaran	Aroroleta	Elite Lurker 8
Kelona'i of Salirido	G	human	Bet Kalamar	Elite Controller 13
Kenos	UN	Kalamaran	Bet Dodera	Minion 4
Kentat	UN	Dejy	Dynaj	Brute 7
Kerak, Julkan	LG	Dwarf	Bet Regor	Soldier 13
Kerutan	E	human (f)	Bet Regor	Rogue 13
Kestarak	E	Dwarf	Bet Seder	Rogue 10
Khali	LG	Dejy	Thygasha	Cleric 9
Khazuk	G	Dwarf	Geanavue	Cleric 17
Ki'Isa (Lisanara the Colorful)	LG	human (f)	Bet Dodera	Wizard 11
Kinshag	E	Half-hobgoblin	Burzumagh	Rogue 14
Kiralna	G	Brandobian	Premolen	Cleric 4
Kirsan	G	Dejy	Thygasha	Cleric 15
Kopar, Minis	E	Kalamaran	Ehzhimahn	Rogue 3/Wizard 6
Korasela, Lord	UN	human	Sisalasido	Soldier 3
Koron Gabrazel, Prince	E	Hobgoblin	Rinukagh	Ranger 10
Krage, Zurgak	E	Hobgoblin	Burzumagh	Fighter 12
Krrag-Randatk, King	E	Hobgoblin	Burzumagh	Fighter 19
Krokai-Marg	E	Hobgoblin	Ashakulagh	Fighter 17
Ku'Ato, Dorata	UN	human	Sobeteta	Wizard 10
Kurak	LG	Dwarf	Irontop	Brute 9
Kurgaz	E	Hobgoblin	Burzumagh	Cleric 13
Kuwaki, Horan	E	human	Bet Kalamar	Rogue 10
Lahana	G	human	Bet Kasel	Warlock 9
Lakaran the Twisted	LG	human	Baneta	Wizard 12
Lelten, Duke Rold	G	Brandobian	Ospolen	Soldier 10
Lelten, Olta	LG	Brandobian	Ospolen	Skirmisher 3
Likon	UN	human	Daruk	Wizard 12
Lokkur	UN	human (f)	Brynarr	Wizard 14
Lomburd	UN	Dwarf	Shyta-na-Dobyo	Controller 4
Lorot, Feseera	G	Reanaarian	Geanavue	Wizard 9
Lorr, Tanarr	UN	human	Narr-Rytarr	Minion 6
Loso the Scribe	G	human	Korem	Wizard 12
Lura	G	half-Elf (f)	Korem	Wizard 3
Magapar, Duke	LG	Kalamaran	U'Rudaketa	Soldier 6
Malaran	E	human	Bet Seder	Rogue 14
Mandast	E	Brandobian	Vrandol	Elite Controller 7
Mantak	G	Fhokki	Bharr	Fighter (Barbarian) 4
Masa'I, Teren	E	human	Sobeteta	Rogue 13
Mawhal the Foolish	E	human	Anowhizh	Wizard 15
Meamon, Tuuhoor	G	human (f)	Saaniema	Cleric 8
Mearo	G	Reanaarian	Geanavue	Fighter 6
Melesip, Boganiro	LG	Kalamaran	Kabakosido	Wizard 2
Mennas, Kamarr	G	Fhokki	Nythok	Lurker 3
Meno	E	human	Betasa	Rogue 11
Menolak	G	Elf	Segeleta	Wizard 12



## NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Merazan	LG	Svimohz	Svovmahni	Lurker 3
Merr	E	Fhokki	Shyff	Warlock 12
Mesvanish	UN	human	Svomwhi	Elite Controller 8
Mewneha	G	Svimohz (f)	Alnarma	Cleric 9
Mezahn, Umhul	LG	Svimohz	Zha-nehzmish	Wizard 16
Miazaar	G	human (f)	Xaarum	Elite Controller 9
Milera, Lady	G	human (f)	Paketa	Fighter 6
Milhavin the Eagle-Eyed	UN	Svimohz	Anowhizh	Elite Artillery 14
Mindolm	G	Brandobian	Premolen	Controller 3
Mindreb, Seldril	E	Brandobian	Alnarma	Cleric 7
Minivl	LG	human	Cosdol	Wizard 11
Minon	LG	human	Sobeteta	Cleric 10
Misatir	G	Gnome	Aroroleta	Wizard 7
Mizani, Sisi	G	Svimohz (f)	Anowhizh	Wizard 6
Miznamvho	UN	human	Emosvom	Elite Lurker 10
Mokira, Duke Satira	E	Kalamaran	Irontop	Soldier 9
Monshar, Peer	LG	human	Segeleta	Skirmisher 7
Morisato	LG	human	Balelido	Controller 8
Mornstar, Galenon	G	human	Oloseta	Wizard 8
Movazh	E	human	Monam-Ahnoz	Wizard 13
Mulator	CE	human	Doulathanorian	Cleric 15
Murolak	G	Half-hobgoblin	Oloseta	Skirmisher 7
Mushahnohz	G	human	Zensahn	Wizard 12
Naaman	UN	Gnome	Baethel	Lurker 6
Nabaddan	G	human	Ardarr-Norr	Wizard 11
Naggetrek, Azak	E	Hobgoblin	Rinukagh	Cleric 10
Nahlavi, Captian	G	human	Zomo-wim	Fighter 9
Nalar	E	human	Bet Urala	Wizard 18
Nalban	E	human	Vrandol	Cleric 8
Nalvan, Ichil	E	Brandobian	Dopolen	Rogue 8
Namir, Badilo	E	human	Bet Kalamar	Rogue 19
Nandten	E	Brandobian	Inolen	Minion 3
Navadaal	LG	human	Giilia	Cleric 7
Neal, Thalan	E	Half-elf	Inolen	Elite Controller 11
Neimon	LG	human	Daruk	Cleric 11
Nelata	CE	human (f)	Aroroleta	Rogue 6
Nemetis, Berata	UN	human	Bet Kasel	Cleric 11/ Fighter 4
Nethanem	G	human	Sisalasido	Skirmisher 4
Nidopar	UN	Kalamaran	Kaleta	Brute 6
Nightsword, Eggamit	G	human	Brynarr	Wizard 9/Ranger 8
Nishmani, Duke	UN	Svimohz	Zomo-wim	Elite Soldier 9
Noeia, Culusa	G	Half-elf	Inolen	Fighter 10
Noolau	G	Halfling	Thygasha	Cleric 12
Noorum	E	Halfling	Xaarum	Rogue 8
Norbaren, King	LG	Dwarf	Draska	Fighter 9
Norford, Agis	LG	Fhokki (f)	Trarr	Minion 3
Norford, Rejel	LG	Fhokki	Trarr	Wizard 6
Norford, Stin	UN	Brandobian	Trarr	Cleric 2
Nortron, Seldar	UN	Brandobian	Premolen	Wizard 7
Nosahu, Gorin	LG	Kalamaran	Gaketa	Paladin 12
Nunalta	G	Brandobian (f)	Dopolen	Elite Controller 10
Nund, Nivler	UN	Brandobian	Dalen	Skirmisher 4
Nurband, Sir	G	human	Miclenon	Ranger 7
Oarth, Hul'Mar	E	human (f)	Oloseta	Rogue 16
Ogg-Chukka	UN	Ogre	Oloseta	Thug (Minion 11)

## NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Ohmdalz, Mushan	G	human	Zha-nehzmish	Cleric 14
Omar, Odis	E	Kalamaran	Bet Bireli	Lurker 4
Oora	UN	Kobold (f)	Shrogga-pravaaz	Elite Slyblade Lurker 4
Orilaras, Grand Duke	UN	Kalamaran	Bet Dodera	Elite Soldier (Leader) 13
Osud, Prince	LG	human	Bet Urala	Fighter 6
Othmal	G	Brandobian	Ospolen	Cleric 9
P'Lomel, Count	UN	Kalamaran	Kaleta	Soldier 9
Pacuam	UN	human	Aasaer	Rogue 9
Palinwayt, Tomas	G	human	Bet Rogala	Cleric 16
Palopi, Count	CE	Kalamaran	U'Rudaketa	Skirmisher (Leader) 11
Pateris, Oratak	G	human	U'Rudaketa	Cleric 10
Patukhar, Grand Duke	E	Hobgoblin	Burzumagh	Fighter 9
Pekanato	E	Gnome	Gaketa	Rogue 10
Perekey the Swift	UN	human	Bet Bireli	Warlock 13
Pinavik	LG	human	Kaleta	Brute 4
Poat	UN	Stone Giant	Geanavue	treat as a Hill Giant Elite Brute 13
Porisal	E	Half-elf	Rosaleta	Ranger 11
Praban	E	Brandobian	Premolen	Ranger 11
Pulan	UN	human	Bet Regor	Wizard 10
Puramal	UN	Ghost	Pipido	Phantom Warrior (Soldier 4)
Ragarela, Elmin	G	human	Betasa	Fighter 13
Ragil V, Prince	G	human	Bet Regor	Elite Soldier (Leader) 16
Raitax	E	Hobgoblin	Rinukagh	Fighter 3/Warlock 9
Rapos II, King	LG	Kalamaran	Bet Urala	Elite Soldier (Leader) 15
Rasturr	G	Fhokki	Norr Bharr	Warlock 2
Rattak	UN	Fhokki	Trarr	Fighter 8
Rawannaesian, Thelanaeorive	G	Elf	Lathlanian	Ranger 10
Razhan	LG	human	Zha-nehzmish	Cleric 18
Reanali, Helana	G	Elf (f)	Doulathanorian	Elite Controller 15
Redbark, Hulrad	G	Elf	Cosdol	Wizard 19
Redshield, Gortha	UN	Half-orc	Daruk	Fighter 5
Reidgard	E	Fhokki	Ardarr-Norr	Cleric 10
Remosa, Duchess Felana	LG	human (f)	Bet Urala	Paladin 10
Renuusio	G	Reanaarian	Bet Regor	Fighter 5
Resemer the Unholy	LG	Kalamaran	Sobeteta	Warlock 11
Restam	LG	Gnome	Zoa	Wizard 6
Rewano, Baron	E	Kalamaran	Balelido	Skirmisher (Leader) 6
Rigan, Crown Prince	G	human	Bet Regor	Elite Soldier (Leader) 6
Rivlada, Lord	G	Brandobian	Dalen	Fighter 6
Roalee	LG	Gnome (f)	Xaarum	Cleric 11
Rolakk	UN	Hobgoblin	Shrogga-pravaaz	Fighter 10
Rolator	UN	Kalamaran	Rosaleta	Brute 5
Rolon	LG	human	Aasaer	Fighter 6/Rogue 4
Roshanaz, Duke	LG	Svimohz	Nenehi	Elite Skirmisher (Leader) 12
Rothek the Wise	LG	human	Paketa	Controller 12
Rothla the Red	LG	human (f)	Brynarr	Paladin 10
Rozhan	G	Dejy	Thygasha	Cleric 9
Rulamar, Baron	UN	human	Bet Seder	Fighter 17
Ruwana the Dark	G	Elf (f)	Cilorealon	Wizard 13
Ruwasan	G	human	Baneta	Fighter 13
Ruy, Sulenna	UN	human	Prompeldia	Cleric 16
Rythok	G	human	Bet Regor	Fighter 2
Sacremor	G	human	Miclenon	Fighter 9
Salpron, Whemi	G	human	Anowhizh	Controller 4

## NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Sanrev	E	human	Crandolen	Fighter 2/Rogue 9
Santren, Crend	G	Brandobian	Inolen	Fighter 16
Sapran, Furum	UN	Halfling	Bet Seder	Elite Controller 5
Saterus	UN	human	Oloseta	Cleric 5
Sayn, Nalen	E	human (f)	Sisalasido	Rogue 6
Seltan, Vrolnem	G	human	Bronish	Controller 3
Semantoth	E	Dejy	Dynaj	Vampire Lord (Elite Lurker 11)
Semitiri	LG	human	Bet Kasel	Controller 12
Senden the Seer	G	Brandobian	Dopolen	Cleric 15
Sendir, King	G	Elf	Cilorealon	Elite Soldier (Leader) 16
Senkan, Toth	E	human	Kako-gyr	Cleric 19
Sepiter, Grahahn	UN	human	Shrogga-pravaaz	Wizard 13
Serafil	G	Elf	Pipido	Wizard 6
Setiran, Fanam	UN	human	U'Rudaketa	Wizard 7
Sevlen	G	Brandobian	Cosdol	Wizard 6
Shacel, Amar	LG	Svimohz	Anowhizh	Fighter 11
Shagra	UN	human (f)	Thygasha	Lurker 8
Shahn III, King	G	Svimohz	Ashoshani	Elite Soldier (Leader) 17
Shantren IV, Voldomar	G	Brandobian	Crandolen	Fighter 6
Shantren V, Voldomar	LG	Brandobian	Crandolen	Soldier 5
Shazahn, Leshan	G	human (f)	Zomo-wim	Cleric 12
Shel	UN	Doppelganger	Korem	Doppelganger Assassin (Lurker 8)
Shenshal, Azhanimahr	UN	Svimohz	Ashoshani	Fighter 12
Shifan	LE	Elf	Bet Kalamar	Warlock 20
Shiseth	G	Dejy	Alnarma	Fighter 7
Shosan-haasav	E	Kobold	Shrogga-pravaaz	Controller 9
Shoshanoh	CE	human (f)	Monam-Ahnoz	Cleric 9
Shyja, Prince	LG	Dejy	Thygasha	Ranger 13
Sigurth Fourhorns, Skryvalkker	G	Fhokki	Ardarr-Norr	Fighter 5
Slivers, Gremply	UN	Halfling	Prompeldia	Rogue 15
Sobryn	UN	Dejy	Shynabyth	Skirmisher 12
Solir, Granden	E	Brandobian	Dowond-Brandel	Elite Controller 3
Solivandrial, Elevion	G	Elf	Bet Rogala	Ranger 10
Solon, Imanuril	G	Kalamaran	Bet Kalamar	Cleric 7
Sorabek II, Duke	UN	Kalamaran	Sobeteta	Elite Soldier (Leader) 14
Sormen, Brendol	LG	Brandobian	Dopolen	Warlock 9
Sorykka	LG	human (f)	Kako-gyr	Ranger 5
Sotar, Avenshi	UN	human	Zha-nehzmish	Cleric 13
Stron, Helcawn	UN	human	Vrendolen	Wizard 6
Sturr	G	Fhokki	Trarr	Fighter (Barbarian) 6
Sulat	UN	Kalamaran	Gaketa	Wizard 13
Sultar, Lord	E	Efreet	Geanavue	Efreet Fireblade (Soldier 22)
Suoriina, Sutiola	G	human	Zoa	Wizard 8
Svemahni, Baron	UN	Svimohz	Svomwhi	Lurker 7
Swylantia, Dail	G	Elf	Doulathanorian	Fighter 18
Syjem	G	human	Shyta-Thybaj	Cleric 8/Ranger 9
Tagikil	UN	human	Korem	Cleric 14
Tahmlar, Sowiven	G	Svimohz	Monam-Ahnoz	Fighter 6/Rogue 2
Tajeril the Sinister	E	human	Oloseta	Warlock 7
Takano	G	human	Kabakosikido	Brute 10
Talus	LG	Kalamaran	Gaketa	Wizard 17
Tanagazh	UN	Hobgoblin	Burzumagh	Wizard 15
Tanshen, Hava	G	Svimohz (f)	Monam-Ahnoz	Cleric 12
Tarealeon, Neila	UN	human	Zoa	Cleric 12

## NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Tavve	LG	Fhokki	Trarr	Lurker 1
Teleraí	G	Elf	Shyta-Thybaj	Fighter 15
Tenar	G	human	Korem	Wizard 7
Thalnawr	G	human	Narr-Rytarr	Ranger 10
Tharnak, Count	UN	Fhokki	Trarr	Soldier (Leader) 6
Thejvan	UN	Dejy	Kako-gyr	Wizard 12
Thekevi	LG	Dejy	Betasa	Skirmisher 9
Thelka, Skryvalker	LG	Fhokki (f)	Ardarr-Norr	Fighter 12
Thorak	UN	Fhokki	Dijishy	Fighter (Barbarian) 2
Thorn, Amilakar	LG	human	Narr-Rytarr	Wizard 7
Thronel, Lonvlen	UN	Brandobian	Dopolen	Controller 10
Thulhak, Kargran	E	Hobgoblin	Ashakulagh	Wizard 7
Thurvalka	UN	Dwarf	Bet Dodera	Cleric 10
Thy, Chadij	G	Dejy	Shynabyth	Ranger 4
Tomar	E	Half-elf	Segeleta	Cleric 9
Tornis, Sablen	G	Half-elf (f)	Brolador Forest	Ranger 13
Totori, Subar	CE	Kalamaran	Monam-Ahnoz	Fighter 12
Tovalathlanco, Anaechin	G	Elf	Lathlanian	Wizard 13
Traagger, Drossen-malak	UN	Kobold	Shrogga-pravaaz	Elite Slyblade 4
Tran, Lea	E	Half-elf (f)	Vrendolen	Fighter 14
Tullum	E	Hobgoblin	Burzumagh	Fighter 11
Udula	G	human (f)	Brynarr	Cleric 10
Uggurath	E	Ghoul	Giilia	Abyssal (Skirmisher 16)
Uglug	UN	Hobgoblin	Balelido	Warlock 3
Ulrend	G	Brandobian	Dalen	Soldier 9
Um'ra, Selemar	E	Elf	Bet Bireli	Cleric 10
Ungrum, King	LG	Dwarf	Irontop	Fighter 16
Urfanc	UN	human	Miclenon	Warlock 11
Urgazh	G	human	Thygasha	Cleric 11
Urred	N	Fhokki	Trarr	Soldier 3
Va'Anamil	G	human	Pipido	Wizard 8
Valsin	G	human	Crandolen	Wizard 16
Vanamir	LG	Svimohz	Sobeteta	Cleric 18
Velsin, Yulan	E	Brandobian	Dowond-Brandel	Cleric 15/ Wizard 5
Venimok	UN	human	Oloseta	Cleric 10
Vezdor, Selevahn	E	human	Monam-Ahnoz	Cleric 12
Vilitek, Ilthan	E	human	Vrendolen	Cleric 14
Viljar	G	Fhokki	Ardarr-Norr	Fighter 14
Vin, Lendel	G	Half-elf	Bet Seder	Wizard 10
Visino, Remona	UN	human	Paketa	Cleric 11
Vitar	G	human	Shynabyth	Wizard 14
Voolain	G	Gnome	Xaarum	Wizard 3
Vorhol	E	human	Svowmahni	Rogue 13
Vosted the Drunken	G	human	Shyta-na-Dobyo	Wizard 14
Vreten "the Bone Dancer"	E	Brandobian	Ospolen	Warlock 10
Vrindon	G	Brandobian	Crandolen	Cleric 10
Vulak	E	Hobgoblin	Burzumagh	Fighter 9
Vurlan, Prince	G	Svimohz	Monam-Ahnoz	Soldier 10
Warven II, King	G	Svimohz	Monam-Ahnoz	Elite Soldier (Leader) 17
Warven III, Prince	UN	Svimohz	Monam-Ahnoz	Soldier 1
Wavemaster, Shazan	UN	human	Svowmahni	Wizard 13
Weithaelin	G	Elf	Svomwhi	Lurker 11
Welren	G	Brandobian	Cosdol	Wizard 24
Wemahn Nhila, Pasha	UN	Dejy	Ehzhimahn	Elite Skirmisher (Leader) 13

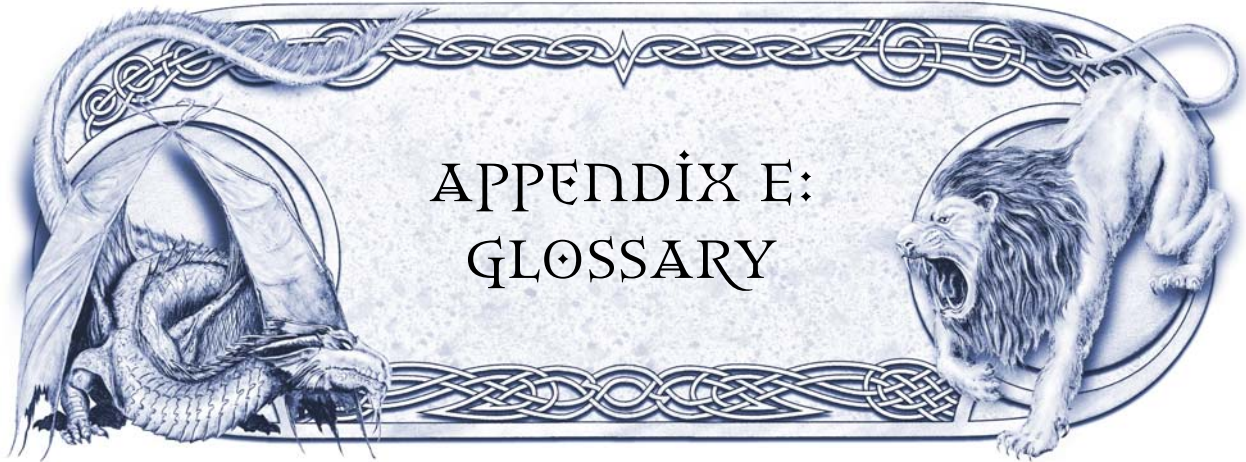
## NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Wenvert	E	Brandobian	Vrandol	Wizard 8
Werlen	G	human	Zoa	Elite Lurker 13
Whan, Dunhive	G	human	Nenehi	Controller 8
Whanavi, Duke	G	Svimohz	Zenshahn	Elite Soldier (Leader) 15
Wherahzni	LG	Svimohz	Zomo-wim	Wizard 10
Wheren	UN	Dejy	Ehzhimahn	Cleric 5
Whimnohz	E	Naga (f)	Bet Urala	Guardian Naga (Elite Artillery 12)
Whitehelm, Cynr	UN	Elf	Bet Kalamar	Cleric 18
Whitesteel, Moridia	G	Half-elf (f)	Shyta-na-Dobyo	Fighter 10
Wisha, Onahu	UN	Svimohz	Ashoshani	Warlock 16
Wol, Shinter	UN	Svimohz	Zha-nehzmish	Skirmisher 12
Wuld	E	Brandobian	Ospolen	Rogue 8
Xaanu	E	human	Thygasha	Cleric 20
Xearan, Avol	E	Reanaarian	Fymar	Rogue 12
Yahan	LG	Svimohz	Zenshahn	Cleric 11
Yahul, Onsar	E	human	Ashoshani	Ranger 11
Yan, Kuwon	LG	human	Crandolen	Elite Skirmisher 12
Zalden, Emeni	G	human (f)	Zha-nehzmish	Cleric 11
Zarakhil	LG	Dwarf	Svowmahni	Soldier 12
Zarduk, Trezhek	LG	Dwarf	Bet Dodera	Paladin 12
Zehnim	LG	human	Nenehi	Fighter 4
Zelmos	E	human	Aasaer	Rogue 9
Zenith	G	human	Bet Rogala	Wizard 16
Zhamish, Zinh	LG	Svimohz	Ashoshani	Cleric 17
Zhulurahh	UN	human	Zomo-wim	Cleric 14
Zide, Helshan	CE	Svimohz	Zha-nehzmish	Rogue 14
Zinomha the Ancient	G	Svimohz (f)	Aasaer	Controller 4
Ziril	CE	human (f)	Bet Rogala	Rogue 16
Zo'Amas the Lame	G	human	Bet Rogala	Wizard 11
Zohshanam	E	human	Anowhizh	Cleric 14
Zono, Thayer	LG	human	Sisalasido	Paladin 11
Zundeb, Kelnon	UN	Brandobian	Dalen	Lurker 6

You'll notice that not all of the above non-player characters have been given classes or roles. In the context of the *Kingdoms of Kalamar* campaign setting, the character's true class or role is in the hands of the Dungeon Master. Whether you feel that an NPC is more suited to artillery, brute, controller, lurker, skirmisher, or soldier, the choice is yours. As a general guideline, most officers and members of royalty should also have the "leader" quality. Whether you feel they are worthy of "elite" status is also up to you.

The same is true for a character's personality. Just because a character comes from a monstrous race does not mean that such a race cannot produce the occasional mutation, either in terms of attitude, appearance, or both.

Of course, feel free to alter these classes and roles to best fit your own campaign or any newly available classes (such as druid or barbarian).



## PRONUNCIATION GUIDE

**a** – as in **cap**, **sat**, **carrot**  
**ā** – as in **grape**, **flay**, **sail**  
**ä** – as in **father**, **hot**, **heart**  
**e** – as in **ten**, **health**, **berry**  
**ē** – as in **street**, **honey**, **even**  
**i** – as in **rich**, **mirror**  
**ī** – as in **ice**, **sky**  
**ō** – as in **go**  
**ô** – as in **law**, **corn**  
**oo** – as in **should**, **cook**, **bull**  
**yoo** – as in **cure**, **curious**  
**ōō** – as in **boot**, **crew**, **tune**  
**yōō** – as in **use**, **few**, **cute**  
**oi** – as in **boy**, **oil**, **royal**  
**ou** – as in **cow**, **shout**, **hour**  
**u** – as in **mud**, **ton**, **blood**, **trouble**  
**u** – as in **word**, **her**, **sir**  
**ə** – as in **ago**, **agent**, **collect**, **focus**  
**’l** – as in **paddle**, **cattle**  
**’n** – as in **sudden**, **sweeten**

## PRONUNCIATION WORD SAMPLER

**Aasaer** ( **ā sūr** ): Commonly known as the City of Pirates, this small city is located on Kaotoon Island in Reanaaria Bay.  
**Adesh** ( **ä desh** ): Lake north of Kannej Swamp.  
**Adiv Hills** ( **ä div** ): Foothills in the western part of Korak.  
**Agateli River** ( **ä gä tel ē** ): An affluent of the Ridara River that flows through Dodera and the P’Rudekela Forest.  
**Aggar Rise** ( **ä gār** ): Hills on the eastern slope of the Kakidela Mountains.  
**Ahznomahn** ( **ähz nō män** ): A small confederacy on the island of Svimohzia.  
**Almven** ( **ōlm ven** ): A town in Cosdol.  
**Alnarma** ( **al nār mē** ): Free town on the Elos Desert.

**Alubelok Swamp** ( **al ōō bel äk** ): Large bog that exists at the headwaters of the Ridara River in southwest Kalamar.  
**Alufalik Hills** ( **al ōō fal ik** ): Foothills of the Ka’Asa Mountains in eastern Kalamar, north of the P’Sapas Hills.  
**Alumapale Springs** ( **al ōō mē pāl** ): Springs located high in the Legasa Peaks.  
**Andven** ( **and ven** ): A town in Eldor.  
**Anowhizh** ( **an ō whis** ): City on the Ozhvnmishii coast.  
**Arajyd Hills** ( **ar ə jid** ): Hills marking the northwestern boundary of the Khydoban Desert.  
**Arboretum of Clahz** ( **clähz** ): An area in the heart of the Vohven Jungle, where intelligent vegetable creatures are said to have originated.  
**Ardarr-Norr** ( **är dārr nōr** ): The largest city in the Lands of Skarrna, also known as the City of Pearls.  
**Aroroleta** ( **ä rō rō let ə** ): City in the southwest of Dodera.  
**Ashakulagh** ( **äsh ə kōō lägh** ): A town in Norga-Krangrel.  
**Ashoshani** ( **ä shō shä nē** ): The capital of the western state of Ozhvnmish.  
**Ashul Weald** ( **a shōōl** ): Forest located south of the Ek’Ridar River in the Norga Tors foothills.  
**Asiotuxoo Islands** ( **as ē ō tux ōō** ): Twin islands northeast of the Faunee Rise, also called the Butterfly Islands.  
**Avdoron Mires** ( **av dōr ōn** ): Large swamp south of Voldor Bay in southern Cosdol.  
**Awhom Forest** ( **ä hōōm** ): Densely wooded area in east central Svimohzia.  
**Badato River** ( **bə dā tō** ): Heavily traveled waterway in southern Kalamar.  
**Baethel** ( **bā ə thəl** ): Gnomish city on Reanaaria Bay’s eastern coast.  
**Balelido** ( **bal ə lē dō** ): Small city in the Lands of Tarisato on the E’Korug River.  
**Banader River** ( **ban ə dūr** ): River that serves as the primary trade route for the Young Kingdoms.  
**Baneta** ( **ban e tə** ): City in Pekal just off of the Elos Bay.  
**Barido** ( **bə rē dō** ): A city in Ek’Kasel.  
**Basir** ( **bə sēr** ): Kingdom west of Kalamar that is the naval power of the Kalamaran Empire.  
**Batullagh** ( **bə tōō läg** ): A town in Tarisato.  
**Bebeta** ( **bə bet ə** ): A city in Dodera.

- Bet Bireli** ( *bet bi rel ē* ): Capital of the Duchy of O'Par, this small city is located in the Shynako Hills.
- Bet Dodera** ( *bet dō der ə* ): Capital city of the Duchy of Dodera located on the Atageli River, at the edge of the Katagas Rise.
- Bet Kalamar** ( *bet kal ə mâr* ): Capital city of the Kingdom of Kalamar, the largest and most opulent city on Tellene.
- Bet Kasel** ( *bet kas əl* ): Capital city of the Kingdom of Ek'Kasel.
- Bet Regor** ( *bet re gôr* ): Capital of the Principality of Paru'Bor, this city is situated on the Renador River.
- Bet Rogala** ( *bet rō gä lä* ): Capital of the Principality of Pekal, this city is located on the northeastern shores of Lake Eb'Sobet.
- Bet Seder** ( *bet sə dūr* ): Capital city of the Kingdom of Tokis located on the eastern coast of the Elos Bay.
- Bet Urala** ( *bet yər älä* ): Capital city of the Kingdom of Basir.
- Betasa** ( *be tä sə* ): The capital of the free state of Ek'Gakel.
- Bharr** ( *bär* ): Largest Aronak in the Lands of Torakk.
- Birirelido** ( *be rē rə lē dō* ): A city in Basir.
- Bisibopaki Hills** ( *bis i bō pä kē* ): Foothills of the Lopoliri Mountains east of the Obakasek Jungle.
- Bosinela Island** ( *bō sin el ə* ): Island east of Sobeteta.
- Brandobia** ( *bran dō bē ə* ): Western edge of the larger continent of Tellene, named after the people who live there.
- Breven** ( *bre ven* ): A city in Mendarn.
- Brindonwood** ( *brin dun wood* ): Dense forest surrounding the western and southern shores of Shadesh Bay.
- Brolador Forest** ( *brō lä dōr* ): Forest in central Eldor.
- Brolador River** ( *brō lä dōr* ): The greatest river west of the Legasa Peaks, running through the Kingdom of Eldor.
- Bronish** ( *brō nish* ): Free city-state in northwest Svimohzia founded by refugees of Mendarn and Pel Brolenon.
- Bronven** ( *brōn ven* ): A town in Eldor.
- Burzumagh** ( *burz ōō māg* ): Kargi city in the Zamul Forest.
- Byksha** ( *bik shä* ): A town in Shynabyth.
- Bynarr** ( *bī nār* ): Capital city of Tharggy, on the banks of the Jenshyta River.
- Byth Mountains** ( *bith* ): Mountain range west of Shynabyth and Slen, and home to the dwarven Kingdom of Draska.
- Cilorea** ( *cil ôr ē ə* ): Elven nation in the Kalalali Forest.
- Cilorealón** ( *cil ôr ē läñ* ): Elven city on the shores of the largest of the Renador Lakes in the Kalalali Forest.
- Coniper Gap** ( *kän i pur* ): Famous area in the Napalago Hills.
- Cosdol** ( *käz dōl* ): Kingdom in northwest Brandobia.
- Cosolen** ( *käz ō lin* ): The capital city of the Kingdom of Cosdol, located off of Voldor Bay.
- Counai Heights** ( *cōō nī* ): Range of mountains lying between the Vrykarrs and Ka'Asas, west of Reanaaria Bay.
- Crandolen** ( *kran dō len* ): Cosdol city on the edge of Voldor Bay and the Brandobian Ocean.
- Crondor River** ( *krän dōr* ): River in Mendarn running from the Yan Elenon Mountains to the Brandobian Ocean.
- Crondor Woods** ( *krän dōr* ): Large forest located in the southwestern part of the Kingdom of Mendarn.
- Dakyno** ( *dak ē nō* ): Town located where the Jenshyta and Jendasha rivers meet, which contains the Kingdom of Thybaj's largest marketplace.
- Dalen** ( *dä len* ): Capital city of the Kingdom of Eldor.
- Dalmond River** ( *dal mänd* ): A tributary of the Omdal, located in Cosdol, flowing west from the Kronnd Heights.
- Daresido** ( *der i sē dō* ): A city in Korak.
- Daruk** ( *där ook* ): Independent city-state at the southeastern edge of the Byth Mountains.
- Dashahn Mountains** ( *du shän* ): Mountain range in northwestern Svimohzia, nicknamed Malachite Heights.
- Dayolen** ( *dä ō len* ): Port city in southwestern Mendarn.
- Deshada Mountains** ( *de shä dā* ): Narrow range rising from the northern Byth Mountains, east of Shadesh Bay.
- Deshada River** ( *de shä dā* ): River running eastward through the Theocracy of Slen and the Khorren Woods.
- Dijishy** ( *di ji shē* ): Small city-state lying on the Sliv Elenon Rise, at the western edge of the Elos Desert.
- Dodera** ( *dō der ə* ): A duchy, the smallest province in the Kalamaran Empire, nestled between the Katagas Rise and the Ridara and Doreba Rivers, in the northeastern corner of the Empire.
- Dopromond Hills** ( *dä prō mänd* ): Hill range, flanking the Yan Elenon Mountains, southeastern Mendarn.
- Dopven** ( *däp ven* ): A town in Mendarn.
- Doreba River** ( *dōr ē bā* ): Tributary of the Ridara that forms the border between Kalamar and Dodera.
- Dorndern** ( *dōrn dern* ): A town, located on the Omdal river in northern Cosdol that houses a vast library.
- Doulathanorian** ( *dou lath ə nōr ē ən* ): An Elven kingdom located deep in the Edosi Forest of Basir.
- Dowond-Brandel** ( *dō wänd bran del* ): The largest city in Pel Brolenon located on the coast near the Sliv Elenon Mountains.
- Dralven** ( *dräl ven* ): A town in Eldor.
- Draska** ( *dräs kə* ): A hidden Dwarven kingdom located deep in the Byth Mountains.
- Drhokker** ( *drō ker* ): A loose confederation of towns and villages, from the Rokk Woods to the northern tip of the Narrajy Forest, and south from the edge of the Rytarr Woods to Lake Adesh.
- DuKem'p Swamp** ( *dōō kemp* ): Large fen located near Daresido along the northern Banader river in the Young Kingdoms.
- Durbattum River** ( *dūr bā tum* ): River running through the Zamul Forest in Ul-Karg.
- Dynaj** ( *dī naj* ): Small city-state located on the southeast coast of Reanaaria Bay.
- E'Korug River** ( *ē kōr ug* ): River that creates the border between Kalamar proper and the Lands of Tarisato.
- E'Liral River** ( *ē lir al* ): This river divides the principalities of Pekal and Paru'Bor from Tokis and O'Par, respectively.
- Eb'Kakido** ( *eb kə kē dō* ): A town in Korak.
- Eb'Sarido** ( *eb sə rē dō* ): A town in Dodera.
- Eb'Sobet, Lake** ( *eb sō bet* ): A deep lake in central Pekal.
- Edosi Forest** ( *e dō sē* ): Large forest in north Basir.
- Edros Bay** ( *e drōs* ): This bay is bordered by Eldor to the north and Mendarn to the south.
- Ehniven Marsh** ( *e nē ven* ): A low-lying area on the western shoreline of Mewzhano Bay, on Svimohzia.
- Ehzhimahn** ( *e zi män* ): City-state just off the western coast of the Whimdol Bay.

- Ek'Gakel** ( *ek gak el* ): Free State bordered by the Brindonwood to the north, Ek'Kasel to the south, P'Baparin to the west, and Paru'Bor to the east.
- Ek'Kasel** ( *ek kas el* ): A small kingdom bordered by Pekal to the east, Ek'Gakel to the north, Korak to the west, and Norga-Krangrel to the south.
- Ek'Ridar River** ( *ek ri dār* ): River north of the Elos Desert, running from the Legasa Peaks to the Elos Bay.
- Eldor** ( *el dôr* ): Brandobian kingdom neighboring Mendarn to the north.
- Eldrose Forest** ( *el drôs* ): Forest on the south slopes of the Yan Elenons, home to the House of Shackles.
- Elenon Mountains** ( *el e nân* ): Large mountain range that runs through Brandobia.
- Elos Bay** ( *ē lōs* ): Long inlet of the Kalamaran Sea located in the heart of the realms.
- Elos Desert** ( *ē lōs* ): A large desert located between the Elenon Mountains and the Elos Bay.
- Emosvom** ( *ē mōs vōm* ): Zazahni city located on the Izhoven River and bordering the Vohven Jungle.
- Ep'Sarab Swampland** ( *ep sār āb* ): A bog, also known as the Willowwood, located in the Kalasali Woods where the Falikelopi River merges with the Badato.
- Erasar'Kol Marsh** ( *e ra sār kōl* ): Bog bordering the Katagas Rise, just south of the Doreba River.
- FalagadruiilaThaeralandi** ( *fä lä gä drōō i lä thā rä lan dē* ): Commonly known as Sentinels Grove, this area is located deep within the heart of Lendelwood.
- Falikelopi River** ( *fal i kō pel ē* ): Northern fork of the Badato River, running just north of the Alufalik Hills.
- Falikido** ( *fal i kē dō* ): A town in Kalamar.
- Fanateen, Lake** ( *fan ə tēn* ) Large glacially-formed lake in the heart of the Lendelwood.
- Fashyr** ( *fash ir* ): A town in Thybaj.
- Faunee Rise** ( *fō nē* ): The hills nestled on the eastern slope of the Ka'Asa Mountains.
- Fautee Forest** ( *fō tē* ): Woodland south of Xaarum covering the lower reaches of the Faunee Rise, extending into the peninsula.
- Fodeta** ( *fō de tō* ): A city in Tokis.
- Fopasido** ( *fāp ə sē dō* ): Small mining town located between the city-state of P'Bapar and the militocracy of Korak.
- Fyban Forest** ( *fī ban* ): Forest in Tharggy, in the fork of the Kakidela and Vrykarr Mountains.
- Fymar** ( *fī mār* ): Northernmost Reanaaria Bay city.
- Gadra Uplands** ( *gād rō* ): The eastern foothills of the Byth Mountains, under Shynabyth control.
- Gaketa** ( *gə ke tō* ): A city in central Tokis known as the city of steeds, formerly the original capital.
- Geanavue** ( *jē ä nā v̄yōō* ): City-state located inland from the west coast of Reanaaria Bay, on the eastern edge of the southern Counai Heights.
- Giilia** ( *gil ē ə* ): Somber city on the western side of Reanaaria Bay.
- Gimbatagh** ( *gim bā tāg* ): A town in Tarisato.
- Gogido** ( *gō gē dō* ): A town in Tarisato.
- Gothmerr** ( *gāth mār* ): A town in Drhokker.
- Hadaf Highlands** ( *hä dāf* ): Hills between Shadesh Bay and the Deshada-Byth Mountains.
- Imomena Hills** ( *im ō mē nā* ): Hills located in eastern central Svimohzia, between Ozhvinmish and Zazahni.
- Inolen** ( *in ō lān* ): An Eldoran city located on Edros Bay.
- Ivelo River** ( *iv el ō* ): A meandering river in the southern part of the Meznamishii Valley.
- Ivez Estuary** ( *iv ez* ): Swampy area at the mouth of the Ivelo river on Mewzhanō Bay.
- Izhano River** ( *iz ä nō* ): River flowing through the heart of Meznamish.
- Izhoven River** ( *iz hō ven* ): Large river flowing south from the Imomena Hills through the Vohven Jungle to the Sea of Svimohzia.
- Jendasha River** ( *jen dā shā* ): River running through the Lands of Drhokker, from the Jorakk River to the city of Dakyno.
- Jenshyta River** ( *jen shī tō* ): A tributary of the Jendasha River, running through Tharggy into the Kakidela Mountains.
- Jenth Ridges** ( *jenth* ): Hills flanking the Vrykarr Valley, from the Jendasha River west to the Rokk Woods.
- Jorakk, Lake** ( *jōr ak* ): Gigantic lake north of Reanaaria Bay.
- Jorakk Mountains** ( *jōr ak* ): Mountains on the northern fringes of Lake Jorakk.
- Jorakk River** ( *jōr ak* ): Large river flowing from the Vrykarr Mountains north to Lake Jorakk.
- Ka'Asa Mountains** ( *kä ä sō* ): Large active volcanic mountain range east of Kalamar.
- Kabakosikido** ( *kə bak ō si kē dō* ): Fortified Tarisatan town on the edge of the Obakasek Jungle.
- Kabela Downs** ( *kə bel ä* ): Hills that form the disputed boundary between Paru'Bor and Shynabyth.
- Kakapela Hills** ( *kä kə pel ə* ): Hills between the Byth and Kakidela mountain ranges.
- Kakidela Mountains** ( *käk i del ə* ): Small northwestern spur of the Ka'Asas which trails off into the Shynako Hills.
- Kako-Gyr** ( *ka kō gir* ): Capital of the Theocracy of Slen.
- Kalalali Forest** ( *kal ä lä lē* ): Forest surrounding the Renador River, bordered by Pekal, Ek'Kasel, and Ek'Gakel.
- Kalaleta** ( *kal ä le tō* ): A city-state in the Kalalali Forest.
- Kalamar** ( *kal ə mār* ): The largest and most populous nation on Tellene, Kalamar is the central kingdom of the vast Kalamaran Empire.
- Kalasali Woods** ( *ka lä sä lē* ): Ancient woods nestled against the Ka'Asa Mountains.
- Kaleta** ( *kal e tō* ): Doderan city downstream from Bet Doderā, on the Agateli River.
- Kalokapeta** ( *kal ə kə pet ə* ): A city in Ek'Kasel.
- Kalokopeli Forest** ( *kal ə kə pel ē* ): Large woodland northeast of the Elos Desert.
- Kamarela Mounds** ( *kam ə rel ə* ): Hills on the southwestern tip of Lake Eb'Sobet.
- Kannej Swamp** ( *kan ə j* ): Marshy plain on the southern border of Lake Adesh.
- Karasta** ( *kə rä stō* ): Dwarven kingdom in the Ka'Asa Mountains.
- Kasebapido** ( *ka sə bā pē dō* ): A town in Korak.
- Kasido** ( *ka sē dō* ): A town in O'Par.



**Katagas Rise** ( *kə tā gəs* ): Hills on the western side of the Kakidela Mountains, running south from the Ridara River to the Erasar'Kol Marsh.

**Kazullagh** ( *ka zōō läg* ): A city in Ul-Karg.

**Keenoa Tors** ( *kē nō ə* ): Hills north of the Faunee Rise.

**Khorren Woods** ( *kôr ən* ): A Narrow forest to the east of the Shada Hills and Gadra Uplands.

**Khydoban Desert** ( *kī dō ban* ): Also known as the Dead Lands, this desert expanse marks the eastern edge of the continent.

**Kojy** ( *kō jē* ): A town in Tharggy.

**Kolido** ( *kō lē dō* ): A city in Tarisato.

**Korak** ( *kôr ak* ): The militocracy south of the city-state of P'Bapar and west of Ek'Kasel.

**Korem** ( *kôr em* ): Capital city of the militocracy of Korak, also known as the City of Swords.

**Koreta** ( *kôr e tō* ): A city in Paru'Bor.

**Krimppatu Mountains** ( *krim pä tōō* ): The western portion of the Dashahn-Tanezh mountain range.

**Krond Heights** ( *kränd* ): The northernmost stretches of the Elenon mountain range, extending north from P'Bapar Pass beyond the known realms.

**Kylban River** ( *kīl ban* ): A major tributary to the Shyf River.

**Lathlanian** ( *lath lan ē ən* ): Elven city in the Lendelwood.

**Legasa Peaks** ( *le gä sō* ): The zenith of the Elenon Mountains.

**Legesep Lowlands** ( *le ge sep* ): Swamp in central Tokis, east of Bet Seder.

**Lendel River** ( *len del* ): A tributary of the Brolador River that flows through Lendelwood.

**Lendelwood** ( *len del wood* ): Large forest west of the Legasa Peaks, heavily populated with elves.

**Lidereta** ( *li der e tō* ): City on the northern edge of the Paliba Woods, in Kalamar.

**Loona** ( *lōō nō* ): A dockside town near Geanavue.

**Lopoliri Mountains** ( *läp ə lir ē* ): Mountains to the south of the P'Rorul Peaks, on the Obakasek Peninsula.

**Lower Byth River** ( *bith* ): River running from Lake Adesh to Lake Jorakk.

**Lozhen Mountains** ( *lō zen* ): A collection of a dozen active volcanic peaks within the Imomena Hills, on Svimohzia.

**Malachite Heights** ( *mal ə kīt* ): Another name for the Dashahn Mountains on Svimohzia.

**Masau Hills** ( *mä sou* ): Hills to the west of the Sea of the Dead, blanketed by the Obakasek Jungle.

**Menamo Hills** ( *me nä mō* ): The ring of hills that define the eastern Meznamishii border.

**Mendarn** ( *men dārn* ): The southernmost Brandobian kingdom.

**Mewhi Marshes** ( *myōō hē* ): Swamp in southwestern Zazahni.

**Mewzhano Bay** ( *myōō zä nō* ): Rocky inlet of the Straits of Svimohzia.

**Mezh-Vowmi Isle** ( *mez vō mē* ): Island where the Ahznomahnii capital, Zha-nehzmish, resides.

**Meznamish** ( *mez näm ish* ): Kingdom on the Svimohzish Isle whose borders reach from the Whizvomi Forest to the Menamo Hills.

**Miclenon** ( *mic lō nän* ): City on the perimeter of the Elos Desert, on the eastern cape of Whimdol Bay.

**Miznahn** ( *miz nän* ): A city in Ozhvinnish.

**Miznoh Forest** ( *miz nō* ): Forest in northwestern Ozhvinnish.

**Mizohr Woodlands** ( *mi zōr* ): Forest in southwestern Meznamish, stretching from the foothills of the Tanezh-Dashahn mountain ranges into the Meznamish Valley.

**Monam-Ahnozh** ( *mō näm ä noz* ): Capital city of Meznamish.

**Naaraje** ( *ner ä jē* ): A village within the Kingdom of Nissen, in the Nanakary Forest.

**Nanakary Forest** ( *nän ə ker ē* ): Forest east of Reanaaria Bay and west of the Arajyd Hills, home to the Kingdom of Nissen.

**Napalago Hills** ( *näp ə lä gō* ): Foothills of the Legasa Peaks, to the east of Cosdol.

**Napalido** ( *näp ə lē dō* ): Town in the Napalago Hills.

**Narlven** ( *närl ven* ): A town in Mendarn.

**Narnolen** ( *närn ō len* ): A city in Mendarn.

**Narr-Rytarr** ( *när rī tär* ): City-state on the shore of Lake Jorakk, at the mouth of the Jorakk River.

**Narrajy Forest** ( *nä rä jē* ): Narrow forest encircling the northern tip of the Reanaaria Bay.

**Nazguk Hills** ( *naz guk* ): Hills in northern Ul-Karg, at the southern slopes of the Krimppatu Mountains.

**Neebau Cliffs** ( *nē bou* ): Hills at the eastern edge of the P'Rorul Peaks.

**Nenehi** ( *ne ne hē* ): Svimohzish city on the eastern edge of Ozhvinnish.

**Nissen, Kingdom of** ( *nē sin* ): Gnomish kingdom in the Nanakary Forest.

**Nordolen** ( *nōr dō len* ): A city in Eldor.

**Norga Tors** ( *nōr gə tōrs* ): Foothills of the Elenon Mountains, running from the Ek'Ridar River to the Sliv Elenon Mountains.

**Norga-Krangrel** ( *nōr gə kran grel* ): Hobgoblin kingdom bordered by Korak to the north and Ek'Kasel to the east.

**Norr Bharr** ( *nōr bär* ): Town in the Lands of Torakk, along the western shores of Lake Jorakk.

**Nythok** ( *nī thāk* ): Westernmost city in the Land of Drhokker, on the shore of Lake Adesh.

**Nyton** ( *nī tən* ): A city in Thybaj.

**O'Par** ( *ō pär* ): Neutral duchy surrounded by the warring nations of Paru'Bor, Shynabyth, Pekal, Tokis, Tharggy, and Dodera.

**Obakasek Jungle** ( *ō bā kă sek* ): This jungle, that spans the southwestern slopes of the Lopoliri Mountains to the Kalamaran Sea, is home to many goblinoid tribes.

**Odril Hills** ( *ō dril* ): Foothills of the Krond Heights in north-eastern Cosdol.

**Oloseta** ( *ō lō se tō* ): Tarisatan city located at the mouth of the E'Korug River.

**Omdal River** ( *äm däl* ): River in northern Cosdol flowing into the Voldor Bay.

**Ospolen** ( *äs pō len* ): The capital city of the Kingdom of Mendarn.

**Otekapu Fens** ( *ō te kă pōō* ): Swampy delta off the Elos Bay between Pekal and Tokis.

**Ozhvinnish** ( *ōz vin mish* ): Kingdom and largest of the Svimohzish nations that runs along the entire Svimohzish coast from Meznamish to Ahznomahn.

- P'Adis, Castle** ( *pə ä di:s* ): Castle of the Duke of O'Par, located in the western Shynako Hills.
- P'Bapar** ( *pə bä pär* ): City-state located on the east side of the Elenon mountain range.
- P'Bapar Pass** ( *pə bä pär* ): Sole accessible pass over the Legasa Peaks.
- P'Lider River** ( *pə lē dūr* ): East branch of the river system that drains the Obakasek Jungle.
- P'Lobas River** ( *pə lō bās* ): West branch of the river system that drains the Obakasek Jungle.
- P'Lokur River** ( *pə lō kūr* ): Northwest branch of the river system that drains the Obakasek Jungle.
- P'Rorul Peaks** ( *pə rôr 'l* ): Peaks that form the eastern limits of the Land of Tarisato.
- P'Rudekela Forest** ( *pə rōō də kel ə* ): Small forest on the Atageli River in the heart of Dodera.
- P'Sapas Hills** ( *pə sä pus* ): Foothills of the Ka'Asa Mountains in eastern Kalamar, south of the Alufalik Hills.
- P'Tikor Hills** ( *pə tē kôr* ): Foothills of P'Rorul Peaks in eastern Tarisato.
- Pagalido** ( *pä gə lē dō* ): A town on the Kalamaran Sea in Tarisato.
- Paketa** ( *pə ke tə* ): Paruvian city in the Kabela Downs.
- Paliba Woods** ( *pə lē bə* ): Large forest in central Kalamar.
- Parnor Hills** ( *pär nôr* ): Hills west of the Krimppatu Mountains.
- Paru'Bor** ( *par oō bôr* ): Principality located along the Renador River, between the Kalalali Forest and the Byth Mountains.
- Pekal** ( *pe kal* ): Principality north of the Elos Bay, at war with Tokis.
- Pel Brolenon** ( *pel brō le nän* ): Theocracy located between the Yan Elenon and Sliv Elenon mountain ranges.
- Pipido** ( *pi pē dō* ): Tokisian town located on the E'Liral River, just south of the Pipitul Woodlands.
- Pipitul Woodlands** ( *pi pi təl* ): Forest between Tokis, Pekal, O'Par, and Paru'Bor.
- Premolen** ( *pre mō len* ): Eldoran city on the Brolador River.
- Prompeldia** ( *präm pel dē ə* ): City-state at the mouth of the Ek'Ridar River, commonly called the City of Thieves.
- Ramataj Rock** ( *rä mə täj* ): Massive red sandstone formation in the Khydoban Desert.
- Randolen** ( *ran dō len* ): A city in the Brolador Forest of Eldor.
- Ranven** ( *ran ven* ): A town in Eldor on Edros Bay.
- Reanaaria Bay** ( *re nâr ē ə* ): Large, deep bay in eastern Tellene.
- Renador Lakes** ( *ren ə dôr* ): Large, shallow lakes in the Kalalali Forest.
- Renador River** ( *ren ə dôr* ): This river flows from the Kabela downs and empties into the Banader River.
- Ridara River** ( *ri dâr ə* ): The Ridara is the longest river on Tellene. It runs from the Shynako Hills to the Kalamaran Sea.
- Ridareta** ( *ri də re tə* ): A Kalamaran city in Dodera.
- Rinukagh** ( *ri nōō käg* ): Capital city of Norga-Krangrel.
- Robuselido** ( *rō byōō se lē dō* ): A town in Ek'Gakel.
- Rokalel Island** ( *rō kə lel* ): A rock-rimmed island in the delta of the Ridara River, home of Sobeteta.
- Rokk Woods** ( *rōk* ): A hardwood forest on the northern edge of the Vrykarr range.
- Rolutel Forest** ( *räl yōō tel* ): Forest near Bet Kalamar.
- Ronazagh** ( *rä nə zäg* ): Kargi city south of the Zamul Forest.
- Rosaleta** ( *rō sə le tə* ): Kalamaran city on the Kalamaran Bay.
- Ryakk Woods** ( *rī ak* ): Large hardwood forest in the Kakapela Hills.
- Rynoshok** ( *rī nō shōk* ): Capital of the Kingdom of Shynabyth.
- Rytarr Woods** ( *rī tär* ): Forest encircling Lake Jorakk.
- Saaniema** ( *sə nē mə* ): City on the western shore of Reanaaria Bay.
- Salido** ( *sə lē dō* ): A town in the Young Kingdoms.
- Salireta** ( *sal i re tə* ): A Kalamaran city on the Badato River.
- Saritido** ( *sa ri tē dō* ): A town in the Young Kingdoms.
- Sanakir Hills** ( *sa nə kir* ): Hills lying north of P'Bapar.
- Salirido** ( *sä li rē dō* ): A Kalamaran town in Tokis.
- Sarr** ( *sär* ): A town in the Shyf Hills in Shynabyth.
- Segeleta** ( *se gə le tə* ): Central Kalamaran city adjacent to the Paliba Woods.
- Sekhancha** ( *se kän chə* ), Lost City of.
- Shada Hills** ( *shä də* ): Eastern foothills of the Deshada Mountains.
- Shadesh Bay** ( *shä desh* ): Massive bay in northern Tellene.
- Shaggar** ( *sha gär* ): A Kalamaran town in the Paliba Woods.
- Shakota, Mount** ( *shə kō tə* ): Mountain where Kako-Gyr is situated.
- Shashyf Hills** ( *sha shif* ): Hills east of the Kronnd Heights.
- Shrogga-Pravaaz** ( *shrä gə prä väz* ): Kobold owned city-state on the Elos Bay's western coastline.
- Shyf Hills** ( *shif* ): Hills lying east of the Kabela Downs.
- Shyf River** ( *shif* ): River running from the Shyf Hills to Lake Adesh.
- Shyff** ( *shif* ): City-state, located near Skarrna on the northern coast of Reanaaria Bay.
- Shynabyth** ( *shi nə bith* ): Kingdom in the Wild Lands, bordered by Paru'Bor and Slen.
- Shynako Hills** ( *shī nă kō* ): Hills located between the Byth and Kakidela Mountain ranges.
- Shyta-na-Dobyö** ( *shī tə nə dōb yō* ): City-state located in the Young Kingdoms, on the Shadesh Bay.
- Shyta-Thybaj** ( *shī tə thī bāj* ): Capital of Thybaj.
- Sisalasido** ( *sis ə lə sē dō* ): Town in southern Ek'Gakel.
- Skarrna** ( *skär nə* ): Country located south of Drhokker.
- Skryvalkkers** ( *skrī vāl kərs* ): Honorary title held by local rulers in the Lands of Skarrna.
- Slen, Theocracy of** ( *slen* ): Northern nation that evolved from the Ministry of Misyery. Located on the slopes of the Deshada Mountains.
- Sliv Elenon Mountains** ( *sliv el e nän* ): Southernmost arm of the mighty Elenon Mountain Range.
- Sliv Elenon Rise** ( *sliv el e nän* ): These hills mark the southeastern terminus of the Sliv Elenon Mountains.
- Sobakaseta** ( *sō bä kə se tə* ): A Kalamaran city near the E'Liral River.
- Sobeteta** ( *sō bə te tə* ): A Kalamaran port city.
- Sotai Gaglia Headlands** ( *sō fī ga gə lē ə* ): Hills that lie between the Counai Heights and Reanaaria Bay.
- Svimohzia** ( *svim ož ē ə* ): The massive island dominating the southwestern portion of the continent of Tellene.

- Svimohzish Isle** ( *svim õh zish* ): Name for the massive island dominating the southwestern portion of the continent of Tellene.
- Svomawhom Forest** ( *svõm ə hõõm* ): Dangerous forest east of the Imomena Hills.
- Svomwhi** ( *svõm whē* ): Northernmost Zazahni city on the Izhoven River.
- Svowmahni** ( *svou mä nē* ): Capital city of eastern Ohzvinmish.
- Tagaleta** ( *ta gə le tə* ): A city in the Kakapela Hills of O'Par.
- Tanezh Mountains** ( *tan ez* ): Mountains marking the eastern edge of Meznamish.
- Tarisato** ( *ta ri sä tō* ): Kalamaran-owned lands south of the E'Korug River and north of the Obakasek Jungle.
- Tellene** ( *tell ēn* ): The continent to which this tome relates.
- Tharakka Morass** ( *thə ra kə* ): Dark, overgrown swamp in Norga-Krangrel.
- Tharggy** ( *thär gē* ): Queendom located between Dodera and Thybaj.
- Thybaj** ( *thī bāj* ): Monarchy east of Tharggy and southwest of Drhokker.
- Thygasha** ( *thī gä shə* ): Large city located on the edge of the Khydoban Desert.
- Togeseta** ( *tō gə se tə* ): A Kalamaran city on the Badato River.
- Tokis** ( *tō kis* ): Large Kingdom in the Kalamaran Empire.
- Torakk** ( *tōr ak* ): Fhokki lands located west of Lake Jorakk.
- Trarr** ( *trär* ): Fhokki city located where the Jendasha River meet the Jorakk.
- U'Rudaketa** ( *oo rōō də ke tə* ): Tokisian city on the Elos Bay.
- Ubikokeli Highlands** ( *õõ bi kə ke lē* ): Hills in Basir.
- Ucea Island** ( *õõ cē ə* ): Rocky island east of the city of Saaniema.
- Udo Bog** ( *õõ dō* ): Small swamp in southern Pekal.
- Ul-Karg** ( *ool kärg* ): Hobgoblin nation located in the western portion of the Svimohzish Isle.
- Unvolen** ( *un vō len* ): An Eldoran city located on the edge of the Lendelwood forest.
- Upper Byth River** ( *bith* ): River originating in the Byth Mountains and terminating at Lake Adesh.
- Ursu Springs** ( *yoor sōō* ): Hot mineral springs located in the Sotai Gagalia Headlands.
- Varmorr** ( *vär mōr* ): Torakki town on the northern shores of Lake Adesh.
- Vhott** ( *vät* ): A town in the Rokk Woods in Thybaj.
- Vohven Jungle** ( *vō ven* ): The massive jungle covering the southern portions of the Svimohzish Isle.
- Voldor Bay** ( *vōl dōr* ): Foggy inlet near Cosdol.
- Voldorwoods** ( *vōl dōr woods* ): Coniferous forest on the north side of Voldor Bay.
- Voritti Island** ( *vōr i tē* ): Skarnnid island on Reanaaria Bay.
- Vrandol** ( *vran dōl* ): Mendarn colony on the westernmost tip of Svimohzia.
- Vrendolen** ( *vren dō len* ): Capital city of Pel Brolenon, devoted to the Overlord.
- Vry Naasu Headlands** ( *vrī na sōō* ): Barren, rocky hills on the northwestern shore of Reanaaria Bay.
- Vrykarr Mountains** ( *vrī kär* ): Northeastern arm of the Ka'Asa Mountains.
- Welpremond Downs** ( *wel pre mänd* ): Rolling, grassy hills just west of the Elenon Mountains.
- Whimdol Bay** ( *whim dōl* ): Bay on the southern shores of the Elos Desert.
- Whisvomi Forest** ( *whis vō mē* ): A subtropical Forest on the western slopes of the Dashahn Mountains on the Isle of Svimohzia.
- Whisvomi Hills** ( *whis vō mē* ): Hills on the western slopes of the Dashahn Mountains.
- Whiven Marsh** ( *whi ven* ): Swamp bordering the Brandobian Ocean, on the northwestern shores of the Svimohzish Isle.
- Wimish** ( *wim ish* ): A Zazahni city on the Izhoven River.
- Xaaboemio Sea** ( *zä bō mē õ* ): Also known as the Sea of the Dead, south of Reanaaria Bay.
- Xaarum** ( *zär um* ): Reanaarian city state on the Zoan Peninsula.
- Yan Elenon Mountains** ( *yan el e nän* ): The southwestern fork of the Elenon Mountains.
- Yordon Sound** ( *yōr dän* ): A bay in northern Eldor.
- Zamul Forest** ( *zä mōōl* ): A forest in the northern reaches of Ul-Karg.
- Zazahni** ( *zə zä nē* ): Kingdom in central Svimohzia. Currently kingless and in a state of civil war.
- Zenshahn** ( *zen shän* ): Westernmost Zazahni city located on the Zhano-mewhi Bay.
- Zha-nehzmish** ( *zä nez mish* ): Capital of Ahznomahn.
- Zhano Headlands** ( *zä nō* ): The northern terminus of the Dashahn Mountains.
- Zhano River** ( *zä nō* ): A minor river in northern Meznamish.
- Zhano-Mewhi Bay** ( *zä nō myōō hē* ): Large bay near Ul-Karg characterized by black sand beaches.
- Zhanohven** ( *zä nō ven* ): A Zazahni city on Svimohzia.
- Zoa** ( *zō ə* ): Largest and southernmost city-state in the Reanaaria Bay area.
- Zomo-wim** ( *zō mō wim* ): Ozhvinmishii city near the Awhom Forest.

# Kingdoms of Kalamar

## BOOK 2: THE KINGDOMS OF KALAMAR ATLAS

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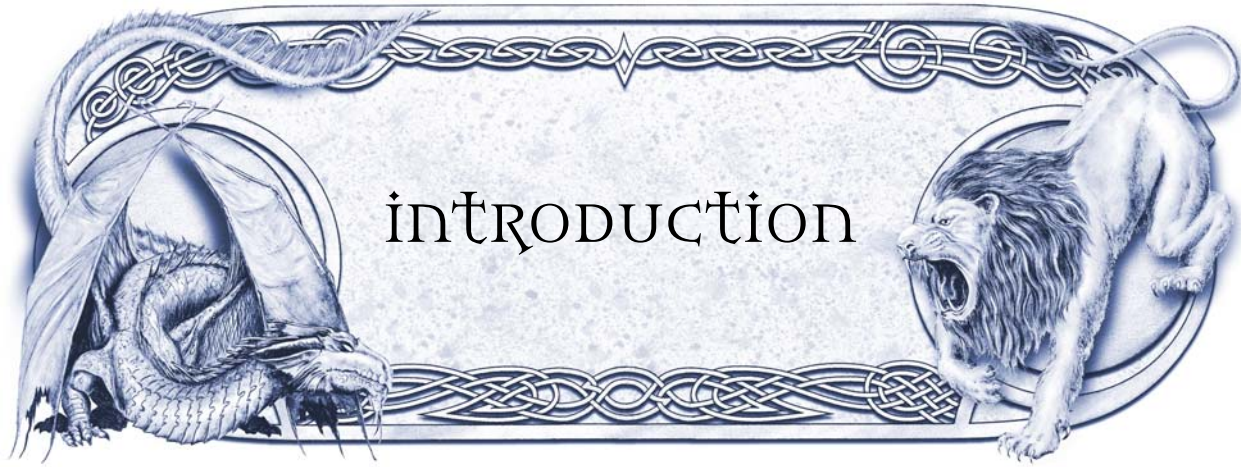
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### Table of Contents

Introduction .....	276	Appendices	
Chapter 1: Brandobia .....	281	Appendix A: Geographical Abstracts .....	421
Chapter 2: Kalamar .....	311	Appendix B: Land Types .....	435
Chapter 3: The Young Kingdoms .....	333	Appendix C: Languages .....	439
Chapter 4: The Wild Lands .....	351	Appendix D: Tellene Primary Population Centers ..	445
Chapter 5: Reanaaria Bay .....	369		
Chapter 6: Svimohzia .....	389		





# introduction

Welcome to the Kingdoms of Kalamar® Atlas. For those with a love of maps and graphically presented charts, this is the book for you! Crafted in the useful style of a scholarly real-world atlas with plenty of graphs, charts, illustrations, maps and indexing, this supplement details the essential nature of the Kalamar fantasy campaign setting world, Tellene. One look and you will realize this is a book for the ages. Aside from zoomed-in, detailed topographical maps, this atlas defines each nation's population and wealth concentrations, raw materials, imports and exports, military deployments and dialect languages. The Kalamar Atlas also defines coastal currents, seasonal winds, climate, temperatures, rainfall and vegetation.

This atlas gives you the fine detail that will really make your campaign come alive. But you should not feel confined by what we have presented here. This book gives you more information on the world of Tellene presented in a logical and organized manner that will give you more options and ideas with which to craft your stories. If your campaign currently has other small towns (or even larger ones) placed on your maps, no need to worry; simply add those same towns to the atlas in place of others. If you are concerned with the resultant effect on the population, simply look for a comparably sized city when you make your placement. If you are unwilling or unable to find such a substitute, try the following: increase the populations of the cities/towns adjacent to the one you are replacing and cascade that effect down to the second- and third-closest cities. Look for similar-sized cities already on the maps to help you adjust the secondary and tertiary city populations.

## Map Page Guide

At right is an example of the full-color maps featured in this book. The top three-quarters of the page is a **detailed topographical map** that shows the precise elevation above or below sea level of each region of Tellene. A bathymetric color range indicates the depth of lakes, bays, seas and oceans. A complete guide to map symbols and both the topographical and bathymetric color range used in these maps can be found on page 280.

Featured on each page of the Kingdoms of Kalamar Atlas are the appropriate region names (Kalamar), major geographical features (Rolutel Forest), and river systems (Badato River) including wetlands, tributaries and oases. In the example at right, Bet Kalamar and Oloseta are large port cities surrounded by smaller settlements. Many types of roads radiate outward from centers of commerce. Seafaring traders know the location of even the tiniest islands in the Kalamaran Bay. DMs and players will find that the level of detail in these maps enhances the realism of the Kingdoms of Kalamar setting.

Appearing below the main topographical map is a small **navigation square** and a list of the top twenty inhabited settlements shown on this page's topographical map. Settlements appear in the **top twenty list** in descending order from the most populated city on the page. If an area is relatively uninhabited, as is the case with the remote Krond Heights and the Obakasek Jungle, there may be very few settlements of appreciable size included in the top twenty guide. The navigation square is a handy reference for the DM or player who needs to quickly find the Atlas page where an adjoining topographical map appears.



## FEATURES OF THIS BOOK

### TOPOGRAPHICAL MAPS

Most of this book is comprised of detailed topographical maps that show varying elevations, water drainage (rivers), lakes, islands, cities, towns, large villages and the roadways that connect them. Each topographical map page (starting with page 281) contains a set of coordinates designed to help you understand how that particular map subsection fits into the larger whole of Tellene. Further, each topographical map page lists the top twenty population centers on that page. For a detailed alphabetical listing of all the population centers defined in this book, see Appendix D: Tellene Primary Population Centers on page 445.

### POPULATION CENTERS

This atlas focuses primarily on urban centers comprised primarily of dwellings located on the surface of Tellene. These, by their very nature, tend to be human population centers, though certain non-human civilizations such as elves and hobgoblins also build more traditional population centers. These non-human cities, towns and villages are shown where they exist above ground, but these are admittedly rare. This is not to say that more settlements of this nature do not exist on Tellene, but rather the monstrous inhabitants are merely not commonly recognized as permanent settlers with valid claims to the land by the human-centric societies that pervade the Sovereign Lands.

### FORESTS

Only major, impassable or particularly famous forested areas are shown on the topographical maps. Dashed lines on the topographical maps meter out the boundaries of such woodlands. It should be noted, that smaller, less dense or relatively minor forests exist wherever the climate supports them. Indeed, small copses of trees can spring up in all but the harshest of climes (see Appendix B Land Types of Tellene for details on where and what types of vegetation are commonly found on Tellene). Thus, we have left the possibility open for DMs to take advantage of this by placing appropriate wooded areas where and as necessary to further their campaigns.

### OCEAN CURRENTS AND WINDS

Maps on page 423 through 425 show the prevailing ocean currents and seasonal wind patterns for Tellene. Many of these are named in the Merchant's Tongue language by the trade they facilitate (South Trade Wind) or by a terrain feature or region they pass by (Ka'Asa Sweep). Some regional winds are even named in the language of the people that inhabit that particular area (Freytark Wind which means "ice bite" in the Fhokki language).

### RESOURCE MAPS

As described in the Kingdoms of Kalamar campaign setting sourcebook, trade occurs throughout Tellene on a wide scale. Sophisticated merchants and sailors bring goods back and forth from nearly every corner of the Sovereign Lands. The resource maps on pages 426-433 will help you recognize the areas that have ample resources to trade. A comprehensive list would of course be far too lengthy to be of value and would likely change based on a myriad of factors including

weather, seasonality, local and distant supply, political climate, etc. Rather, included are the major trade goods in order to portray the significant interdependence of the various nations and peoples of Tellene. These maps also define the primary ocean trade routes that facilitate much of the international commerce on Tellene.

### ROADS

There are five basic levels of quality defined for the roads in this atlas and they are designated as First Rate through Fifth Rate.

**First Rate:** This quality class defines the primary roads or highways of the Kalamaran Empire. These roads are wide, paved, extremely well built and have superior drainage. They are often made of well-fitted paving stones supported by over three feet of packed stone, gravel and cement. These roads are used to facilitate trade and deploy troops.

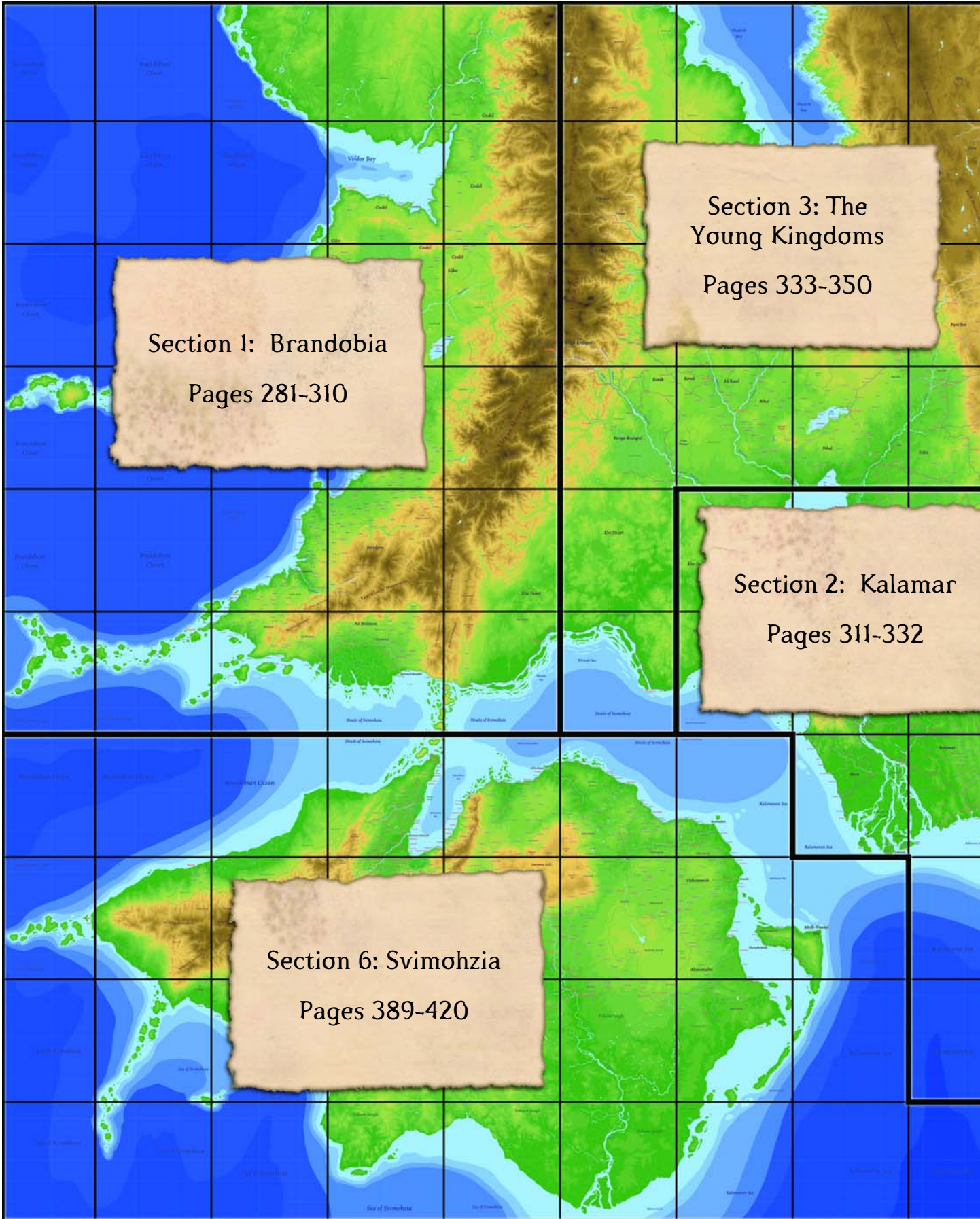
**Second Rate:** This quality class generally applies to First Rate roads in a state of disrepair or roads of an original construction quality somewhere between First and Third Rate.

**Third Rate:** This quality class describes secondary roads in the Kalamaran Empire or main thoroughfares in places such as Brandobia and Svimohzia. These roads are, for one reason or another, not up to First Rate standards. Kalamar's secondary roads are made of packed earth. Brandobia's main roads are paved but narrow and not cambered as well as Kalamaran roads, if at all. In other areas such as the Wildlands or Reanaaria Bay they may be timber roads. Timber roads are generally sturdy when new and help prevent excessive wheel rutting during rain or snow storms.

**Fourth Rate:** Roads with this rating may be Third Rate roads in a state of disrepair, or are otherwise inferior in some way such as not having any designed drainage or inadequate drainage, unpaved, or even just having rough split logs or narrow bands of paving lain so that wagons don't make ruts in the mud. Secondary roads in Brandobia and Svimohzia are of this type.

**Fifth Rate:** These roads are tertiary tracks that connect small villages and farming communities and tend to meander more than larger roads. These dirt paths are generally overgrown and weather damaged, but are still discernable from enough use that one can use the path to get about in a remote area. Beyond this class are trails in certain areas that see little use. These are often in regions unsuitable for roads. Trails are not discernable from wear but often show the best way through rugged terrain by markings left from previous travelers. Of course, such an arrangement is rife with mischief as unscrupulous individuals and monsters alter, damage or even remove trail markers.

As one can see from the previous discussion, a primary road implies something entirely different depending upon which region of Tellene is being discussed. Primary roads in Kalamar fall into the First and Second Rate categories while primary roads in Brandobia, Svimohzia and the Wildlands fall into the Third Rate category.

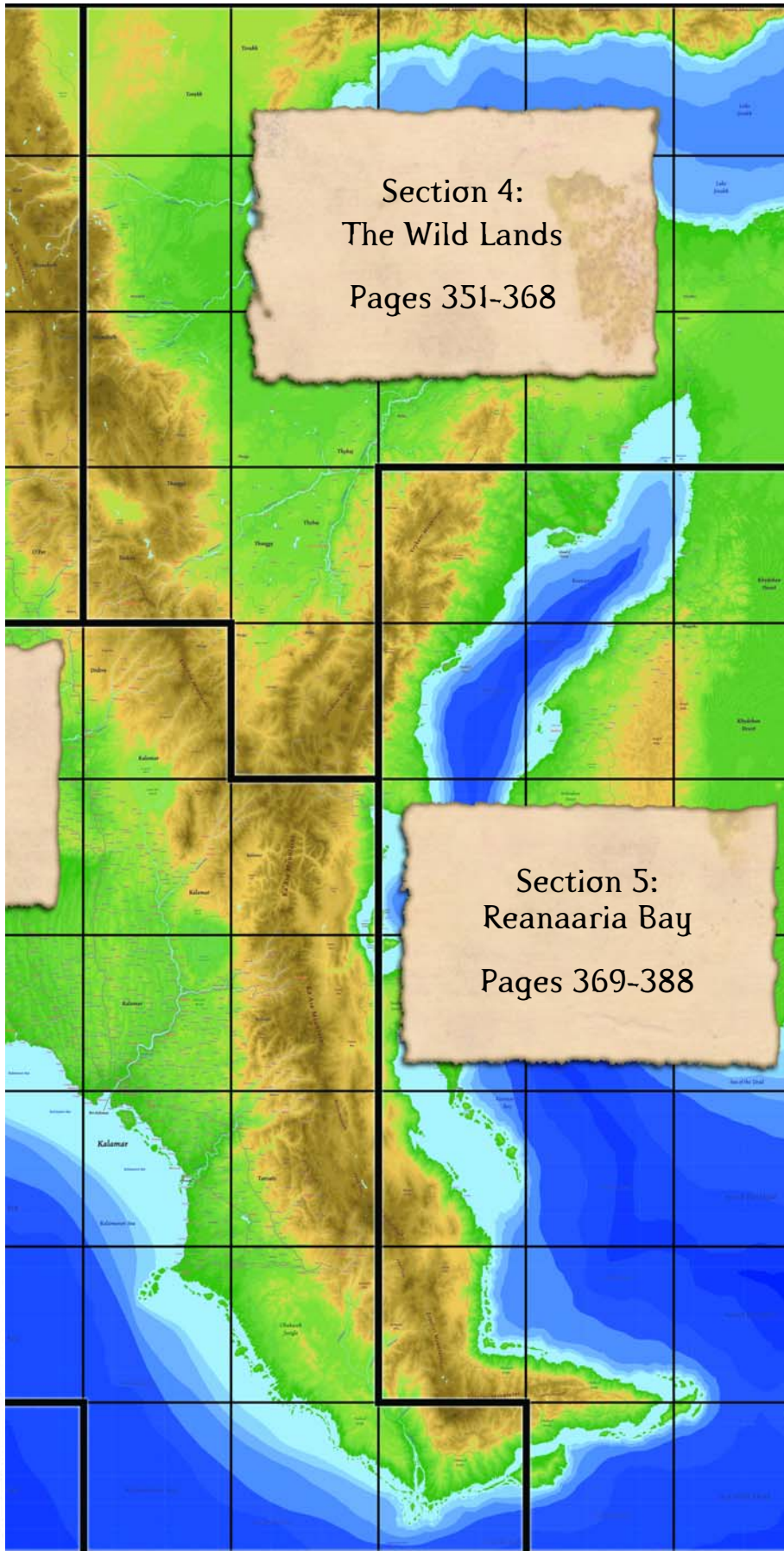


Section 1: Brandobia  
Pages 281-310

Section 3: The Young Kingdoms  
Pages 333-350

Section 2: Kalamar  
Pages 311-332

Section 6: Svimohzia  
Pages 389-420



## Topography in Detail

The following groups of map pages (explained in detail on page 276) are divided into sections roughly following the layout of the Kingdoms of Kalamar campaign setting sourcebook. The relative positions of the sections are laid out visually here for your reference and convenience. The map pages progress in the order shown on the illustration from left to right, top to bottom, wrapping to the next row when they reach a section boundary.

A legend of the markings, language, and key graphics used on the topographical maps may be found on the following page.

Section 5:  
Reanaaria Bay  
Pages 369-388



## Map Symbol Key

	○	Oases (no names) Pop. 0
	🗑️	Ruins Pop. 0
Zhemish	○	Hamlet Pop. 81-400
Hozgahni	○	Village, Pop. 401-900
Zozzhahn	○	Small Town, Pop. 901-2000
Somonahni	○	Large Town, Pop. 2001-5000
Anowhizh	◇	Small City, Pop. 5001-12000
Zomo-wim	⊠	Large City, Pop. 12001-25000
Svowmahni	★	Metropolis, Pop. 25001+

## Road Types

First Rate	—
Second Rate	—
Third Rate	—
Fourth Rate	—
Fifth Rate	- - -

## Map Features

- Woods (forests, wealds, jungles)*
- Mountains (hills, highlands, rises)*
- Water (rivers, lakes, oceans)*
- General (region names, etc.)*
- Swamps (marshes, estuaries, fens, mires)*

## Woodland Boundaries

*woodlands names appear  
inside their boundaries*

## Map Scale

**Statute Miles**



All topographical maps on pages 281-420 are rendered at 1" = 25 miles scale

## Topographic Colors



## Elevation Above Sea Level

Above 27,000 feet
26,000 to 26,999 feet
25,000 to 25,999 feet
24,000 to 24,999 feet
23,000 to 23,999 feet
22,000 to 22,999 feet
21,000 to 21,999 feet
20,000 to 20,999 feet
19,000 to 19,999 feet
18,000 to 18,999 feet
17,000 to 17,999 feet
16,000 to 16,999 feet
15,000 to 15,999 feet
14,000 to 14,999 feet
13,000 to 13,999 feet
12,000 to 12,999 feet
11,000 to 11,999 feet
10,000 to 10,999 feet
9,000 to 9,999 feet
8,000 to 8,999 feet
7,000 to 7,999 feet
6,000 to 6,999 feet
5,000 to 5,999 feet
4,000 to 4,999 feet
3,500 to 3,999 feet
3,000 to 3,499 feet
2,500 to 2,999 feet
2,000 to 2,499 feet
1,500 to 1,999 feet
1,000 to 1,499 feet
500 to 999 feet
1 to 499 feet
0 to -99 feet
-100 to -500 feet

## Bathymetric Colors



## Ocean Depth

sea level to 499 feet
500 to 999 feet
1,000 to 1,999 feet
2,000 to 3,499 feet
3,500 to 5,999 feet
6,000 to 12,999 feet
13,000 to 19,999 feet
20,000 to 26,999 feet
27,000 to 36,000 feet



<b>281</b>	<b>282</b>	<b>283</b>	<b>284</b>	<b>285</b>
<b>286</b>	<b>287</b>	<b>288</b>	<b>289</b>	<b>290</b>
<b>291</b>	<b>292</b>	<b>293</b>	<b>294</b>	<b>295</b>
<b>296</b>	<b>297</b>	<b>298</b>	<b>299</b>	<b>300</b>
<b>301</b>	<b>302</b>	<b>303</b>	<b>304</b>	<b>305</b>

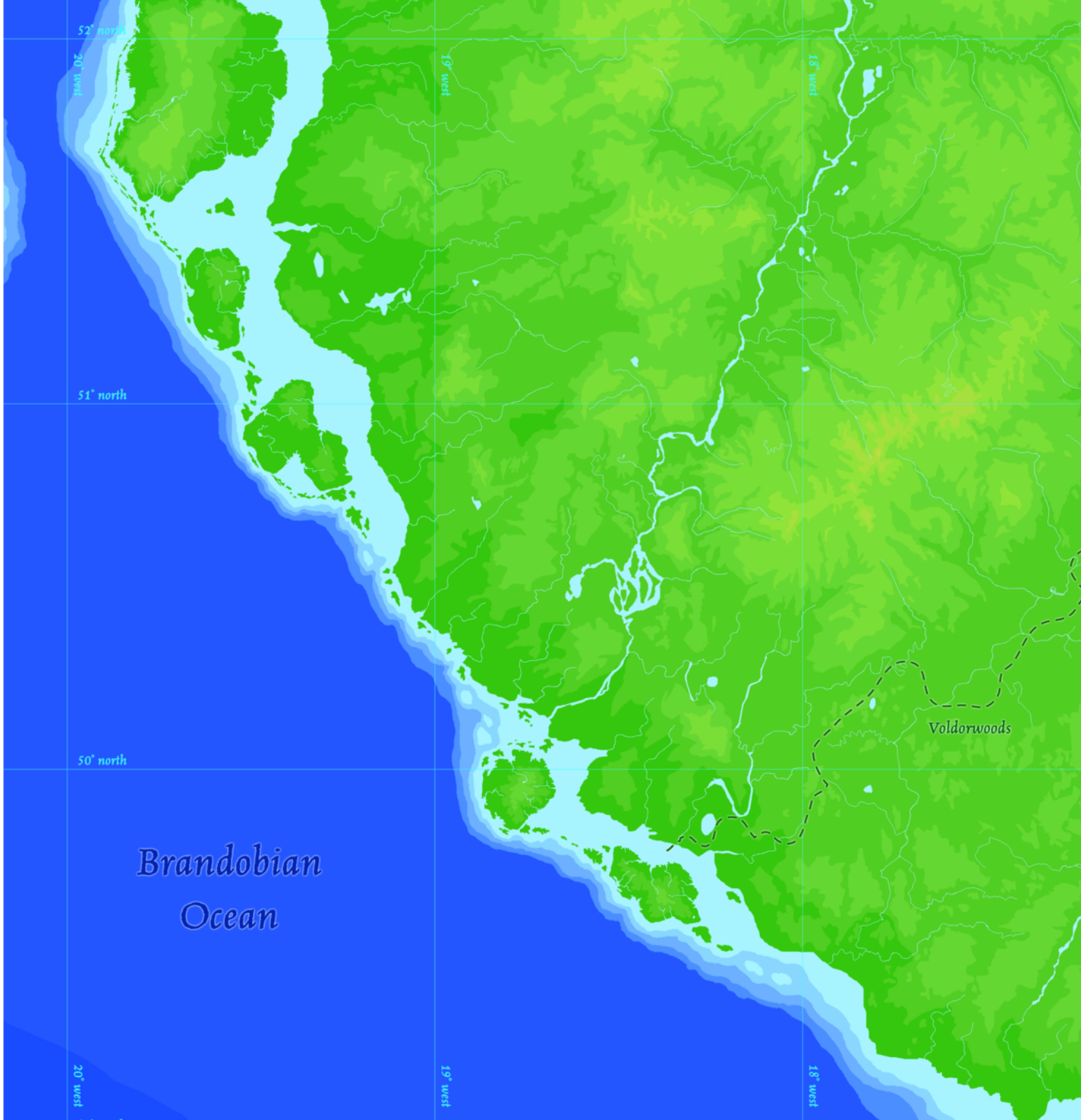
City .....	Population	City .....	Population



# Brandobian Ocean

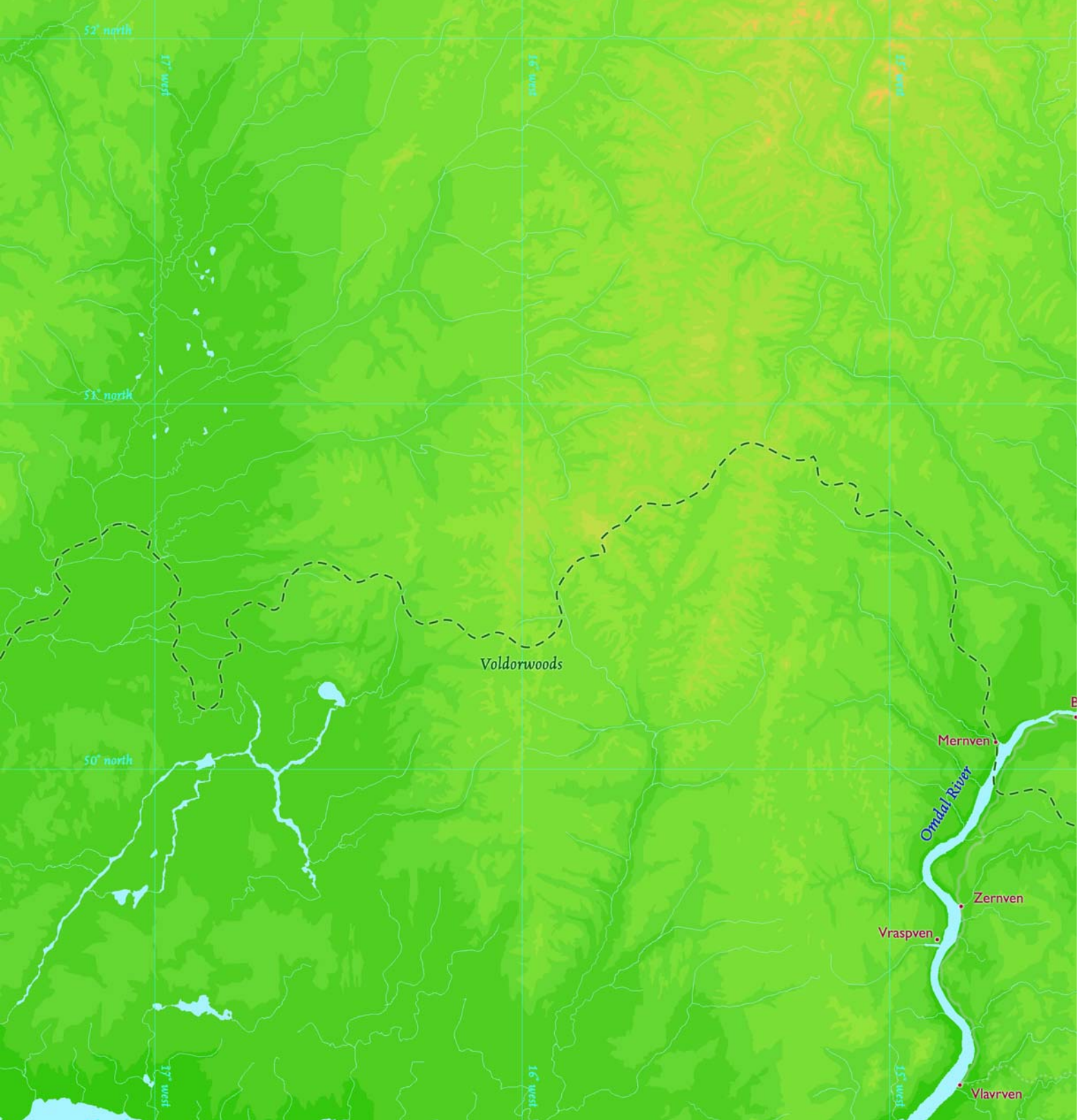
City .....	Population	City .....	Population

281	282	283	284	285
286	287	288	289	290
291	292	293	294	295
296	297	298	299	300
301	302	303	304	305



281	282	283	284	285
286	287	288	289	290
291	292	293	294	295
296	297	298	299	300
301	302	303	304	305

City .....Population      City .....Population

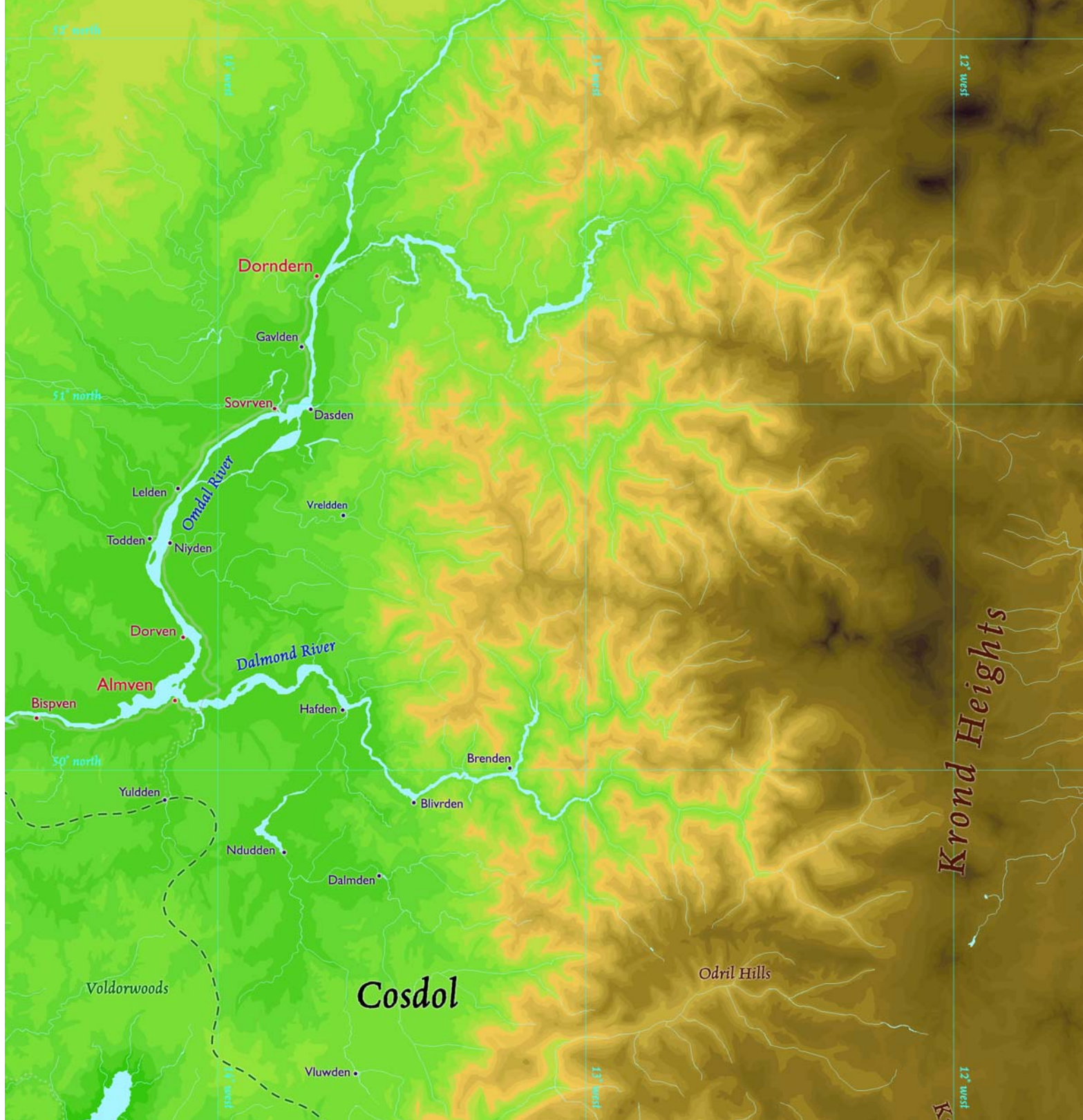



City .....	Population
Mernven .....	1,603
Vraspven .....	1,169
Zernven .....	936

City .....

Population

<b>282</b>	<b>283</b>	<b>284</b>	<b>285</b>	<b>333</b>
<b>287</b>	<b>288</b>	<b>289</b>	<b>290</b>	<b>337</b>
<b>292</b>	<b>293</b>	<b>294</b>	<b>295</b>	<b>341</b>
<b>297</b>	<b>298</b>	<b>299</b>	<b>300</b>	<b>345</b>
<b>302</b>	<b>303</b>	<b>304</b>	<b>305</b>	<b>349</b>



283	284	285	333	334
288	289	290	337	338
293	294	295	341	342
298	299	300	345	346
303	304	305	249	311

City	Population	City	Population
Almven	4,000	Todden	500
Dorndern	2,800	Lelden	487
Bispven	1,760	Blivrden	479
Sovrven	1,593	Dalmden	446
Dorven	1,567	Hafden	409
Niyden	884	Dasden	403
Brenden	747	Vreldden	304
Yuldden	739		
Gavlden	711		
Ndudden	566		



City .....	Population	City .....	Population

<b>281</b>	<b>282</b>	<b>283</b>	<b>284</b>	<b>285</b>
<b>286</b>	<b>287</b>	<b>288</b>	<b>289</b>	<b>290</b>
<b>291</b>	<b>292</b>	<b>293</b>	<b>294</b>	<b>295</b>
<b>296</b>	<b>297</b>	<b>298</b>	<b>299</b>	<b>300</b>
<b>301</b>	<b>302</b>	<b>303</b>	<b>304</b>	<b>305</b>

49° north

48° north

47° north

# Brandobian Ocean

281	282	283	284	285
286	287	288	289	290
291	292	293	294	295
296	297	298	299	300
301	302	303	304	305

City .....Population      City .....Population





City .....Population  
 Gurdven .....914

City .....Population

281	282	283	284	285
286	287	288	289	290
291	292	293	294	295
296	297	298	299	300
301	302	303	304	305



282	283	284	285	333
287	288	289	290	337
292	293	294	295	341
297	298	299	300	345
302	303	304	305	349

City	Population	City	Population
Cosolen	39,100	Noinven	914
Crandolen	18,100	Cunvden	870
Ldisven	1,806	Ganvden	750
Ldamven	1,798	Yigden	563
Sewven	1,566	Tildden	511
Trevrven	1,527	Durden	486
Vlavrven	1,110	Ewden	400
Lnonven	1,068	Tigden	255
Yolgen	1,053		
Itven	1,040		



# Cosdol

City	Population
Napalido	4,800
Durven	1,411
Bolnven	1,276
Truvven	1,107
Ldeldden	883
Sterden	883
Hihden	772
Vrehden	771
Nurden	763
Huwden	750

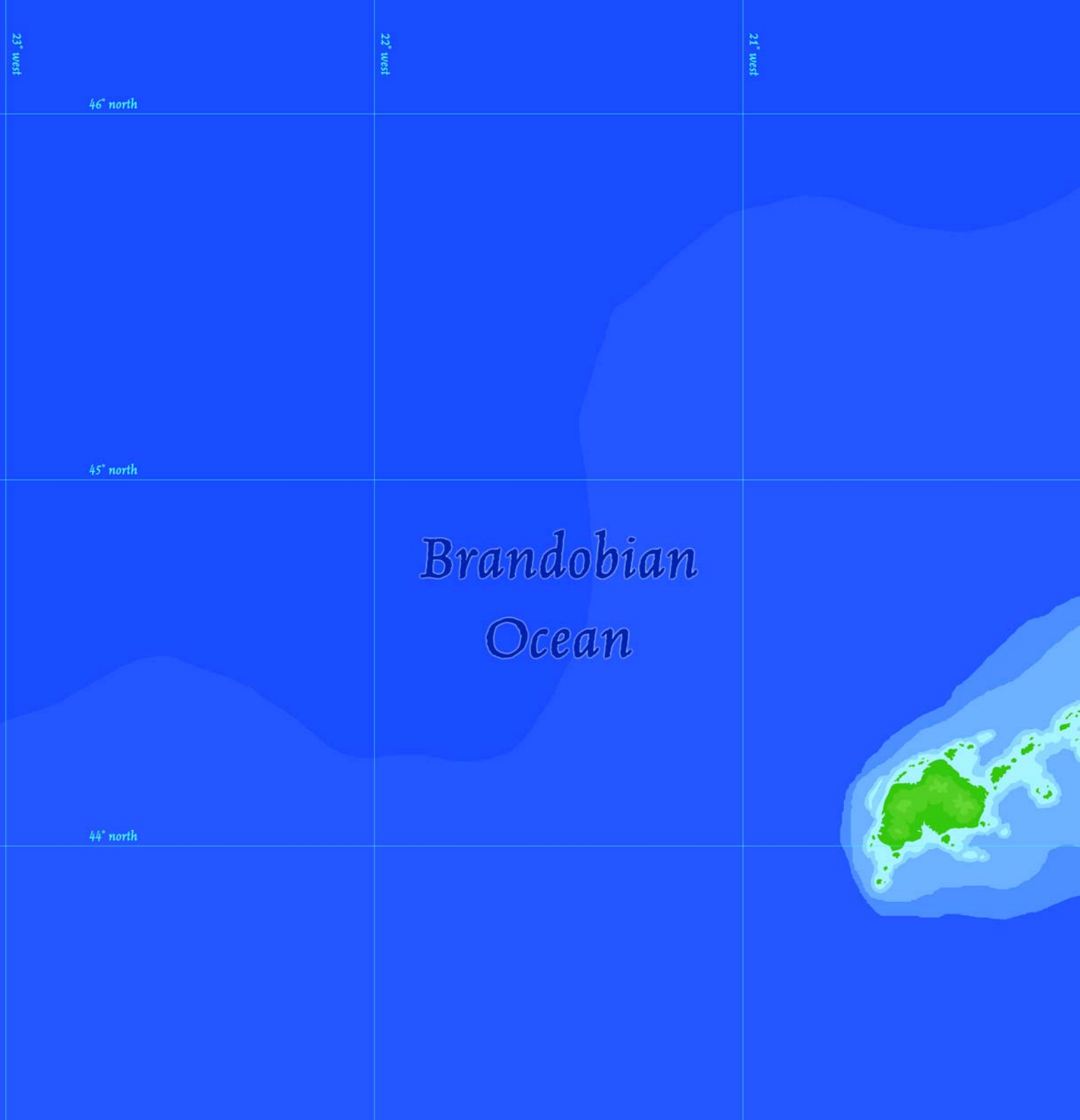
City	Population
Plumden	737
Avlden	624
Blerden	616
Vluwden	604
Ndesden	603
Ldesden	592
Vlorden	566
Evlden	557
Driden	540
Brehden	535

283	284	285	333	334
288	289	290	337	338
293	294	295	341	342
298	299	300	345	346
303	304	305	349	311



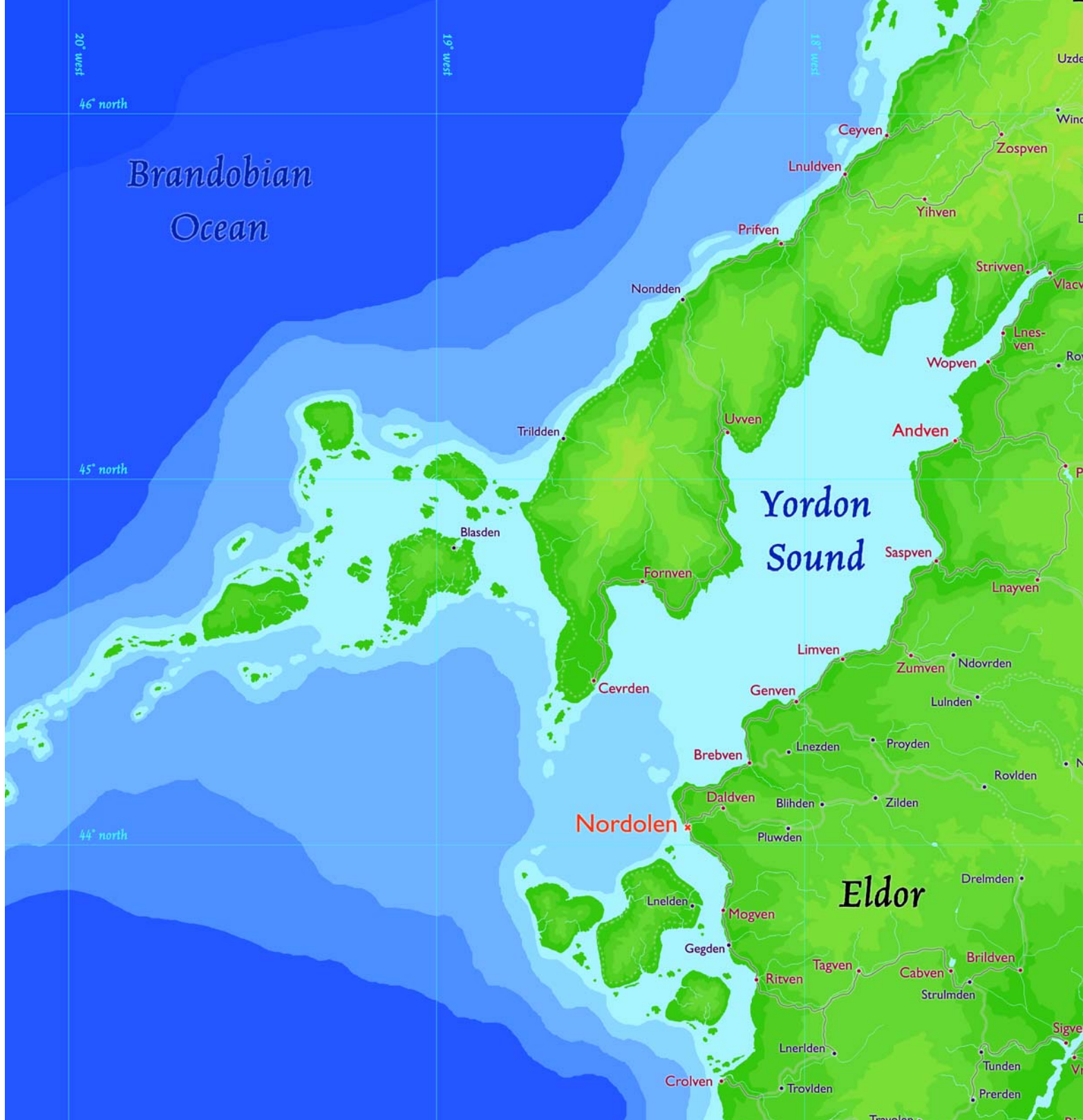
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291	292	293	294	295
296	297	298	299	300
301	302	303	304	305

City .....	Population	City .....	Population



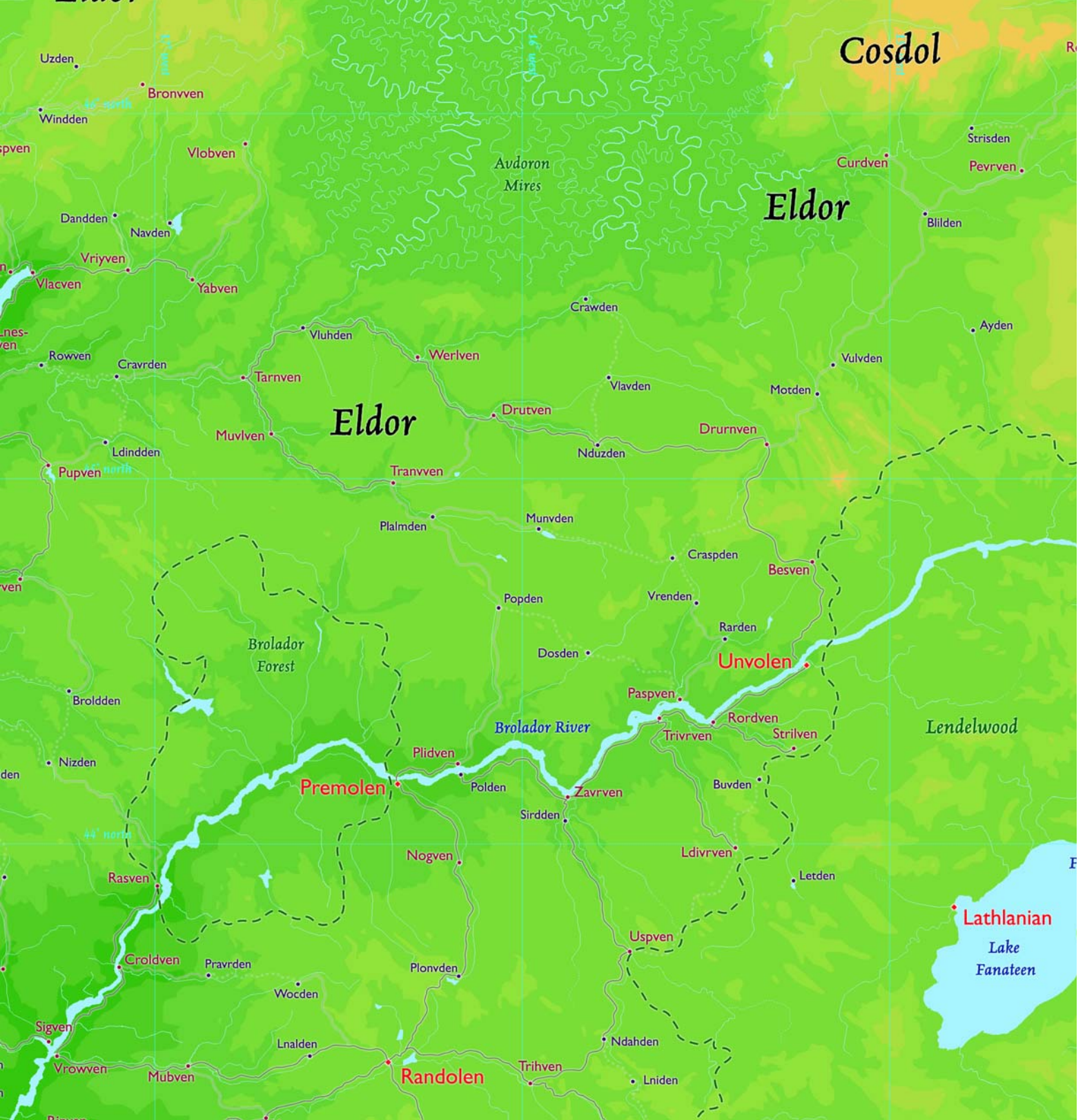
City .....	Population	City .....	Population

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286	287	288	289	290
291	292	293	294	295
296	297	298	299	300
301	302	303	304	305



281	282	283	284	285
286	287	288	289	290
291	292	293	294	295
296	297	298	299	300
301	302	303	304	305

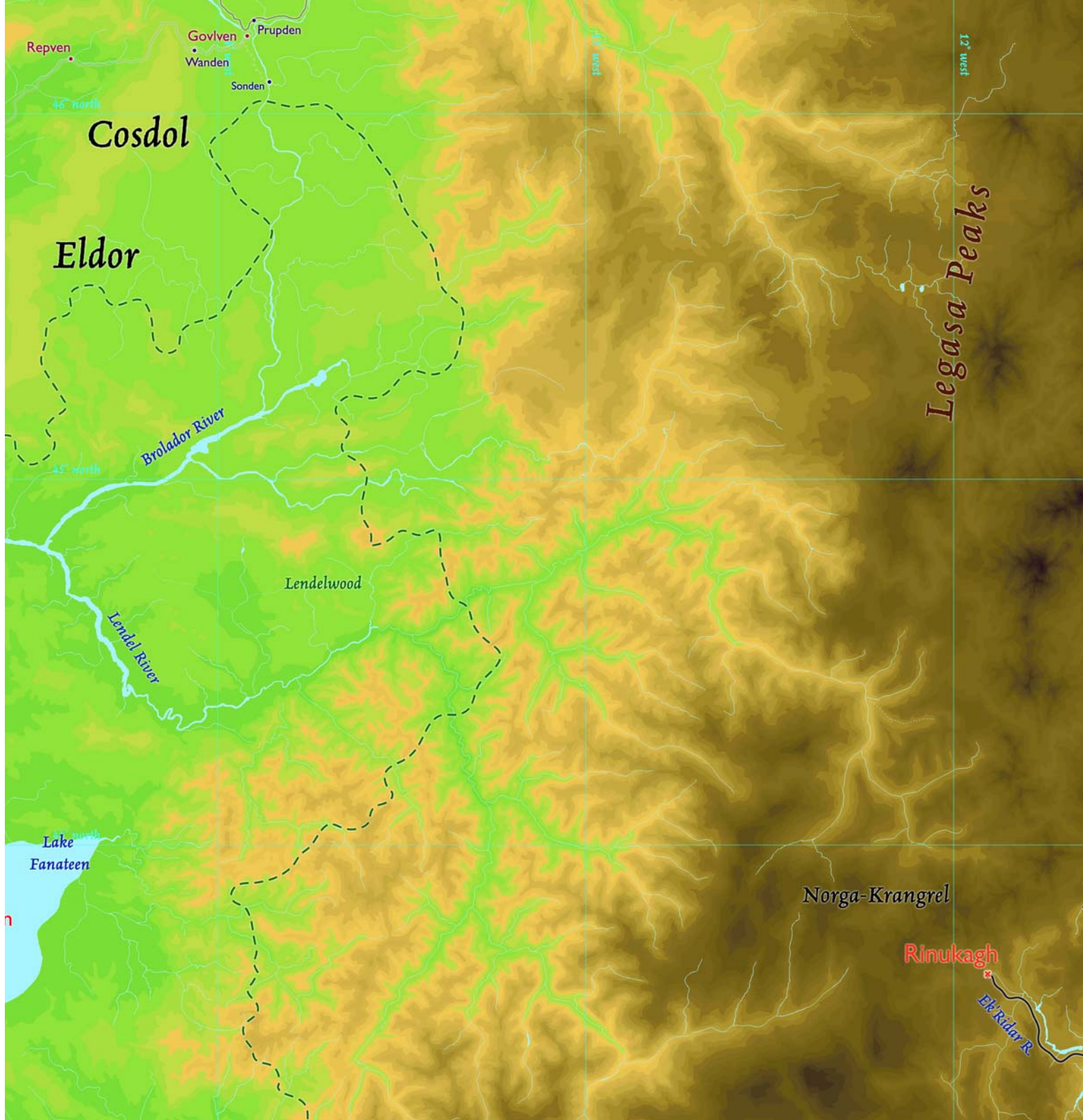
City	Population	City	Population
Nordolen	19,600	Crolven	1,602
Andven	4,900	Saspven	1,559
Lnayven	1,877	Fornven	1,545
Wopven	1,861	Limven	1,536
Ceyven	1,754	Zospven	1,525
Yihven	1,723	Mogven	1,513
Prifven	1,683	Brebven	1,426
Lnesven	1,657	Uvven	1,418
Nluldven	1,656	Ritven	1,338
Genven	1,621	Brildven	1,199



City	Population
Lathlanian	12,100
Unvolen	10,400
Premolen	9,800
Randolen	8,900
Tarnven	1,942
Mubven	1,939
Vriyven	1,935
Werlven	1,750
Zavrven	1,640
Paspven	1,603

City	Population
Trivrven	1,528
Vlacven	1,448
Nogven	1,401
Pupven	1,366
Yabven	1,364
Plidven	1,343
Vrowven	1,304
Trihven	1,247
Muvlven	1,130
Sigven	1,119

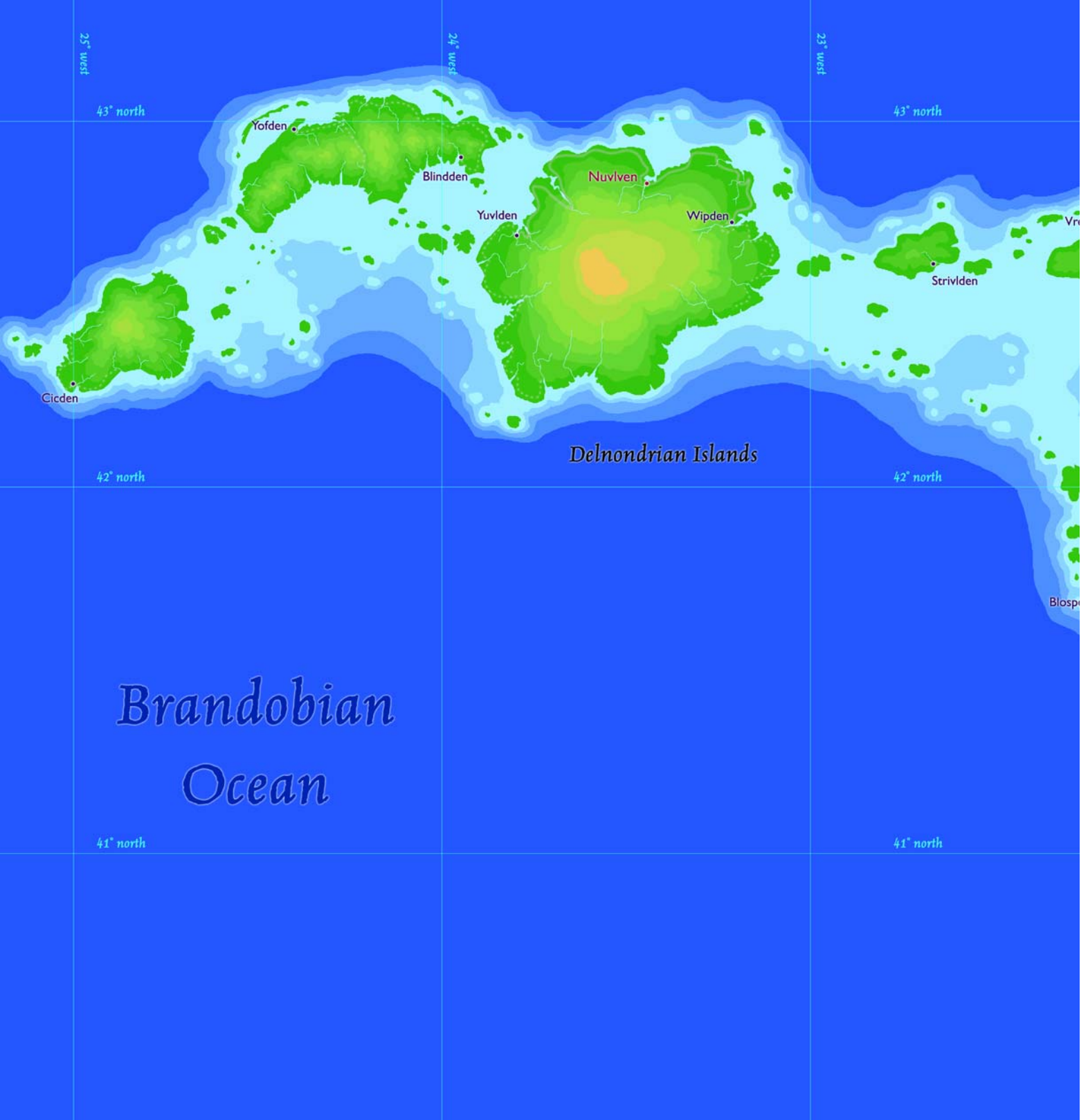
282	283	284	285	333
287	288	289	290	337
292	293	294	295	341
297	298	299	300	345
302	303	304	305	349



283	284	285	333	334
288	289	290	337	338
293	294	295	341	342
298	299	300	345	346
303	304	305	349	311

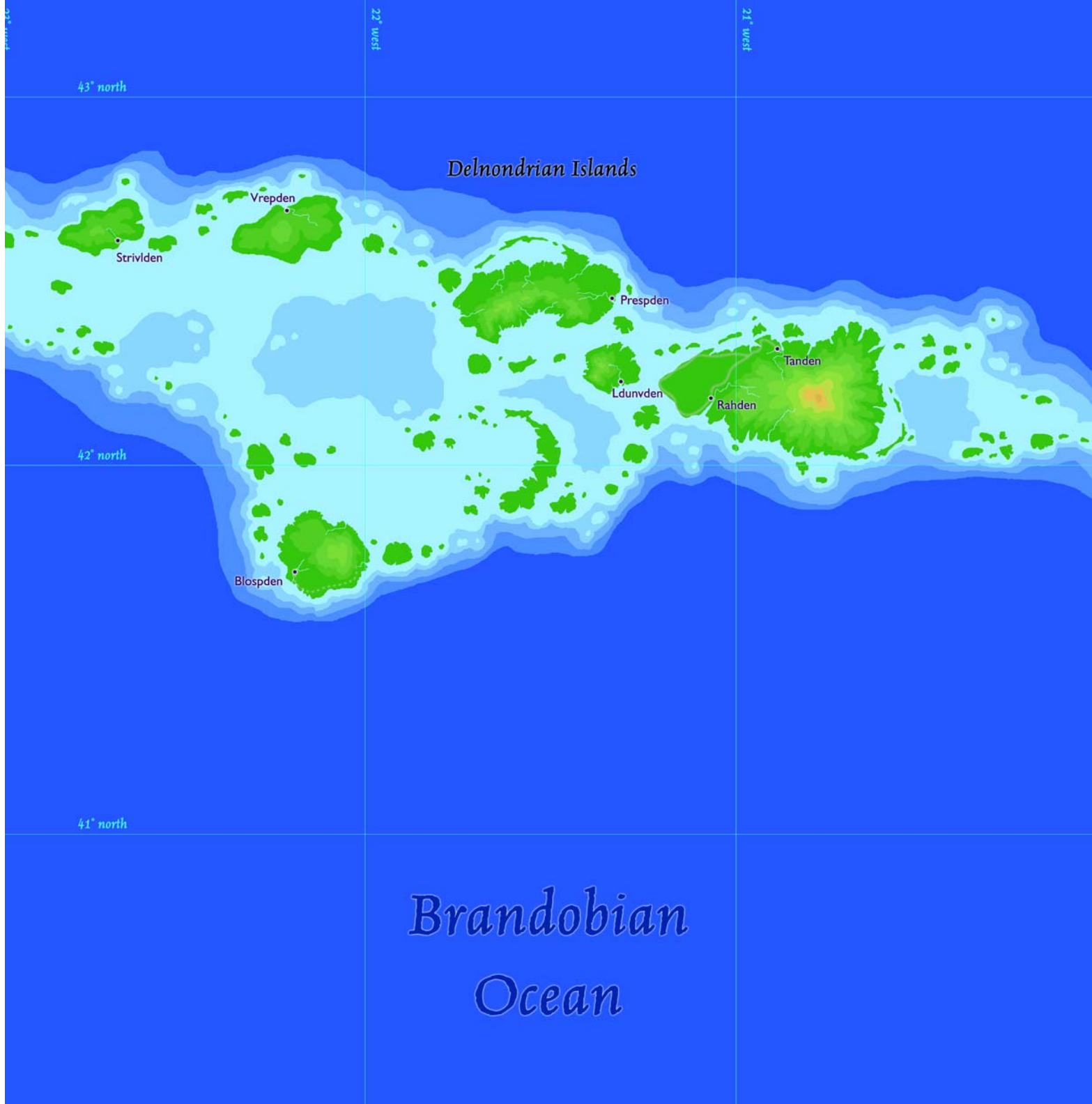
City	Population	City	Population
Rinukagh	12,200		
Govlven	920		
Repven	920		
Wanden	856		
Prupden	689		
Sonden	202		





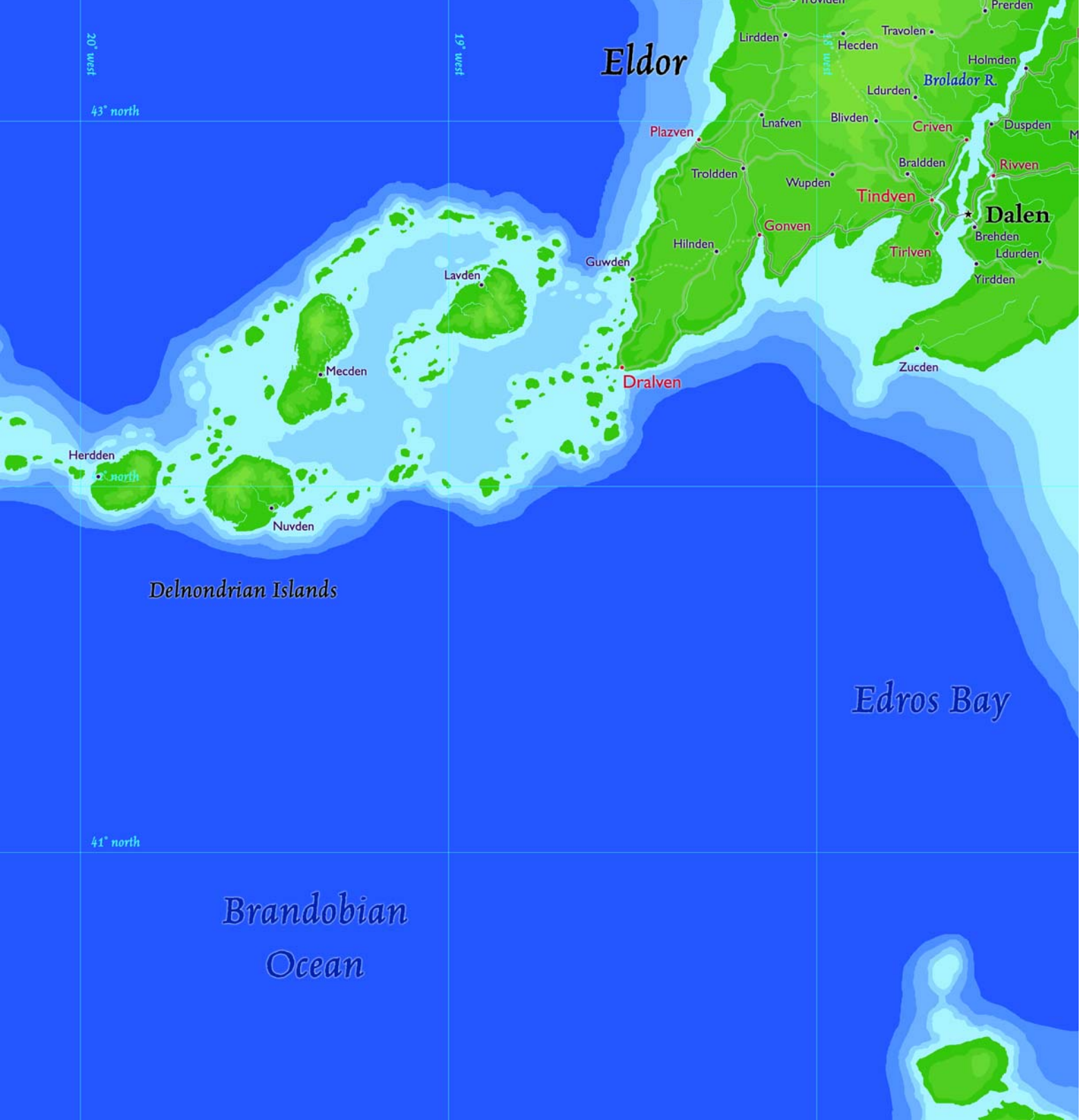
City .....	Population	City .....	Population
Nuvlven .....	1,110		
Yofden .....	604		
Yuvlden .....	566		
Wipden .....	464		
Blindden .....	398		
Cicden .....	317		

286	287	288	289	290
291	292	293	294	295
296	297	298	299	300
301	302	303	304	305
306	307	308	309	310



286	287	288	289	290
291	292	293	294	295
296	297	298	299	300
301	302	303	304	305
306	307	308	309	310

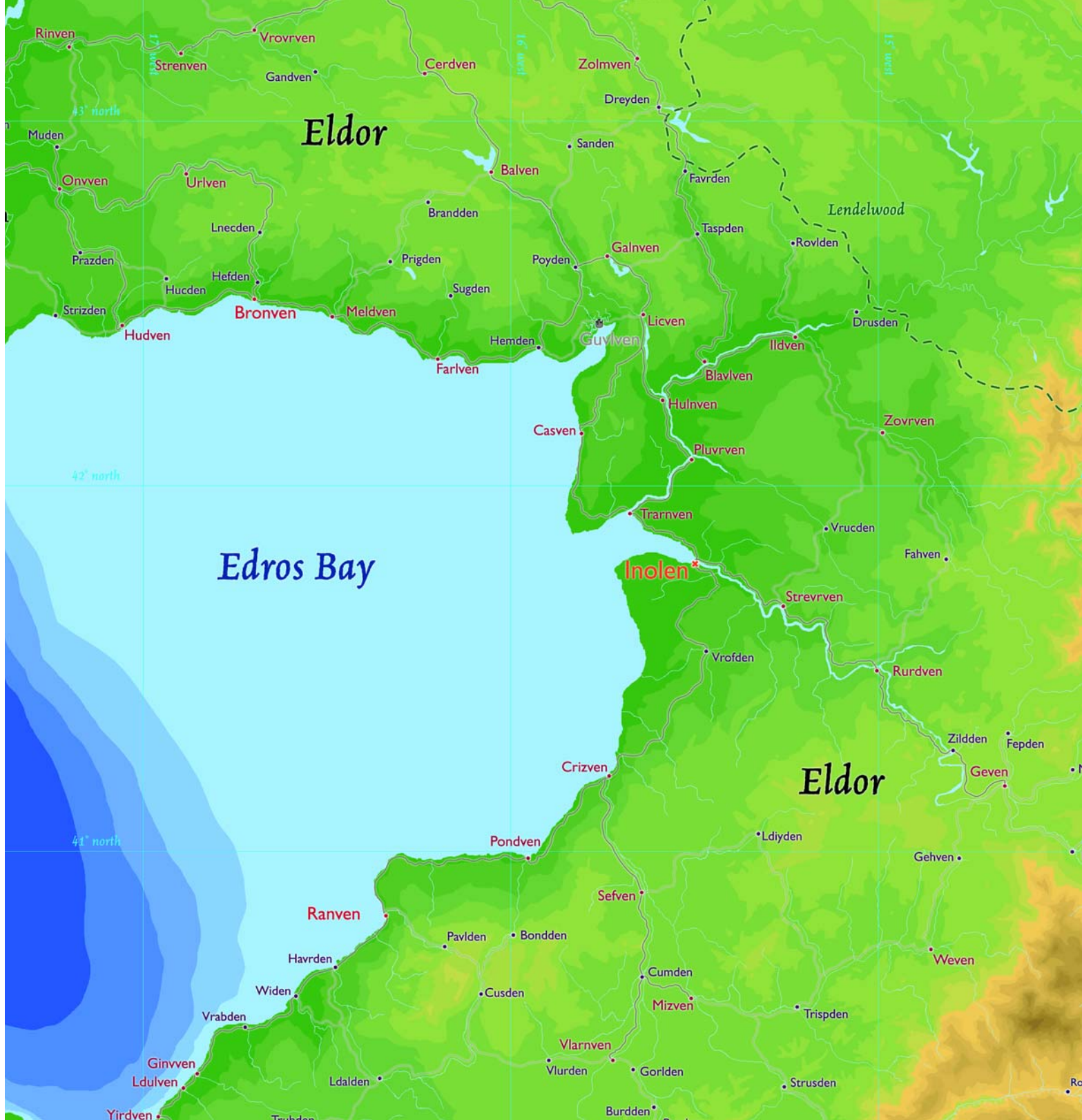
City	Population	City	Population
Rahden	511		
Ldunvden	419		
Tanden	397		
Strivlden	368		
Blospden	325		
Prespden	322		
Vrepden	301		



City	Population
Dalen	.98,100
Dralven	.3,000
Gonven	.1,940
Plazven	.1,904
Tindven	.1,830
Rivven	.1,407
Tirlven	.1,253
Criven	.1,237
Lnafven	.977
Holmden	.875

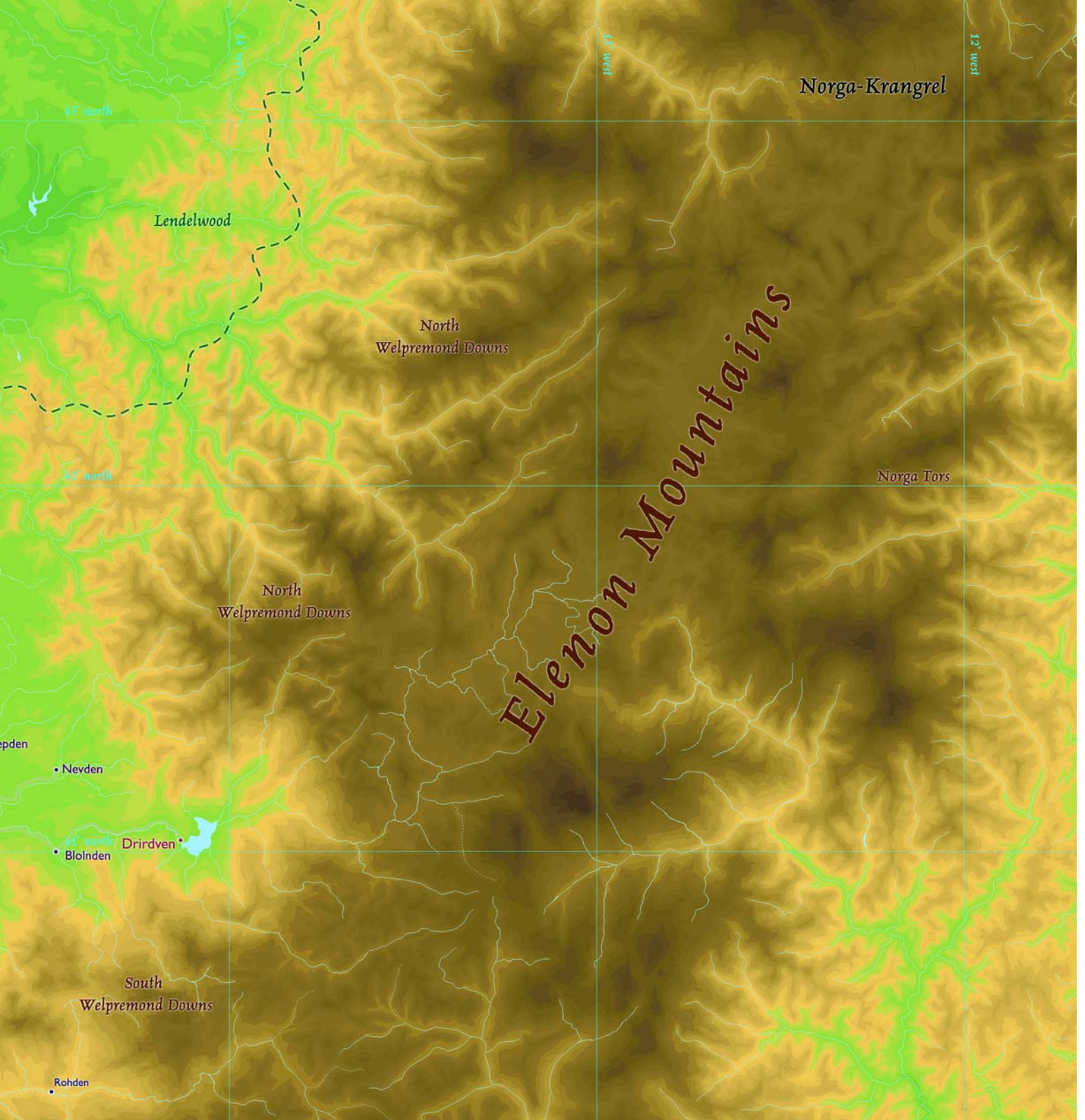
City	Population
Duspdn	.869
Braldden	.832
Ldurden	.830
Travolen	.734
Guwden	.722
Yirdden	.647
Lirdden	.636
Lnalden	.577
Zucden	.521
Hecden	.489

286	287	288	289	290
291	292	293	294	295
296	297	298	299	300
301	302	303	304	305
306	307	308	309	310



287	288	289	290	337
292	293	294	295	341
297	298	299	300	345
302	303	304	305	349
307	308	309	310	350

City	Population	City	Population
Inolen	23,900	Urlven	1,704
Bronven	4,400	Balven	1,666
Ranven	3,000	Farlven	1,660
Sefven	1,998	Onvven	1,627
Hudven	1,983	Strevrven	1,490
Ginvven	1,973	Ildven	1,446
Cerdven	1,868	Casven	1,437
Trarnven	1,837	Hulnven	1,434
Rinven	1,795	Crizven	1,424
Ldulven	1,708	Zovrven	1,415



City .....	Population
Drirdven .....	1,675
Nevden .....	701
Blolden .....	578
Rohden .....	338

City .....

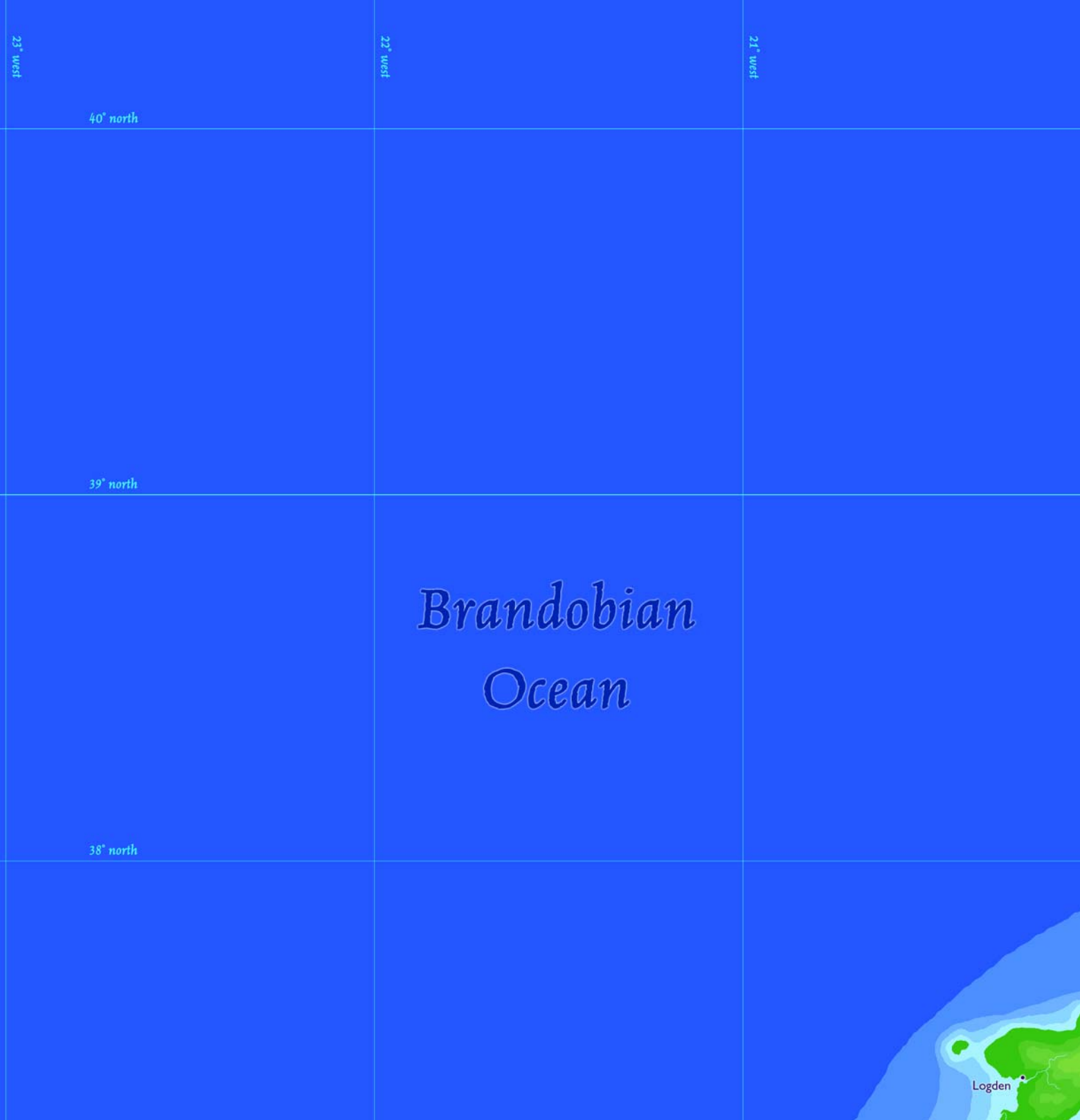
Population

288	289	290	337	338
293	294	295	341	342
298	299	300	345	346
303	304	305	349	311
308	309	310	350	315



291	292	293	294	295
296	297	298	299	300
301	302	303	304	305
306	307	308	309	310
389	390	391	392	393

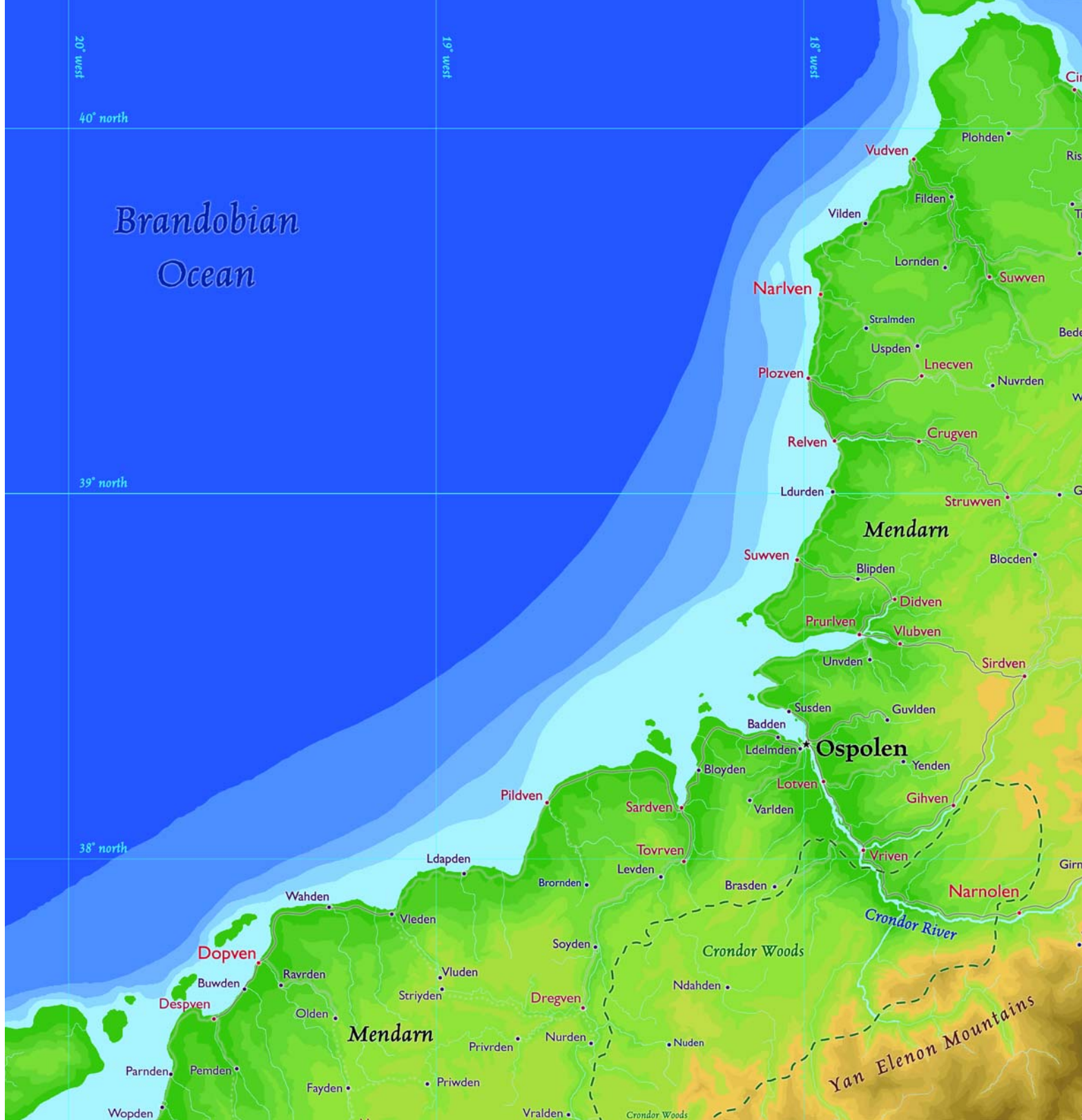
City .....	Population	City .....	Population



City .....Population  
 Logden .....456

City .....Population

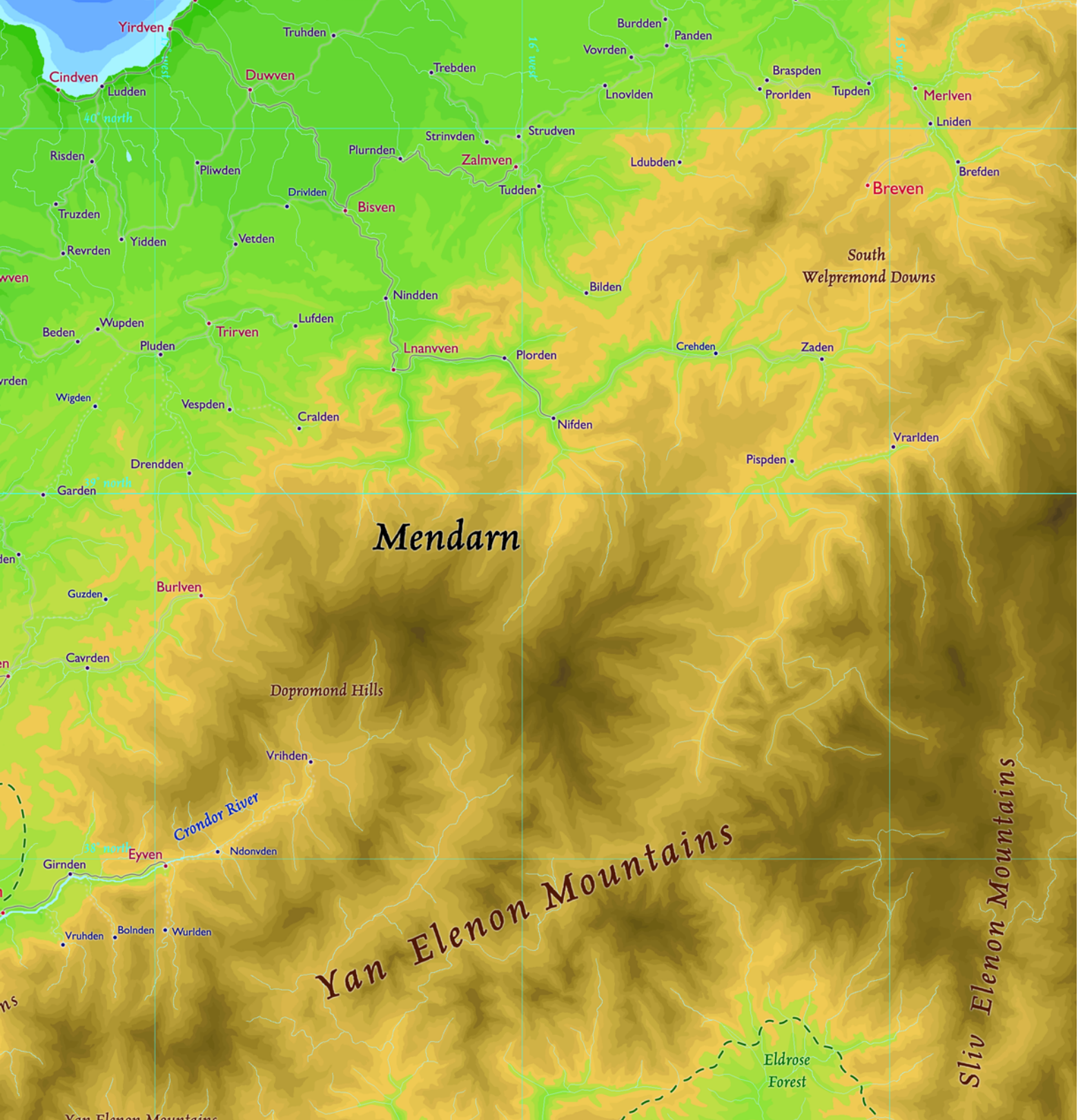
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296	297	298	299	300
301	302	303	304	305
306	307	308	309	310
389	390	391	392	393



291	292	293	294	295
296	297	298	299	300
301	302	303	304	305
306	307	308	309	310
389	390	391	392	393

City	Population	City	Population
Ospolen	45,700	Suwven	1,813
Narnolen	8,700	Vudven	1,767
Narlven	4,200	Suwven	1,538
Dopven	3,600	Vriven	1,498
Sirdven	1,999	Didven	1,435
Plozven	1,969	Crugven	1,347
Despven	1,956	Pildven	1,261
Lnecven	1,953	Gihven	1,222
Relven	1,913	Sardven	1,170
Dregven	1,838	Struwven	1,026

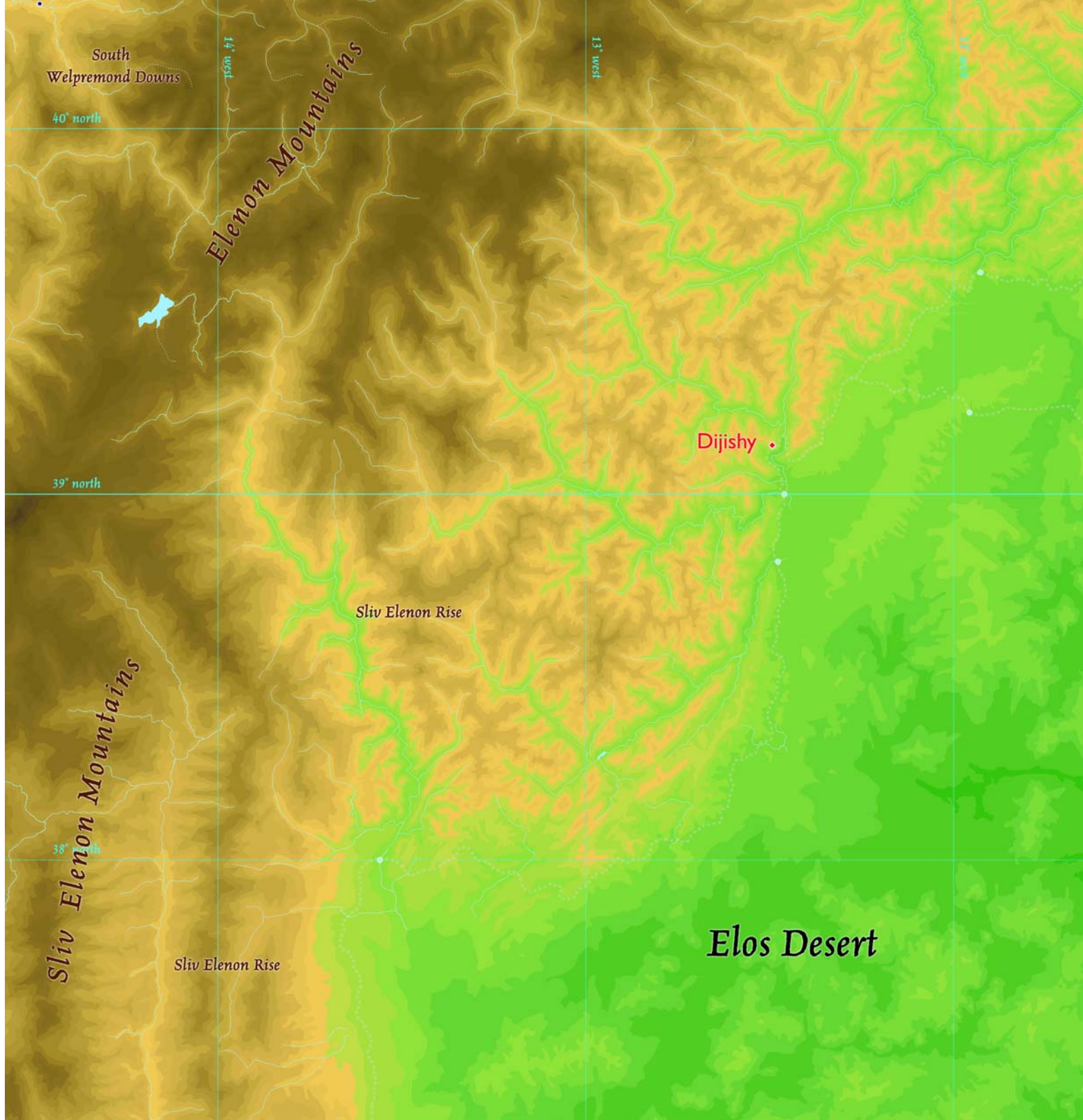




City	Population
Breven	5,000
Cindven	1,958
Eyven	1,929
Lnanvven	1,657
Merlven	1,445
Trirven	1,415
Burlven	1,409
Duwven	1,339
Zalmven	1,200
Bisven	1,160

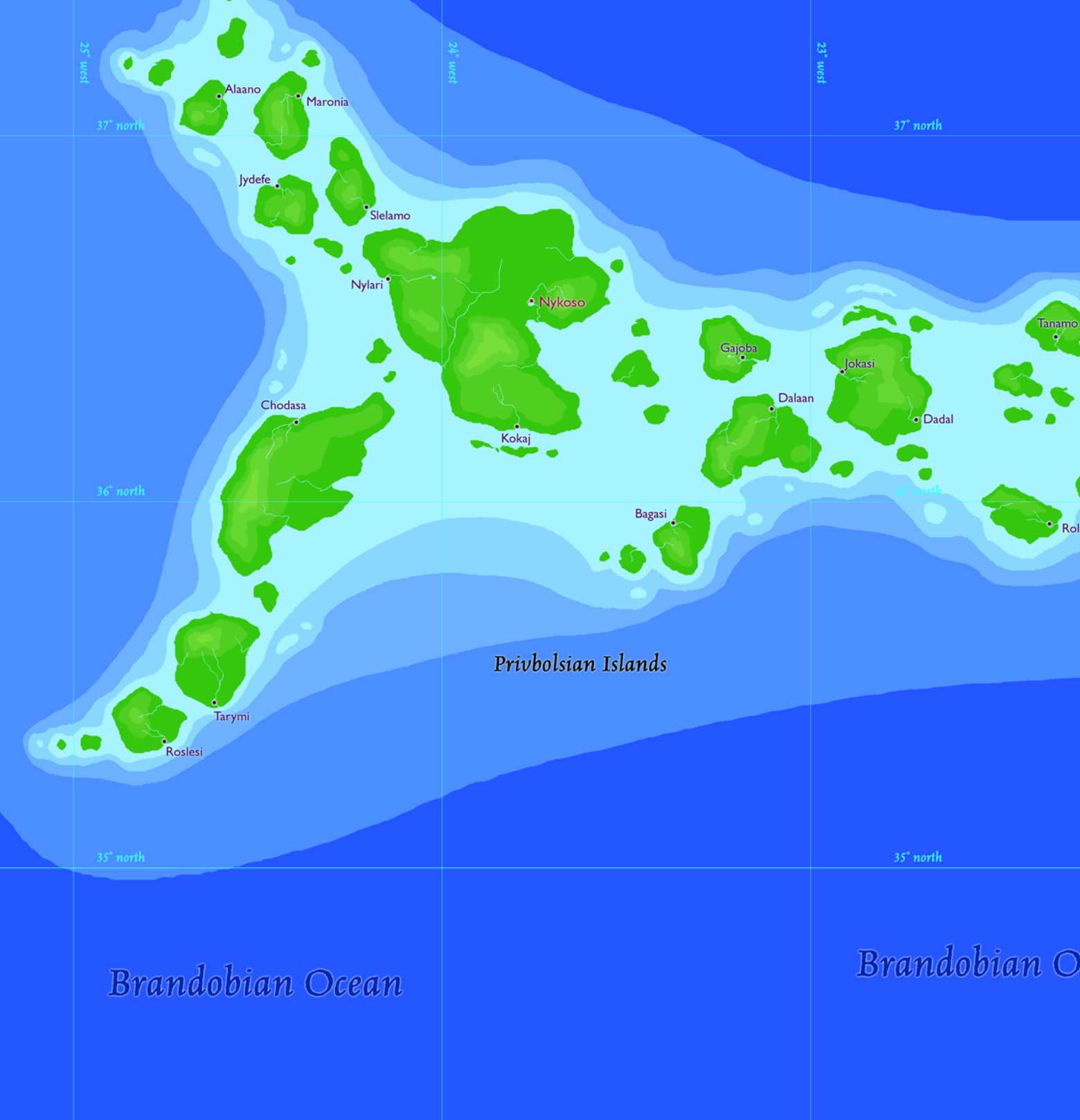
City	Population
Strudven	945
Yirdven	943
Pluden	862
Vetden	854
Pliwden	847
Vovrden	847
Nifden	846
Tudden	835
Truzden	830
Drendden	812

292	293	294	295	341
297	298	299	300	345
302	303	304	305	349
307	308	309	310	350
390	391	392	393	394



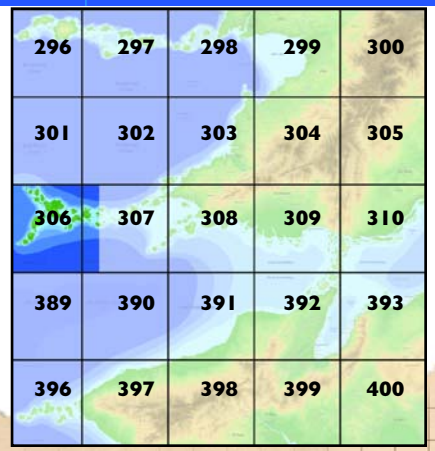
293	294	295	341	342
298	299	300	345	346
303	304	305	349	311
308	309	310	350	315
391	392	393	394	395

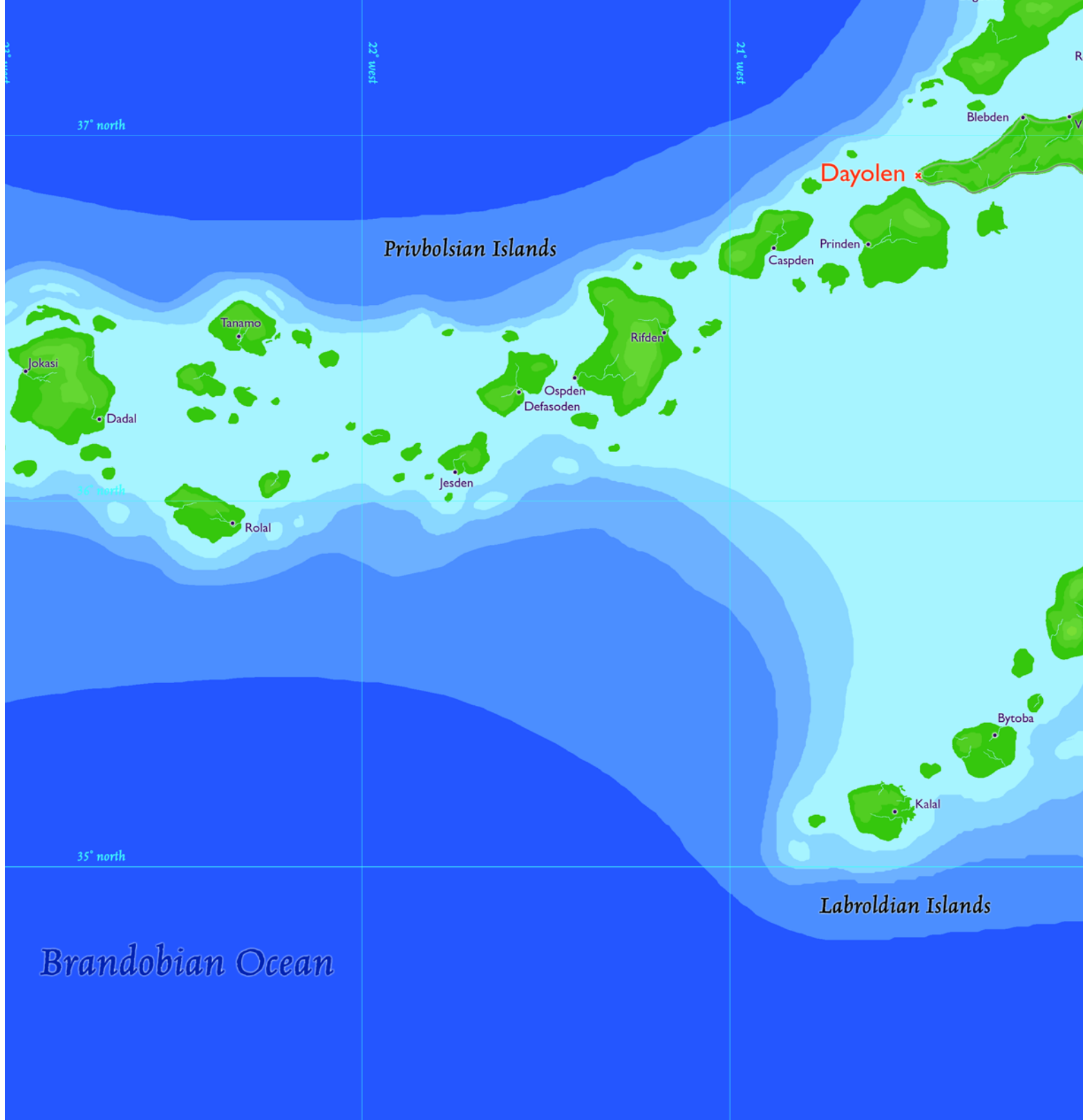
City .....	Population	City .....	Population
Dijishy .....	6,446		



City	Population
Nykoso	1,052
Chodasa	623
Alaano	478
Dalaan	444
Roslesi	440
Kokaj	426
Maronia	418
Nylari	401
Tarymi	388
Gajoba	384

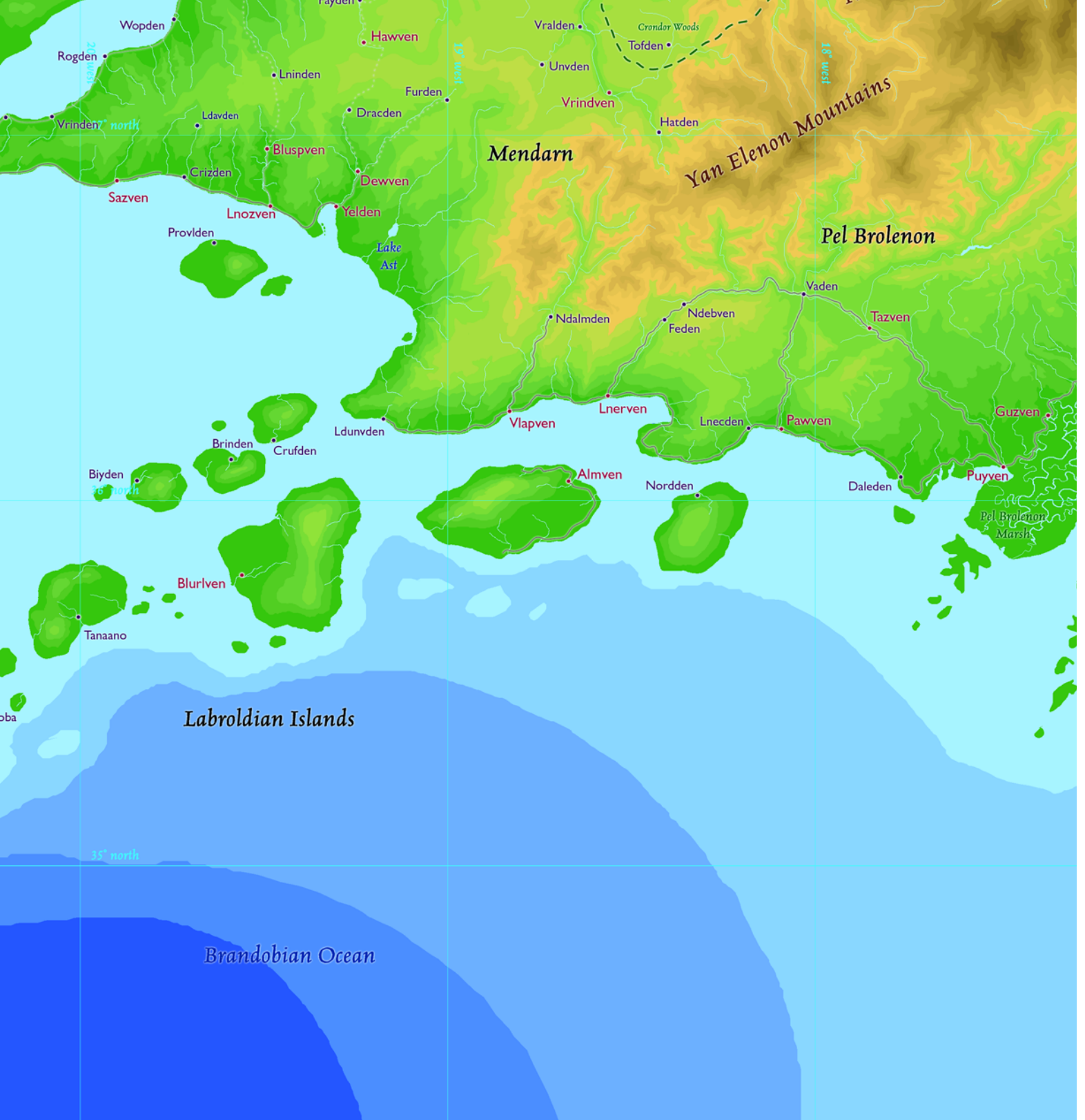
City	Population
Jydefe	383
Bagasi	354
Sselamo	330





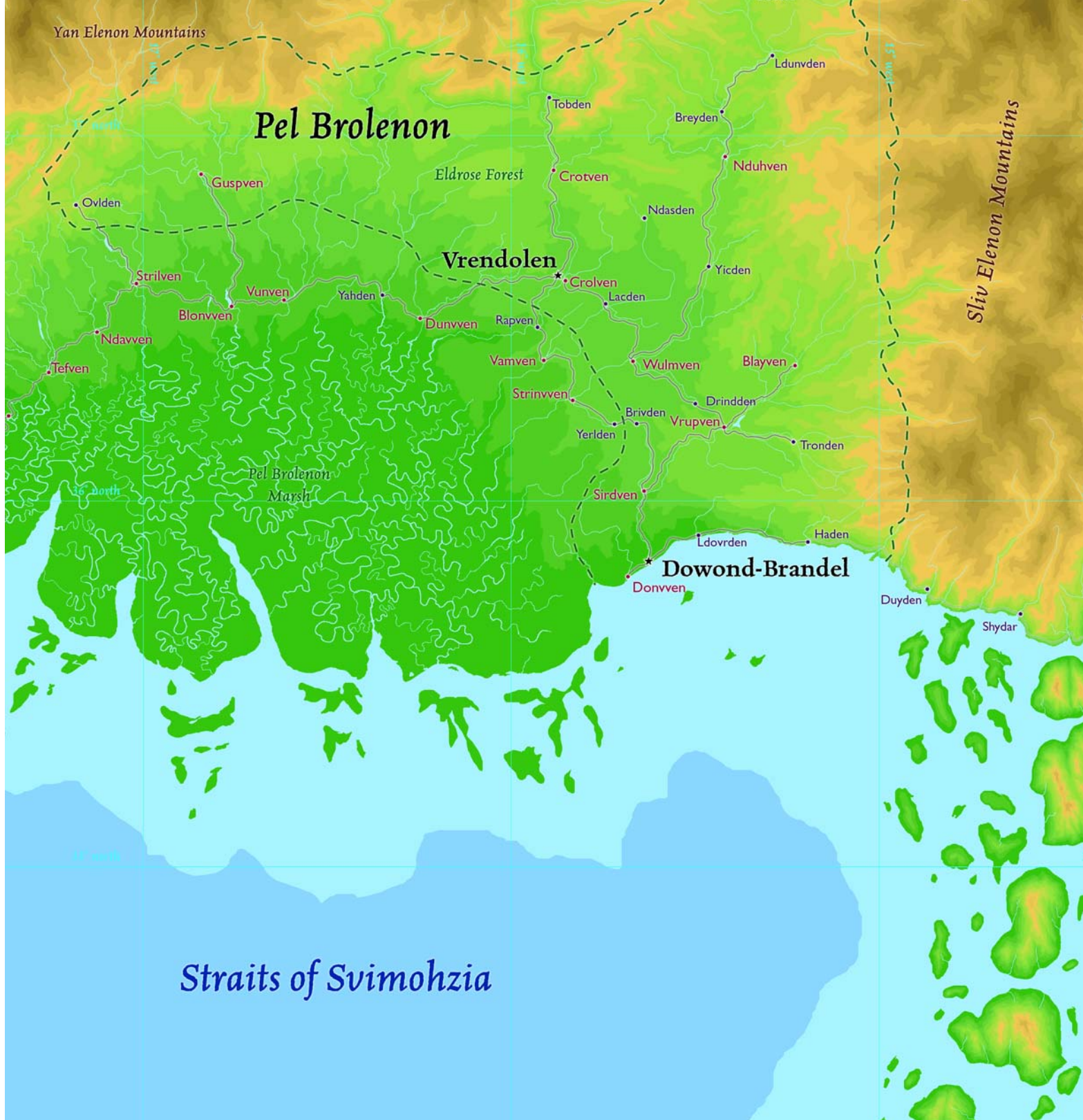
296	297	298	299	300
301	302	303	304	305
306	307	308	309	310
389	390	391	392	393
396	397	398	399	400

City	Population	City	Population
Dayolen	13,900	Rifden	367
Ospden	556	Prinden	359
Dadal	496	Jokasi	340
Defasoden	462	Jesden	316
Blebden	427		
Kalal	410		
Tanamo	402		
Roldal	392		
Caspden	387		
Bytoba	376		



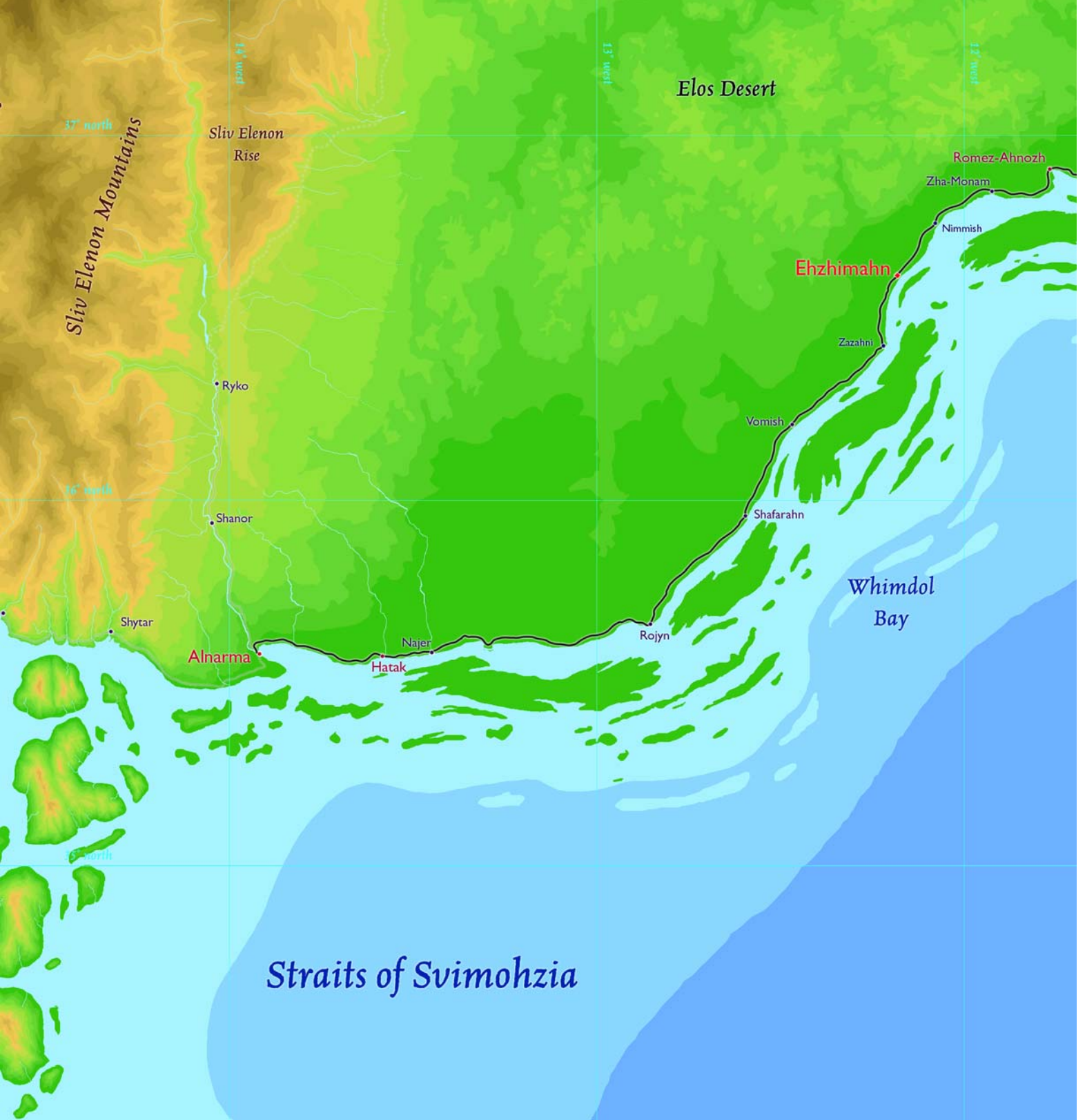
City	Population	City	Population
Almven	1,866	Pawven	953
Puyven	1,703	Lnerven	944
Lnozven	1,697	Blurlven	936
Yelden	1,650	Vrindven	924
Guzven	1,483	Bluspvén	915
Dewven	1,476	Ndalmden	895
Hawven	1,203	Crizden	841
Vlapven	1,193	Ldunvden	754
Ndebven	1,175	Vralden	723
Tazven	1,112	Unvden	721

296	297	298	299	300
301	302	303	304	305
306	307	308	309	310
389	390	391	392	393
396	397	398	399	400

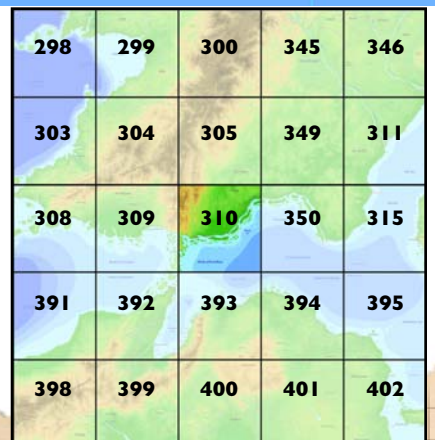


297	298	299	300	345
302	303	304	305	349
307	308	309	310	350
390	391	392	393	394
397	398	399	400	401

City	Population	City	Population
Dowond-Brandel	86,100	Guspven	1,451
Vrendolen	58,400	Dunvven	1,281
Sirdven	1,814	Vunvven	1,277
Wulmven	1,807	Vrupven	1,217
Blonvven	1,781	Strinvven	1,177
Crolven	1,768	Tefven	1,079
Vamvven	1,718	Crotvven	1,024
Blayvven	1,688	Donvven	998
Strilven	1,634	Rapvven	942
Ndavven	1,544	Nduhven	910



City	Population	City	Population
Ehzhimahn	8,500	Shafarahn	442
Alnarma (Roshay)	3,800	Vomish	429
Hatak	1,171	Zazahni	363
Romez-Ahnozh	1,124	Nimmish	335
Shanor	880		
Rojyn	767		
Shytar	663		
Najer	627		
Ryko	535		
Zha-Monam	506		





295	341	68	69	70
300	345	346	347	348
305	349	311	312	313
310	350	315	316	317
393	367	368	320	321

City	Population
Prompeldia	15,800
Galdedo	1,270
Zelmden	1,247
Crandon	1,225
Lawedo	1,125
Nordvén	956
Stralvnen	924
Tuldén	879
Premdin	779
Draldon	772

City	Population
Randden	672
Bridden	633
Dalren	548
Andden	445
Dalven	428
Vralden	334
Narmaren	315

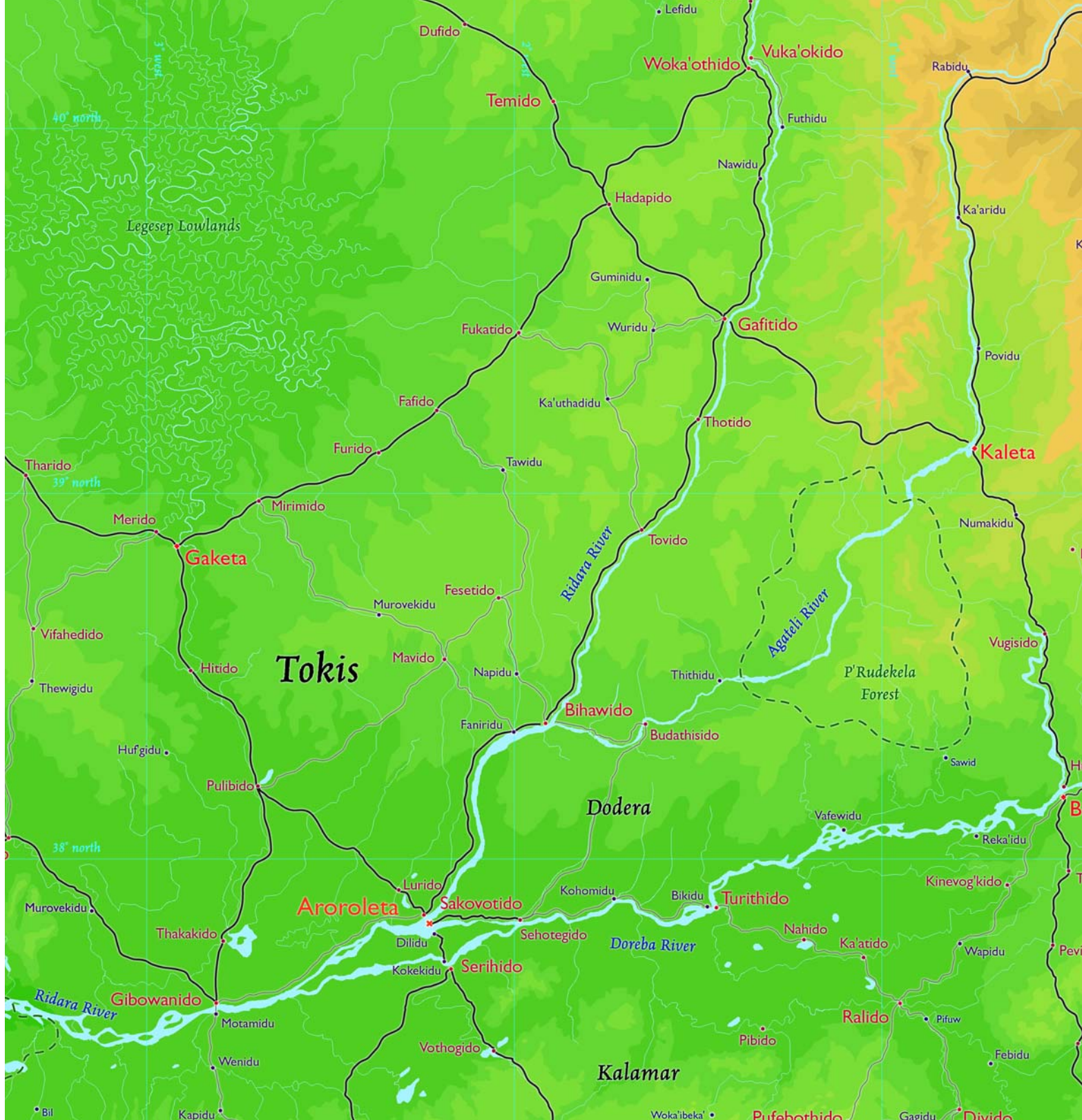




City	Population
Bet Seder	47,800
U'Rudaketa	16,100
Fodeta	8,200
Vesido	2,659
Sigido	2,219
Hivovido	2,201
Robido	2,083
Kalufido	1,975
Heguhipido	1,945
Pitido	1,818

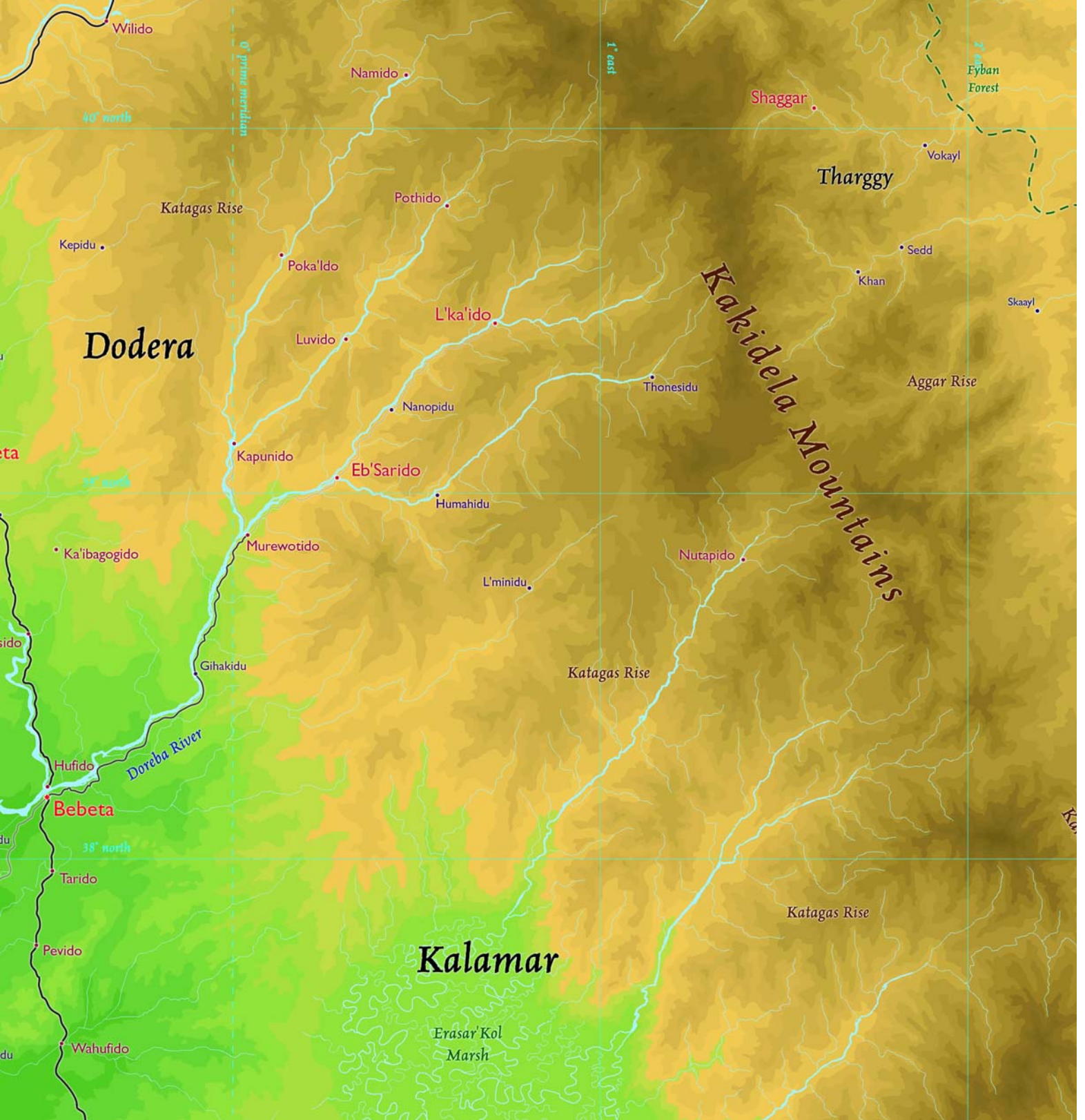
City	Population
Febido	1,813
Futhiduhido	1,727
Bubido	1,530
Benido	1,494
Thegokido	1,454
F'nido	1,426
Lupido	1,416
Bahunido	1,350
Pokofido	1,227
Sifawido	1,227

341	342	343	344	87
345	346	347	348	92
349	311	312	313	314
350	315	316	317	318
120	121	320	321	322



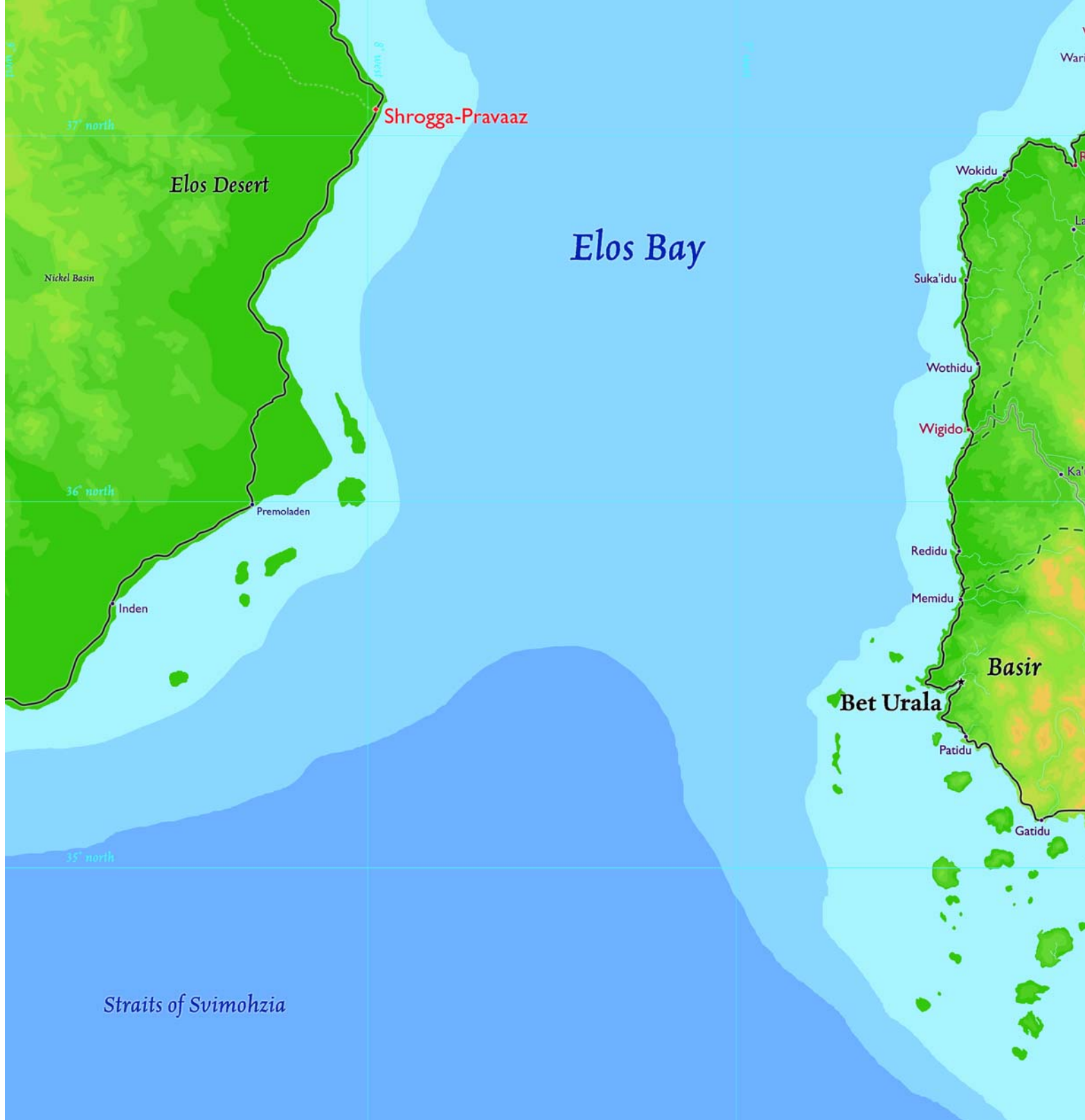
342	343	344	361	362
346	347	348	366	367
311	312	313	314	368
315	316	317	318	319
395	320	321	322	323

City	Population	City	Population
Aroroleta	24,100	Woka'othido	2,086
Kaleta	9,800	Bihawido	2,056
Gaketa	7,700	Vuka'okido	2,028
Serihido	2,768	Mirimido	1,944
Gibowanido	2,651	Thakakido	1,928
Ralido	2,501	Pibido	1,842
Turithido	2,499	Pulibido	1,722
Temido	2,415	Fukatido	1,690
Gafitido	2,194	Fesetido	1,643
Sakovotido	2,128	Lurido	1,578



City	Population	City	Population
Bebeta	8,100	Namido	1,270
Eb'Sarido	4,000	Tarido	1,240
Shaggar	3,200	Pevido	1,178
L'ka'ido	2,047	Luvido	1,167
Kapunido	1,991	Hufido	1,135
Wilido	1,942	Nutapido	1,029
Murewotido	1,935	Pothido	998
Poka'ido	1,703	Thonesidu	896
Wahufido	1,573	Nanopidu	826
Ka'ibavugogido	1,321	Humahidu	632

343	344	361	362	363
347	348	366	367	369
312	313	314	368	372
316	317	318	319	375
320	321	322	323	378



300	345	346	347	348
305	349	311	312	313
310	350	315	316	317
393	394	395	320	321
400	401	402	403	324

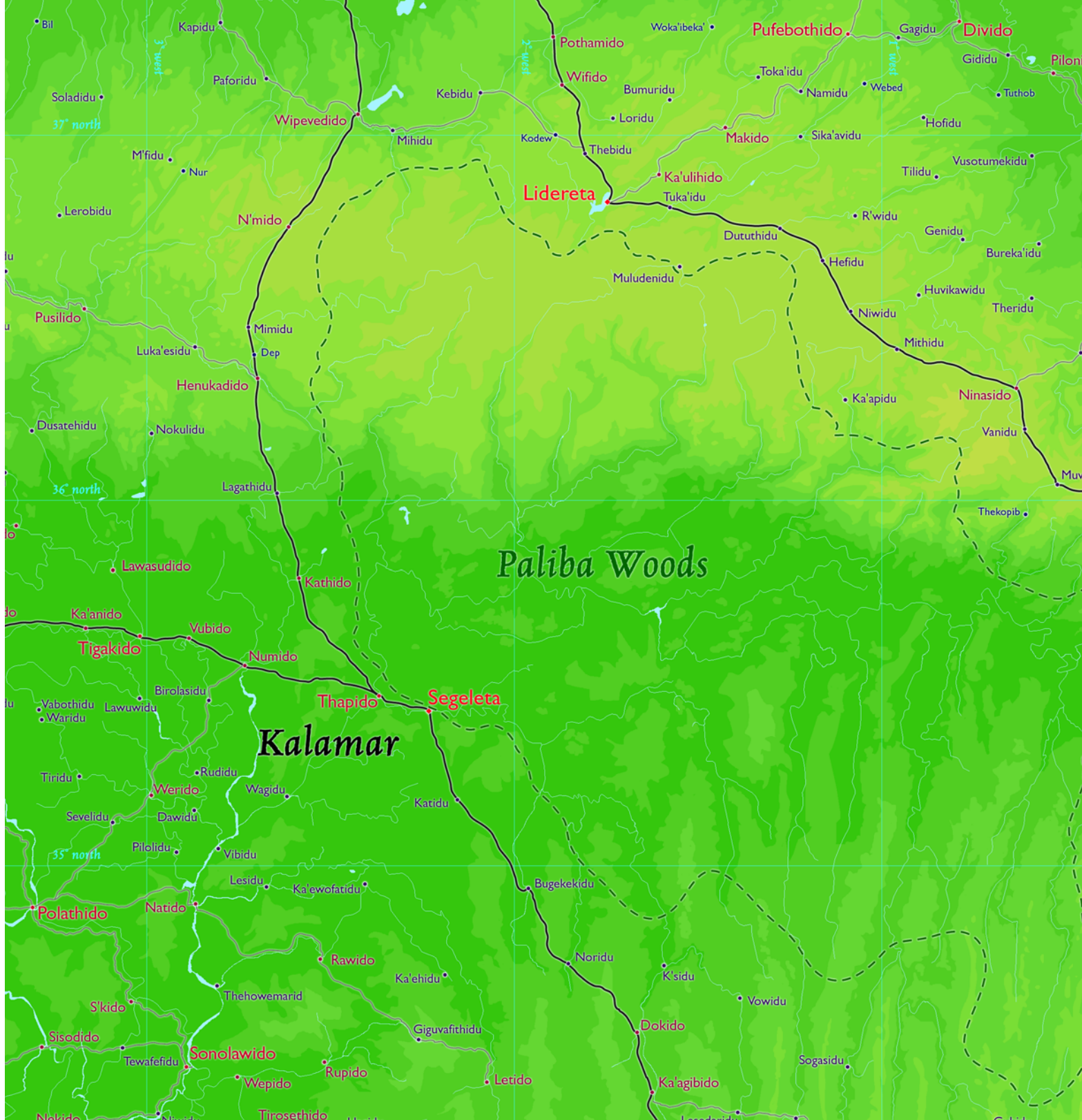
City	Population	Redidu	.561
Bet Urala	.53,300	City	Population
Shrogga-Pravaaz	.5,500	Gatidu	.428
Nizmish	.2,075	Premoladen	.306
Wigido	.1,709		
Memidu	.796		
Inden	.767		
Patidu	.756		
Wokidu	.695		
Wothidu	.604		
Suka'idu	.585		



City	Population
Doulathanorian	18,000
Birirelido	6,300
Thofido	2,831
Bedibido	2,759
Hibido	2,703
Gaka'ivido	2,300
Rotidido	2,253
Setido	2,168
Nugido	1,979
Gadido	1,886

City	Population
Rasido	1,882
Bilido	1,722
Weka'ido	1,667
Bugido	1,657
Namido	1,639
Panobido	1,614
Bedido	1,568
Fihamido	1,540
Rapido	1,529
Felido	1,304

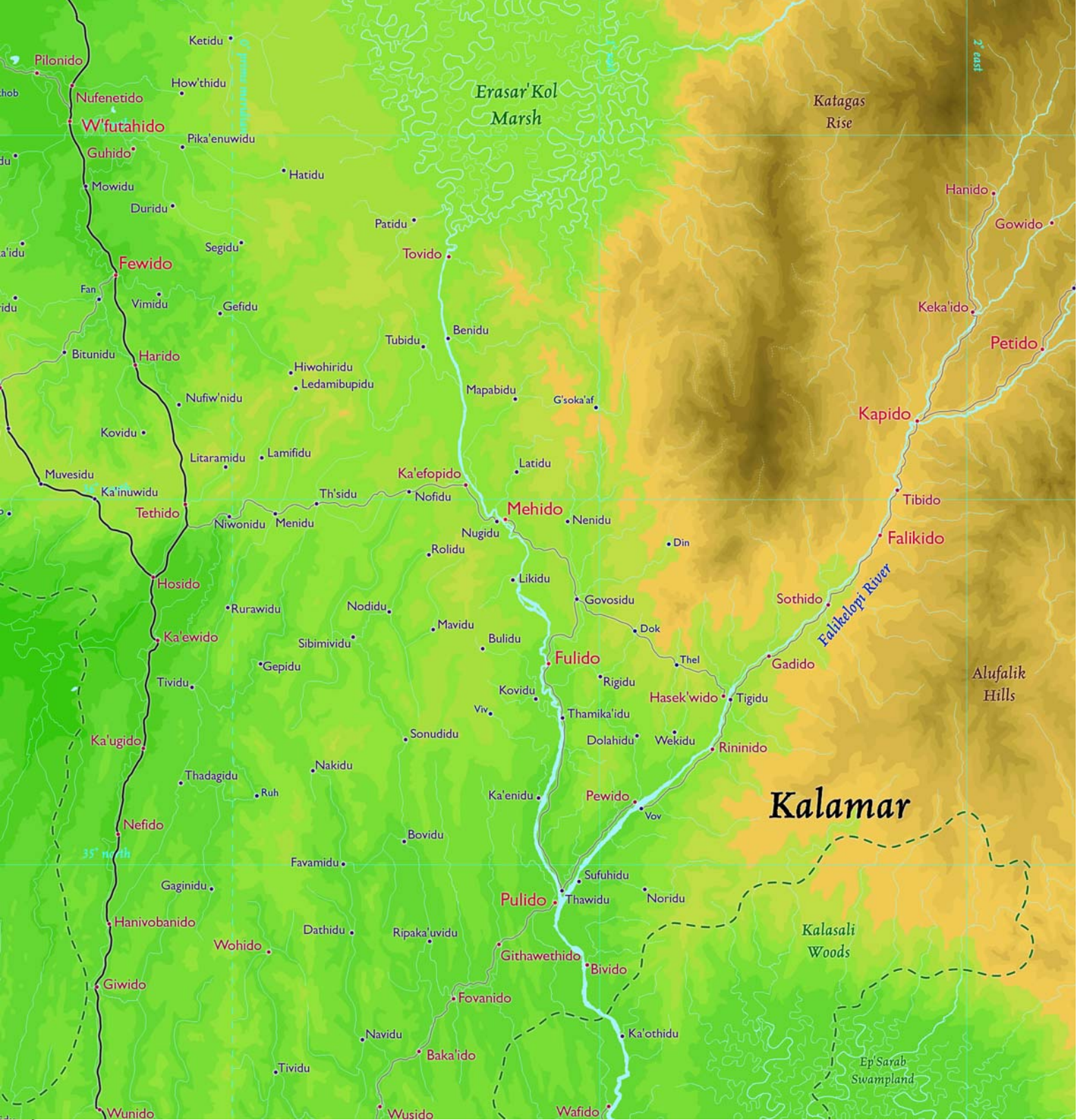
345	346	347	348	366
349	311	312	313	314
350	315	316	317	318
394	395	320	321	322
401	402	403	324	325



346	347	348	366	367
311	312	313	314	368
315	316	317	318	319
395	320	321	322	323
402	403	324	325	326

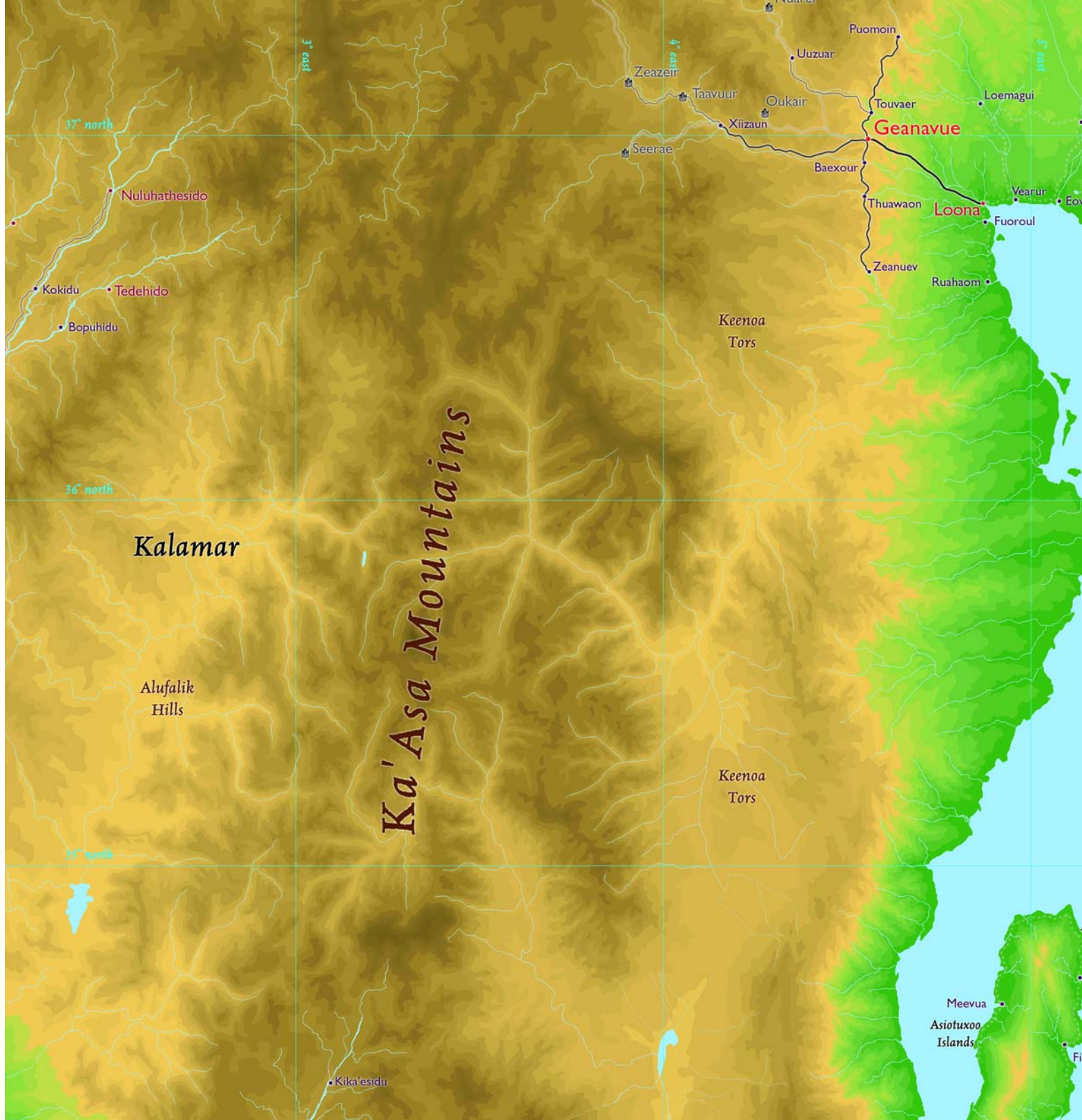
City	Population
Segeleta	10,227
Lidereta	7,700
Thapido	2,417
Pufebothido	2,355
Divido	2,317
Tigakido	2,237
Polathido	2,144
Sonolawido	2,049
Rupido	1,913
Letido	1,888

City	Population
Wipevedido	1,863
Lawasudido	1,766
Makido	1,718
Rawido	1,659
Pothamido	1,623
Ninasido	1,580
Sisodido	1,481
S'kido	1,333
Vubido	1,326
N'mido	1,315



City	Population	City	Population
Falikido	4,800	Hanido	1,893
Pulido	2,616	Harido	1,886
Fewido	2,413	Ka'ugido	1,777
W'futahido	2,388	Sothido	1,727
Mehido	2,303	Keka'ido	1,701
Fulido	2,283	Giwido	1,599
Kapido	2,081	Hosido	1,577
Petido	2,014	Pilonido	1,555
Fovanido	1,965	Nufenetido	1,420
Rininido	1,946	Tovido	1,407

347	348	366	367	369
312	313	314	368	372
316	317	318	319	375
320	321	322	323	378
403	324	325	326	381



348	366	367	369	370
313	314	368	372	373
317	318	319	375	376
321	322	323	378	379
324	325	326	381	382

City	Population	City	Population
Geanavue	8,400	Thuarwaon	626
Loona	2,200	Loemgui	567
Nuluhathesido	1,696	Zearnuev	552
Tedehido	1,041	Touvaer	551
Kika'esidu	864	Puomoin	481
Bopuhidu	842	Baezxour	467
Kokidu	788	Uuzzuar	466
Xiizkaun	769	Fuolrou	444
Vearur	744	Meevvua	430
Ruahaom	682		





City	Population
Sobeteta	56,300
Bugido	2,667
Titido	2,318
Rohedido	2,118
Kesakido	1,968
Sethudido	1,876
Fufido	1,766
Lehido	1,635
L'vudukido	1,563
Munelido	1,503

City	Population
Vuramathatido	1,484
W'wido	1,461
Girudothido	1,357
Nahido	1,325
Gohadido	1,304
Mudifido	1,301
Rethido	1,211
Rilefido	1,193
Tovido	1,186
Ka'ohido	1,105

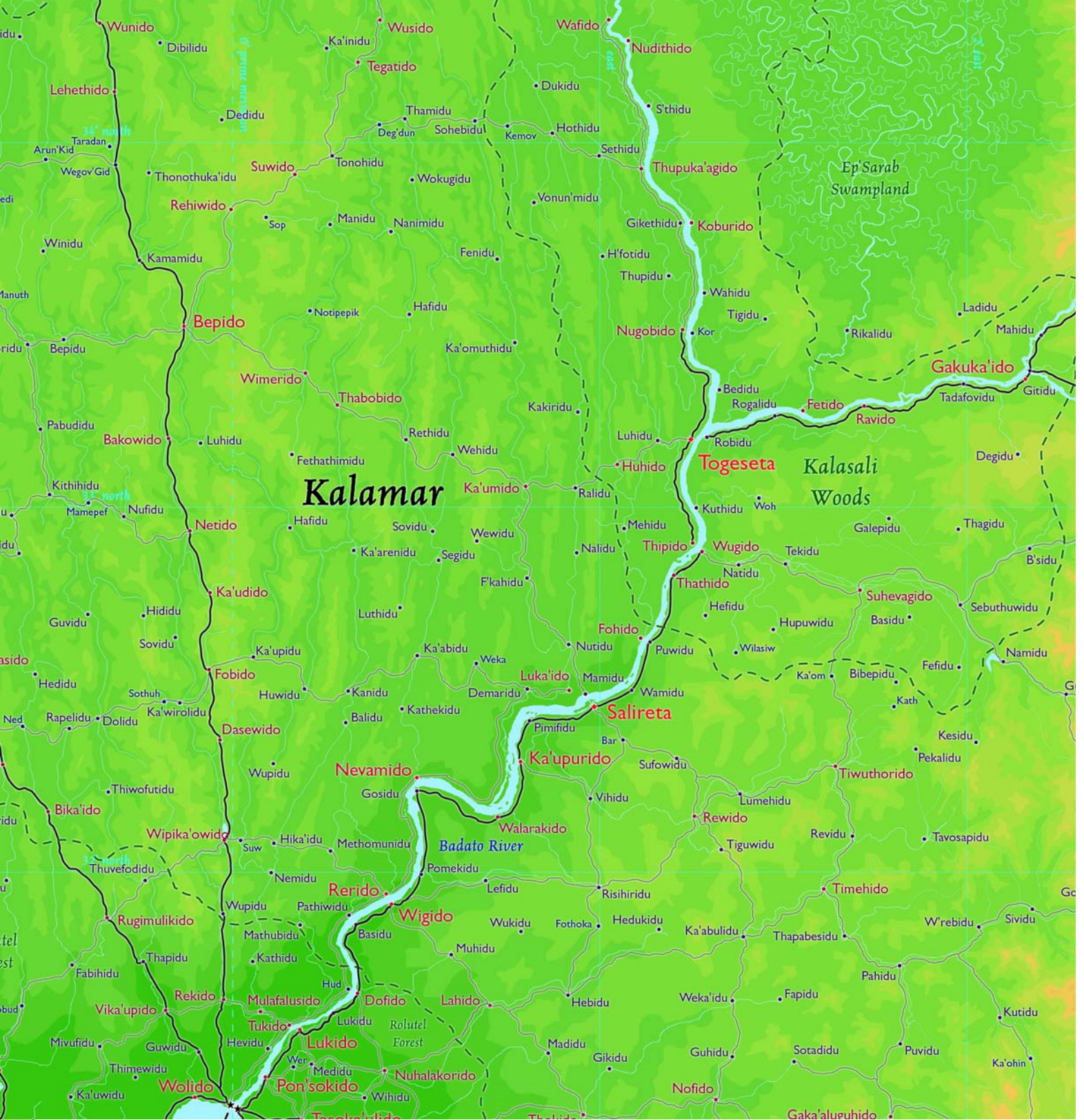
349	311	312	313	314
350	315	316	317	318
394	395	320	321	322
401	402	403	324	325
409	410	411	327	328



311	312	313	314	368
315	316	317	318	319
395	320	321	322	323
402	403	324	325	326
410	411	327	328	329

City	Population
Rosaleta	14,800
Nilido	2,296
Durido	2,165
Dewido	2,121
Nebohido	2,104
Dunido	2,031
Kothido	2,019
Lomithanido	2,018
Punuka'ido	1,998
Tirowethido	1,946

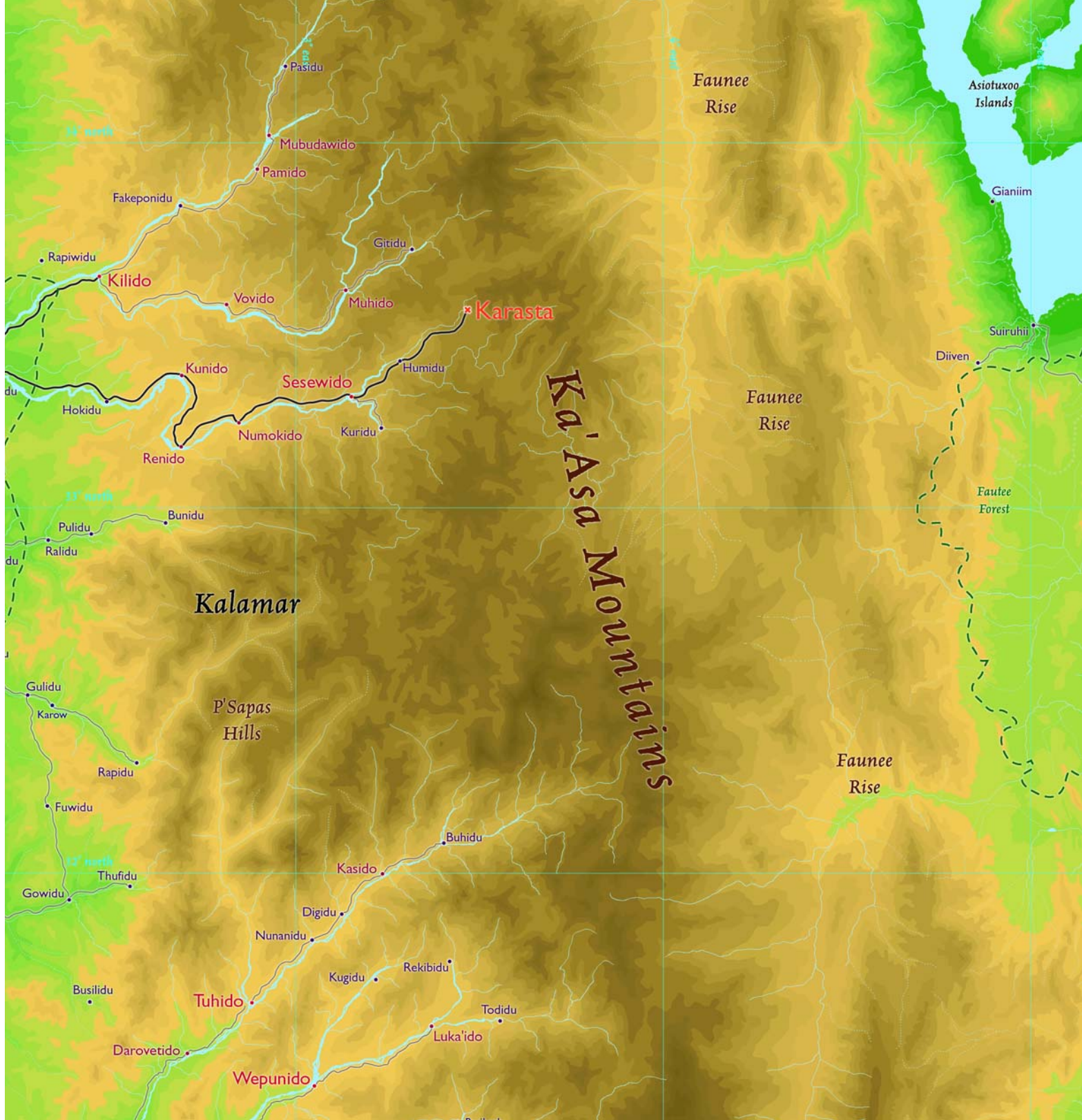
City	Population
Nekido	1,921
Vatotido	1,849
M'lido	1,818
Hithido	1,808
Vovakogido	1,803
Vobido	1,769
Nubodido	1,755
Betido	1,749
Wesido	1,715
Gekofido	1,701



City	Population
Salireta	9,600
Togeseta	7,200
Wigido	2,773
Nevamido	2,461
Pon'sokido	2,405
Gakuka'ido	2,318
Bepido	2,263
Wolido	2,242
Lukido	2,191
Ka'upurido	2,119

City	Population
Rerido	2,103
Suhevagido	1,964
Tukido	1,939
Dofido	1,924
Lahido	1,864
Walarakido	1,853
Bika'ido	1,846
Luka'ido	1,792
Wugido	1,777
Thabobido	1,692

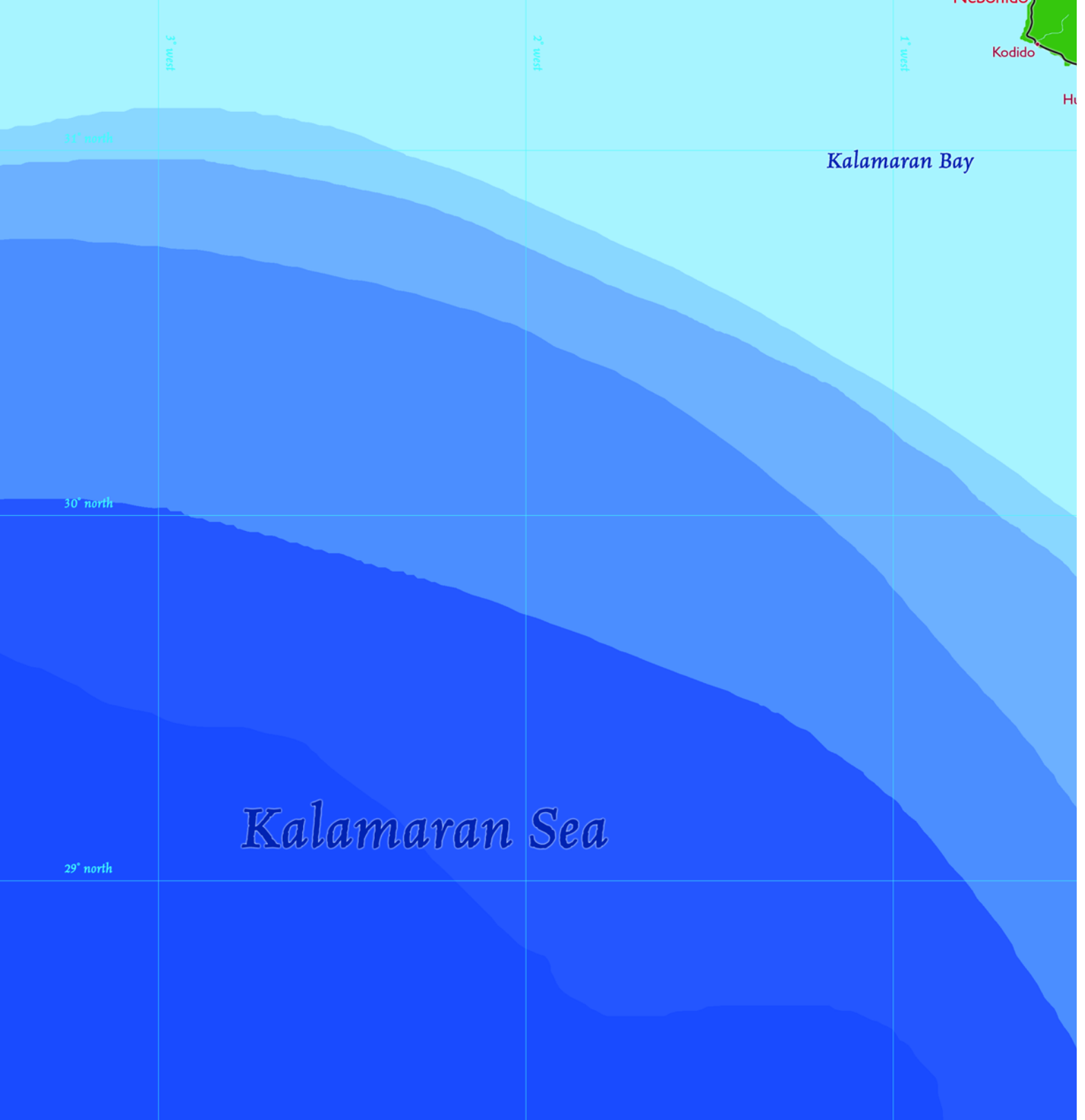
312	313	314	368	372
316	317	318	319	375
320	321	322	323	378
403	324	325	326	381
411	327	328	329	384



313	314	368	372	373
317	318	319	375	376
321	322	323	378	379
324	325	326	381	382
327	328	329	384	385

City	Population
Karasta	25,000
Wepunido	2,265
Kilido	2,134
Sesewido	2,110
Tuhido	2,025
Muhido	1,679
Mubudawido	1,659
Darovetido	1,508
Pamido	1,447
Varido	1,370

City	Population
Kasido	1,230
Luka'ido	1,230
Kunido	1,187
Numokido	1,171
Renido	1,122
Vovido	981
Busilidu	865
Bunidu	785
Pasidu	763
Fuwidu	682



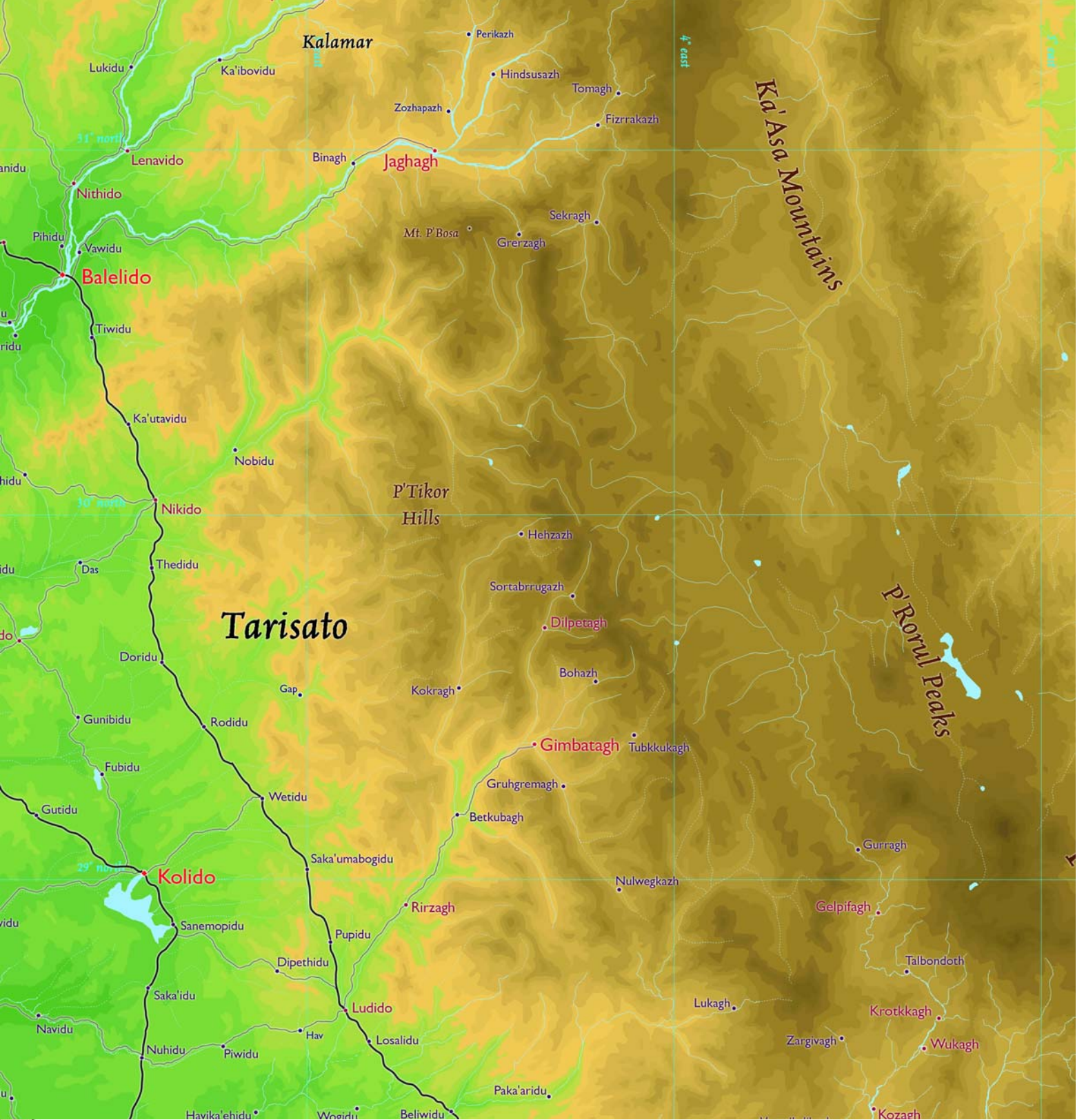
City .....	Population	City .....	Population
Kodido .....	1,216		

315	316	317	318	319
395	320	321	322	323
402	403	324	325	326
410	411	327	328	329
418	419	420	330	331



316	317	318	319	375
320	321	322	323	378
403	324	325	326	381
411	327	328	329	384
419	420	330	331	332

City	Population	City	Population
Bet Kalamar	310,000	Tumufido	1,777
Oloseta	26,200	Wirido	1,738
Tasoka'ulido	2,612	Kuvido	1,718
Ruwido	2,404	Rilido	1,717
Rogido	2,209	Sika'ido	1,633
Thimido	2,164	Merido	1,587
Polido	1,941	Vevusido	1,569
Mothisefido	1,913	Livowido	1,497
Hudepido	1,856	Gobido	1,456
Naka'akido	1,825	Sowido	1,454

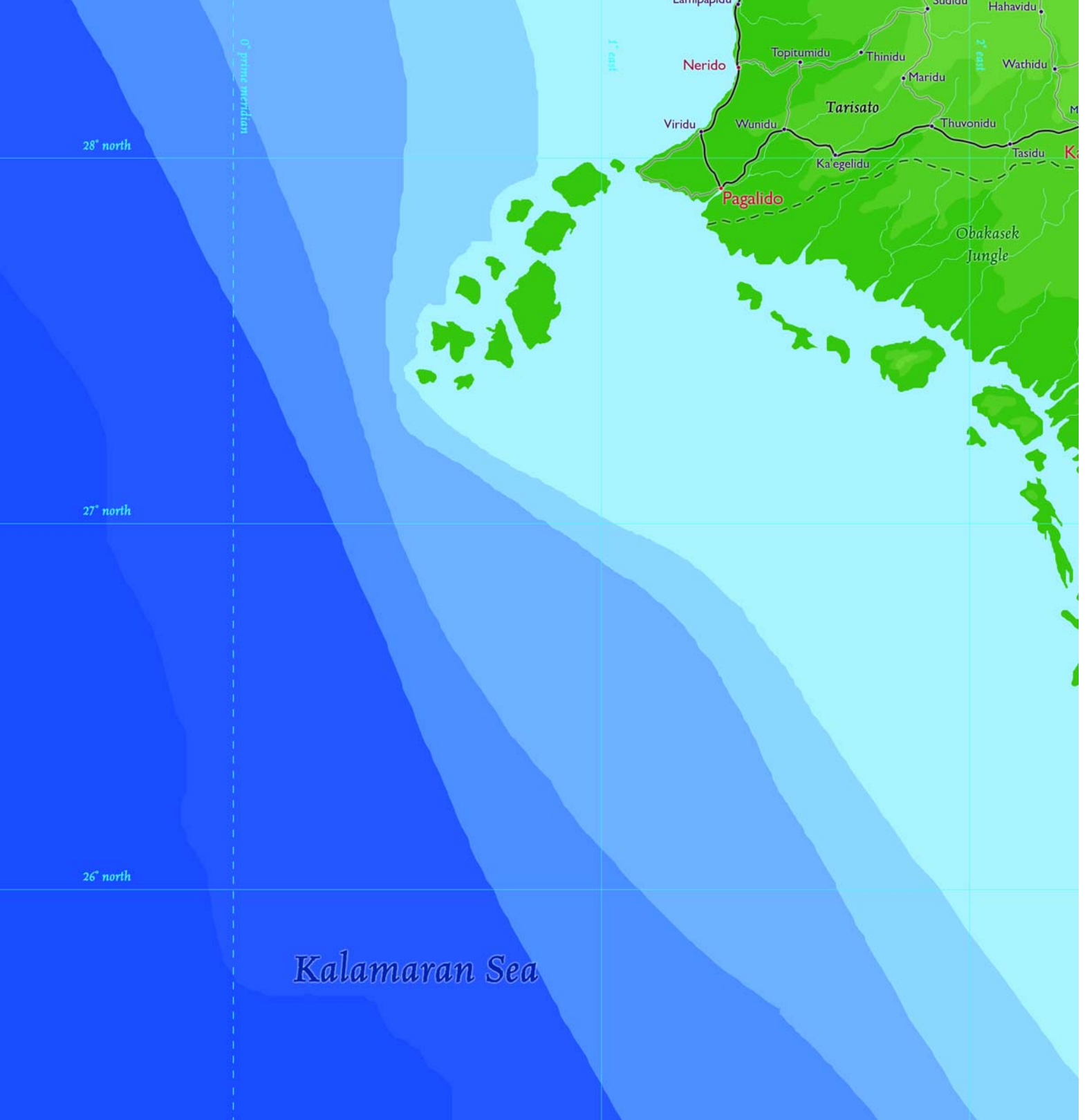


City	Population	City	Population
Balelido	6,400	Nikido	1,020
Kolido	5,600	Dilpetagh	1,011
Gimbatagh	3,500	Wukagh	1,006
Jaghagh	2,626	Thedidu	886
Lenavido	1,849	Ka'utavidu	881
Rirzagh	1,802	Sekragh	881
Krotkkagh	1,390	Tiwidu	838
Gelpifagh	1,215	Talbonddoth	811
Ludido	1,145	Kokragh	747
Nithido	1,033	Doridu	740

317	318	319	375	376
321	322	323	378	379
324	325	326	381	382
327	328	329	384	385
420	330	331	332	387

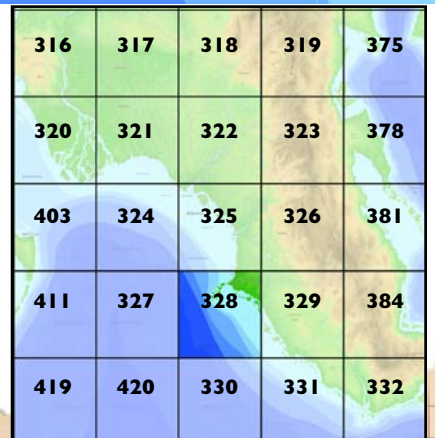






City	Population
Pagalido	4,700
Nerido	1,093
Topitumidu	823
Wunidu	741
Ka'egelidu	701
Viridu	632
Thinidu	467
Maridu	461
Thuvonidu	450
Wathidu	416

City	Population
Tasidu	404

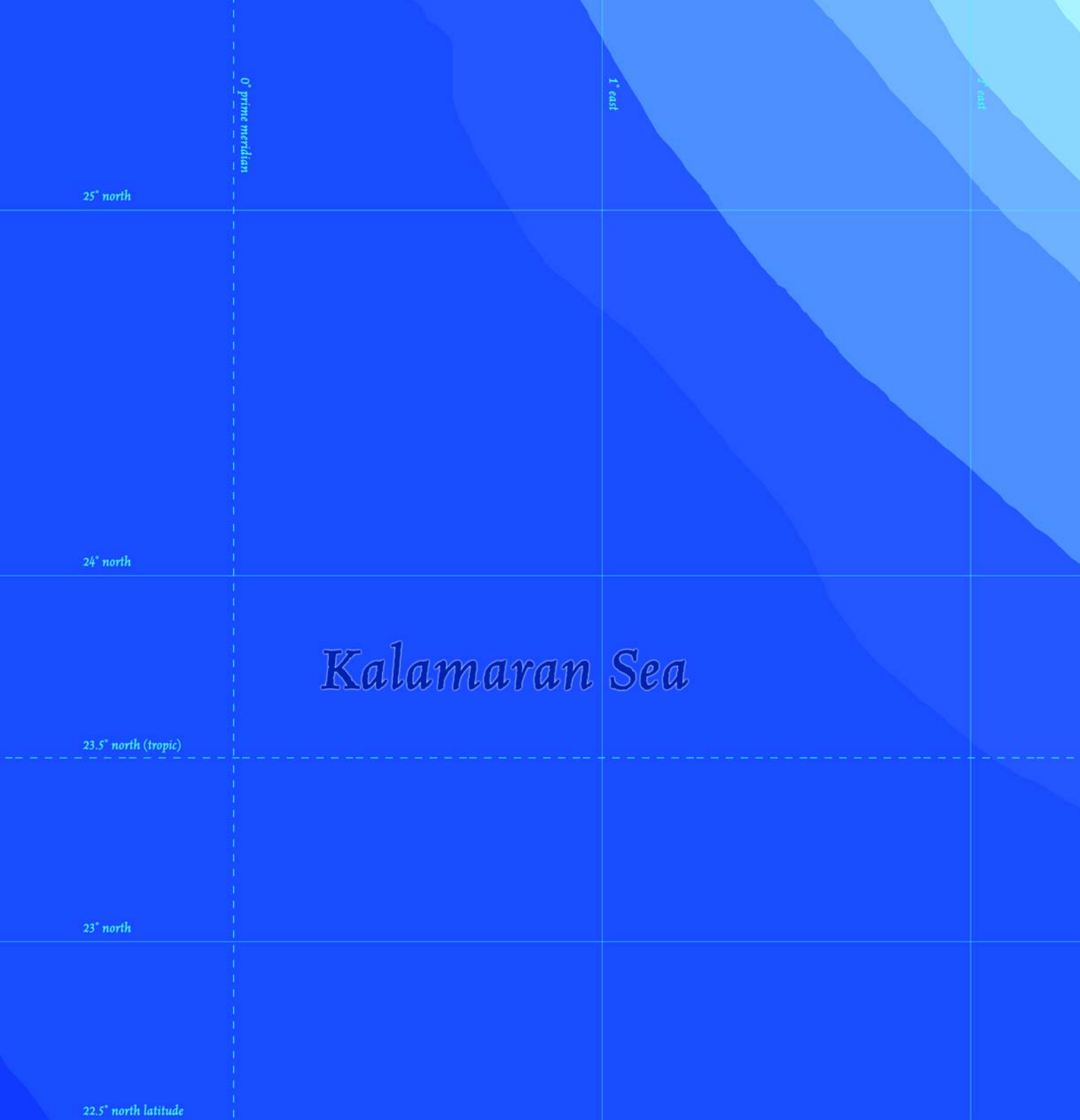




318	319	375	375	376
322	323	378	378	379
325	326	381	381	382
328	329	384	384	385
330	331	332	332	387

City	Population
Batullagh	7,900
Kabakosikido	4,400
Gogido	3,200
Kozagh	1,775
Bumritagh	1,369
Kumkhumagh	1,077
Thubugido	967
Saka'ido	924
Sivido	911
Watharusidu	866

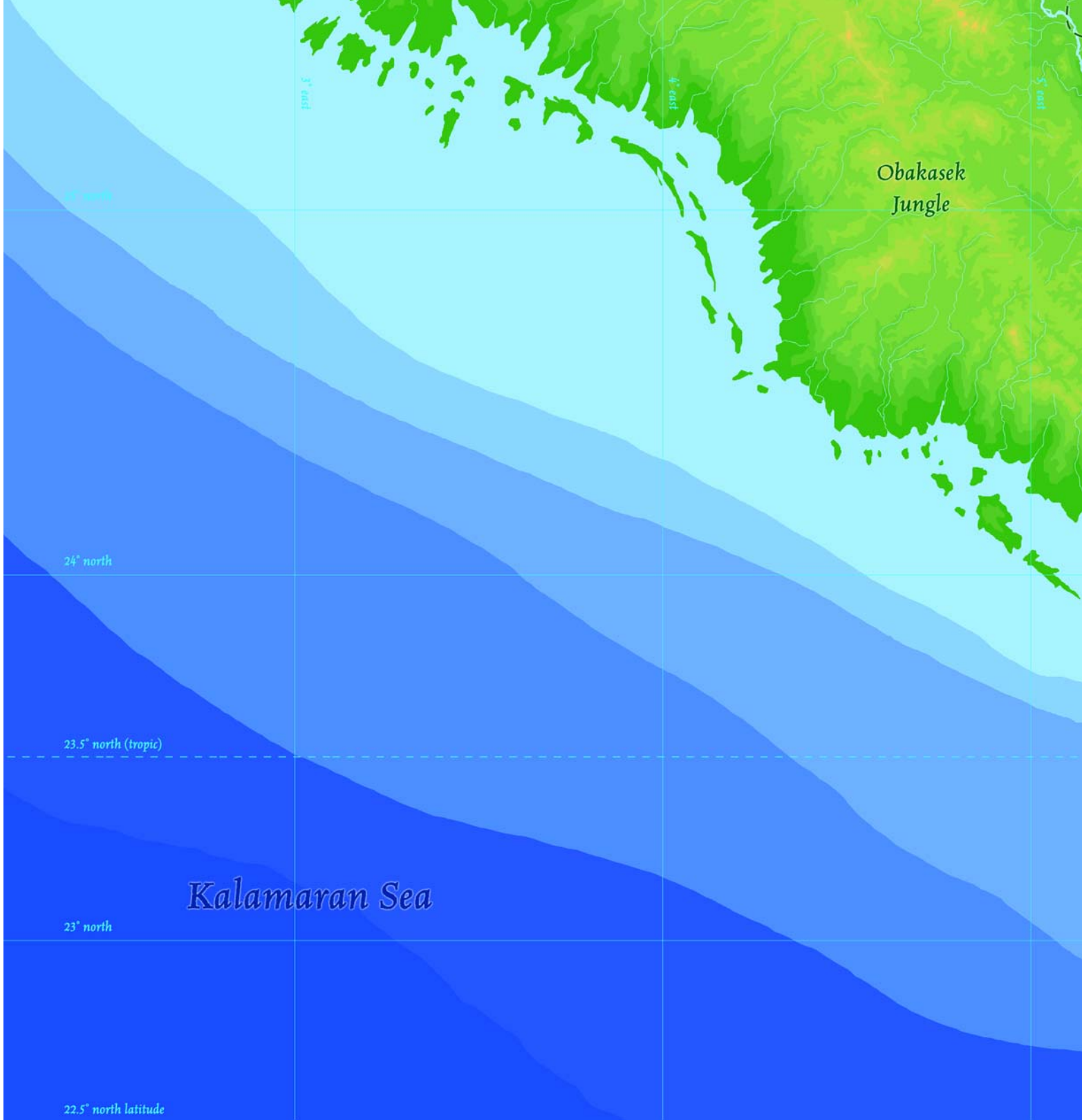
City	Population
Puthidu	849
Tadidu	821
Hivkusagh	732
Veggzikrlibagh	708
Timusidu	677
Beliwidu	563
Nuka'idu	500
Wogidu	470
Suwuvidu	458
Havika'ehidu	447



# Kalamaran Sea

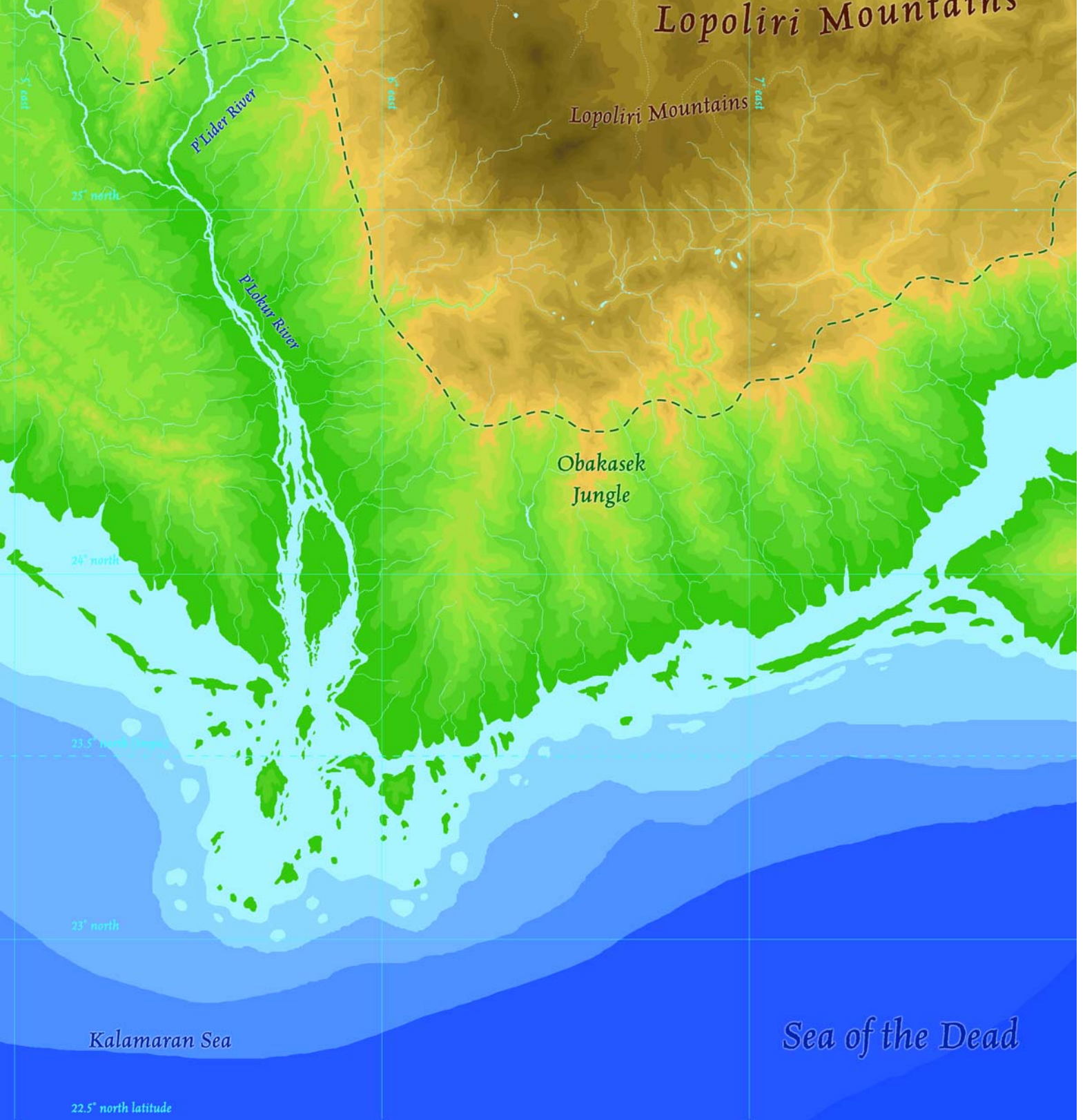
City .....	Population	City .....	Population

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320	321	322	323	378
403	324	325	326	381
411	327	328	329	384
419	420	330	331	332



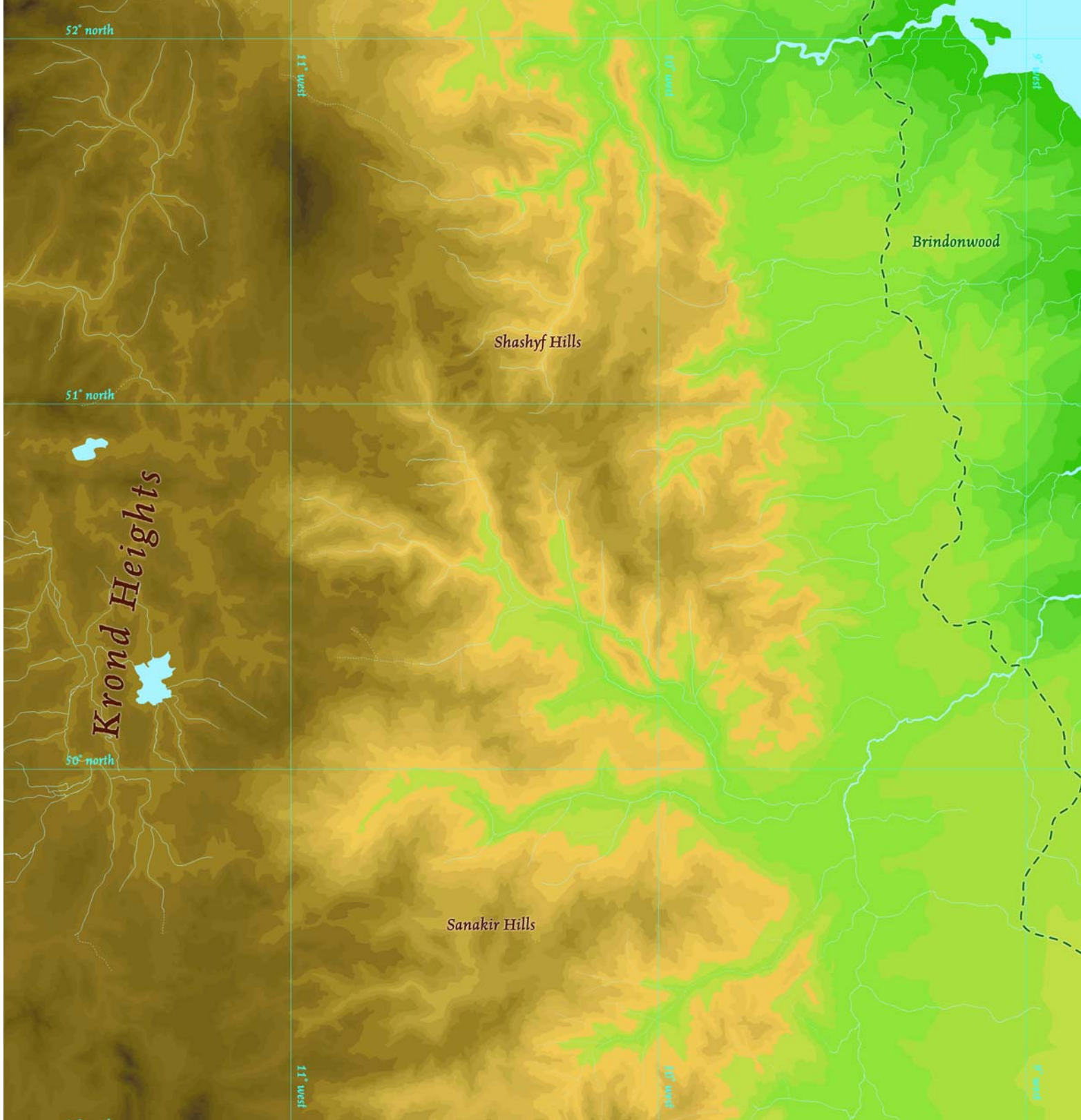
318	319	375	375	376
322	323	378	378	379
325	326	381	381	382
328	329	384	384	385
330	331	332	332	387

City .....	Population	City .....	Population



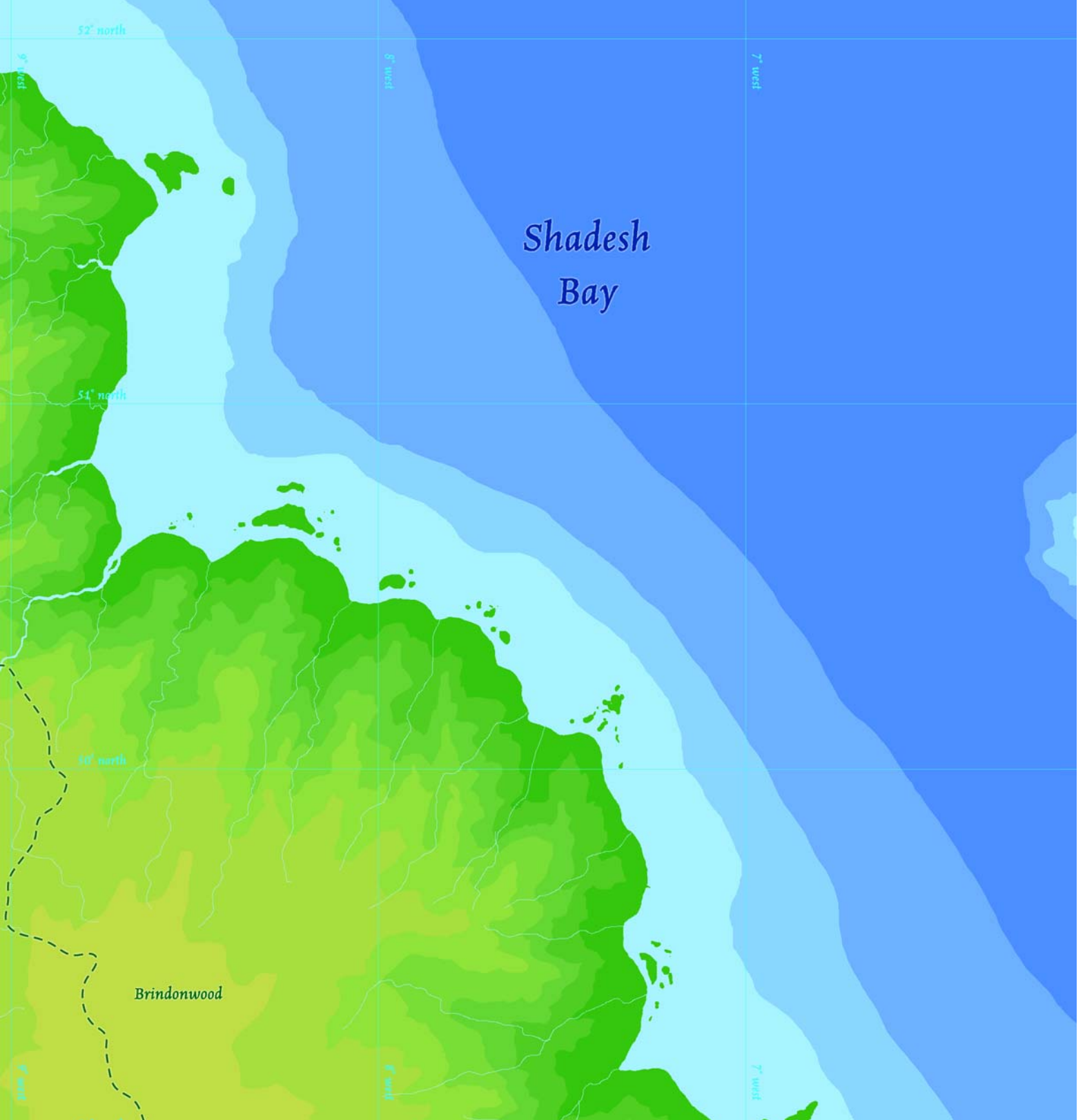
City .....	Population	City .....	Population

319	375	375	376	377
323	378	378	379	380
326	381	381	382	383
329	384	384	385	386
331	332	332	387	388



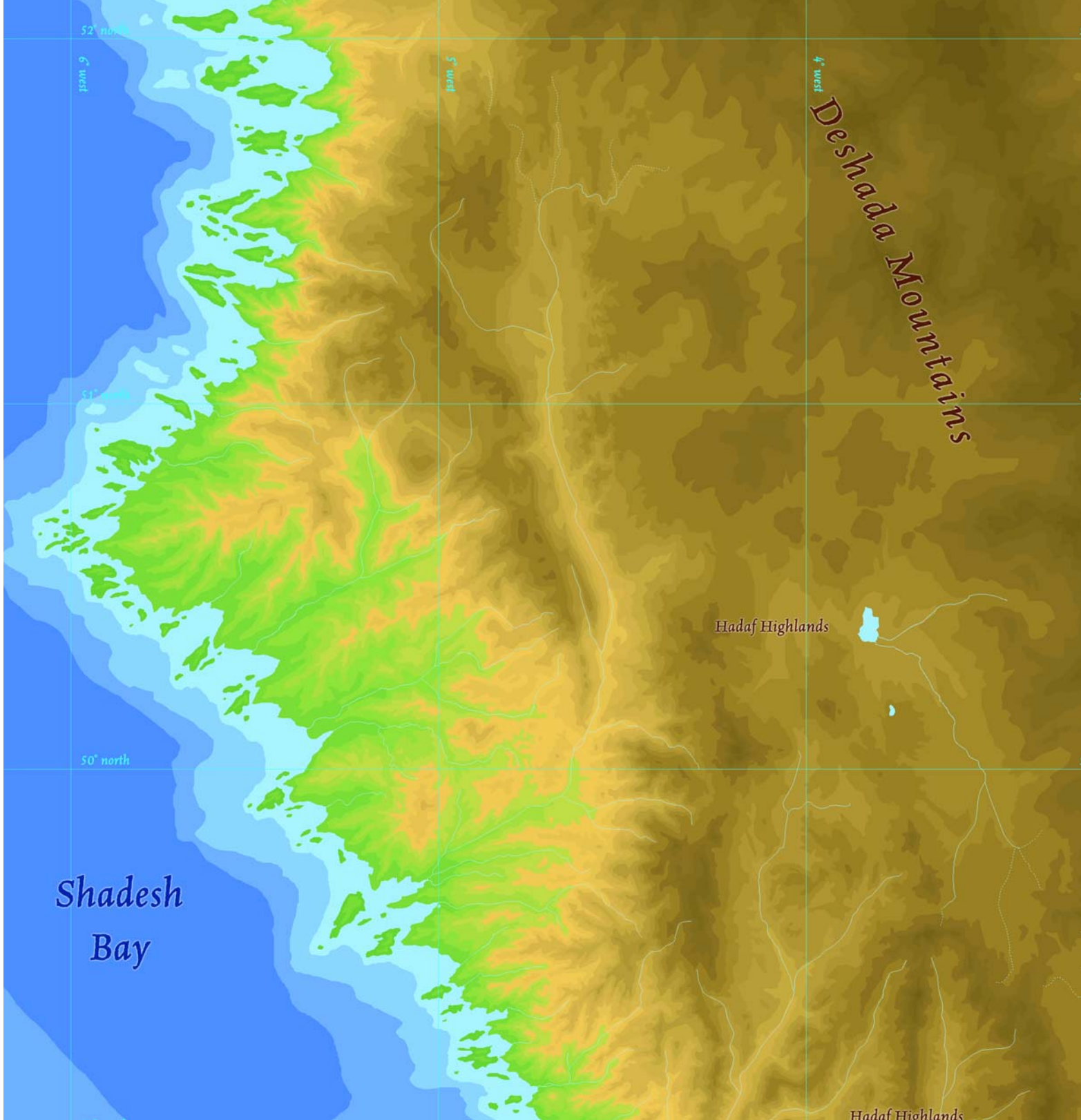
284	385	333	334	335
389	290	337	338	339
294	295	341	342	343
299	300	345	346	347
304	305	349	311	312

City .....Population      City .....Population



City .....Population      City .....Population

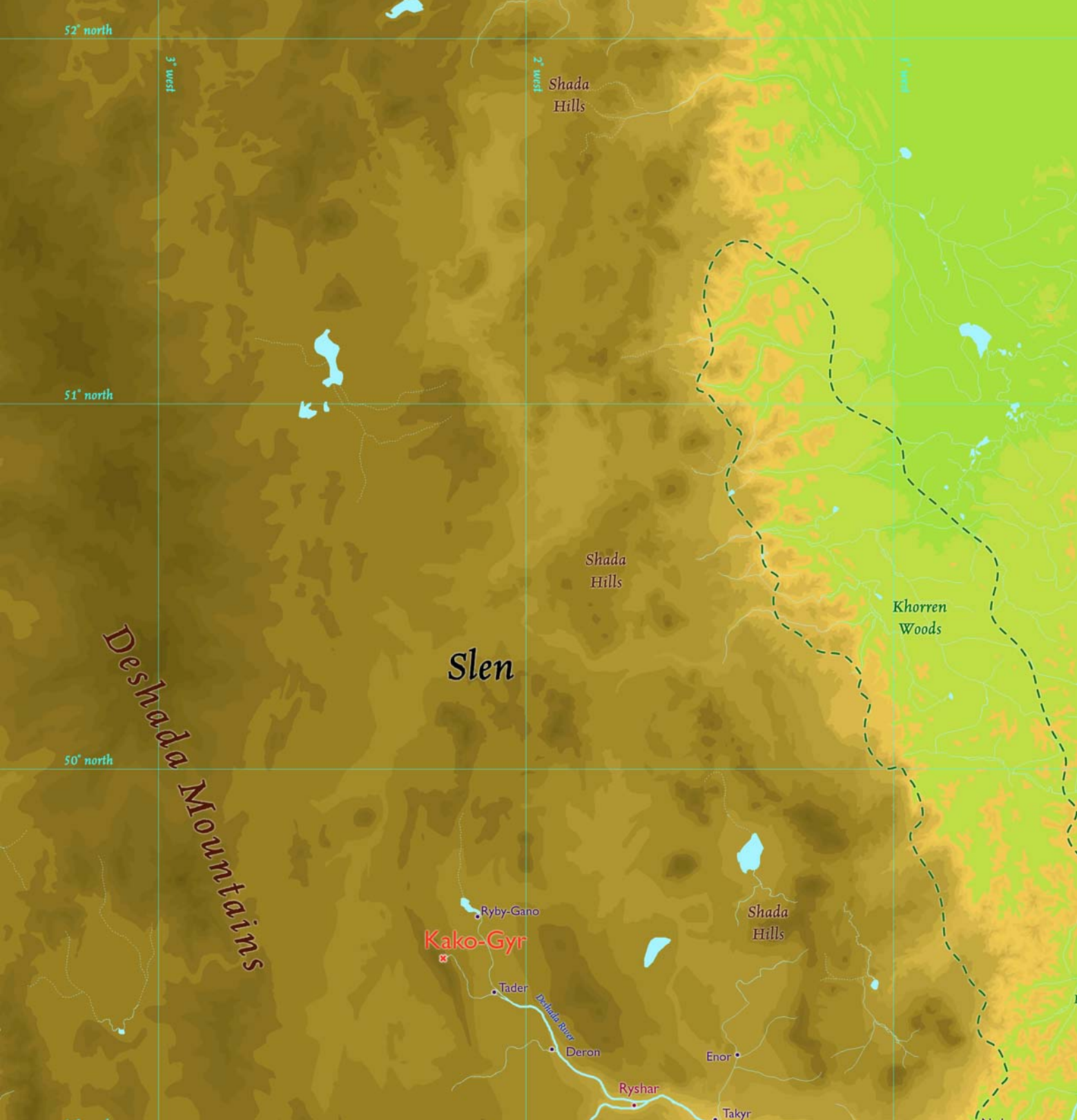
385	333	334	335	336
290	337	338	339	340
295	341	342	343	344
300	345	346	347	348
305	349	311	312	313



333	334	335	336	351
337	338	339	340	356
341	342	343	344	361
345	346	347	348	366
349	311	312	313	314

City .....	Population	City .....	Population



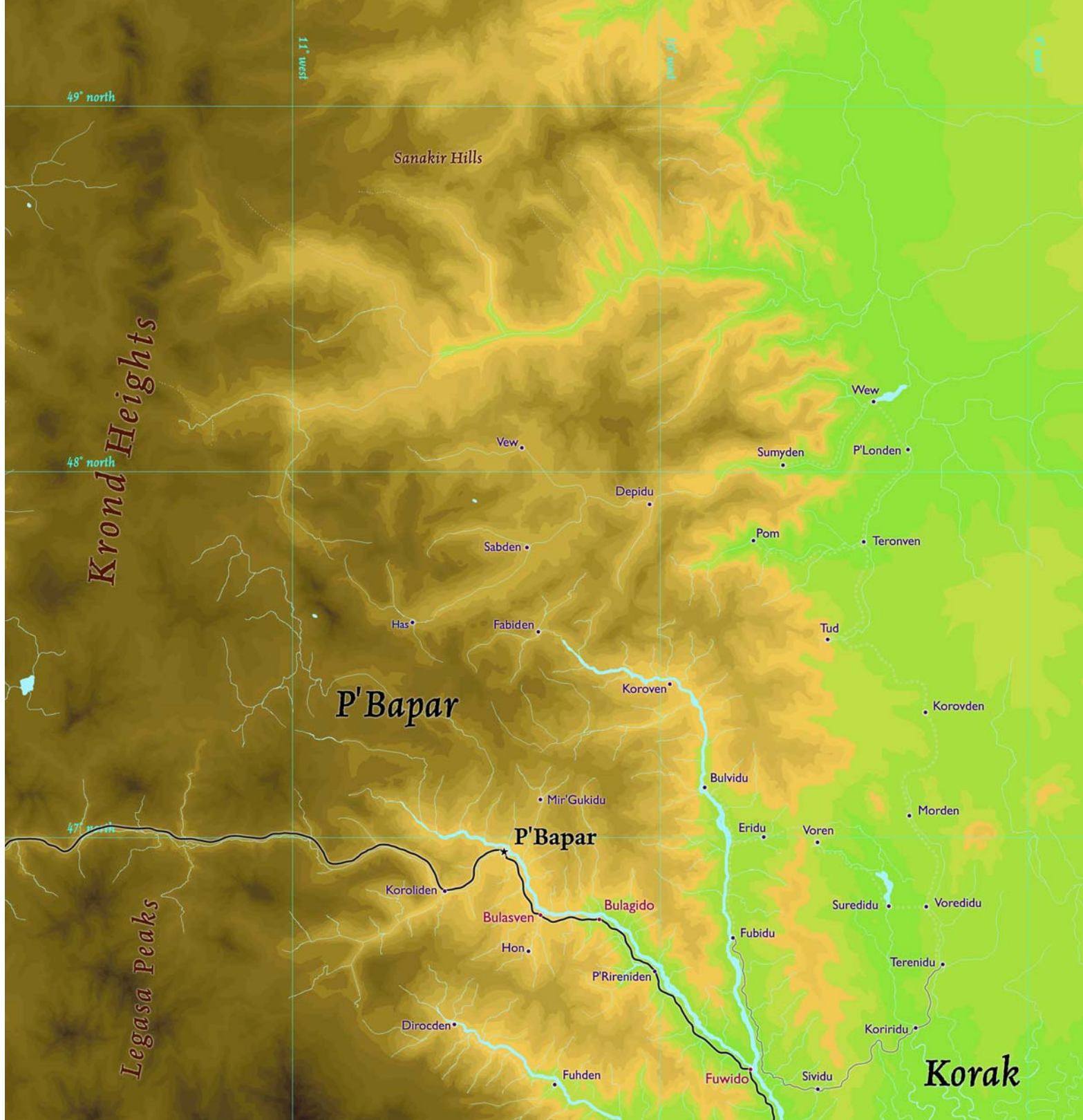


City .....	Population
Kako-Gyr .....	19,900
Ryby-Gano .....	604
Tader .....	522

City .....

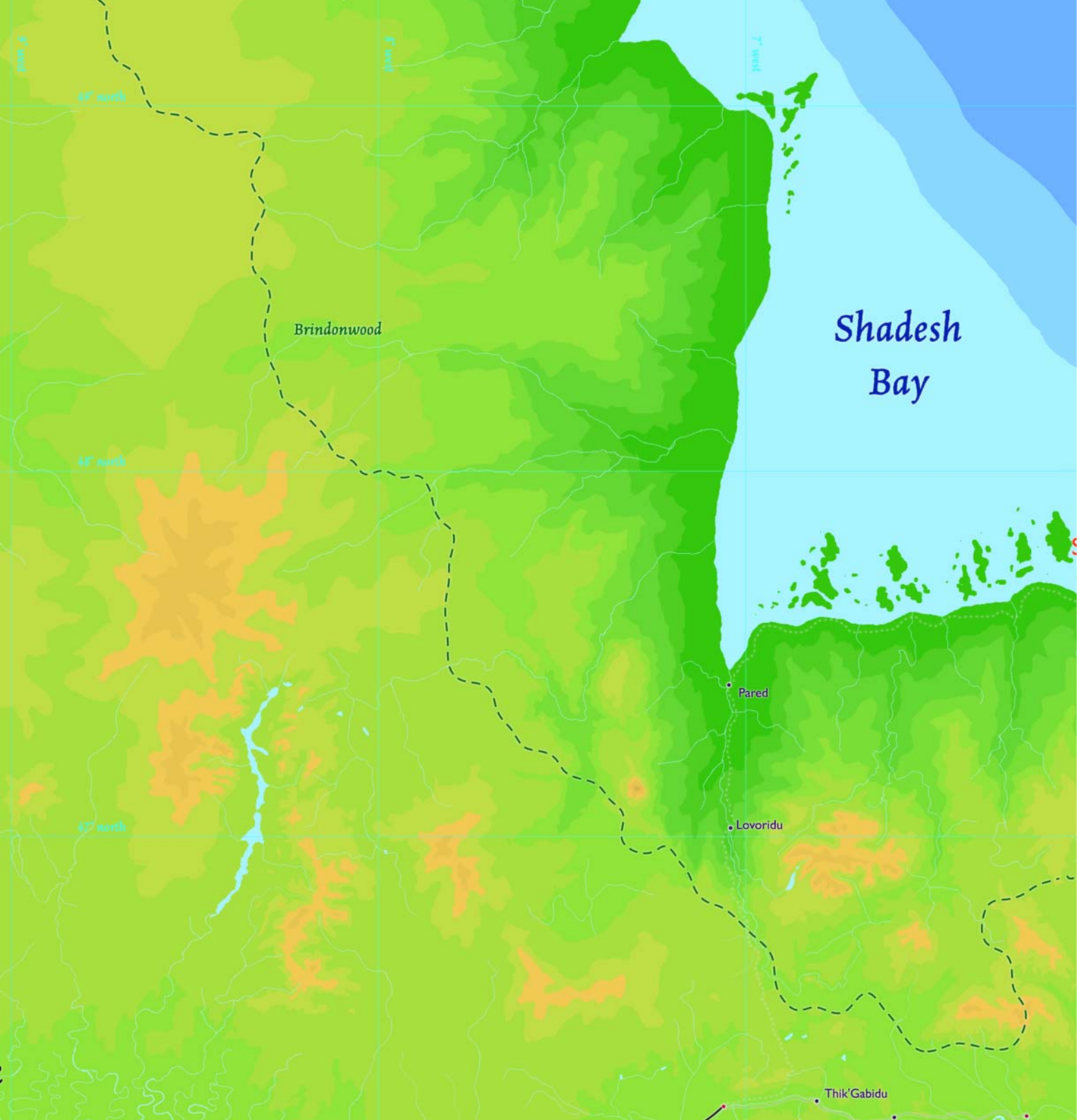
Population

334	335	336	351	352
338	339	340	356	357
342	343	344	361	362
346	347	348	366	367
311	312	313	314	368



284	385	333	334	335
389	290	337	338	339
294	295	341	342	343
299	300	345	346	347
304	305	349	311	312

City	Population	City	Population
P'Bapar	73,100	Wew	696
Fuwido	1,863	Dirociden	690
Bulasven	1,407	Voren	648
Bulagido	1,104	Vew	609
P'Rirenidu	874	Fabiden	600
Mir'Gukidu	870	Koriridu	594
Voredidu	841	Fubidu	553
Koroliden	729	Koroven	552
Teroven	725	Suredidu	547
Has	720	Depidu	528

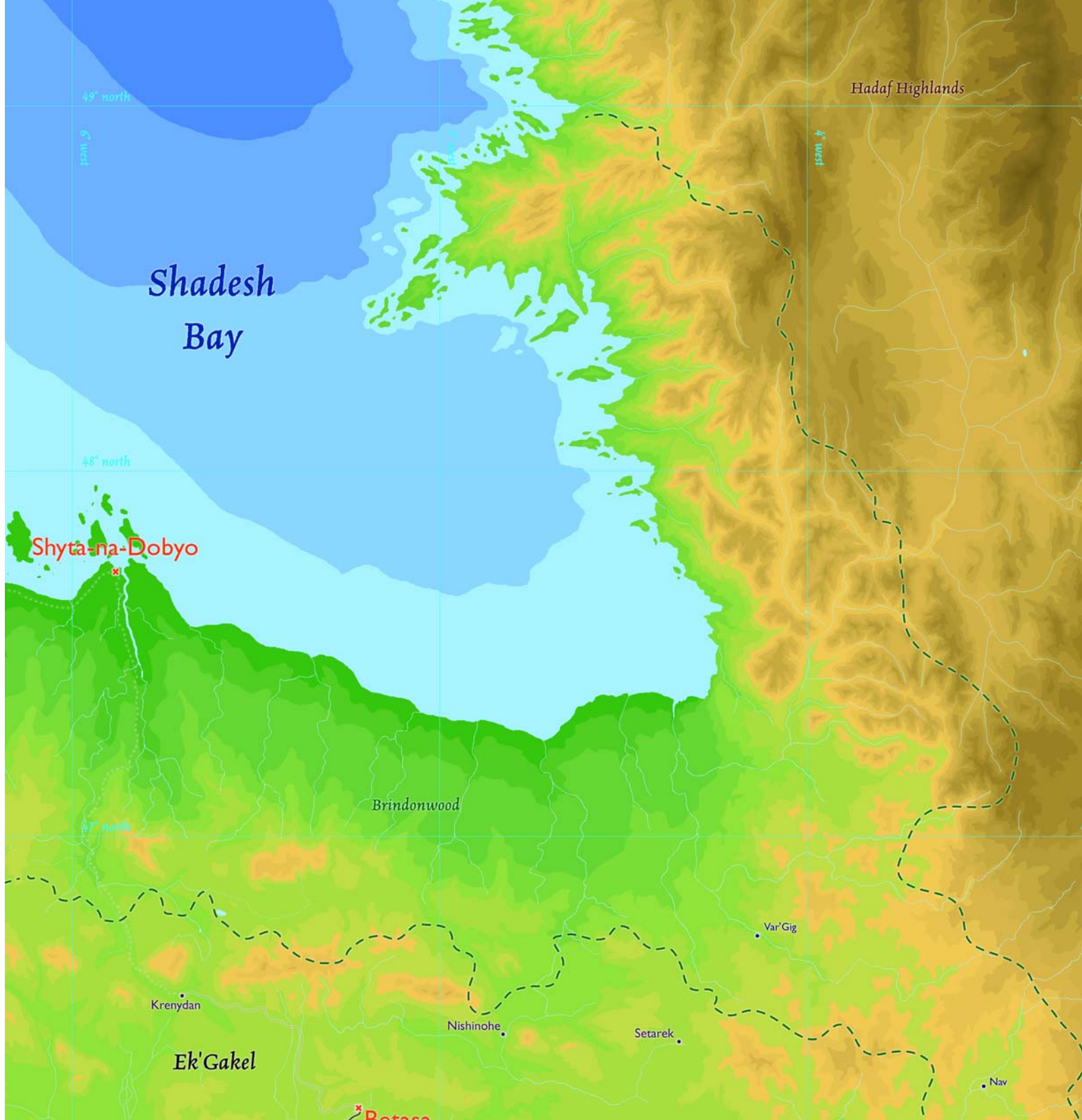


City .....	Population
Thik'Gabidu .....	.644
Lovoridu .....	.442
Pared .....	.342

City .....

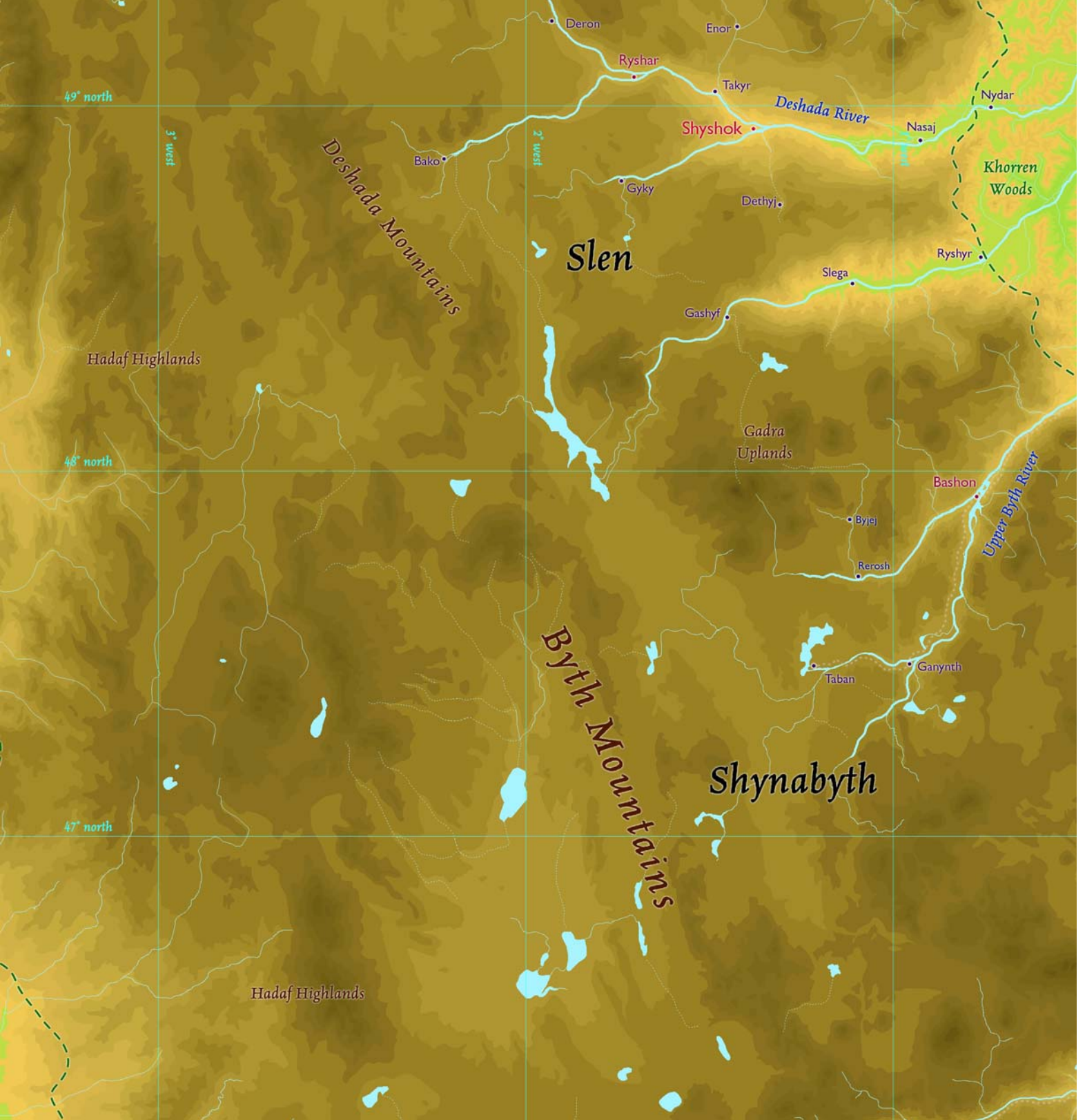
Population

385	333	334	335	336
290	337	338	339	340
295	341	342	343	344
300	345	346	347	348
305	349	311	312	313



333	334	335	336	351
337	338	339	340	356
341	342	343	344	361
345	346	347	348	366
349	311	312	313	314

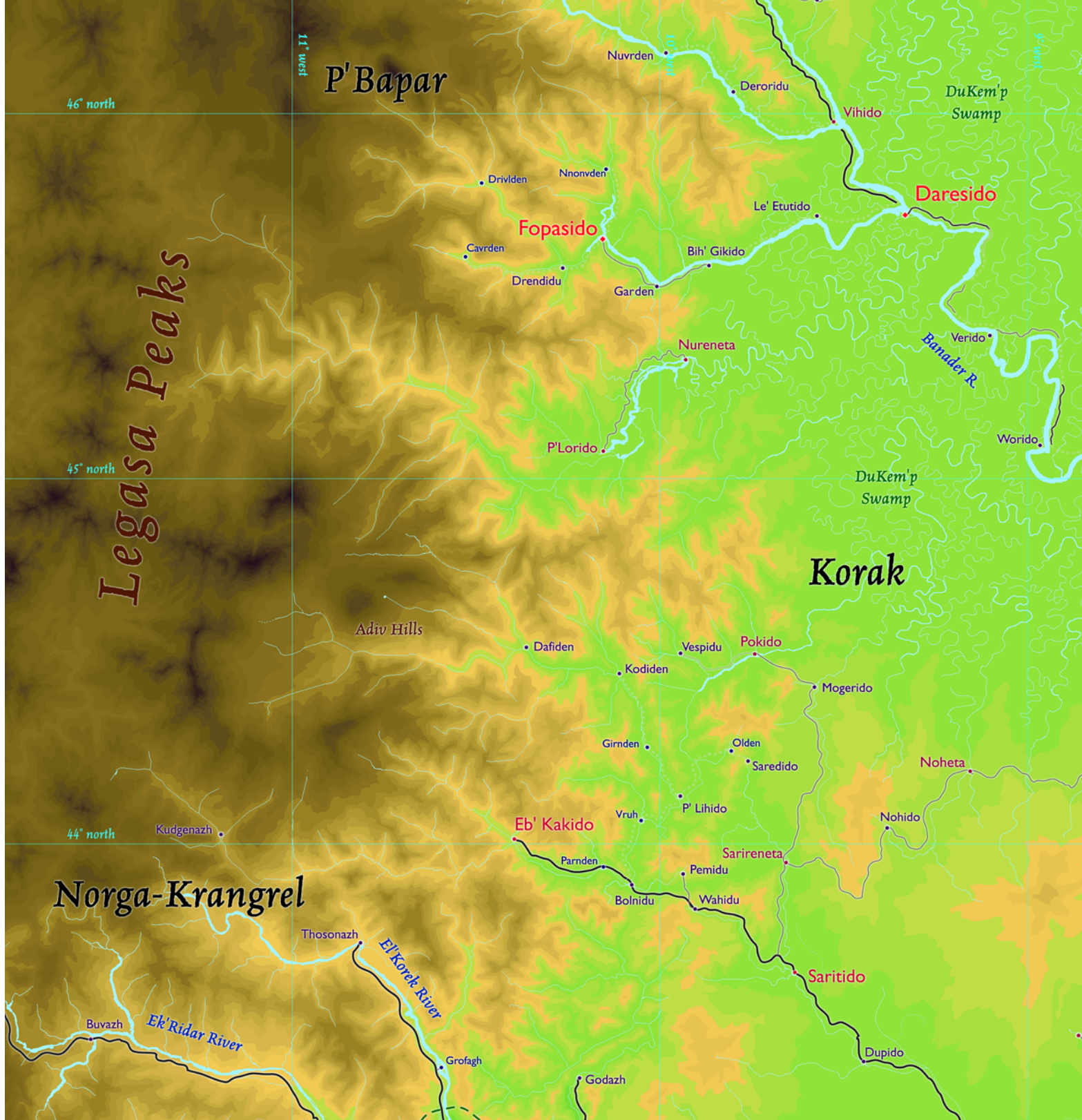
City .....	Population	City .....	Population
Shyta-na-Dobyo .....	17,510		
Setarek .....	780		
Nishinohe .....	572		
Krenydan .....	560		
Nav .....	374		
Var'Gig .....	245		



City	Population
Shyshok	2,156
Ryshar	1,944
Bashon	1,112
Ganynth	794
Ryshyr	762
Gashyf	686
Deron	679
Bako	594
Taban	582
Nydar	577

City	Population
Nasaj	499
Gyky	491
Enor	479
Slega	473
Dethyj	409
Takyr	403
Rerosh	351
Byjej	335

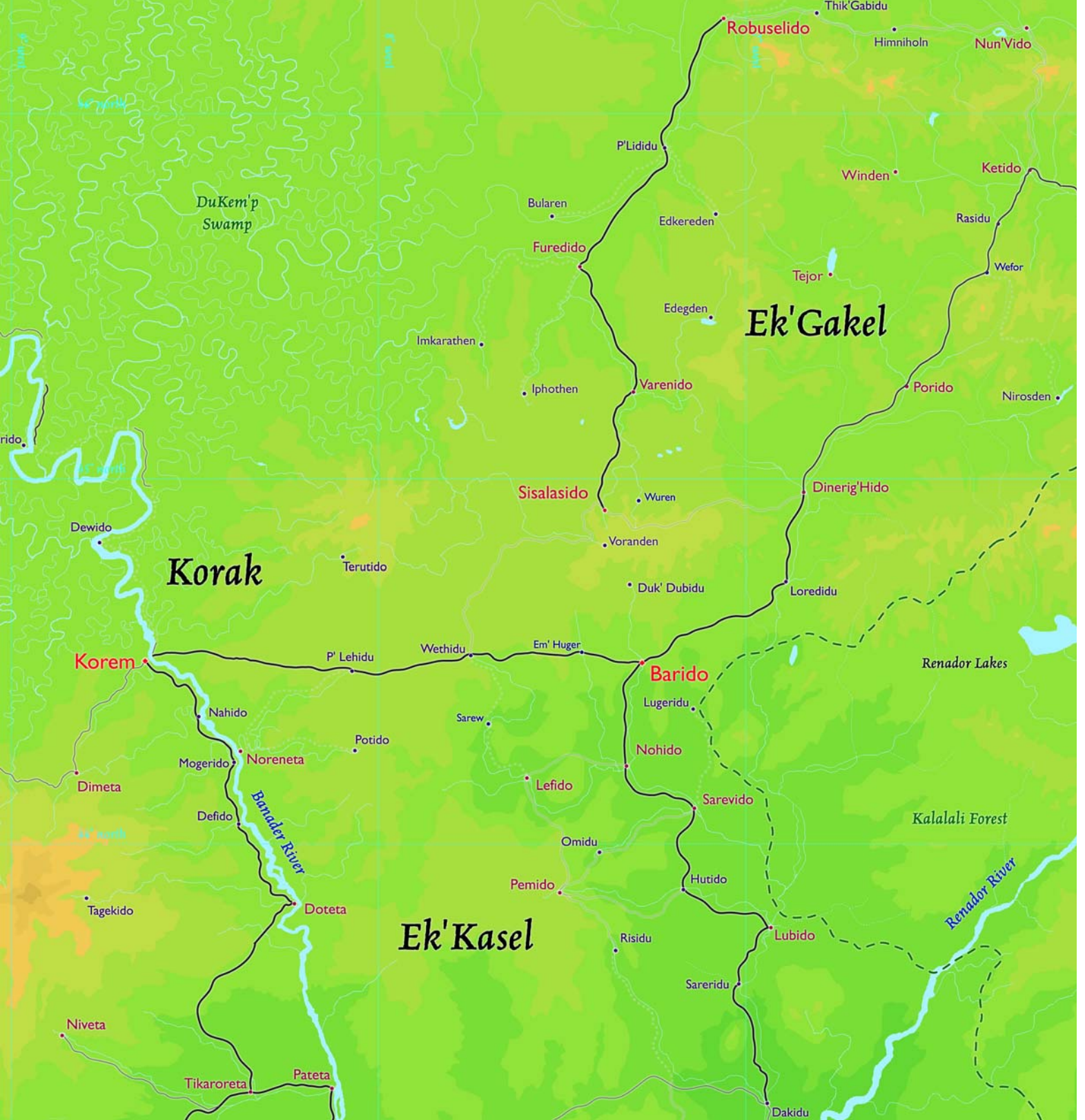
334	335	336	351	352
338	339	340	356	357
342	343	344	361	362
346	347	348	366	367
311	312	313	314	368



284	385	333	334	335
389	290	337	338	339
294	295	341	342	343
299	300	345	346	347
304	305	349	311	312

City	Population
Daresido	6,300
Fopasido	6,100
Eb'Kakido	4,600
Saritido	3,500
Noheta	1,758
Sarireneta	1,653
Vihido	1,645
Nureneta	1,535
Nohido	1,485
Pokido	1,081

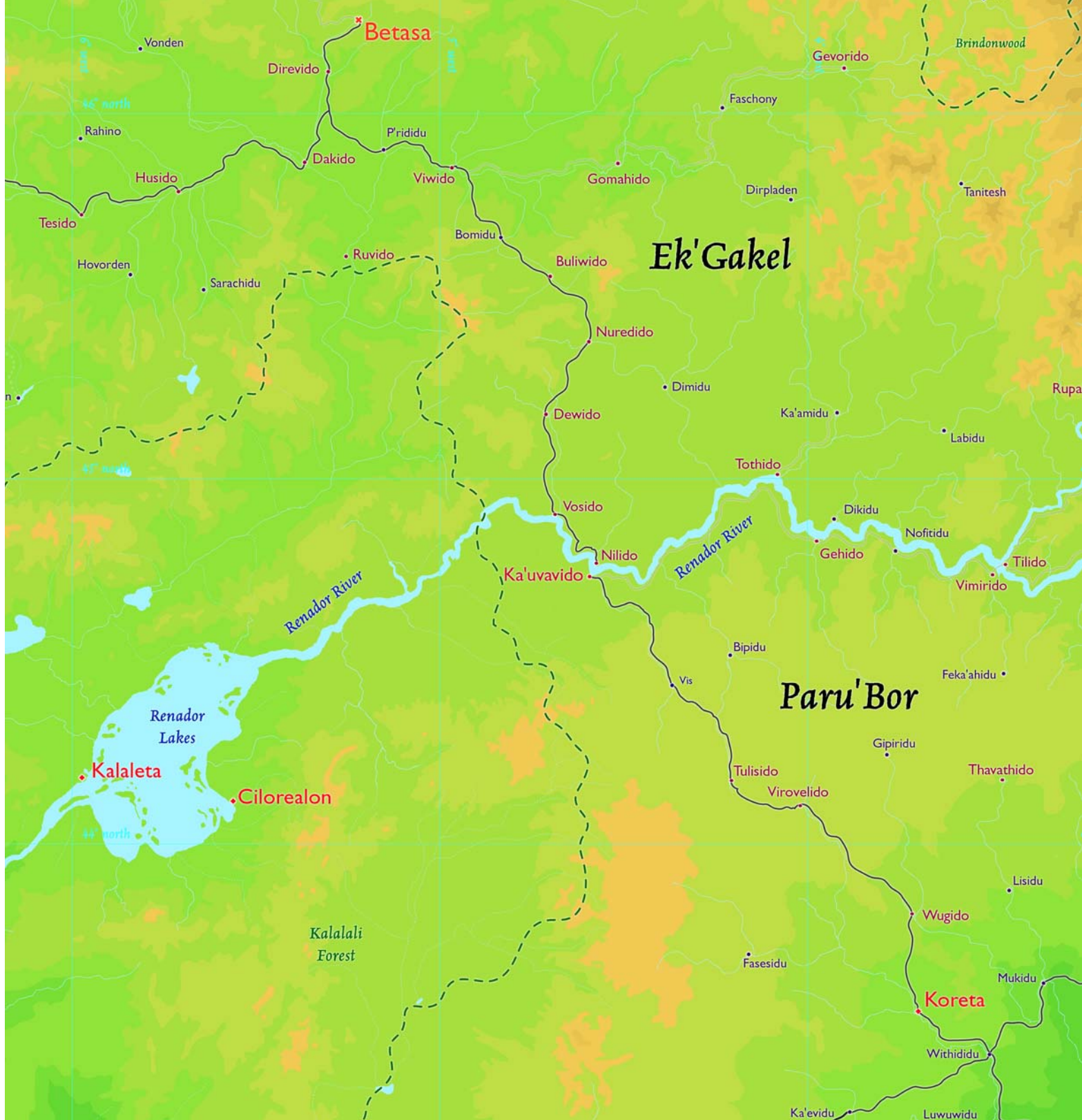
City	Population
P'Lorido	1,049
Vespidu	882
Dupido	858
Saredido	788
Verido	772
Kodiden	756
Worido	720
Deroridu	666
Bolnidu	665
P'Lihido	644



City	Population
Korem	10,400
Barido	5,300
Sisalasido	3,700
Robuselido	3,000
Dimeta	1,935
Sarevido	1,860
Lubido	1,781
Noreneta	1,706
Pateta	1,701
Porido	1,696

City	Population
Nun'Vido	1,693
Pemido	1,690
Varenido	1,662
Lefido	1,637
Tejor	1,617
Niveta	1,603
Ketido	1,596
Tikaroreta	1,543
Doteta	1,523
Furedido	1,332

385	333	334	335	336
290	337	338	339	340
295	341	342	343	344
300	345	346	347	348
305	349	311	312	313

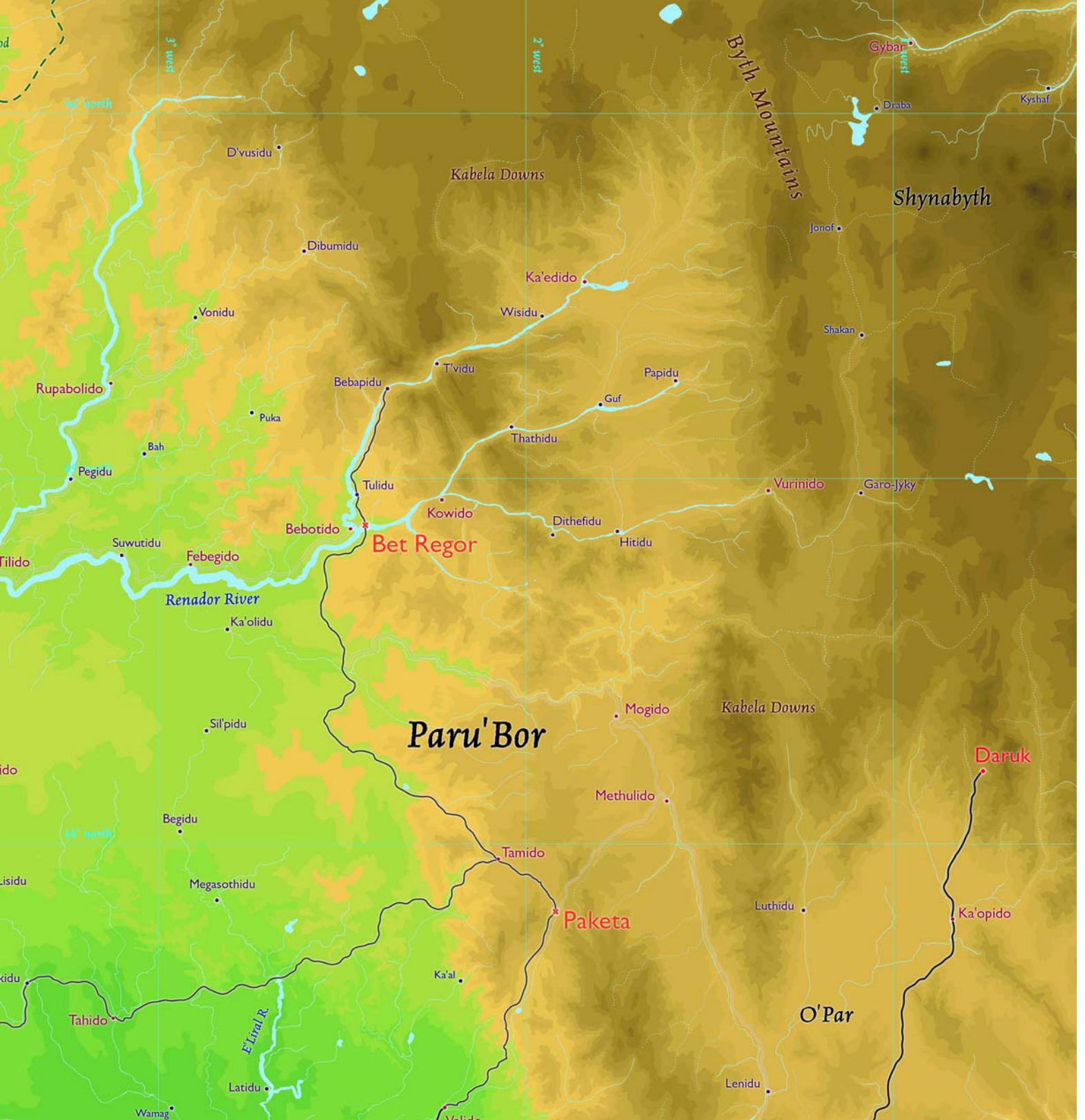


333	334	335	336	351
337	338	339	340	356
341	342	343	344	361
345	346	347	348	366
349	311	312	313	314

City	Population
Betasa	13,970
Cilorealon	9,900
Koreta	7,800
Kalaleta	7,200
Ka'uvavido	2,002
Thavathido	1,993
Vosido	1,938
Viwido	1,929
Tesido	1,861
Nuredido	1,860

City	Population
Ruvido	1,819
Dakido	1,785
Nilido	1,735
Dewido	1,668
Husido	1,632
Virovelido	1,568
Gomahido	1,558
Gehido	1,476
Tilido	1,427
Wugido	1,355

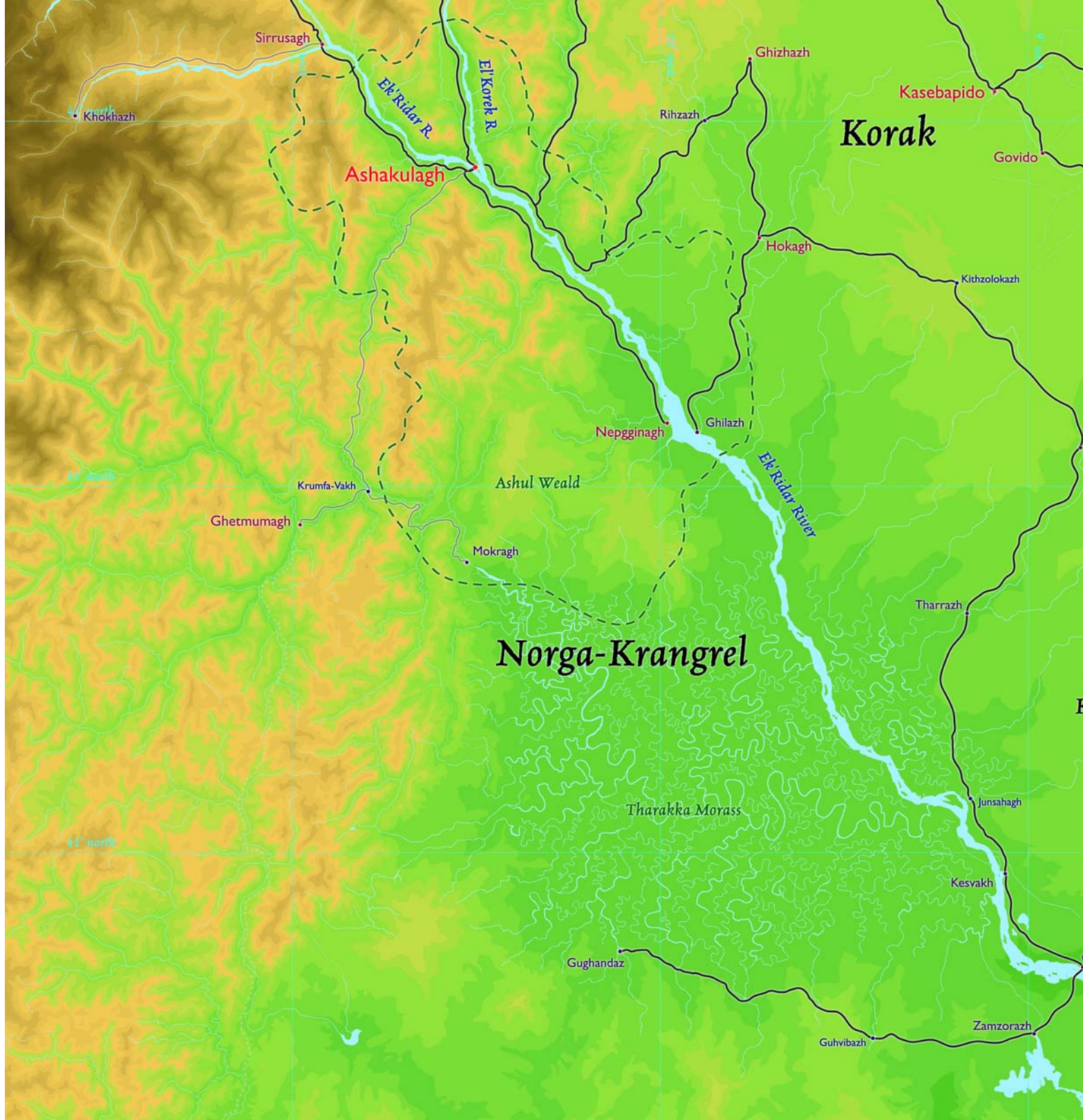




City	Population
Bet Regor	23,300
Paketa	20,300
Daruk	11,200
Febegido	1,946
Bebotido	1,873
Tamido	1,843
Mogido	1,567
Vurinado	1,526
Rupabolido	1,523
Tahido	1,461

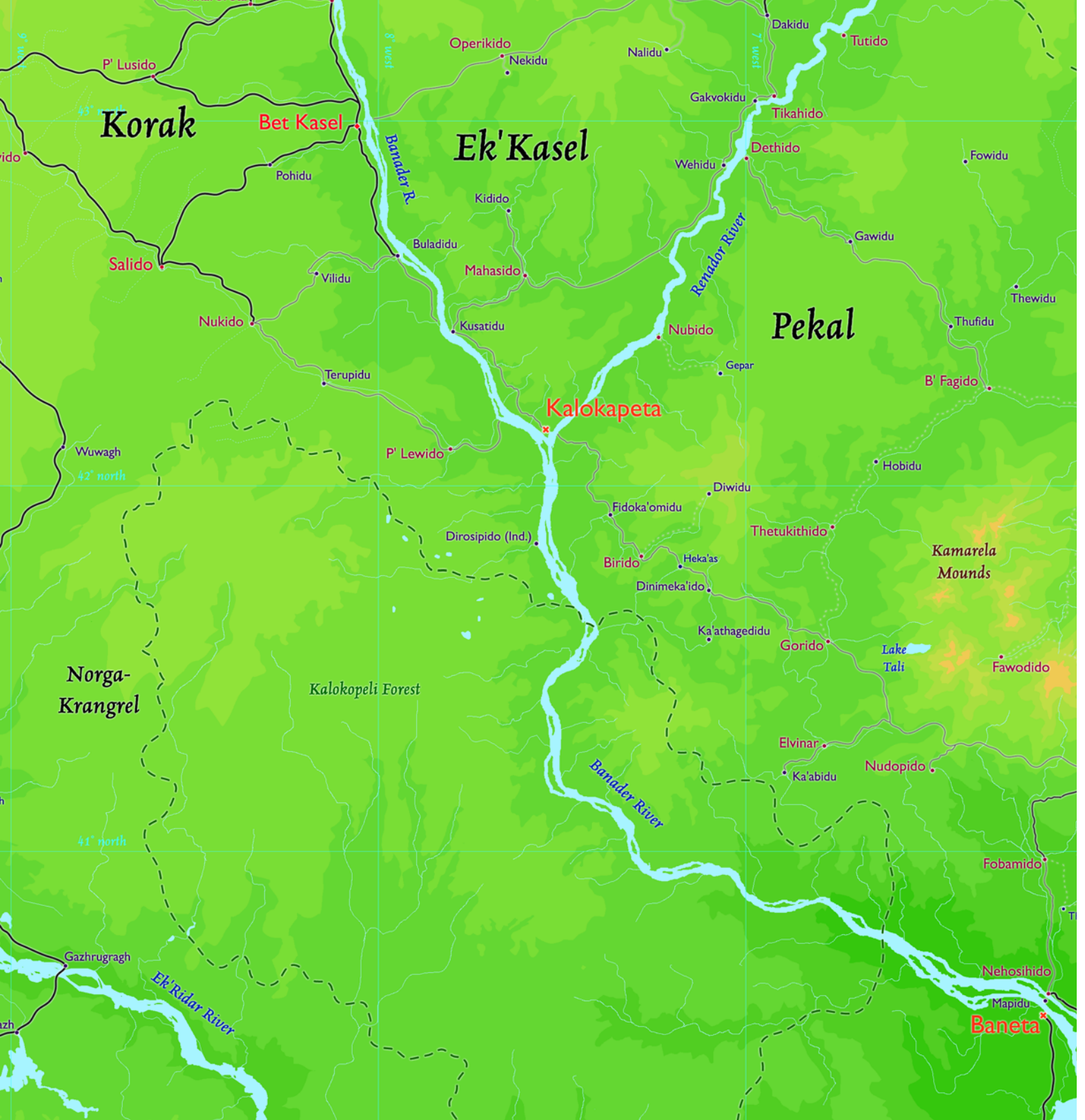
City	Population
Methulido	1,304
Kowido	1,258
Ka'edido	1,233
Ka'opido	1,067
Grybar	957
Wisidu	888
Suwutidu	818
Sil'pidu	790
Pegidu	728
Lenidu	715

334	335	336	351	352
338	339	340	356	357
342	343	344	361	362
346	347	348	366	367
311	312	313	314	368



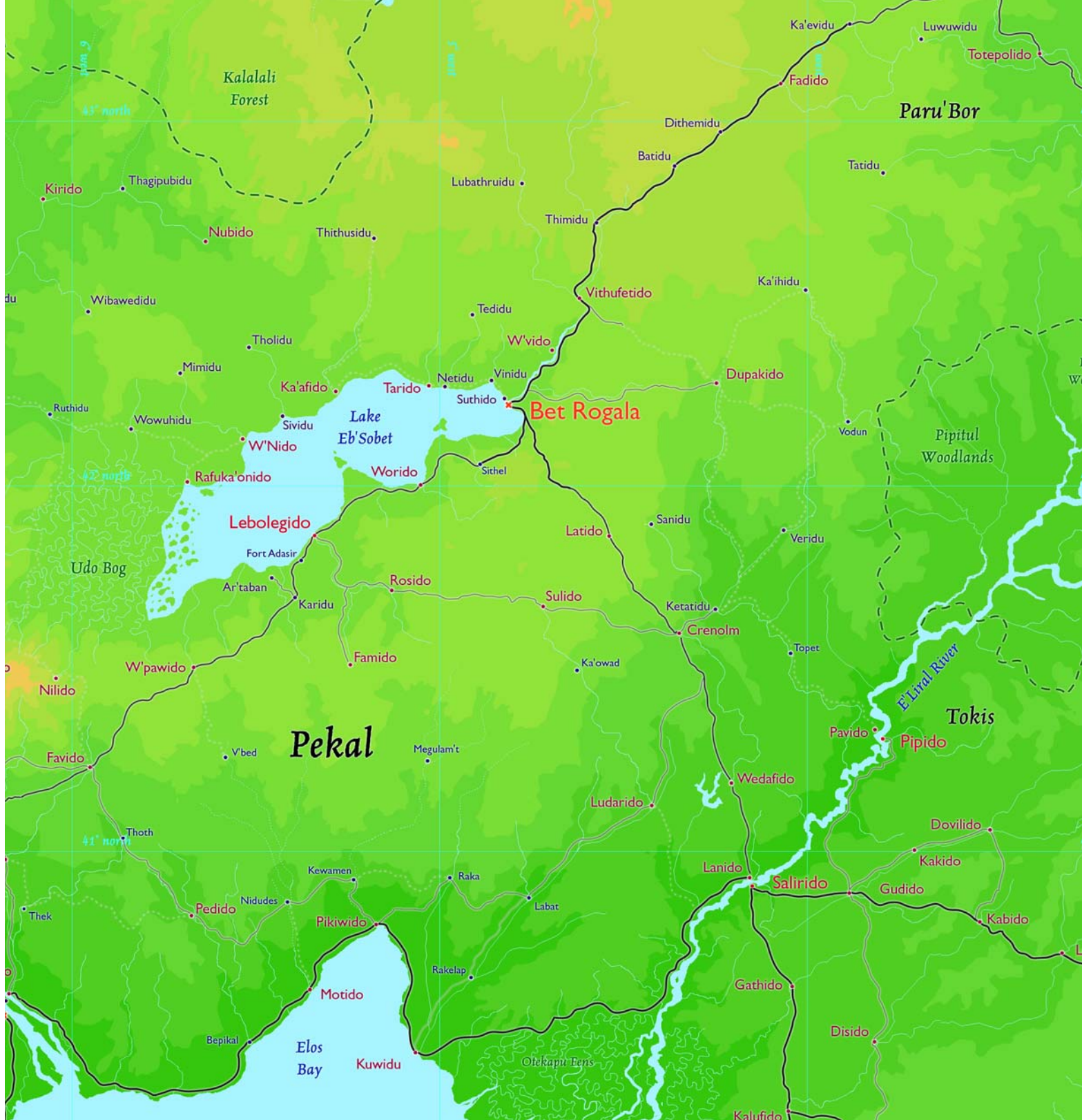
289	290	337	338	339
294	295	341	342	343
299	300	345	346	347
304	305	349	350	351
309	310	350	315	316

City	Population	City	Population
Ashakulagh	6,650	Tharrazh	489
Kasebapido	4,300	Mokragh	472
Sirrusagh	1,714	Rihzazh	439
Hokagh	1,286	Zamzorazh	435
Nepgginagh	1,251	Kesvakh	410
Govido	1,114	Khokhazh	401
Ghetmumagh	1,065	Kithzolokazh	393
Ghizhazh	679	Junsahagh	381
Ghilazh	523	Krumfa-Vakh	367
Gughandaz	498	Guhvibazh	357



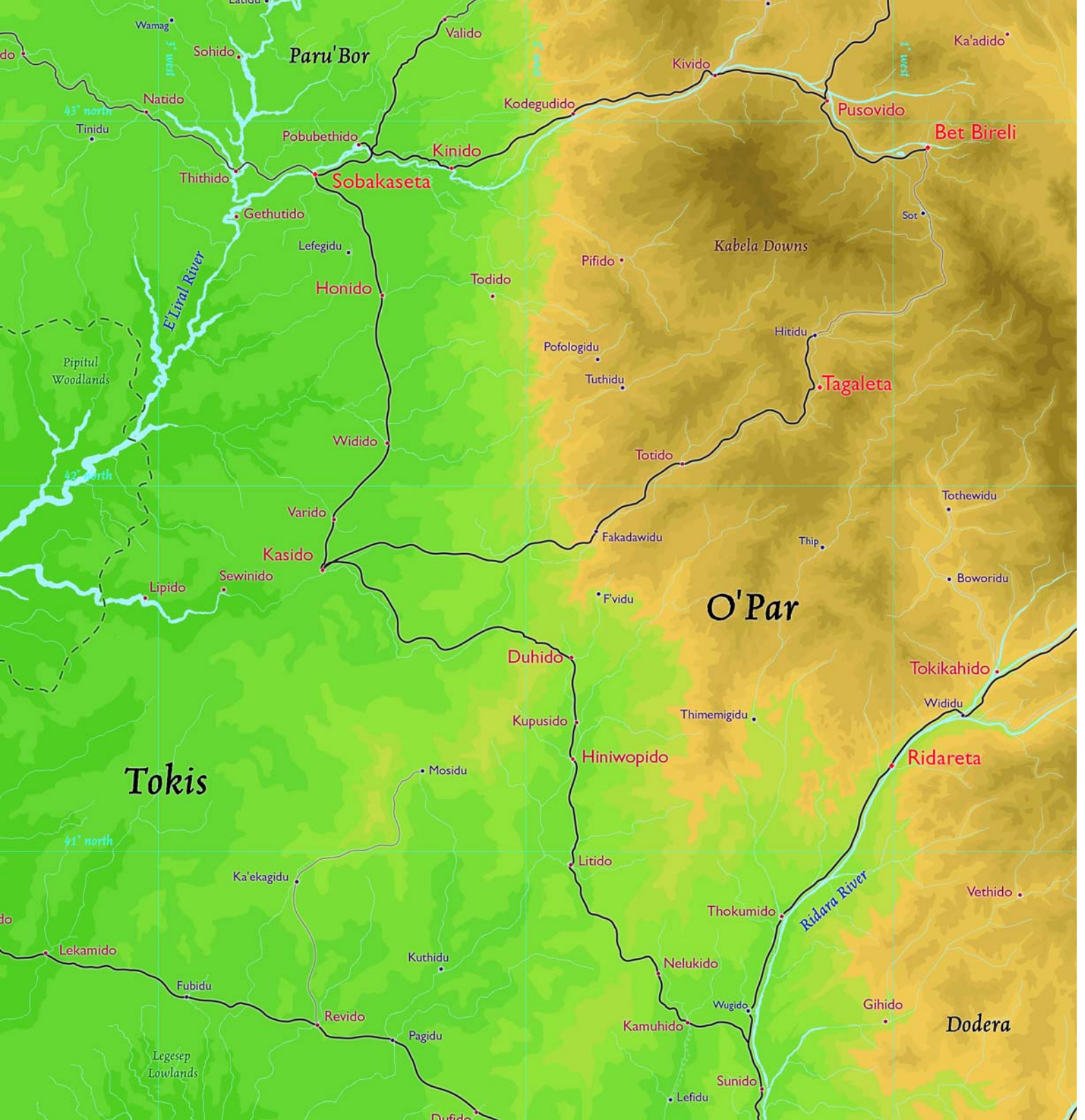
City	Population	City	Population
Baneta	16,000	B'Fagido	1,393
Kalokapeta	13,300	Gorido	1,333
Bet Kasel	10,300	P'Lewido	1,283
Salido	3,600	Dethido	1,273
Fobamido	1,808	Tutido	1,265
Operikido	1,788	Thetukithido	1,219
Nehosihido	1,550	Nudopido	1,207
Nukido	1,539	Elvinar	1,176
Mahasido	1,532	Fawodido	1,159
Tikahido	1,445	P'Lusido	1,020

290	337	338	339	340
295	341	342	343	344
300	345	346	347	348
305	349	350	351	313
310	350	315	316	317



337	338	339	340	356
341	342	343	344	361
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349	350	351	313	314
350	315	316	317	318

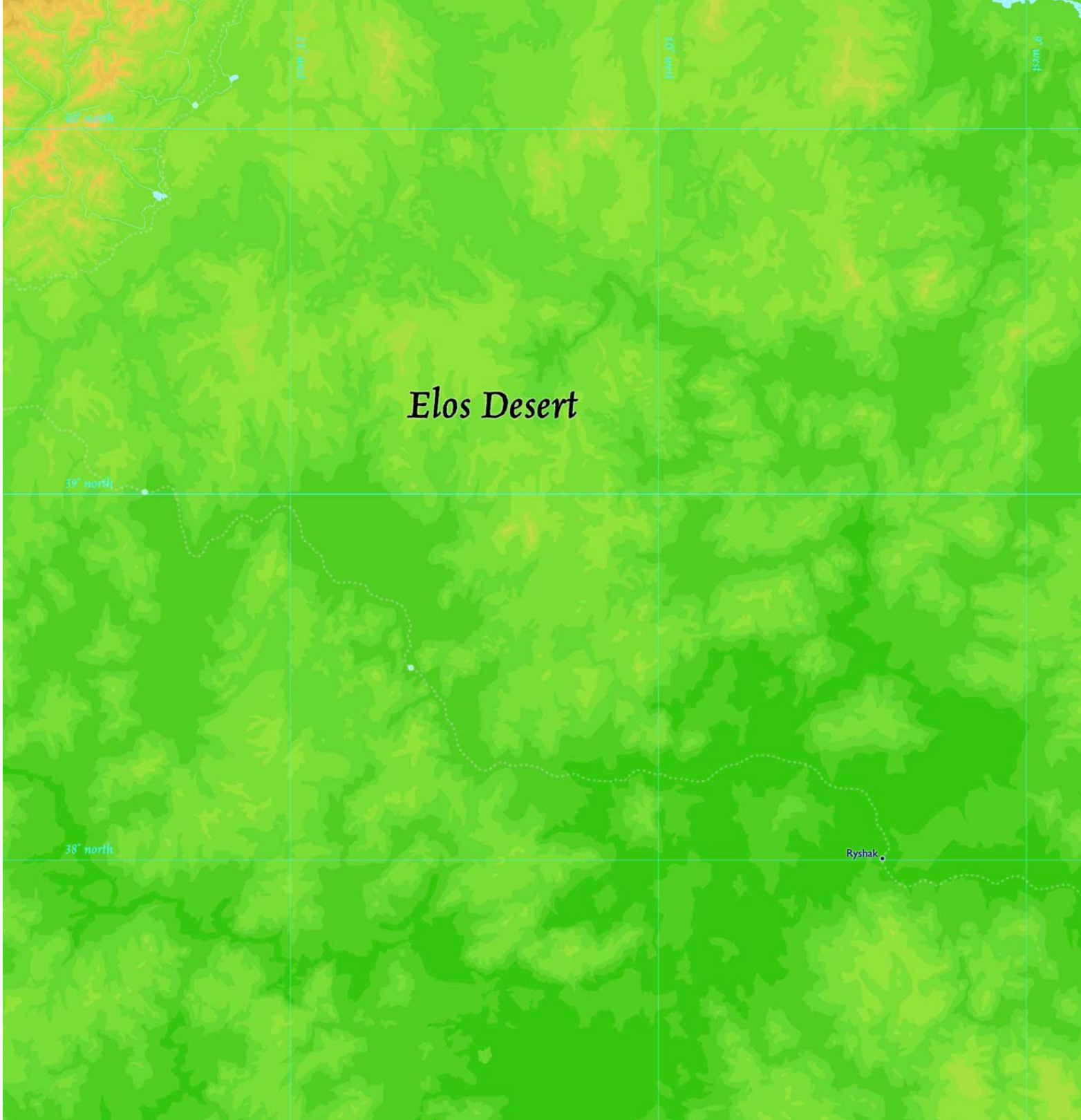
City	Population	City	Population
Bet Rogala	20,900	Latido	1,843
Pipido	4,300	W'vido	1,835
Lebolegido	3,518	Wedafido	1,783
Salirido	3,300	Favido	1,770
Famido	1,997	Lanido	1,743
W'pawido	1,954	Totepolido	1,728
Worido	1,904	Vithufetido	1,706
Rosido	1,873	Dupakido	1,694
Sulido	1,863	Crenolm	1,621
Kabido	1,858	Ludarido	1,617



City	Population
Bet Bireli	10,600
Sobakaseta	9,200
Tagaleta	8,300
Ridareta	7,500
Kasido	4,900
Hiniwopido	2,713
Duhido	2,346
Pusovido	2,338
Tokikahido	2,332
Kinido	2,262

City	Population
Honido	2,115
Kivido	1,926
Thithido	1,808
Pifido	1,755
Totido	1,705
Sewinido	1,624
Pobubethido	1,622
Widido	1,603
Natido	1,537
Lipido	1,510

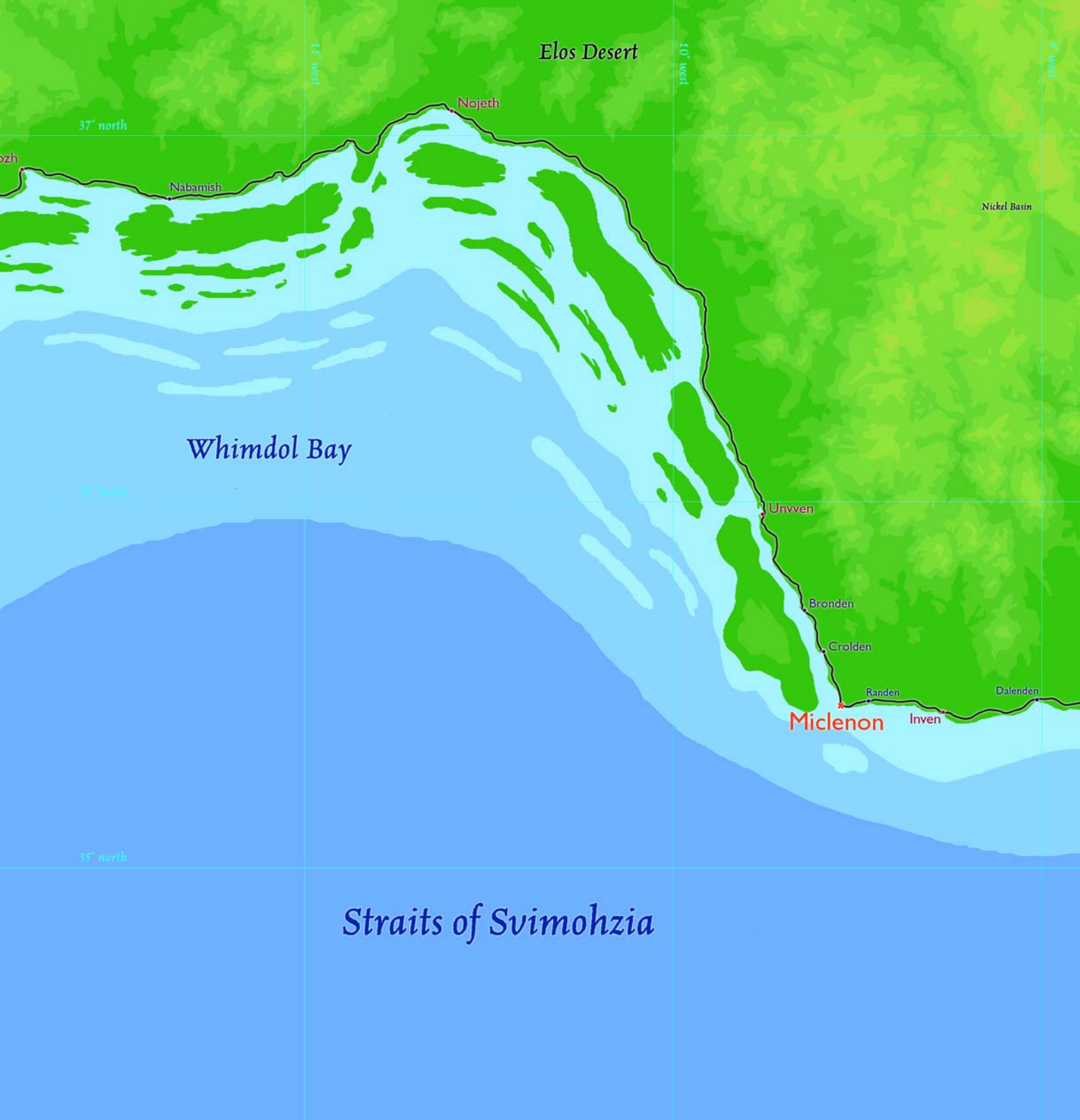
338	339	340	356	357
342	343	344	361	362
346	347	348	366	367
350	351	313	314	368
315	316	317	318	319



# Elos Desert

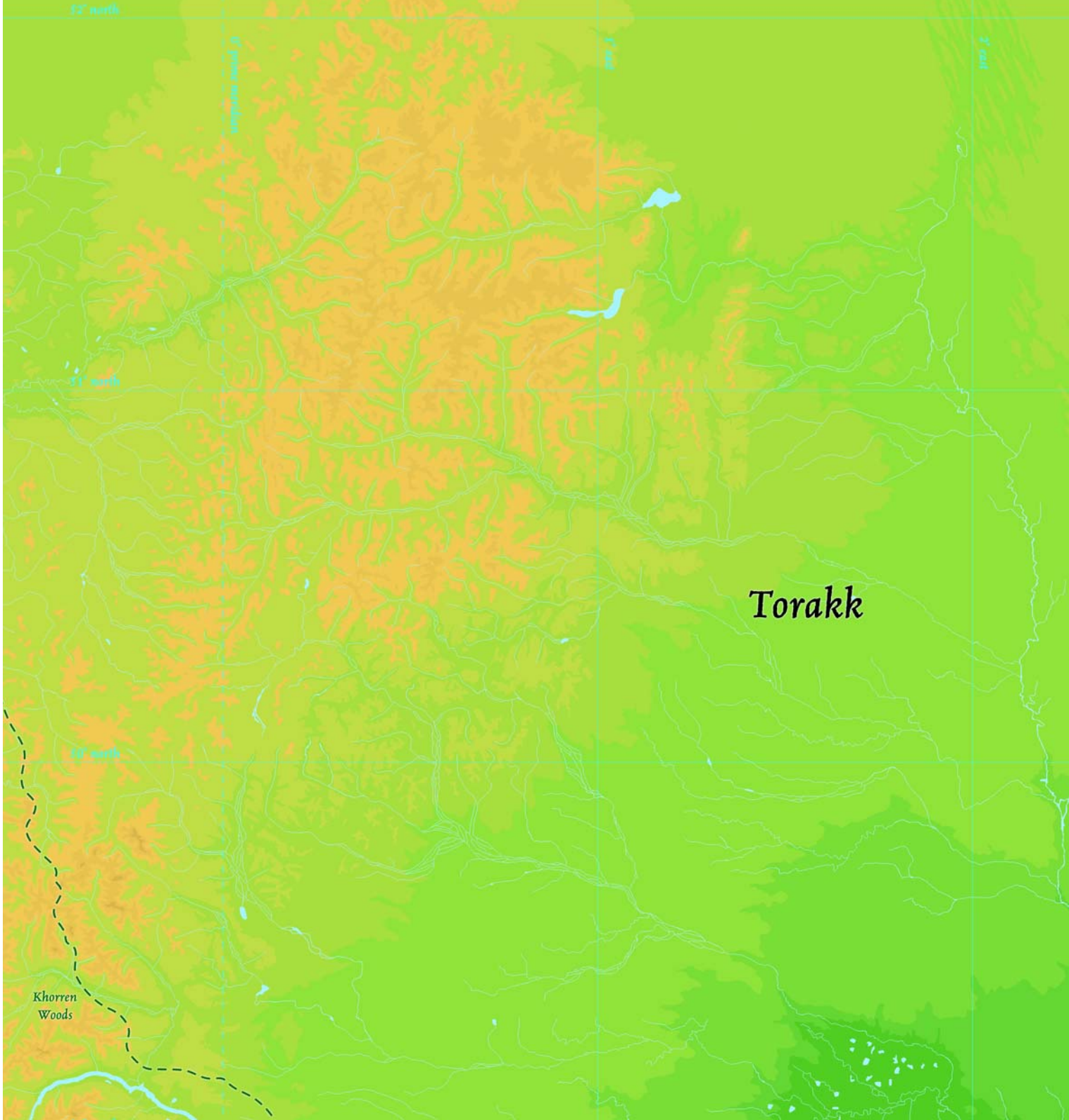
274	275	341	342	343
299	300	345	346	347
304	305	349	311	312
309	310	350	315	316
392	393	394	395	320

City .....	Population	City .....	Population
Ryshak .....	386		



City .....	Population	City .....	Population
Miclenon .....	15,700		
Unvven .....	1,513		
Nojeth .....	1,168		
Inven .....	952		
Bronden .....	846		
Crolden .....	540		
Nabamish .....	441		
Dalenden .....	386		
Randen .....	368		

299	300	345	346	347
304	305	349	311	312
309	310	350	315	316
392	393	394	395	320
399	400	401	402	403



335	336	351	352	353
339	340	356	357	358
343	344	361	362	363
347	348	366	367	369
312	313	314	368	372

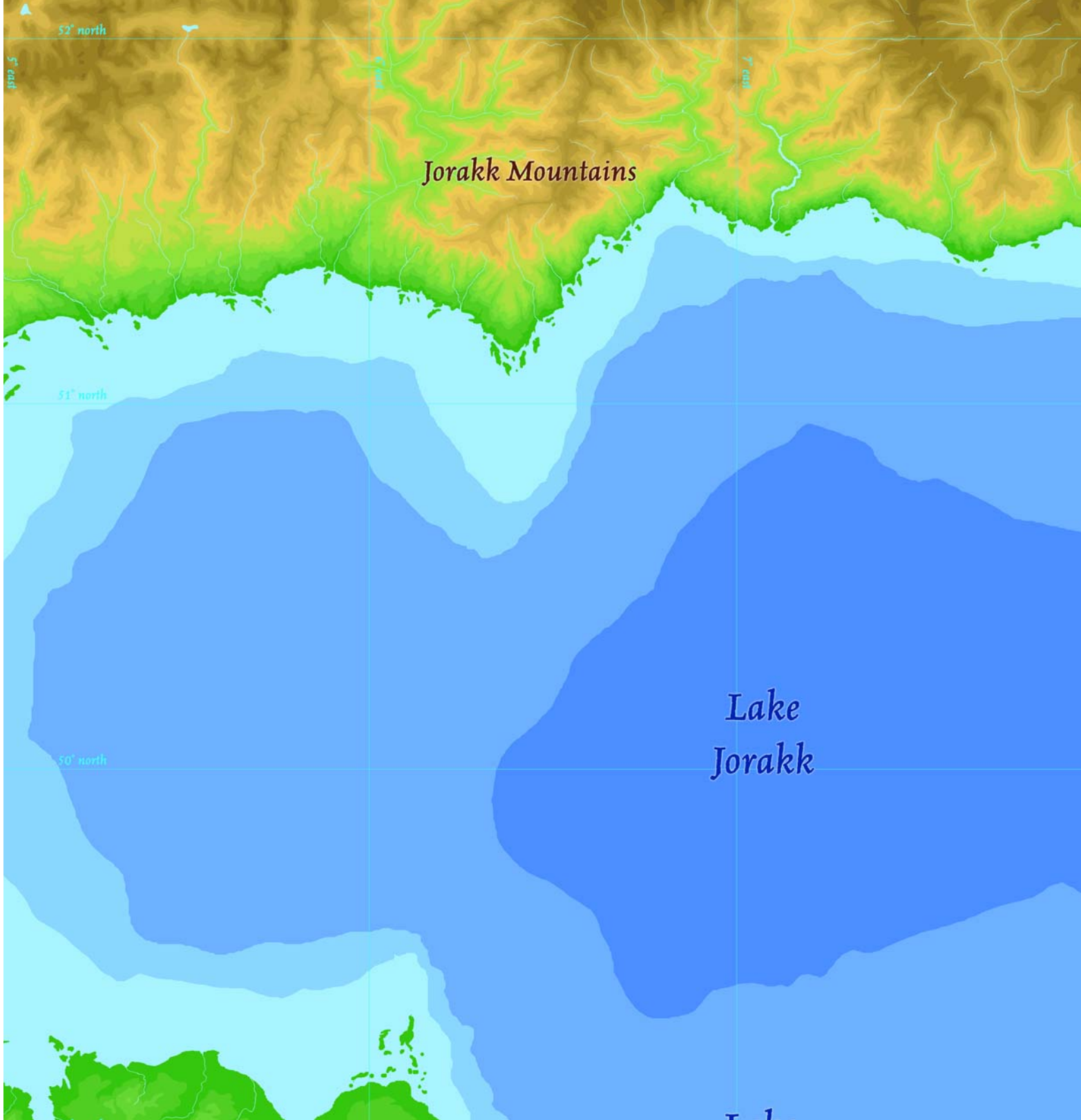
City .....	Population	City .....	Population





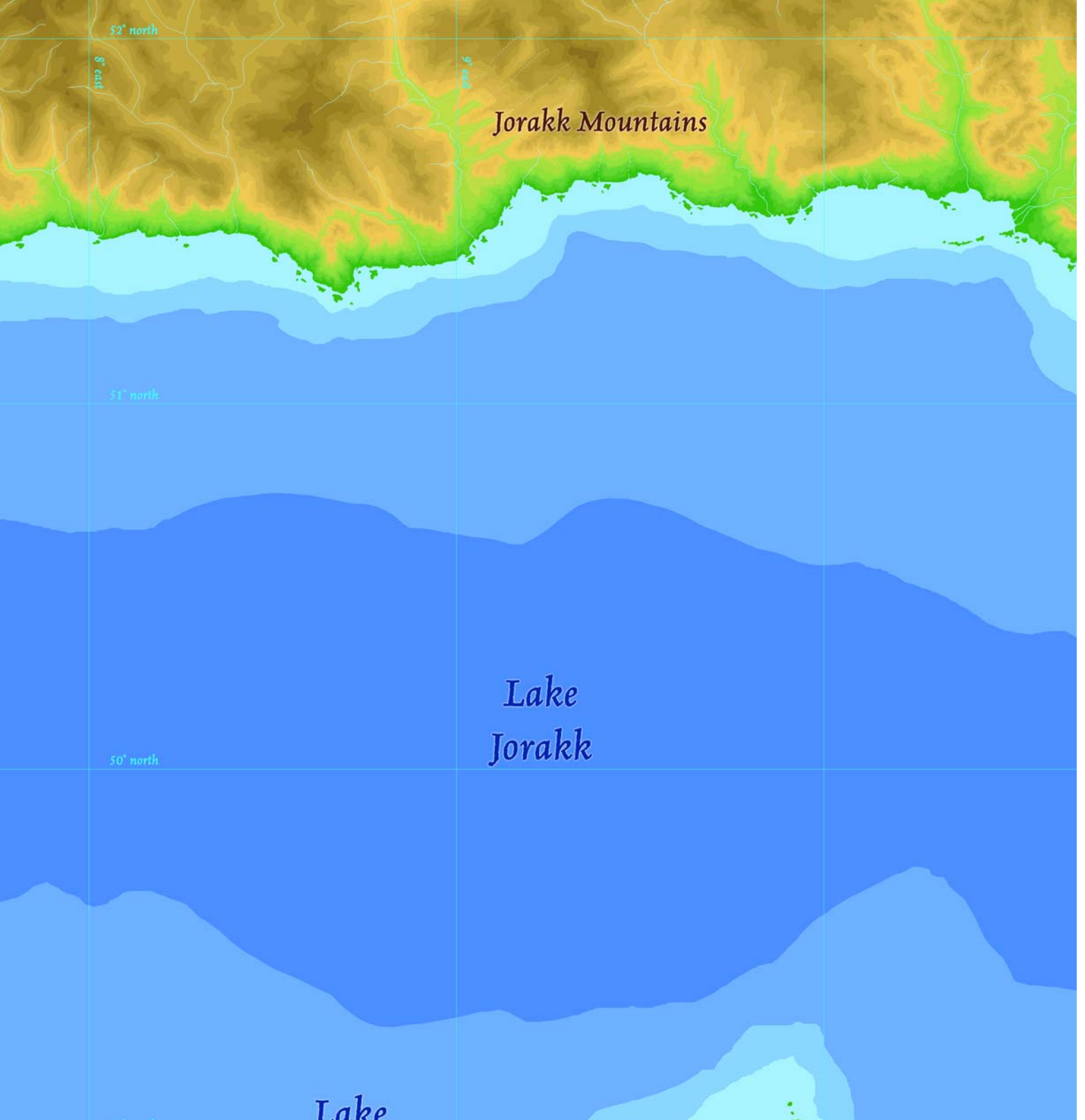
City .....	Population	City .....	Population
Norr-Bharr .....	1,000		
Sherr-Narr .....	507		
Jarggukk .....	307		

336	351	352	353	354
340	356	357	358	359
344	361	362	363	364
348	366	367	369	370
313	314	368	372	373



351	352	353	354	355
356	357	358	359	360
361	362	363	364	365
366	367	369	370	371
314	368	372	373	374

City .....	Population	City .....	Population



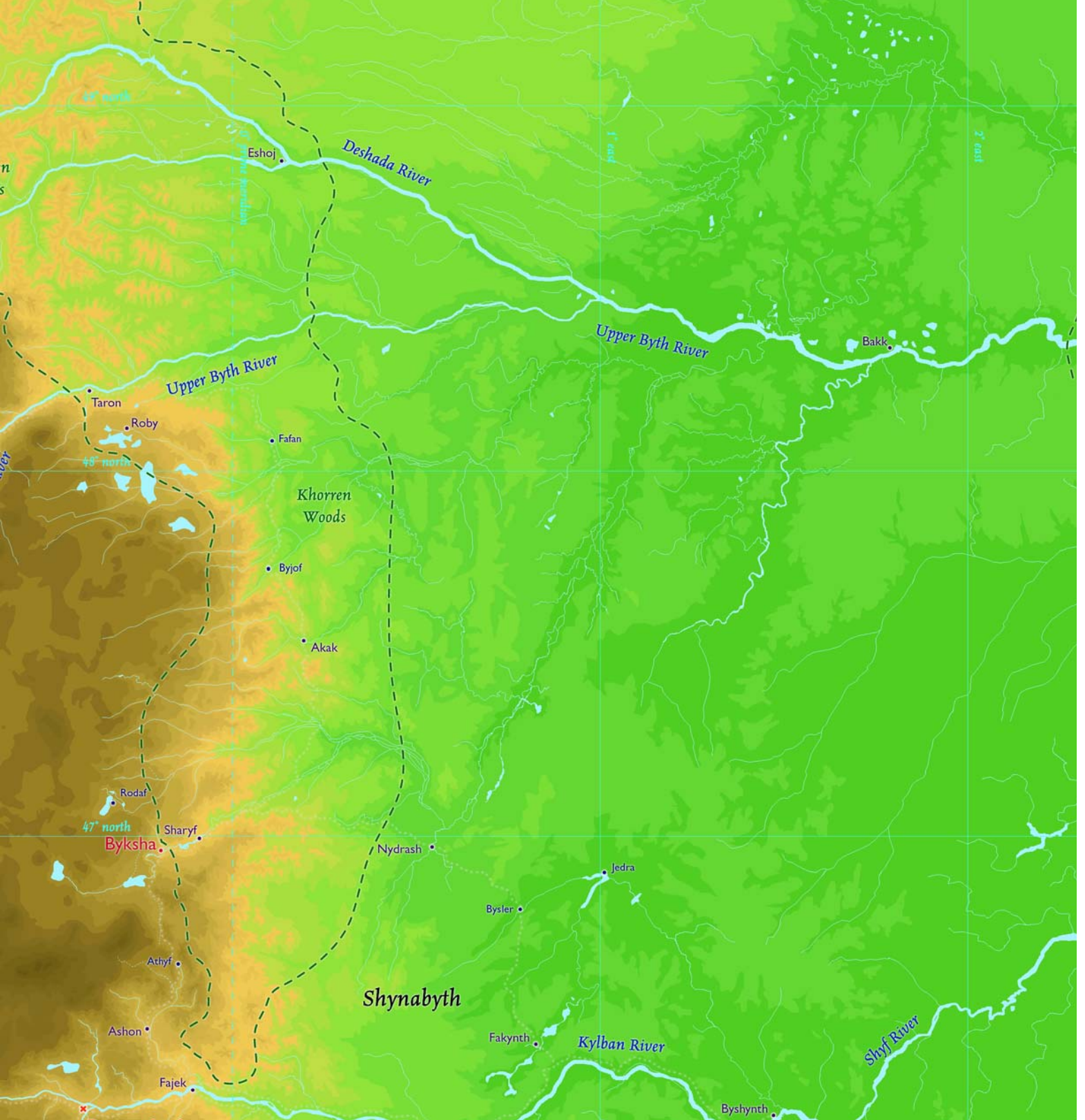
City .....	Population	City .....	Population

<b>351</b>	<b>352</b>	<b>353</b>	<b>354</b>	<b>355</b>
<b>356</b>	<b>357</b>	<b>358</b>	<b>359</b>	<b>360</b>
<b>361</b>	<b>362</b>	<b>363</b>	<b>364</b>	<b>365</b>
<b>366</b>	<b>367</b>	<b>369</b>	<b>370</b>	<b>371</b>
<b>314</b>	<b>368</b>	<b>372</b>	<b>373</b>	<b>374</b>



351	352	353	354	355
356	357	358	359	360
361	362	363	364	365
366	367	369	370	371
314	368	372	373	374

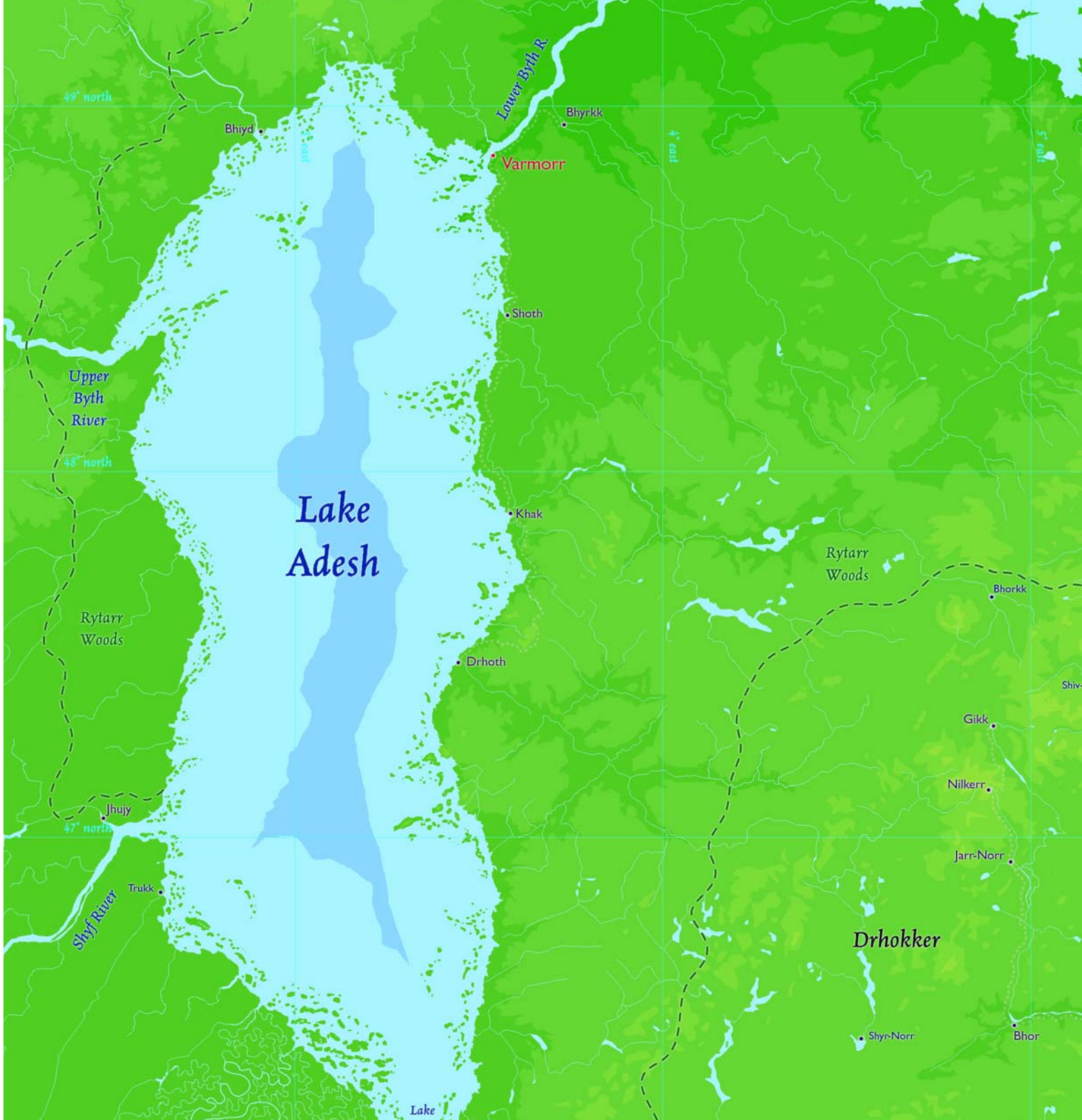
City .....	Population	City .....	Population



City	Population
Byksha	4,900
Taron	756
Bakk	694
Eshoj	675
Akak	493
Fakynt	465
Sharyf	462
Nyrdrash	459
Fajek	456
Roby	442

City	Population
Ashon	435
Bysler	396
Athyf	394
Rodaf	387
Jedra	382
Byjof	338
Fafan	333

335	336	351	352	353
339	340	356	357	358
343	344	361	362	363
347	348	366	367	369
312	313	314	368	372



336	351	352	353	354
340	356	357	358	359
344	361	362	363	364
348	366	367	369	370
313	314	368	372	373

City	Population
Varmorr	.3,000
Bhor	.639
Bhiyd	.565
Jhuju	.540
Khak	.453
Bhyrkk	.442
Gikk	.434
Shoth	.423
Jarr-Norr	.417
Nilkerr	.416

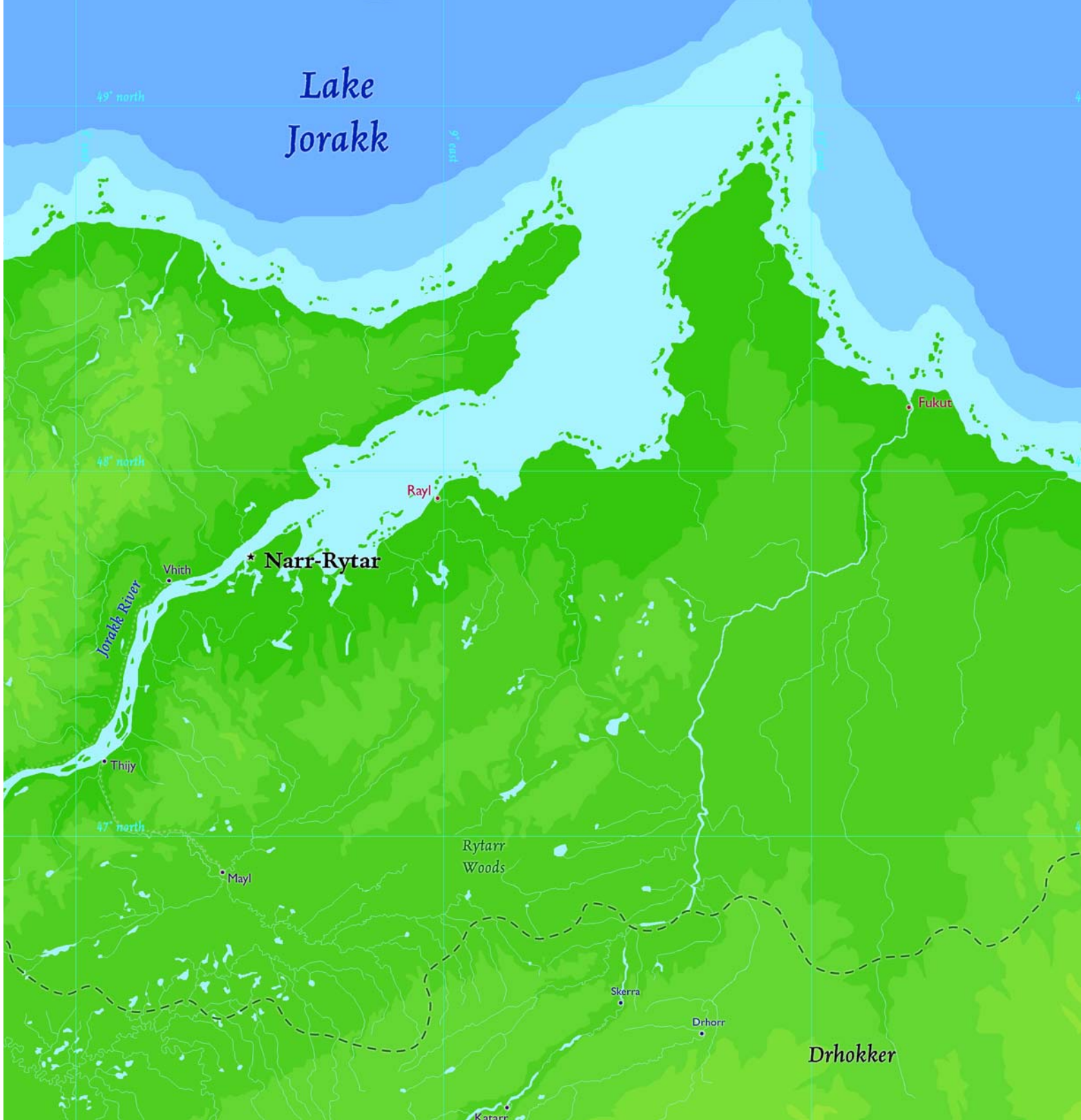
City	Population
Drhoth	.410
Bhorkk	.364
Trukk	.328
Shyr-Norr	.327



City	Population
Gothmerr	3,300
Girrukk	987
Drhuyl	783
Savvath	679
Vrykk	624
Jarorra	581
Norr Birra	579
Urra	479
Ormyn	438
Drhurkk	433

City	Population
Daloth	426
Drheth	423
Jhorr	405
Thajy	401
Shiv-Narr	400
Torr	399
Dherr	393
Toverr	350
Vykk	342
Jirr	340

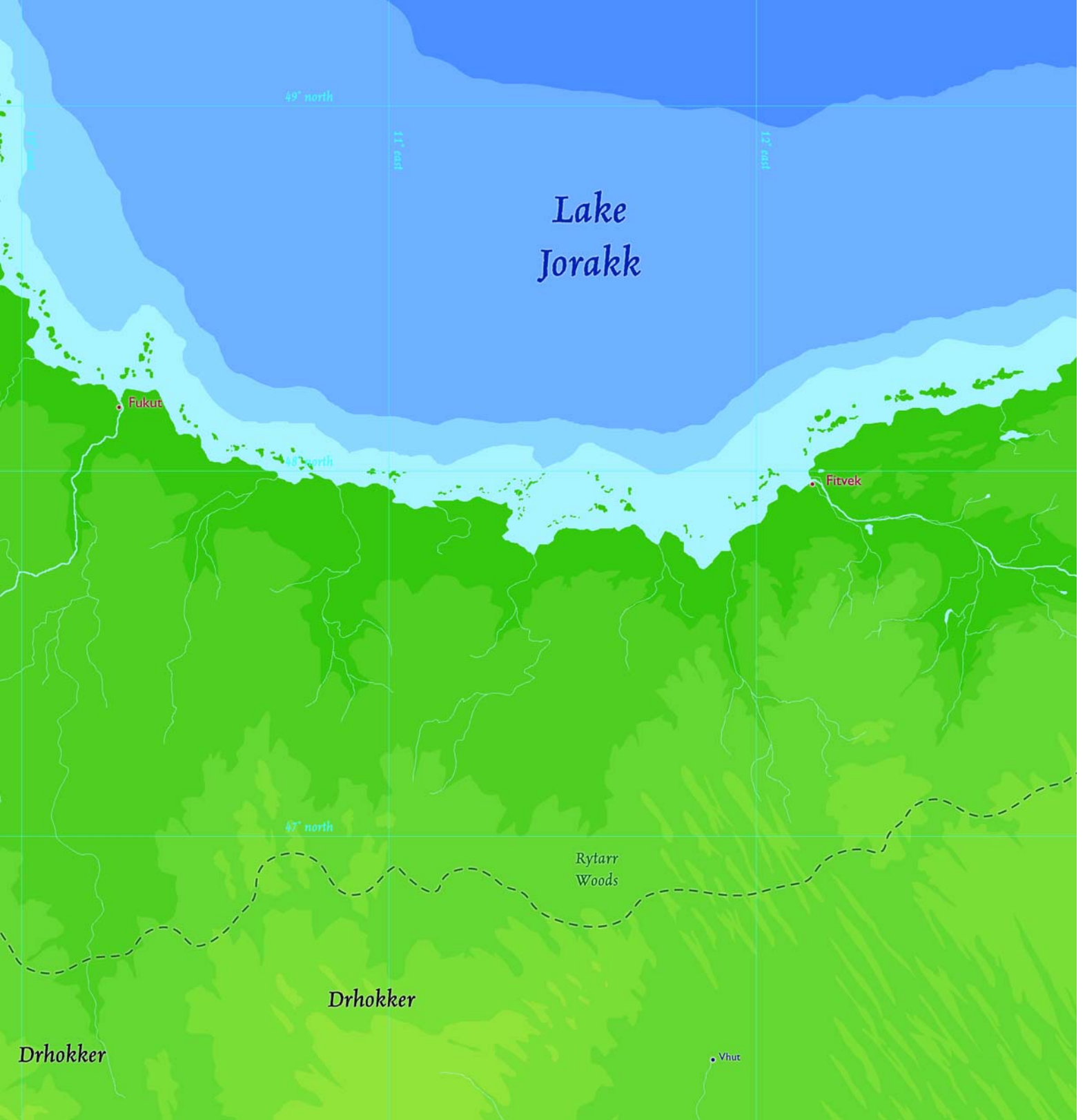
351	352	353	354	355
356	357	358	359	360
361	362	363	364	365
366	367	369	370	371
314	368	372	373	374



351	352	353	354	355
356	357	358	359	360
361	362	363	364	365
366	367	369	370	371
314	368	372	373	374

City .....	Population	City .....	Population
Narr-Rytarr .....	28,000		
Rayl .....	1,868		
Fukut .....	1,641		
Vhith .....	742		
Thijy .....	684		
Mayl .....	543		
Drhorr .....	336		
Skerra .....	311		



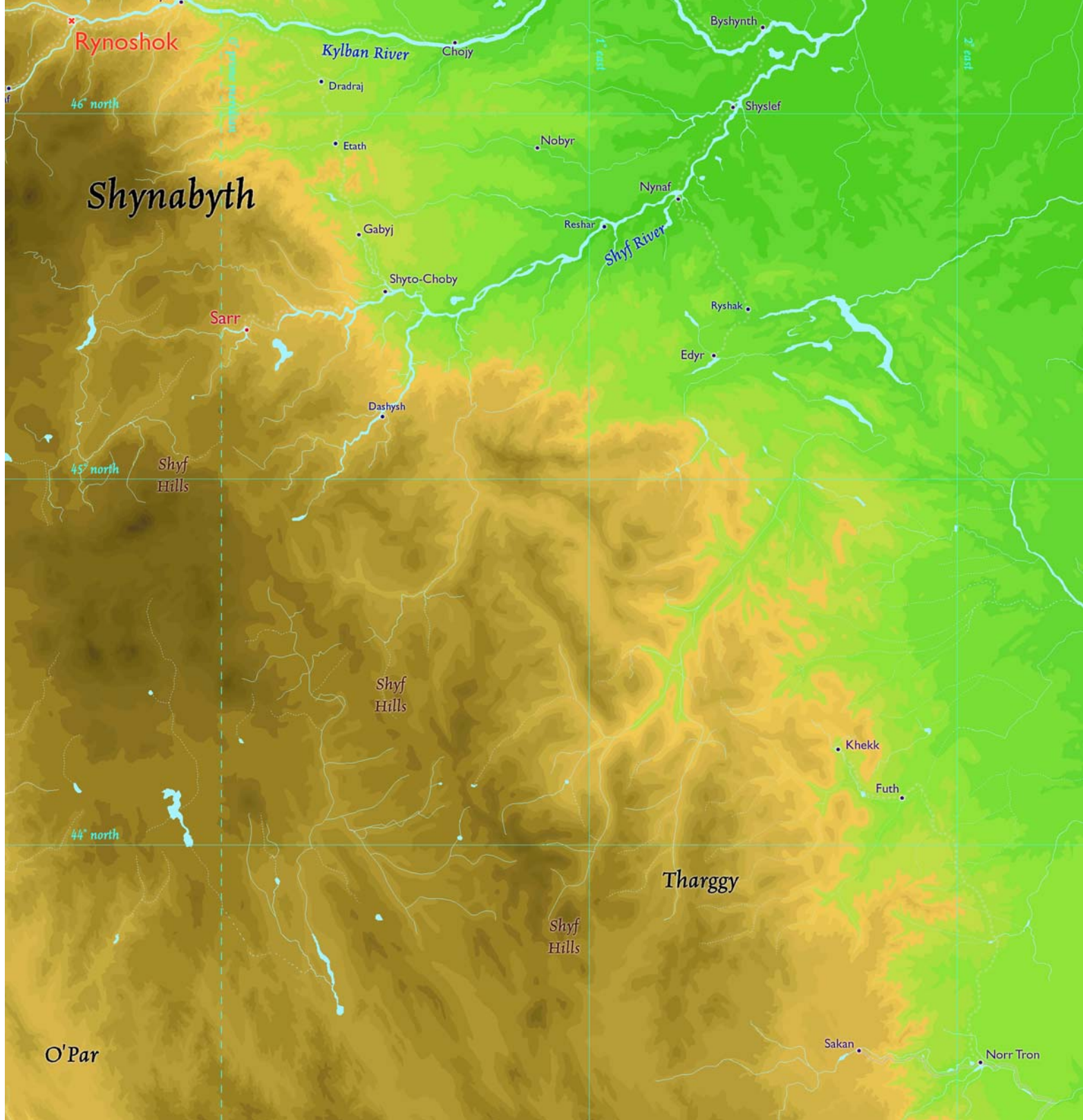


City .....	Population
Fitvek .....	1,659
Vhut .....	358

City .....

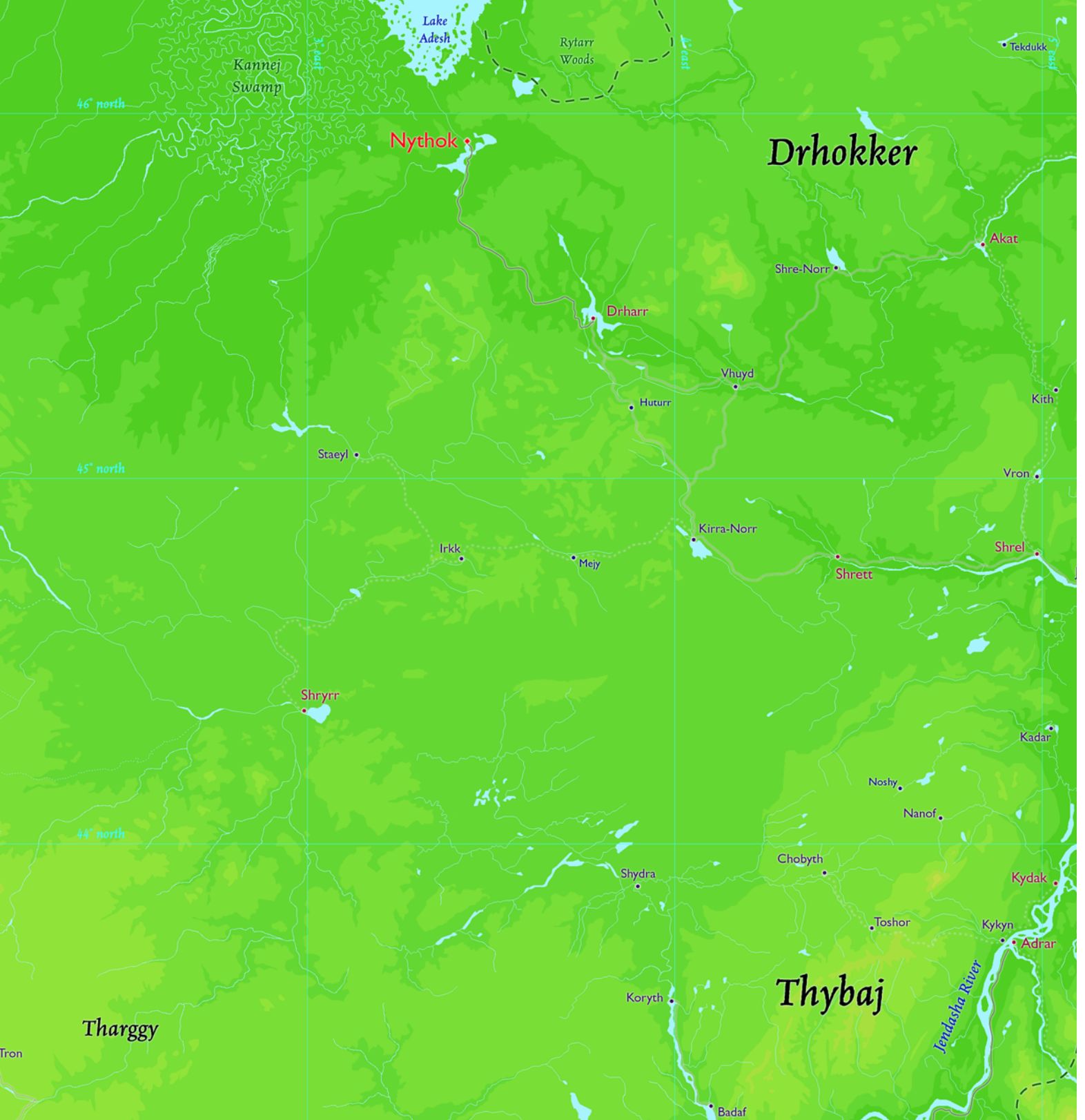
Population

351	352	353	354	355
356	357	358	359	360
361	362	363	364	365
366	367	369	370	371
314	368	372	373	374



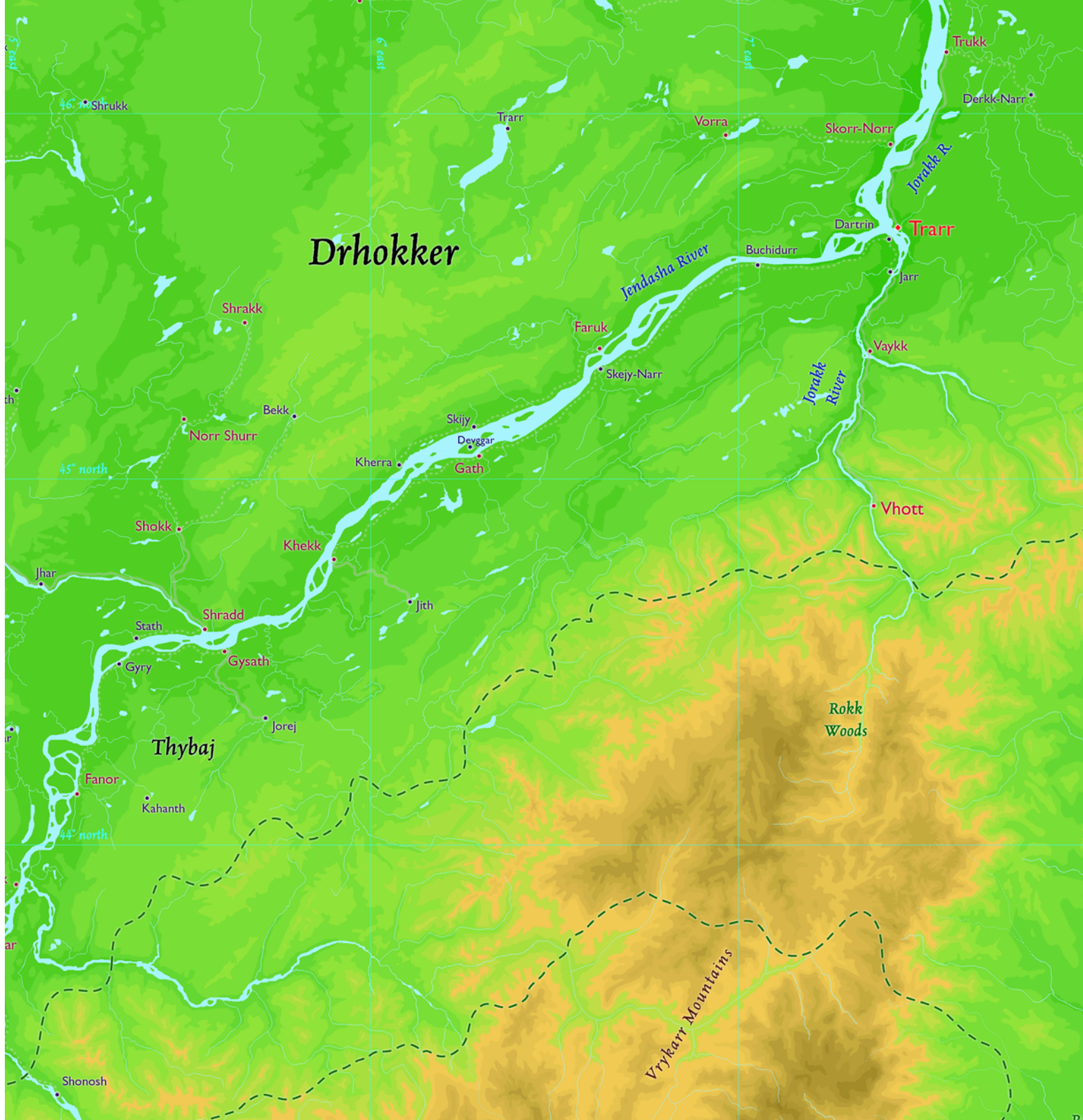
335	336	351	352	353
339	340	356	357	358
343	344	361	362	363
347	348	366	367	369
312	313	314	368	372

City	Population	City	Population
Rynoshok	15,900	Nobyr	434
Sarr	3,000	Byshynth	423
Sakan	621	Chojy	419
Futh	592	Huturr	400
Norr Tron	504	Dashysh	398
Gabyj	499	Ryshak	389
Edyr	487	Etath	388
Shyto-Choby	443	Dradraj	348
Nynaf	442	Reshar	345
Shyslef	438		



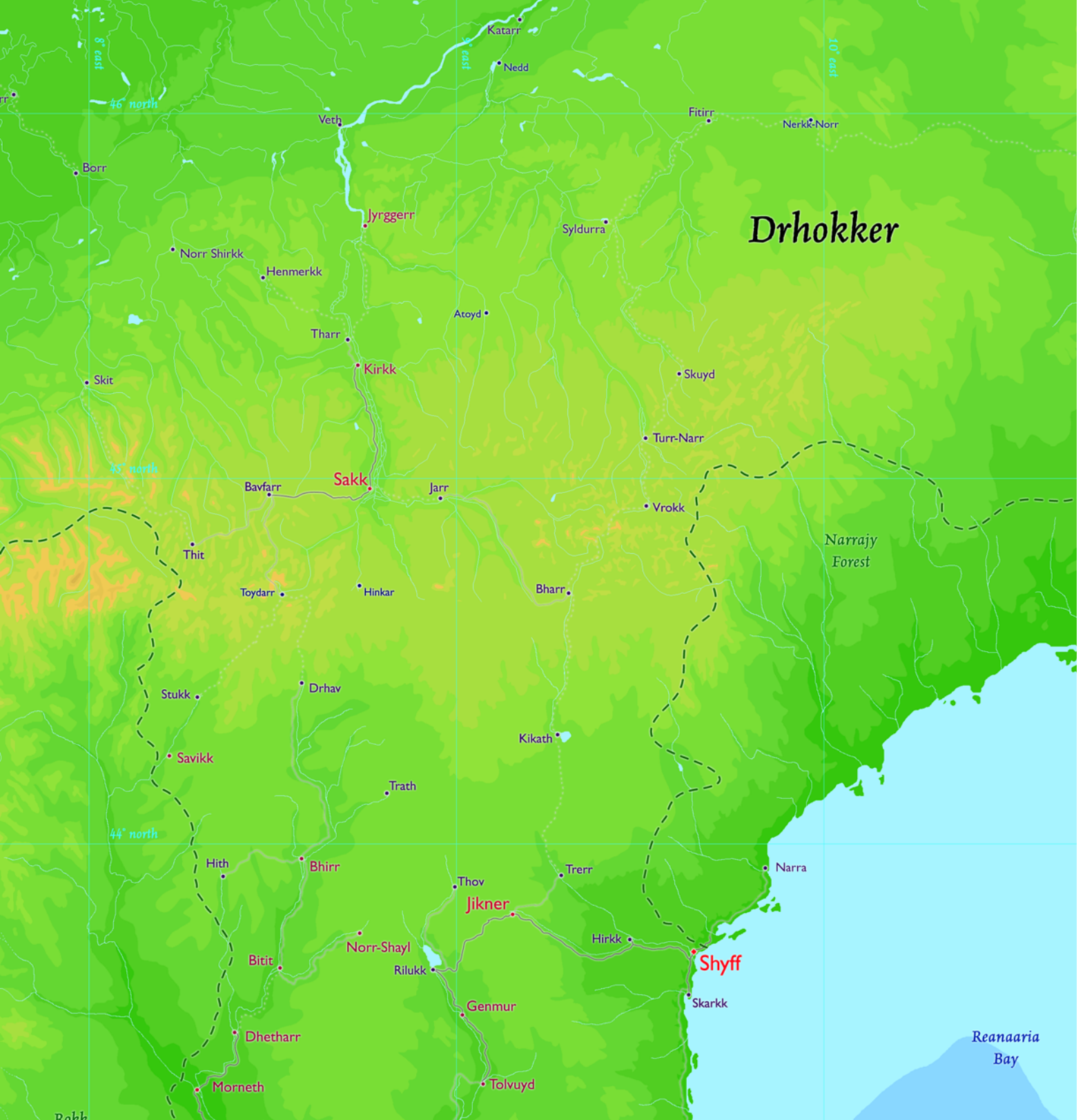
City	Population	City	Population
Nythok	5,500	Vron	796
Kydak	1,443	Shydra	753
Akat	1,302	Ikk	714
Shryrr	1,142	Staeyl	708
Shrett	1,129	Toshor	704
Adrar	1,081	Chobyth	605
Drharr	1,026	Nanof	567
Shrel	1,011	Kykyn	519
Koryth	903	Kadar	504
Kirra-Norr	850	Kith	477

336	351	352	353	354
340	356	357	358	359
344	361	362	363	364
348	366	367	369	370
313	314	368	372	373



351	352	353	354	355
356	357	358	359	360
361	362	363	364	365
366	367	369	370	371
314	368	372	373	374

City	Population	City	Population
Trarr	5,500	Norr Shurr	1,218
Vhott	3,600	Shrakk	1,127
Gysath	1,669	Vaykk	1,028
Shradd	1,605	Shokk	939
Gath	1,537	Fanor	926
Skorr-Norr	1,496	Gyry	812
Faruk	1,376	Kherra	694
Vorra	1,284	Dartrin	691
Khekk	1,258	Derkk-Narr	686
Trukk	1,227	Jorej	671

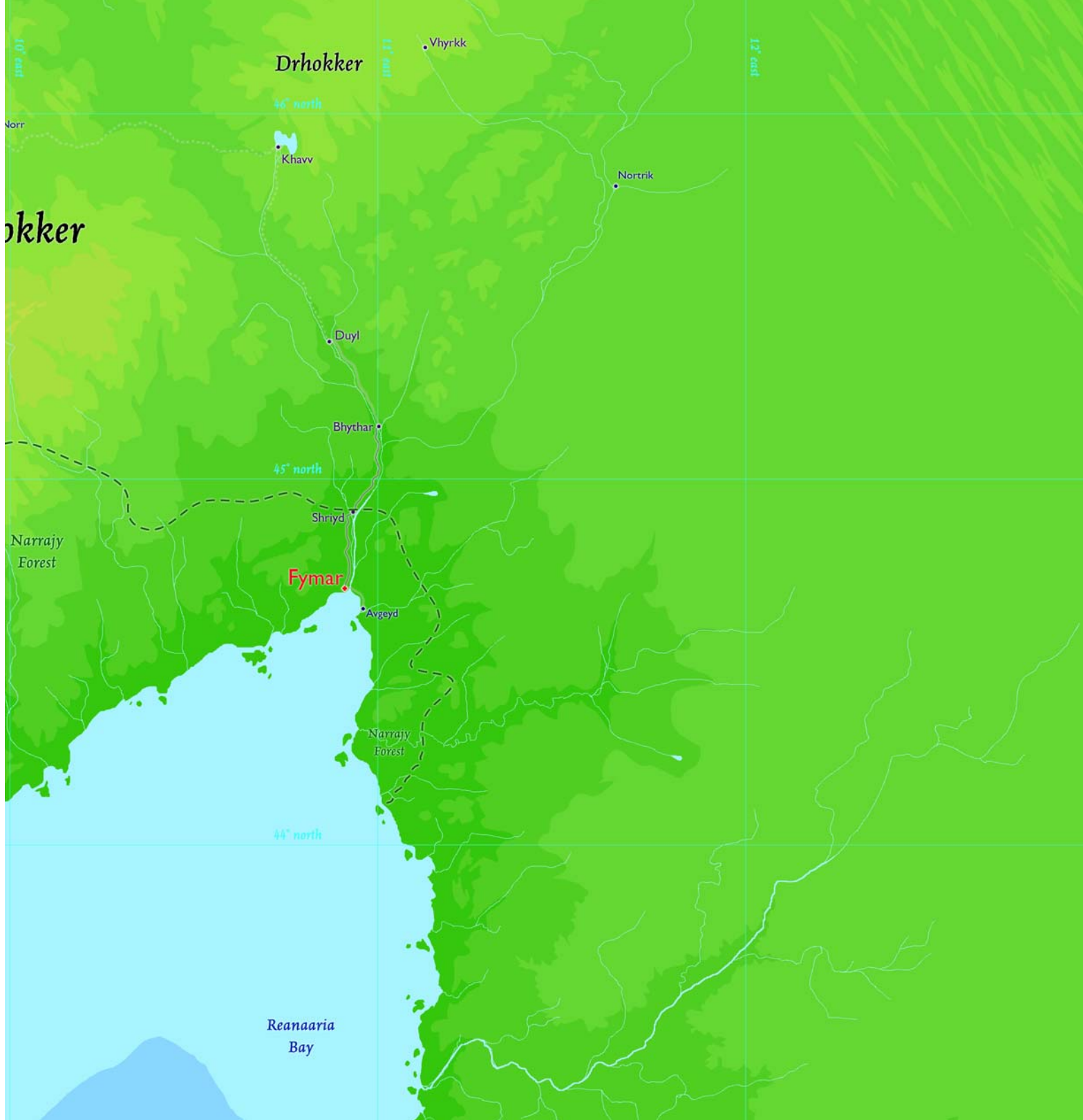


# Drhokker

City	Population
Shyff	7,500
Jikner	2,443
Morneth	2,408
Sakk	2,275
Dhetharr	1,979
Kirkk	1,604
Savikk	1,601
Bhirr	1,579
Tolvuyd	1,250
Jyrggerr	1,154

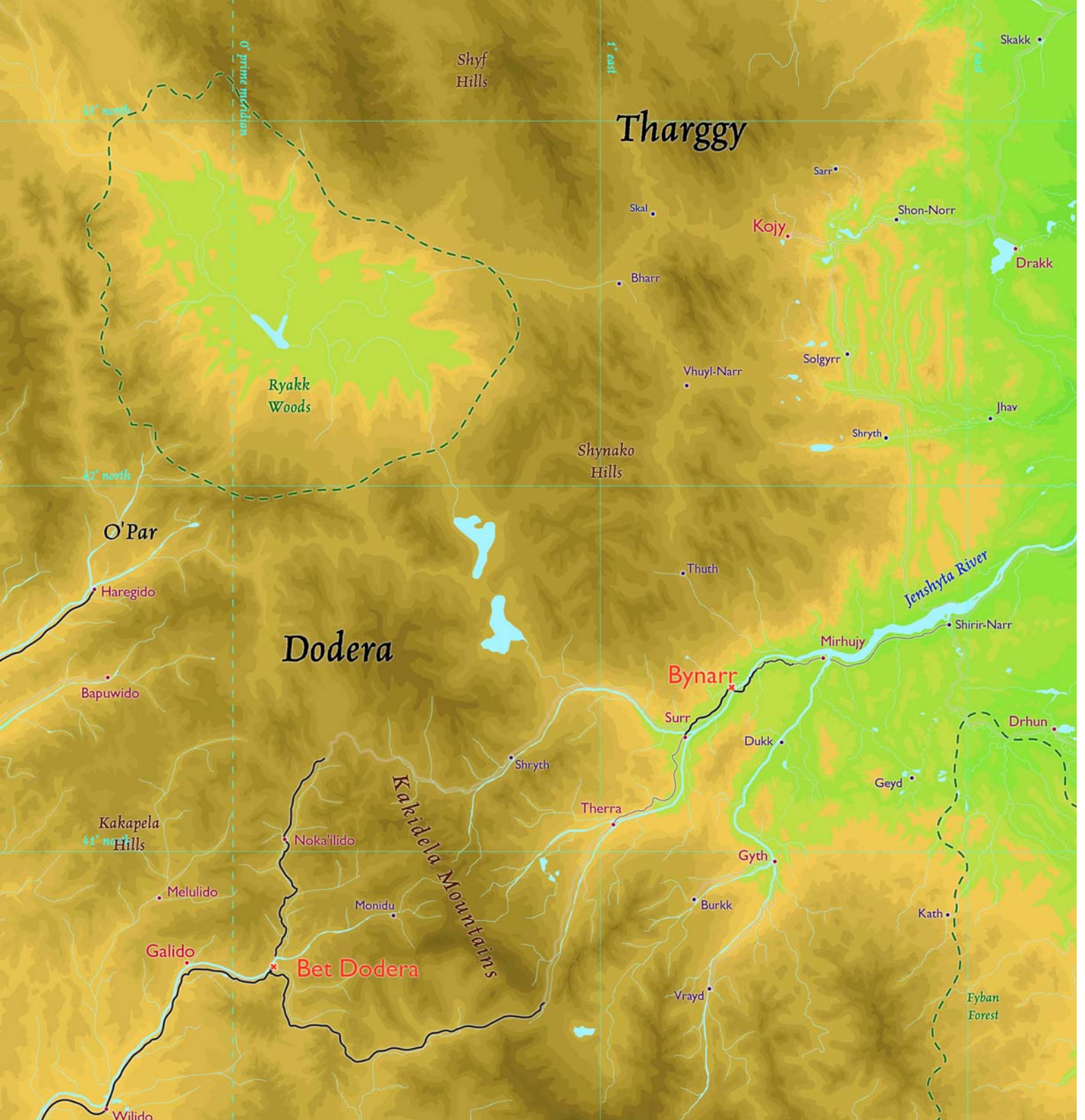
City	Population
Genmur	1,030
Norr Shayl	1,022
Bitit	954
Veth	837
Rilukk	828
Norr Shirkk	792
Turr-Narr	769
Thov	741
Drhav	707
Trath	604

351	352	353	354	355
356	357	358	359	360
361	362	363	364	365
366	367	369	370	371
314	368	372	373	374



351	352	353	354	355
356	357	358	359	360
361	362	363	364	365
366	367	369	370	371
314	368	372	373	374

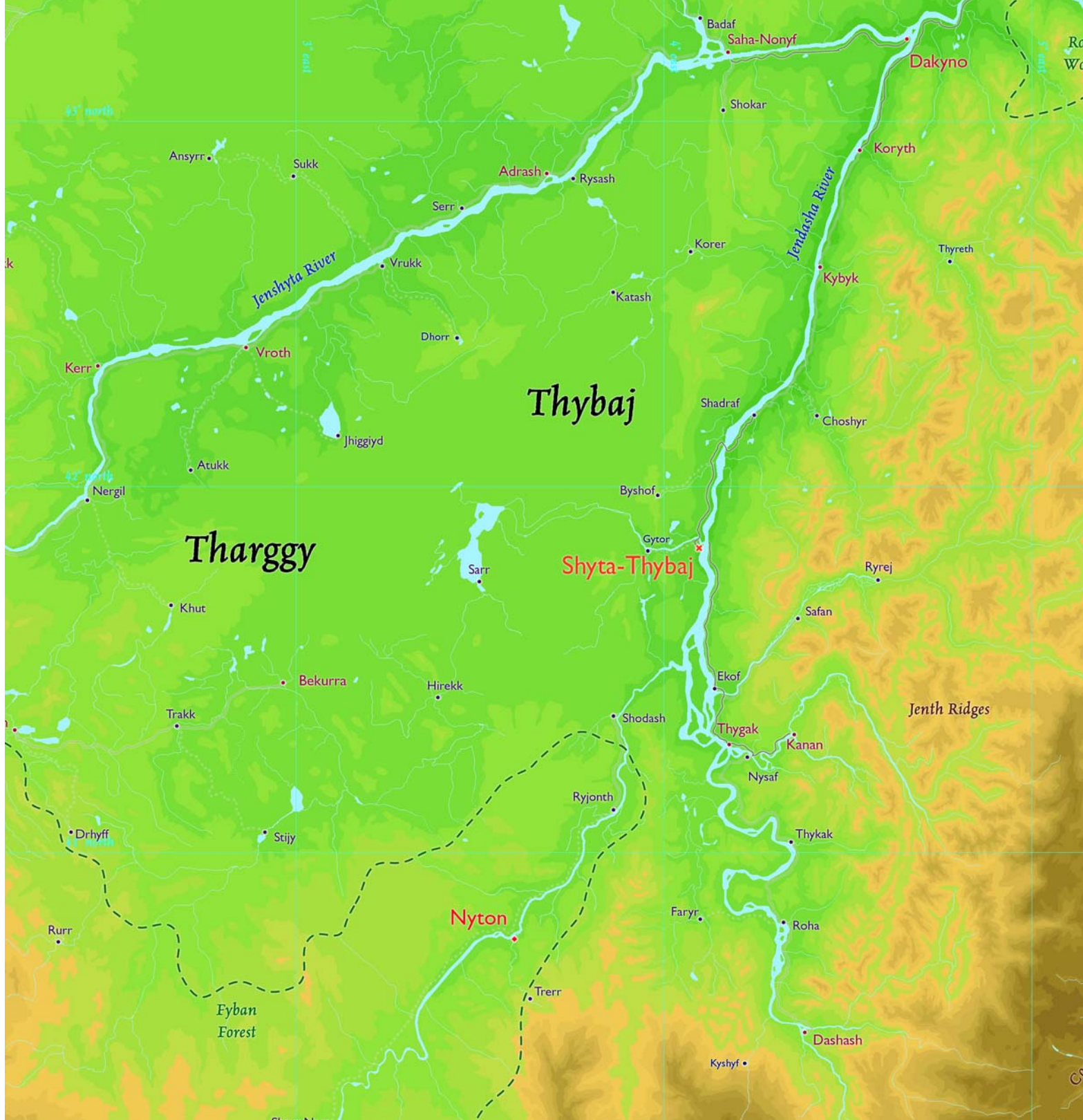
City .....	Population	City .....	Population
Fymar .....	5,200		
Bhythar .....	797		
Khavv .....	760		
Duy .....	453		
Shriyd .....	443		
Vhyrkk .....	404		
Avgeyd .....	347		
Nortrik .....	347		



City	Population
Bynarr	19,800
Bet Dodera	17,900
Kojoy	4,100
Galido	2,255
Mirhujoy	1,902
Melulido	1,576
Drhun	1,481
Haregido	1,425
Surr	1,357
Noka'ilido	1,194

City	Population
Bapuwido	1,184
Gyth	1,084
Therra	976
Monidu	829
Dukk	785
Sharir-Narr	737
Thuth	736
Drakk	657
Vhuy'l-Narr	653
Geyd	652

339	340	356	357	358
343	344	361	362	363
347	348	366	367	369
312	313	314	368	372
316	317	318	319	375

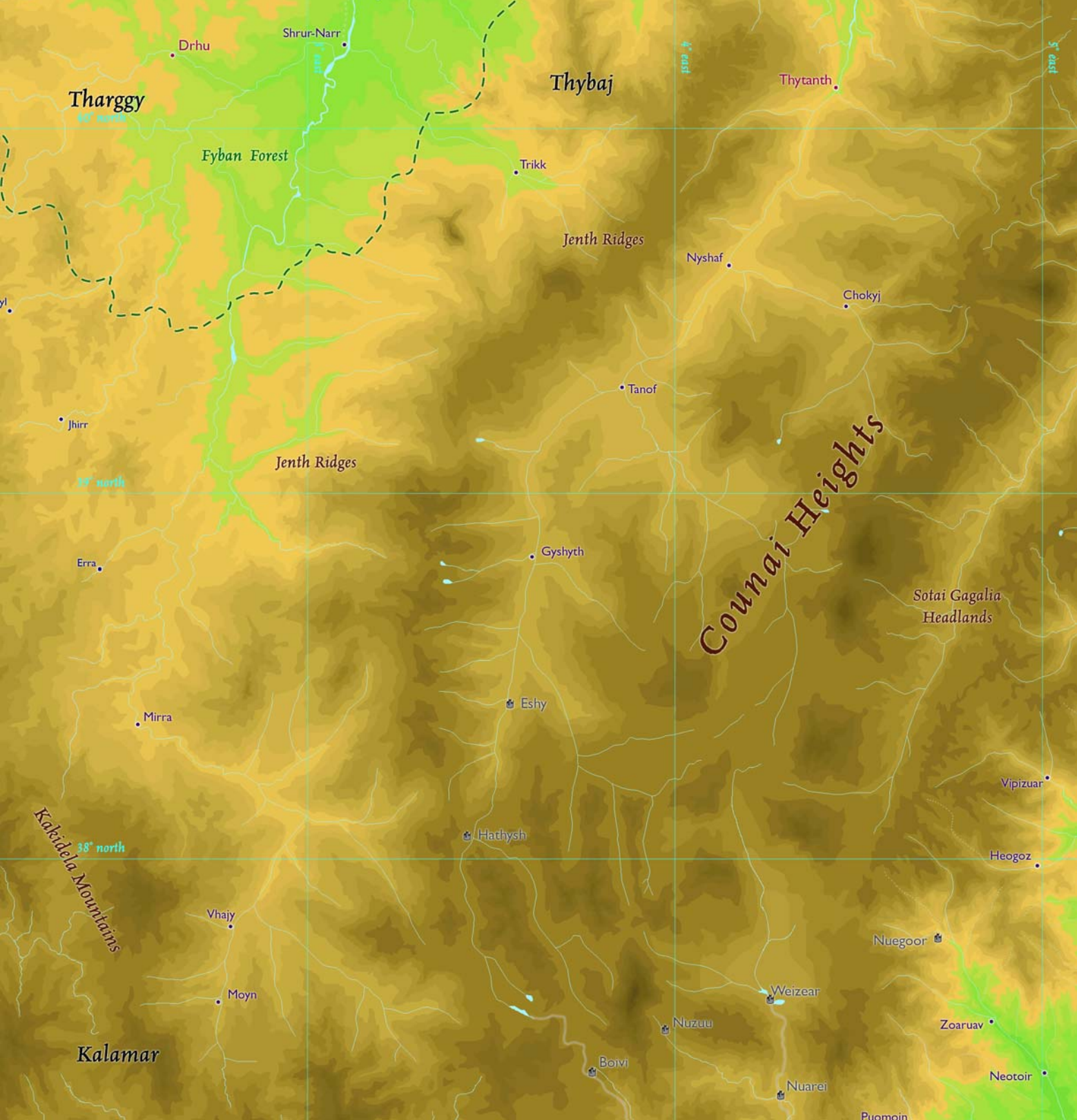


340	356	357	358	359
344	361	362	363	364
348	366	367	369	370
313	314	368	372	373
317	318	319	375	376

City	Population
Shyta-Thybaj	17,200
Nyton	8,300
Dakyno	5,000
Saha-Nonyf	1,605
Adrash	1,599
Kybyk	1,552
Kerr	1,439
Dashash	1,407
Bekurra	1,401
Vroth	1,324

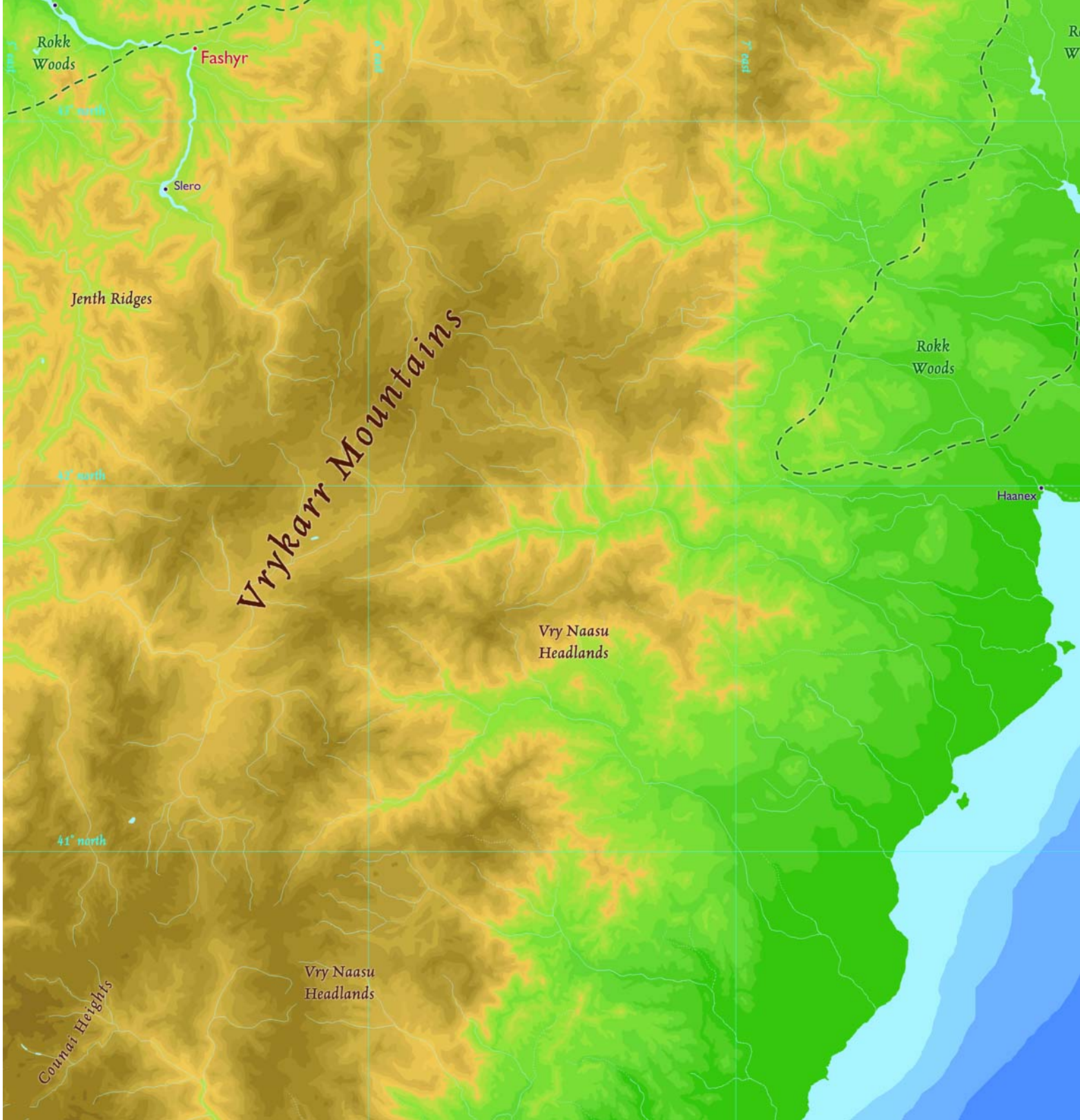
City	Population
Shadrafa	1,136
Kanan	1,087
Thygak	1,082
Korer	871
Mosidu	826
Thyak	810
Serr	795
Ryjonth	778
Roha	765
Rurr	765





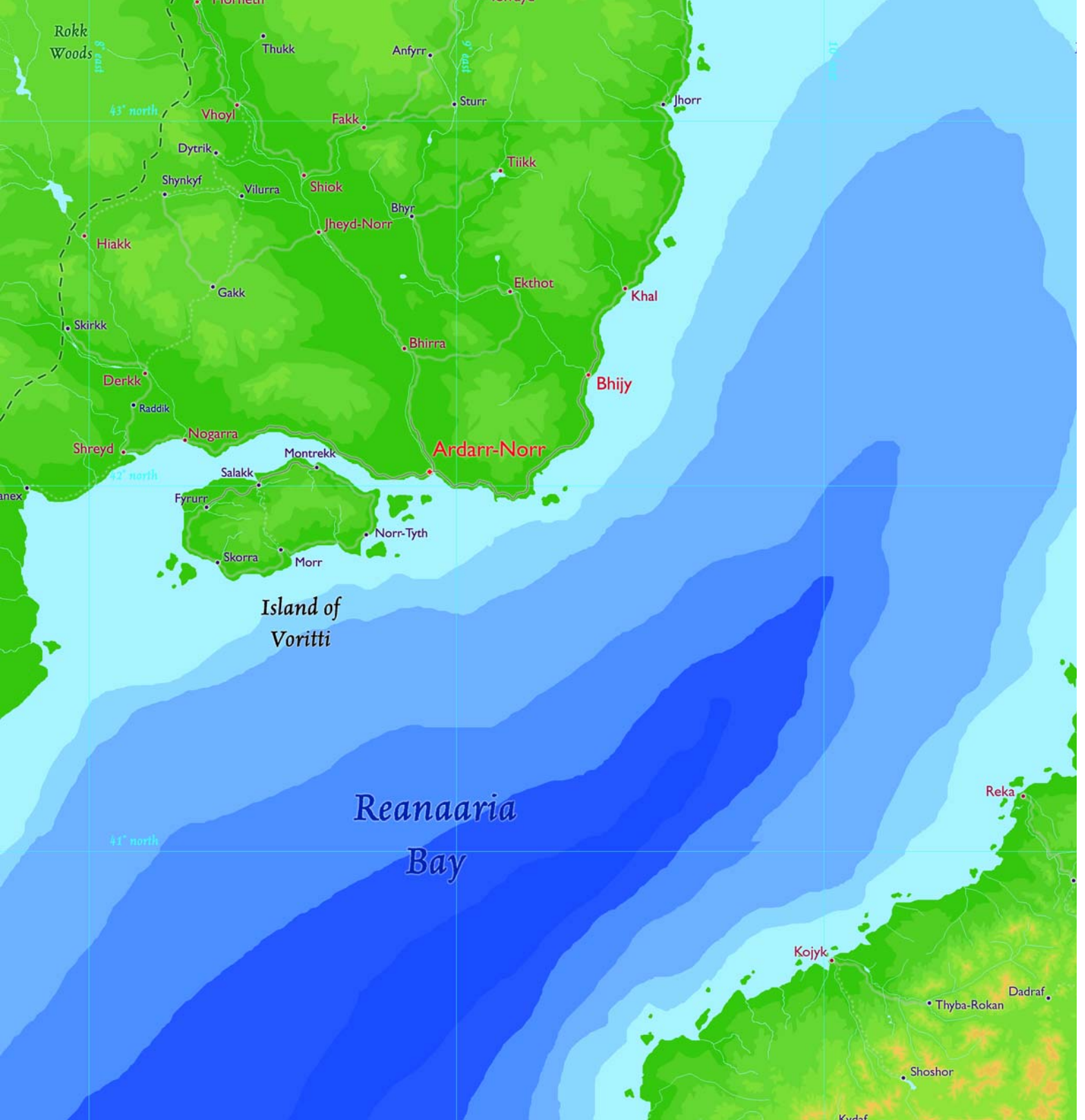
City	Population	City	Population
Thytanth	3,353	Gyshyth	522
Drhu	1,139	Nyshaf	520
Tanof	773	Mirra	511
Vipizuar	745	Chokyj	455
Moyn	677	Zoaruav	435
Trikk	648	Jhirr	380
Shrir-Narr	616	Erra	379
Neotoir	615		
Vhajy	594		
Heogoz	533		

344	361	362	363	364
348	366	367	369	370
313	314	368	372	373
317	318	319	375	376
321	322	323	378	379



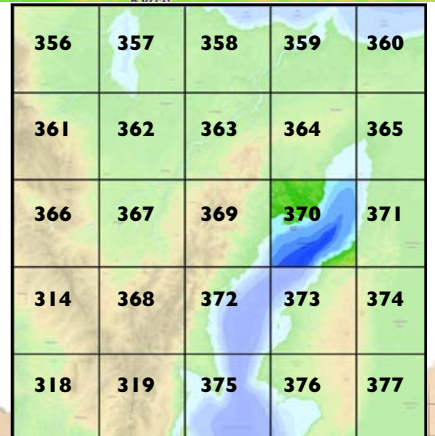
356	357	358	359	360
361	362	363	364	365
366	367	369	370	371
314	368	372	373	374
318	319	375	376	377

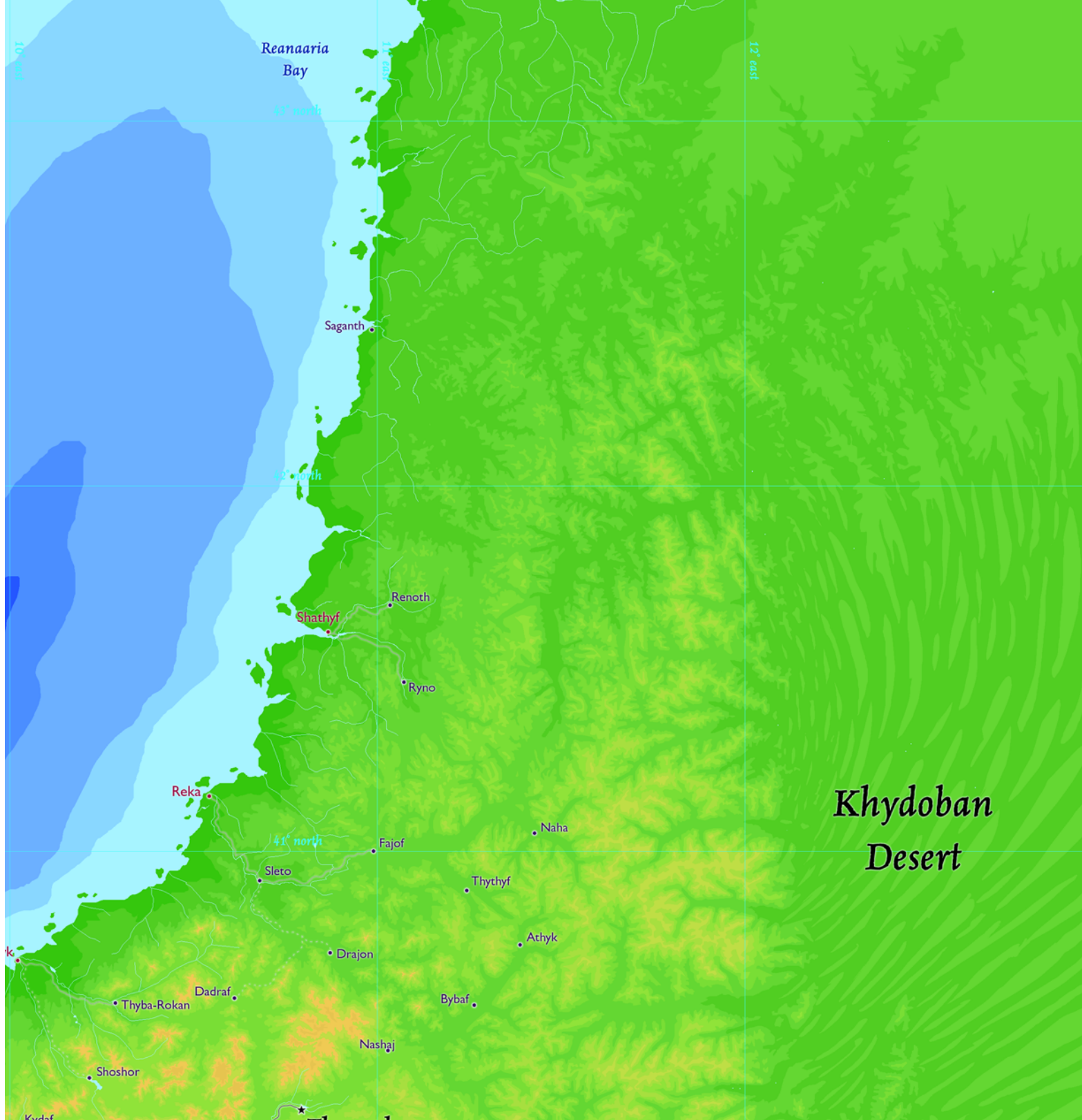
City .....	Population	City .....	Population
Fashyr .....	4,900		
Slero .....	443		
Haanex .....	350		



City	Population
Ardarr-Norr	16,100
Bhijy	2,069
Nogarra	1,853
Jheyd-Norr	1,846
Kojyk	1,655
Vhoyl	1,641
Tiikk	1,448
Khal	1,398
Shreyd	1,342
Bhirra	1,182

City	Population
Derkk	1,120
Ekthot	1,059
Shiok	1,057
Fakk	1,051
Reka	1,037
Hiakk	1,019
Sturr	881
Skirkk	866
Gakk	863
Jhorr	831

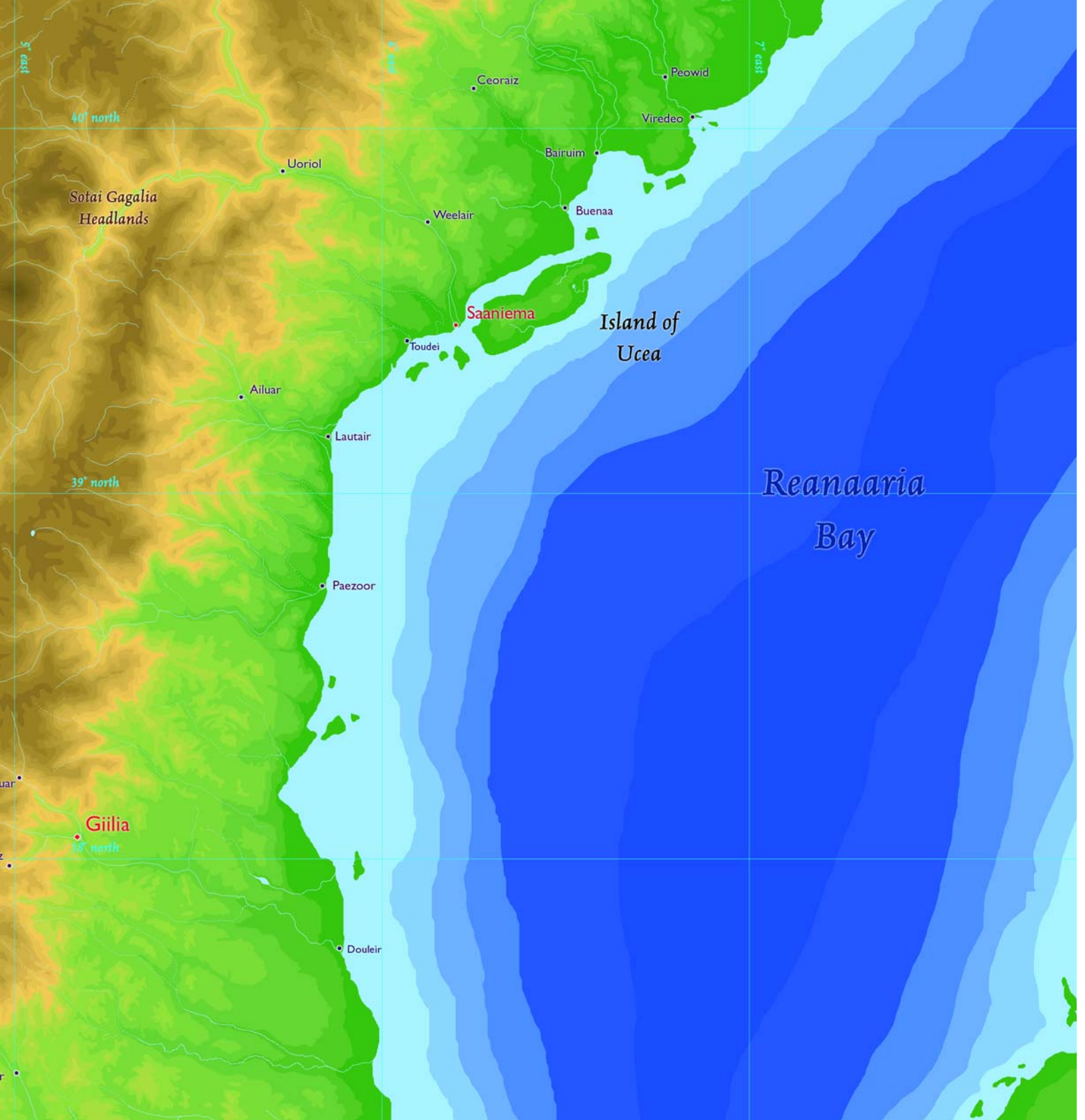




# Khydoban Desert

356	357	358	359	360
361	362	363	364	365
366	367	369	370	371
314	368	372	373	374
318	319	375	376	377

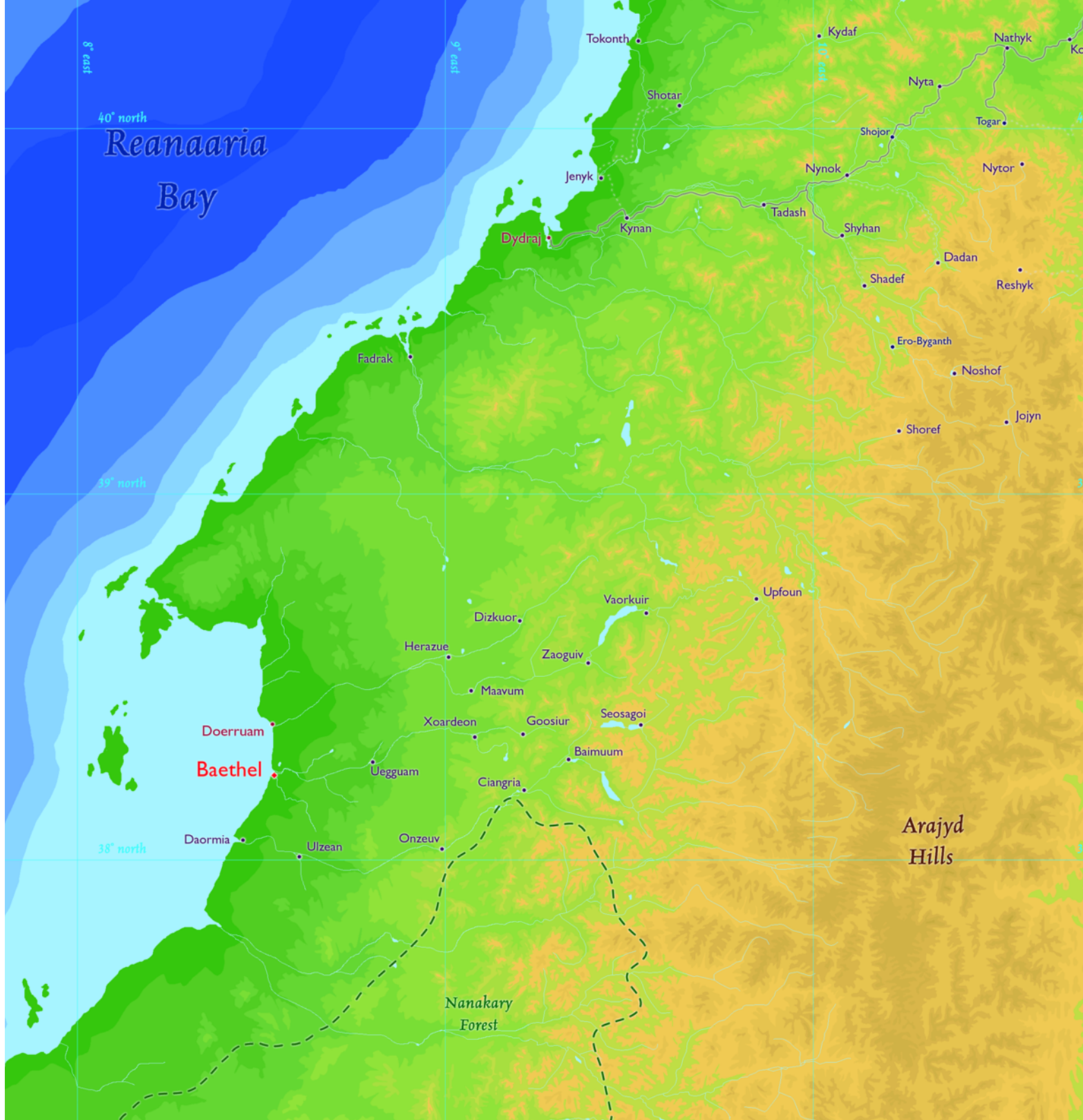
City	Population	City	Population
Shathyf	.970	Bybaf	.481
Saganth	.893	Thythyf	.450
Sleto	.743		
Rynth	.712		
Athyk	.661		
Fajof	.656		
Nashaj	.623		
Ryno	.587		
Drajon	.527		
Naha	.501		



City	Population
Giilia	7,100
Saaniema	5,000
Buena	760
Viredeo	731
Lautair	625
Paezoor	617
Uoriol	605
Bairuim	555
Peowid	538
Weelair	469

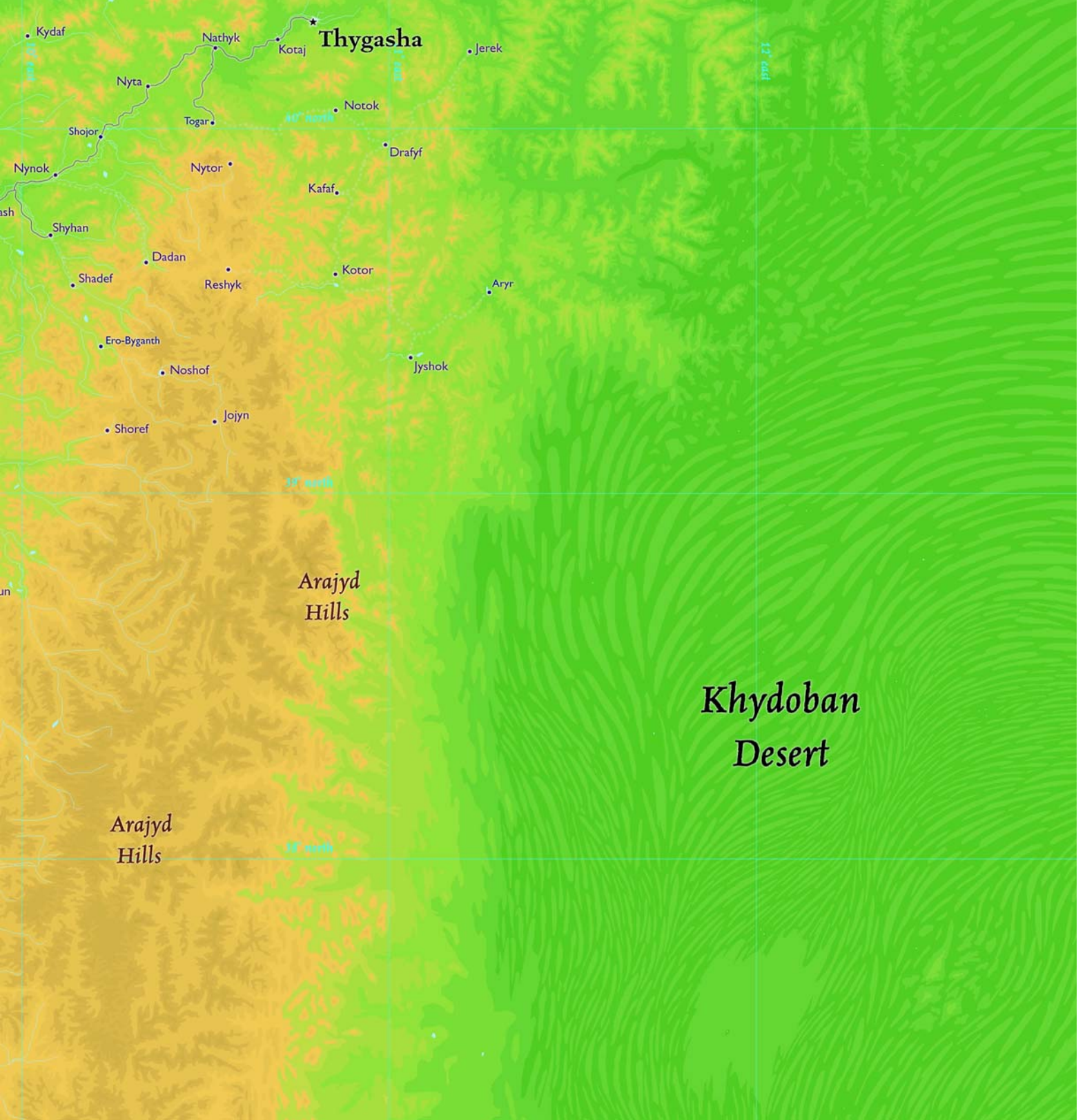
Ceoraiz	452
City	Population
Ailuar	449
Toudei	389
Douleir	356

361	362	363	364	365
366	367	369	370	371
314	368	372	373	374
318	319	375	376	377
322	323	378	379	380



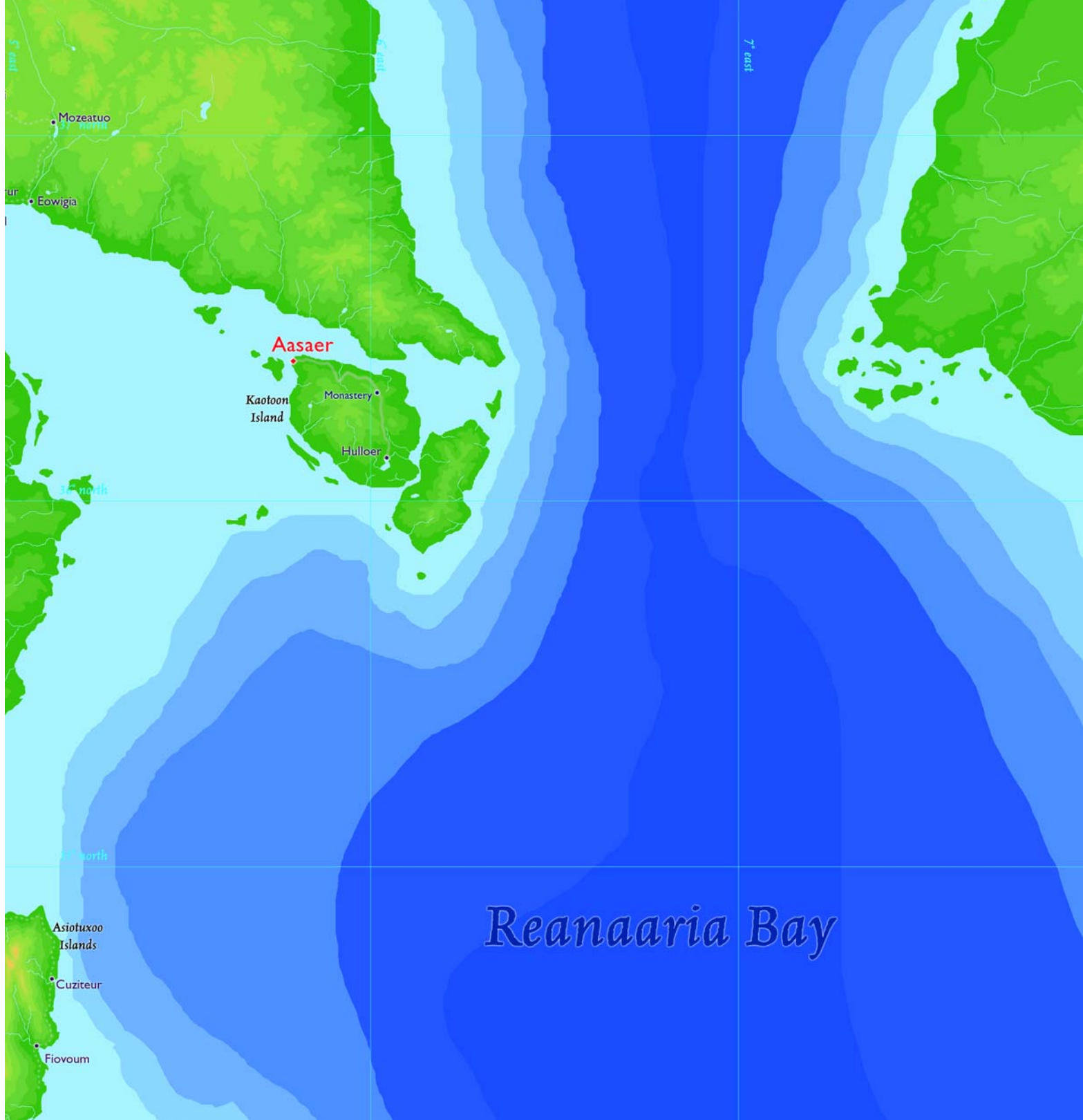
361	362	363	364	365
366	367	369	370	371
314	368	372	373	374
318	319	375	376	377
322	323	378	379	380

City	Population	City	Population
Baethel	7,500	Tokonth	618
Dydraj	1,574	Shotar	609
Doerruum	939	Baimuum	605
Fadrak	820	Shadef	588
Noshof	795	Goosiuur	581
Jenyk	791	Maavum	572
Daormia	771	Zaoguiv	556
Xoardeal	706	Jojyn	551
Upfoun	690	Nynok	533
Uegguam	652	Reshyk	532



City .....	Population	City .....	Population
Thygasha .....	40,063		
Notok .....	786		
Jerek .....	710		
Kafaf .....	628		
Kotaj .....	593		
Kotor .....	592		
Jyshok .....	579		
Drafyf .....	479		
Aryr .....	354		

361	362	363	364	365
366	367	369	370	371
314	368	372	373	374
318	319	375	376	377
322	323	378	379	380

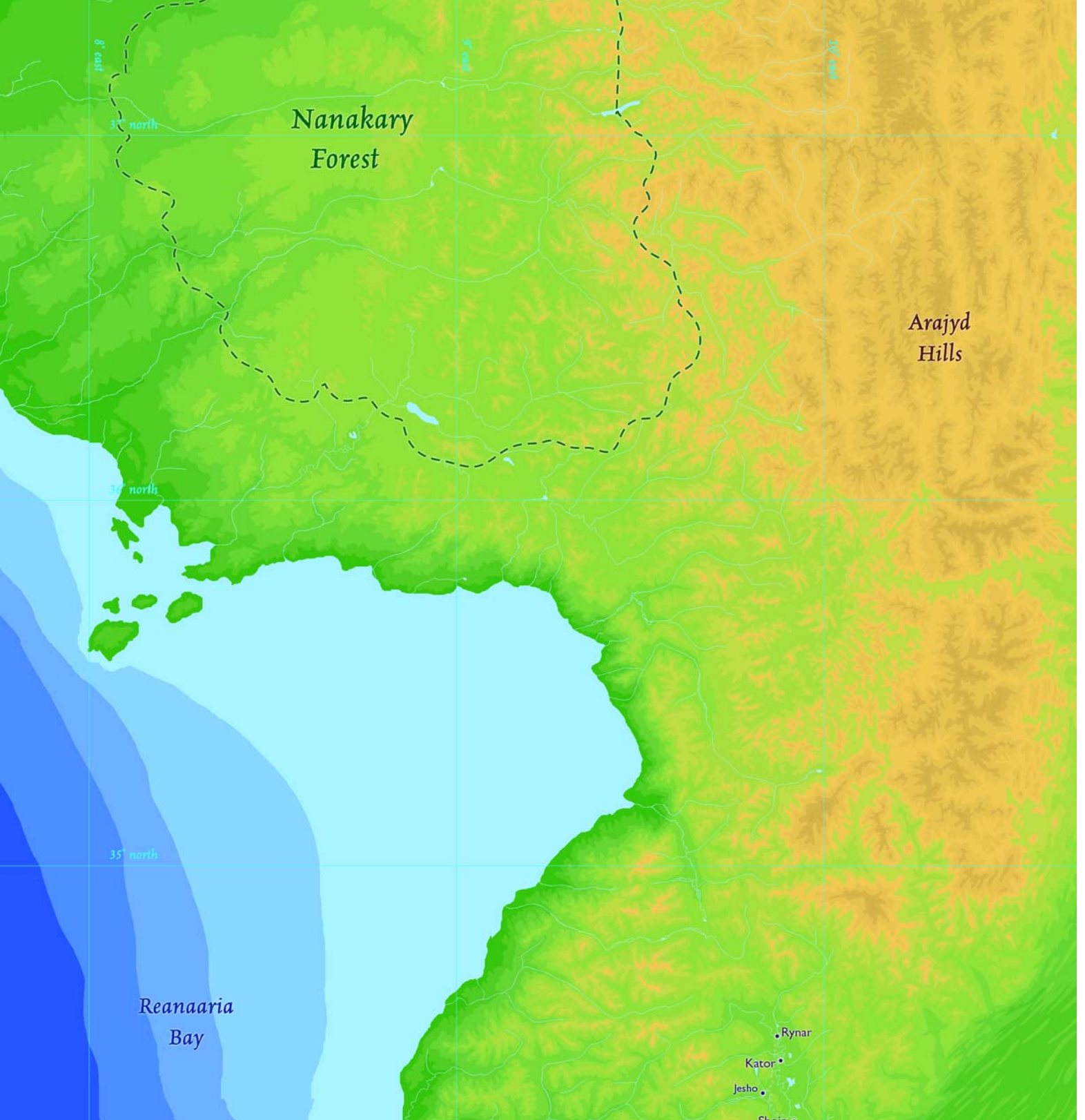


# Reanaaria Bay

366	367	369	370	371
314	368	372	373	374
318	319	375	376	377
322	323	378	379	380
325	326	381	382	383

City	Population	City	Population
Aasaer	.6,700		
Eowigia	.845		
Fiovoum	.665		
Mozeatuo	.545		
Cuziteur	.432		
Hulloor	.416		



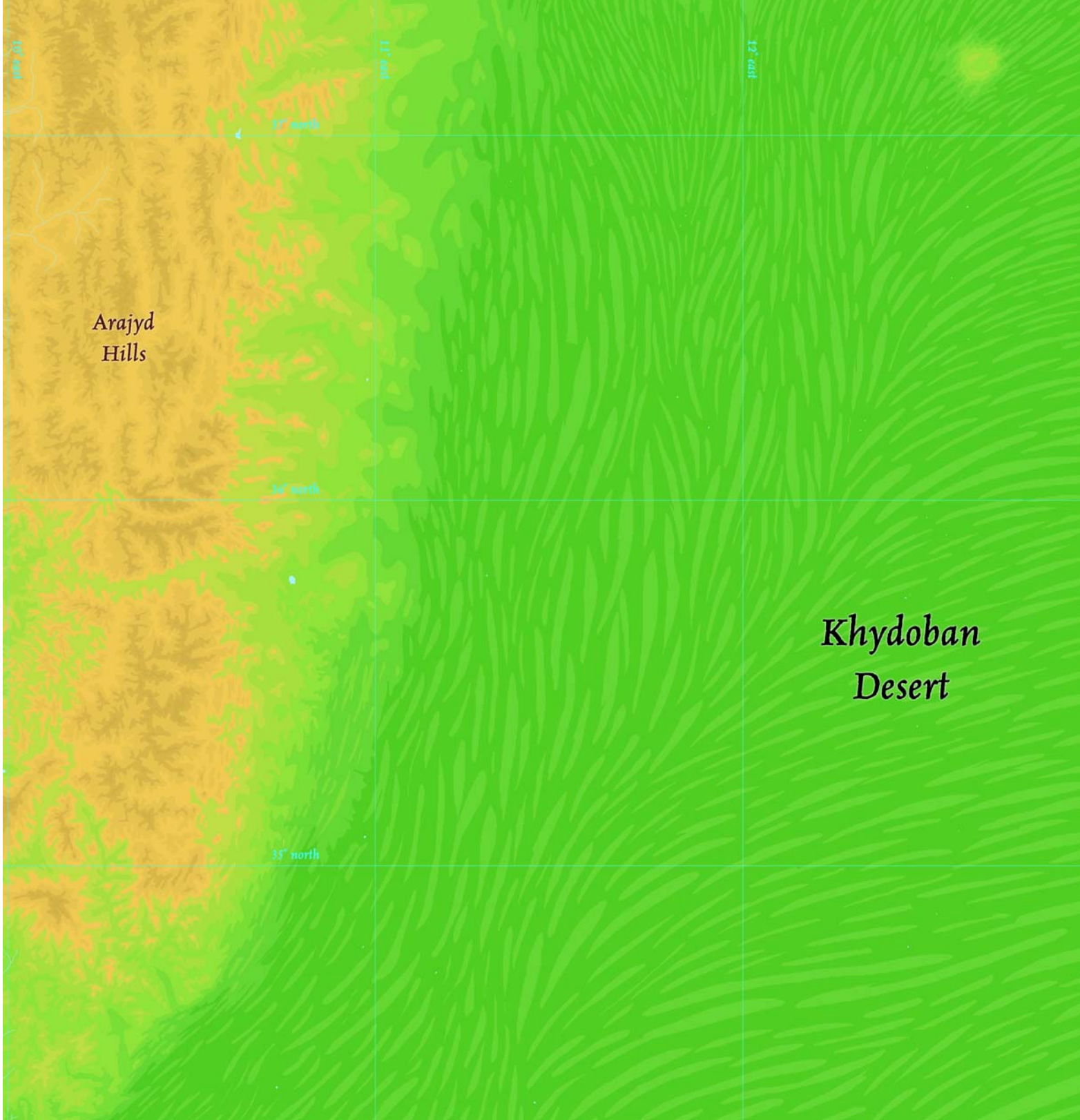


City .....	Population
Rynar .....	559
Kator .....	403
Jesho .....	370

City .....

Population

366	367	369	370	371
314	368	372	373	374
318	319	375	376	377
322	323	378	379	380
325	326	381	382	383

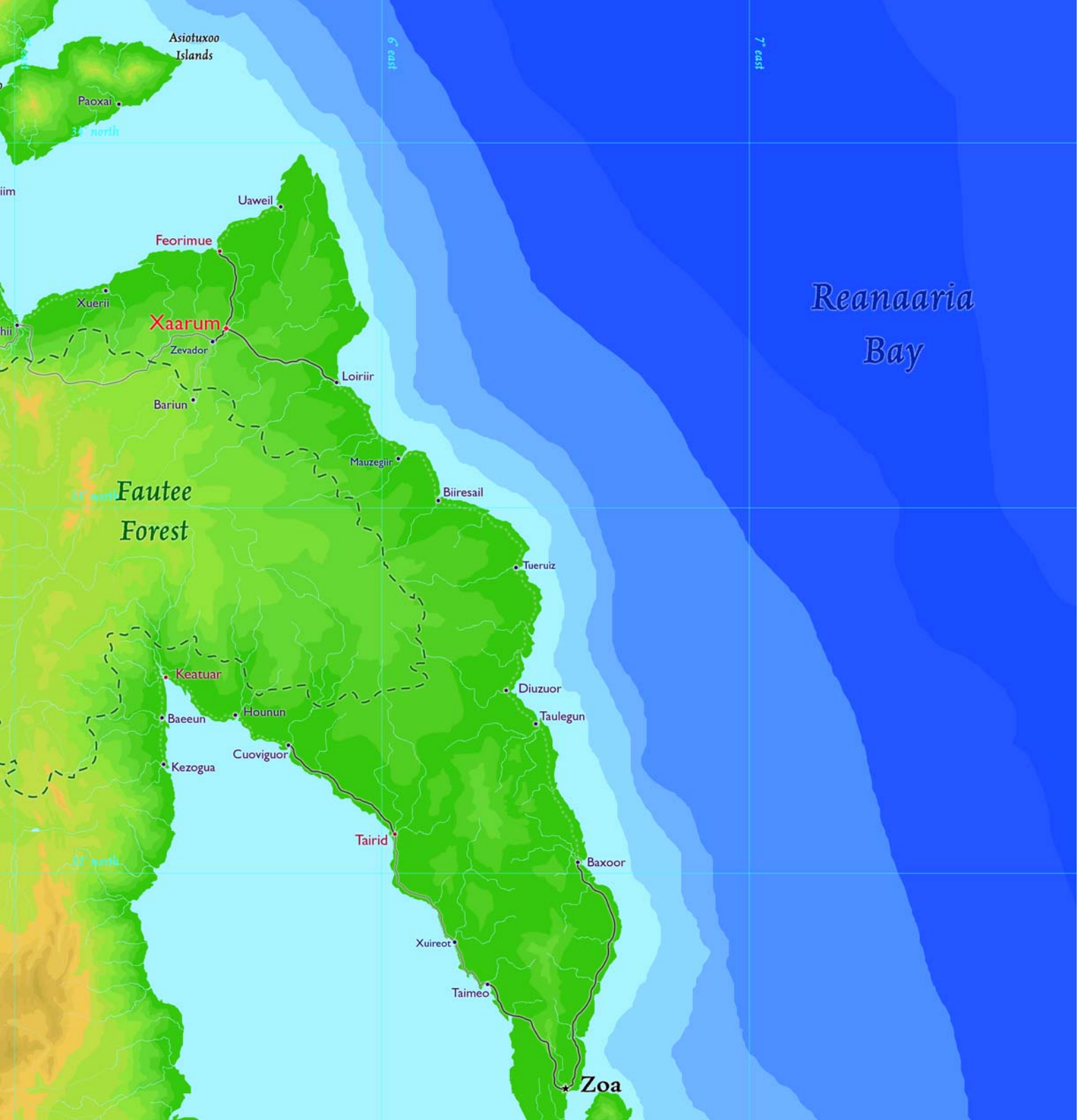


Arajyd  
Hills

Khydoban  
Desert

366	367	369	370	371
314	368	372	373	374
318	319	375	376	377
322	323	378	379	380
325	326	381	382	383

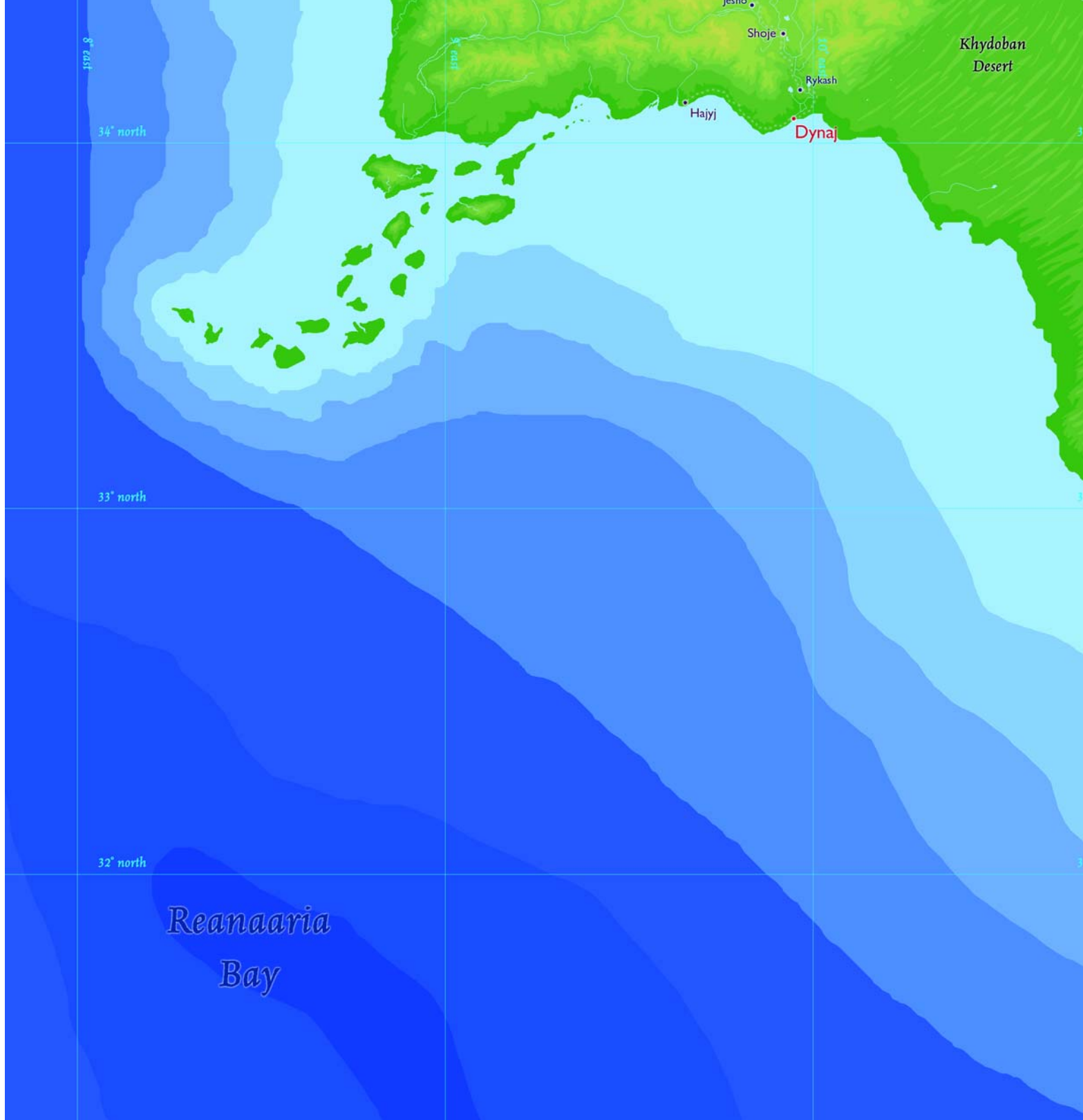
City .....	Population	City .....	Population



City	Population
Zoa	49,400
Xaarium	6,400
Keatuar	1,518
Feorimue	1,459
Tairid	1,166
Taulegun	877
Baxoor	873
Hounun	750
Taimeo	737
Cuoviguor	700

City	Population
Diuzuor	693
Paoxai	640
Kezogua	638
Baeun	633
Loiriir	599
Uaweil	576
Xuerii	510
Bariun	488
Biiresail	421
Zevdaor	380

314	368	372	373	374
318	319	375	376	377
322	323	378	379	380
325	326	381	382	383
328	329	384	385	386



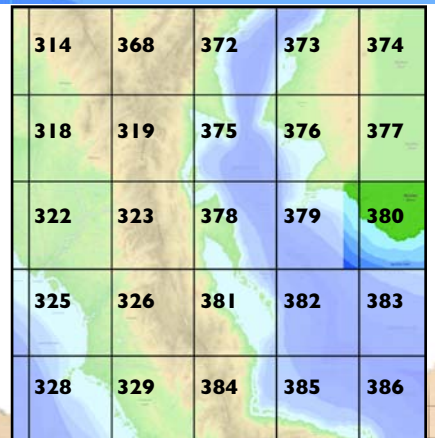
314	368	372	373	374
318	319	375	376	377
322	323	378	379	380
325	326	381	382	383
328	329	384	385	386

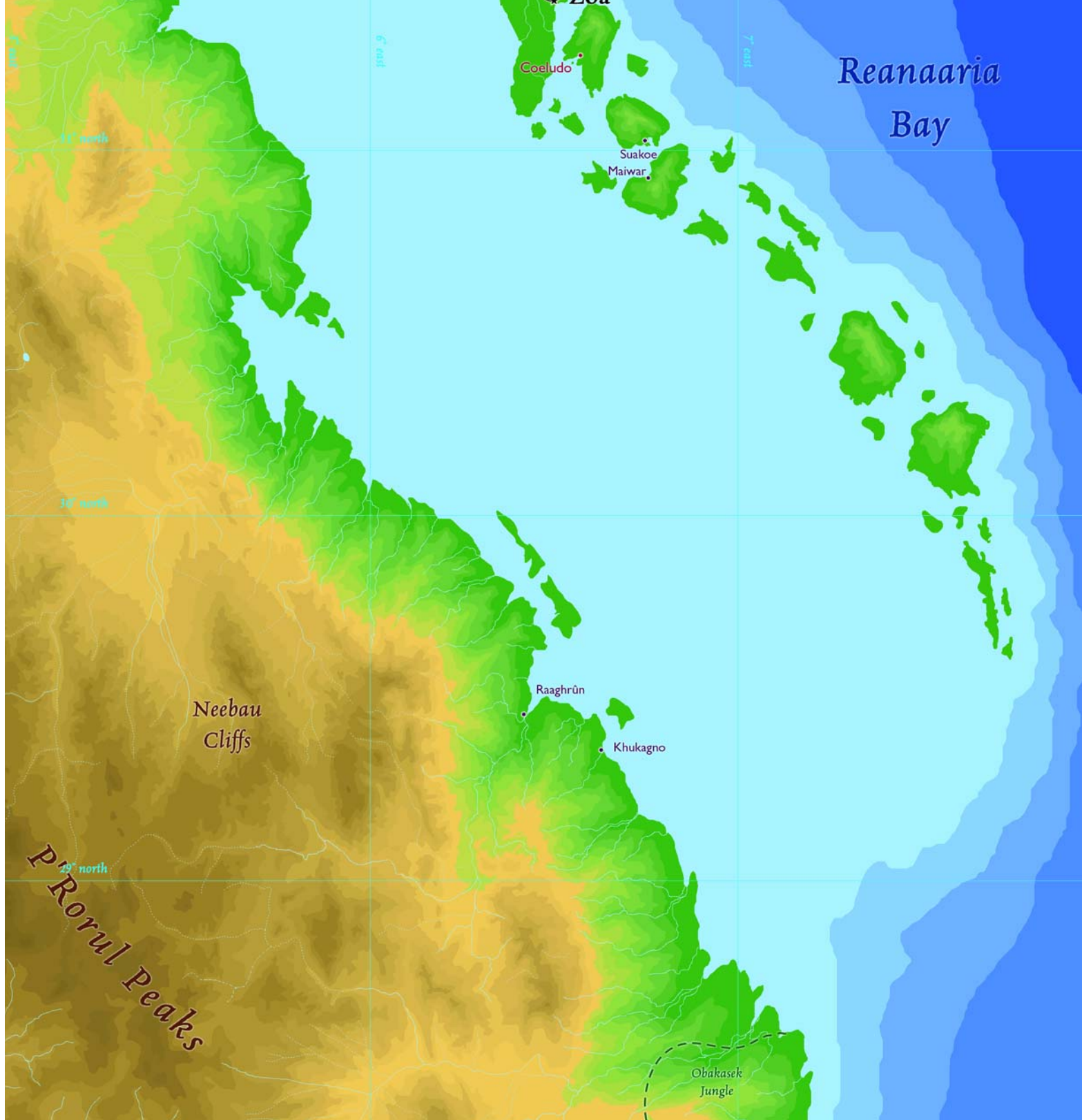
City .....	Population	City .....	Population
Dynaj .....	4,248		
Shoje .....	533		
Hajj .....	456		
Rykash .....	293		



City .....Population  
 Ejja-Vonan .....200

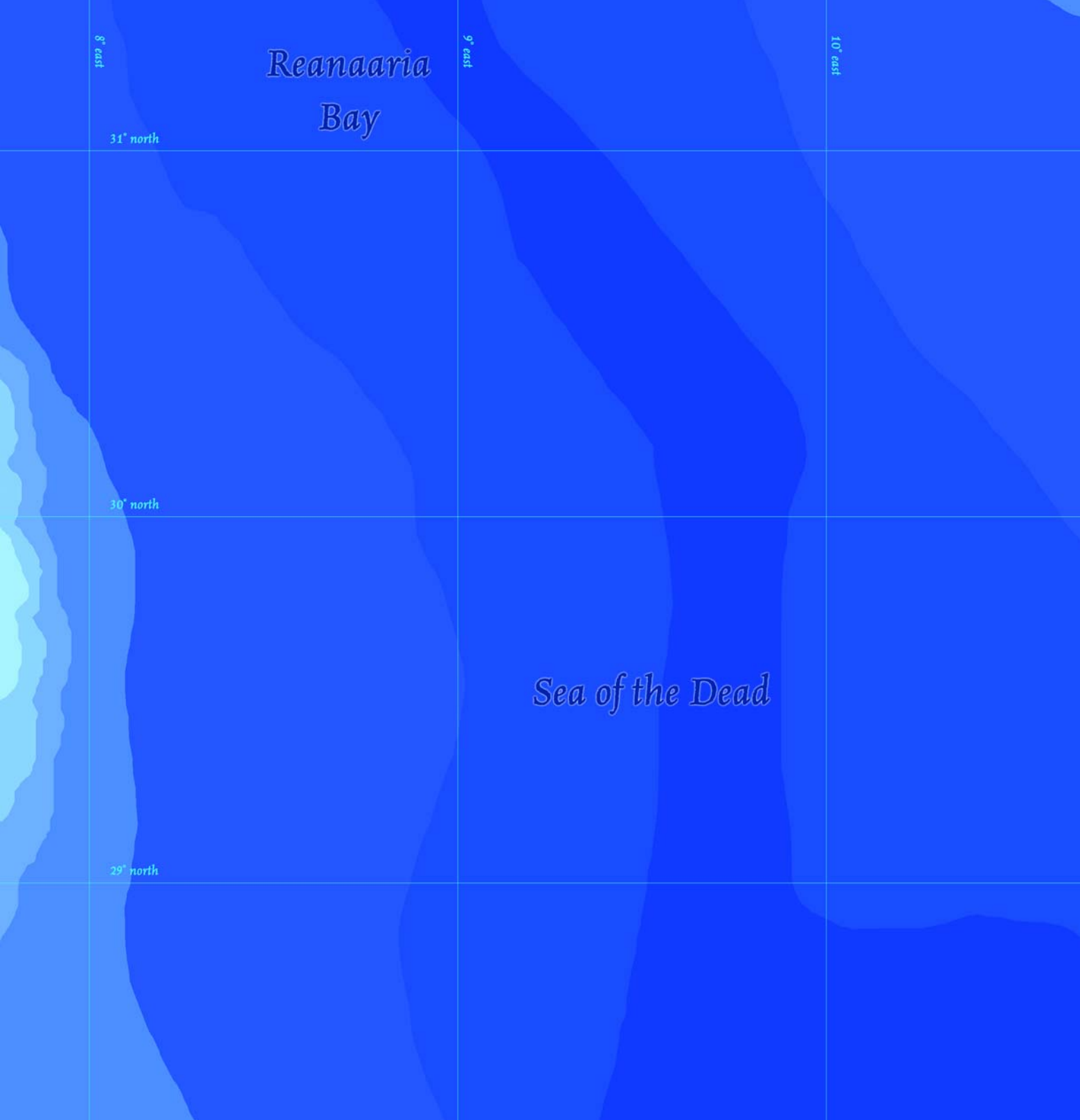
City .....Population





318	319	375	376	377
322	323	378	379	380
325	326	381	382	383
328	329	384	385	386
330	331	332	387	388

City .....	Population	City .....	Population
Coeludo .....	1,115		
Maiwair .....	959		
Suakoe .....	604		
Raaghrûn .....	540		
Khukagno .....	441		



City .....	Population	City .....	Population

318	319	375	376	377
322	323	378	379	380
325	326	381	382	383
328	329	384	385	386
330	331	332	387	388

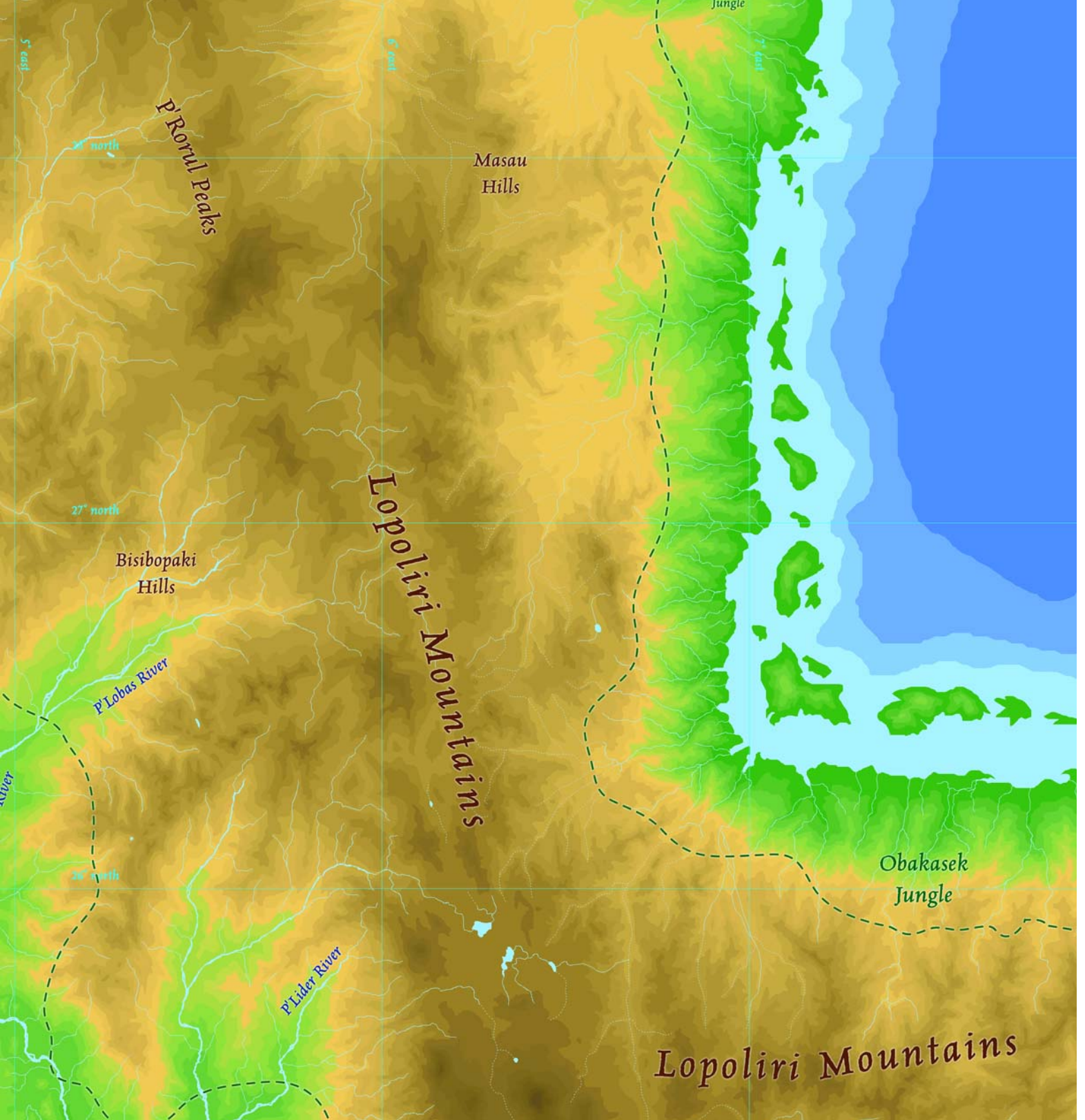


# Sea of the Dead

318	319	375	376	377
322	323	378	379	380
325	326	381	382	383
328	329	384	385	386
330	331	332	387	388

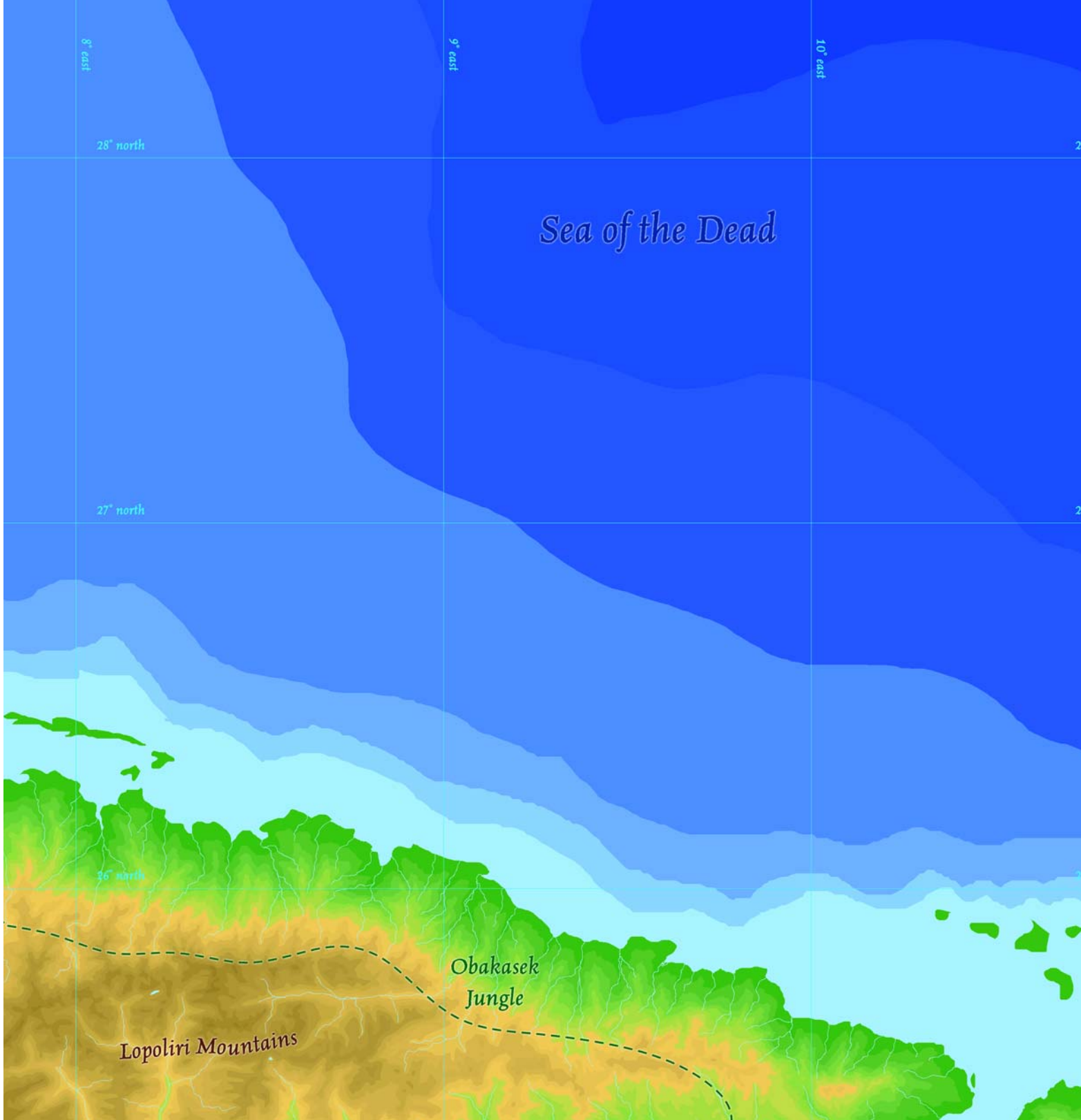
City .....	Population	City .....	Population





City .....	Population	City .....	Population

317	318	319	375	376
321	322	323	378	379
324	325	326	381	382
327	328	329	384	385
420	330	331	332	387



# Sea of the Dead

28° north

27° north

26° north

8° east

9° east

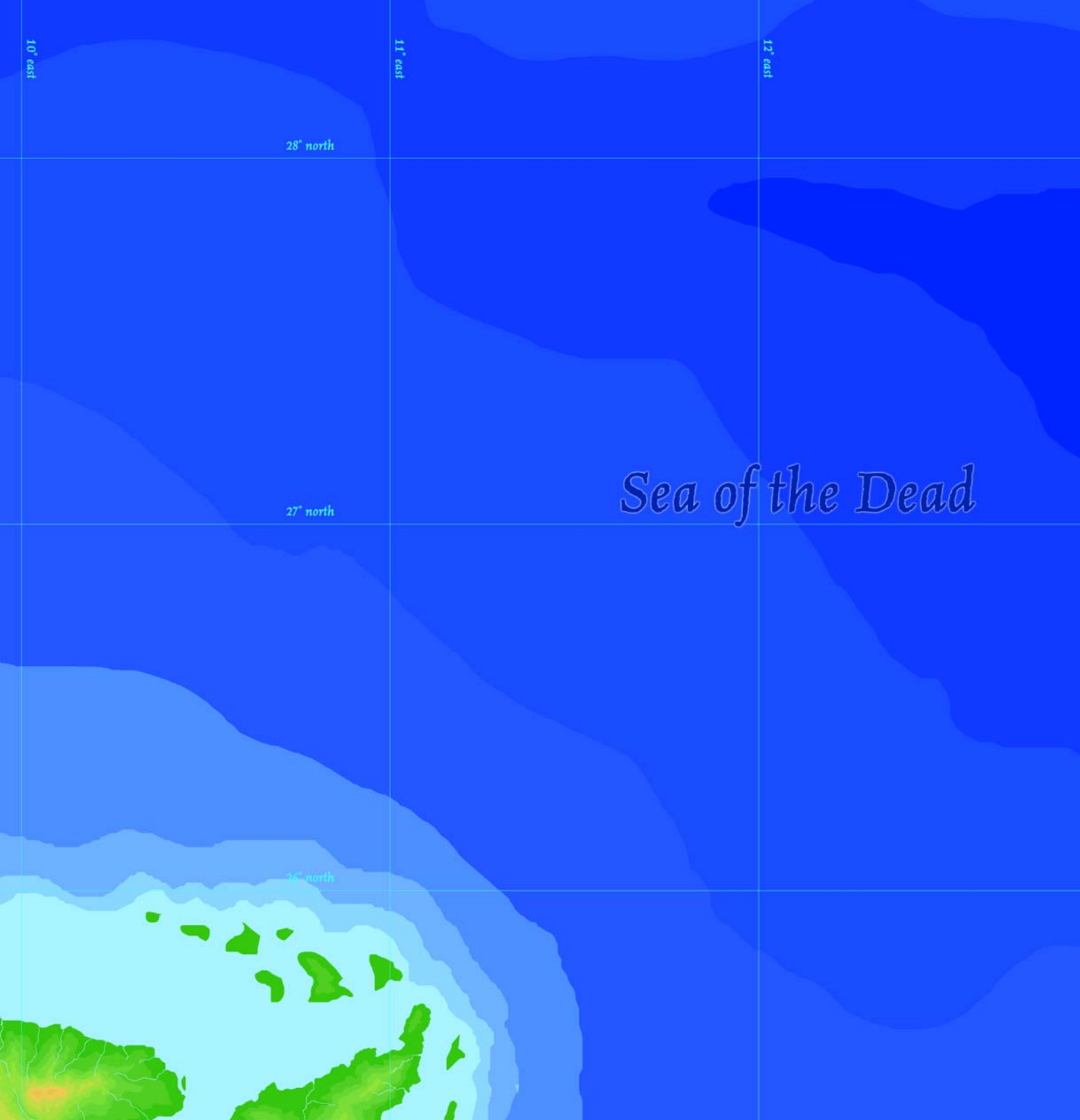
10° east

Obakasek  
Jungle

Lopoliri Mountains

318	319	375	376	377
322	323	378	379	380
325	326	381	382	383
328	329	384	385	386
330	331	332	387	388

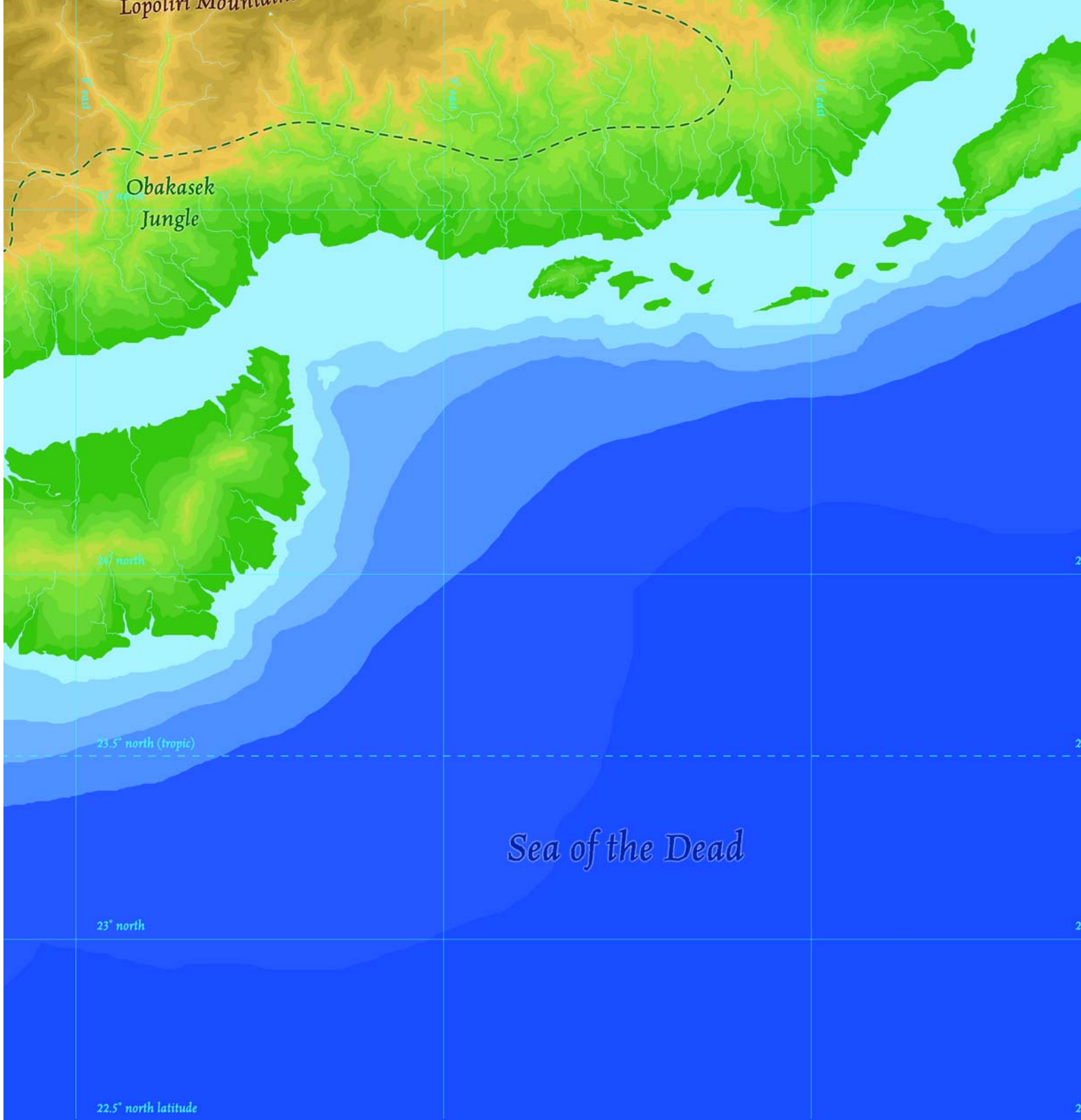
City .....Population      City .....Population



# Sea of the Dead

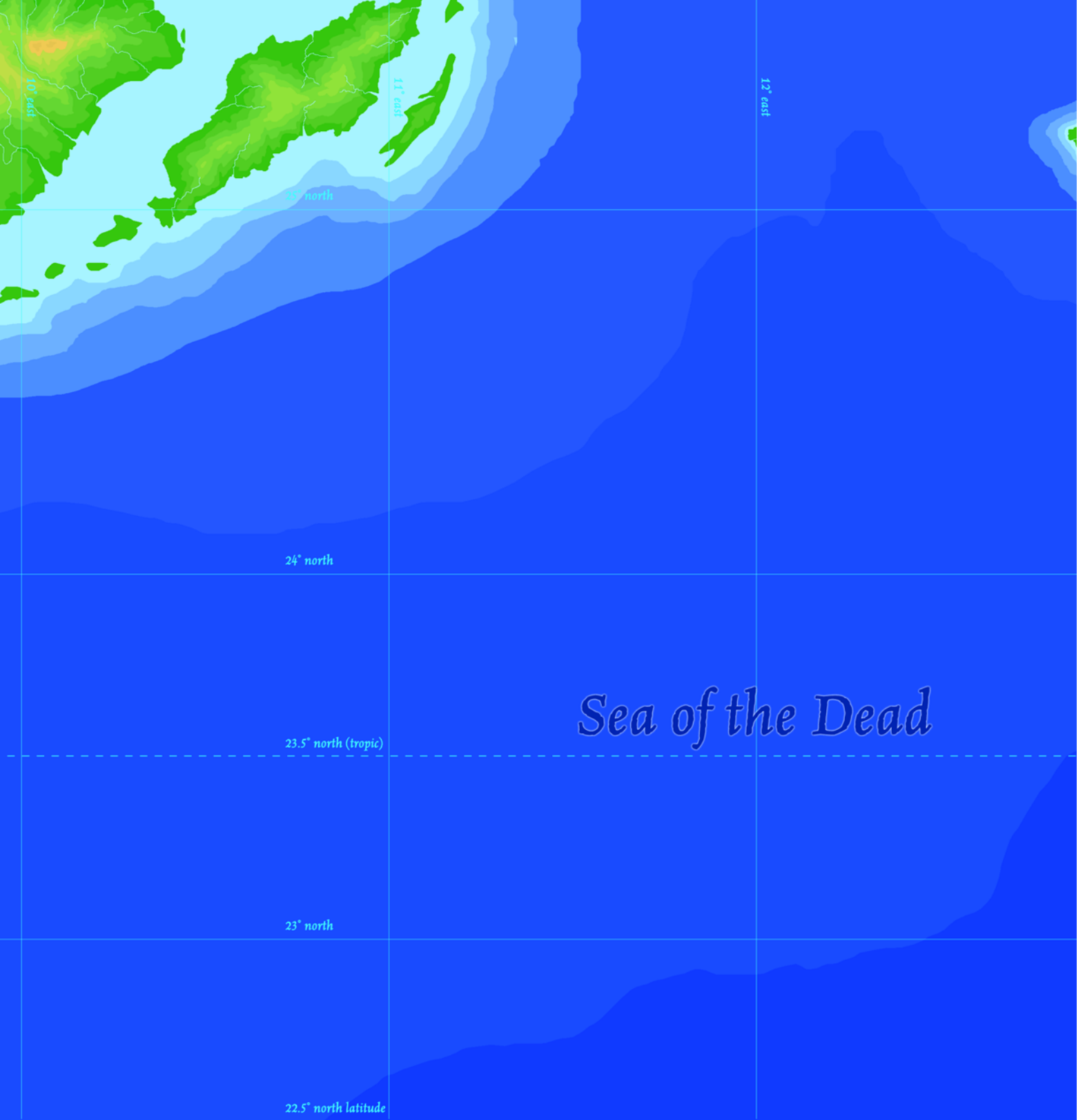
City .....	Population	City .....	Population

318	319	375	376	377
322	323	378	379	380
325	326	381	382	383
328	329	384	385	386
330	331	332	387	388



318	319	375	376	377
322	323	378	379	380
325	326	381	382	383
328	329	384	385	386
330	331	332	387	388

City .....	Population	City .....	Population



# Sea of the Dead

City .....Population      City .....Population

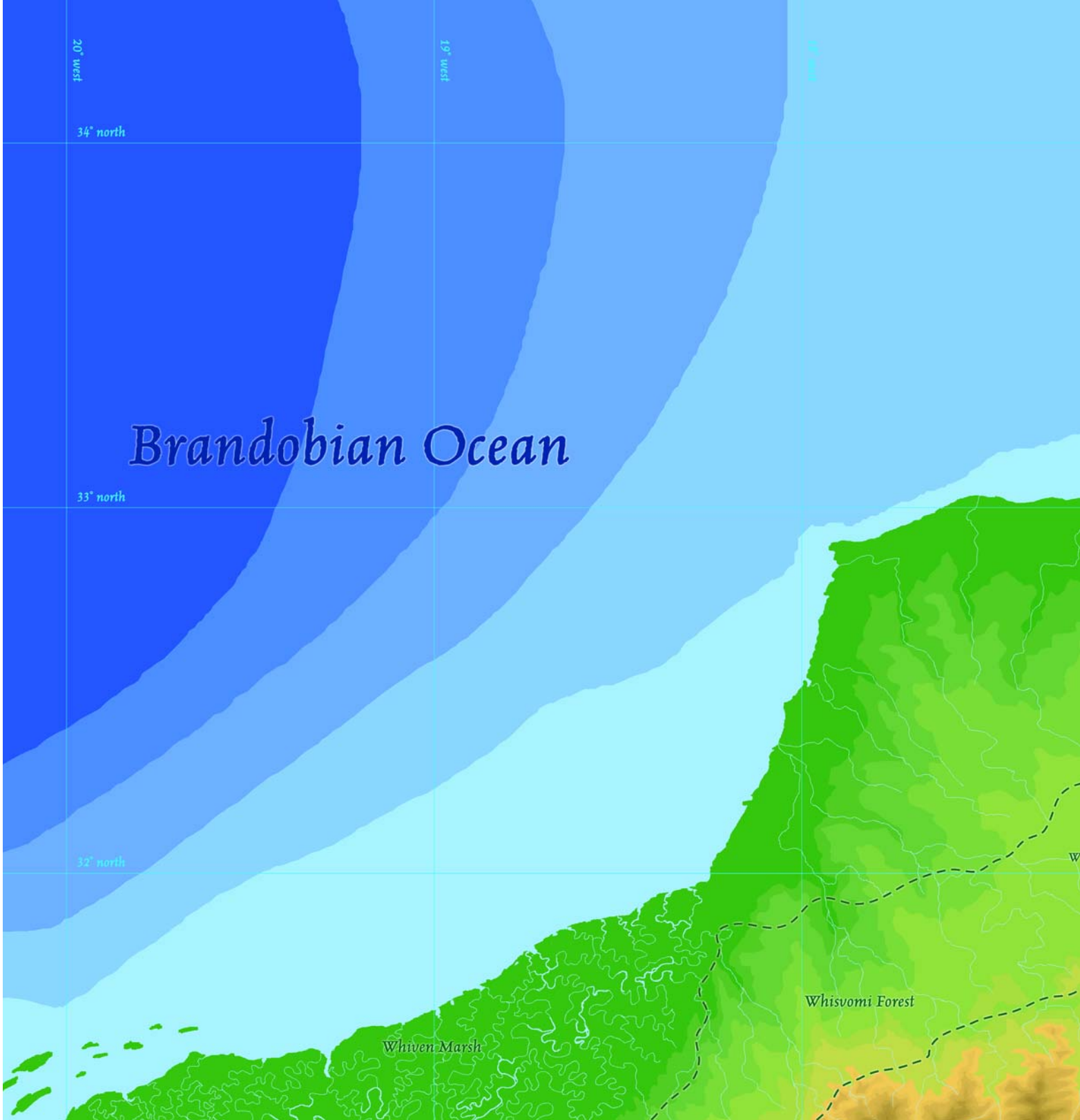

318	319	375	376	377
322	323	378	379	380
325	326	381	382	383
328	329	384	385	386
330	331	332	387	388



301	302	303	304	305
306	307	308	309	310
389	390	391	392	393
396	397	398	399	400
404	405	406	407	408

City .....	Population	City .....	Population





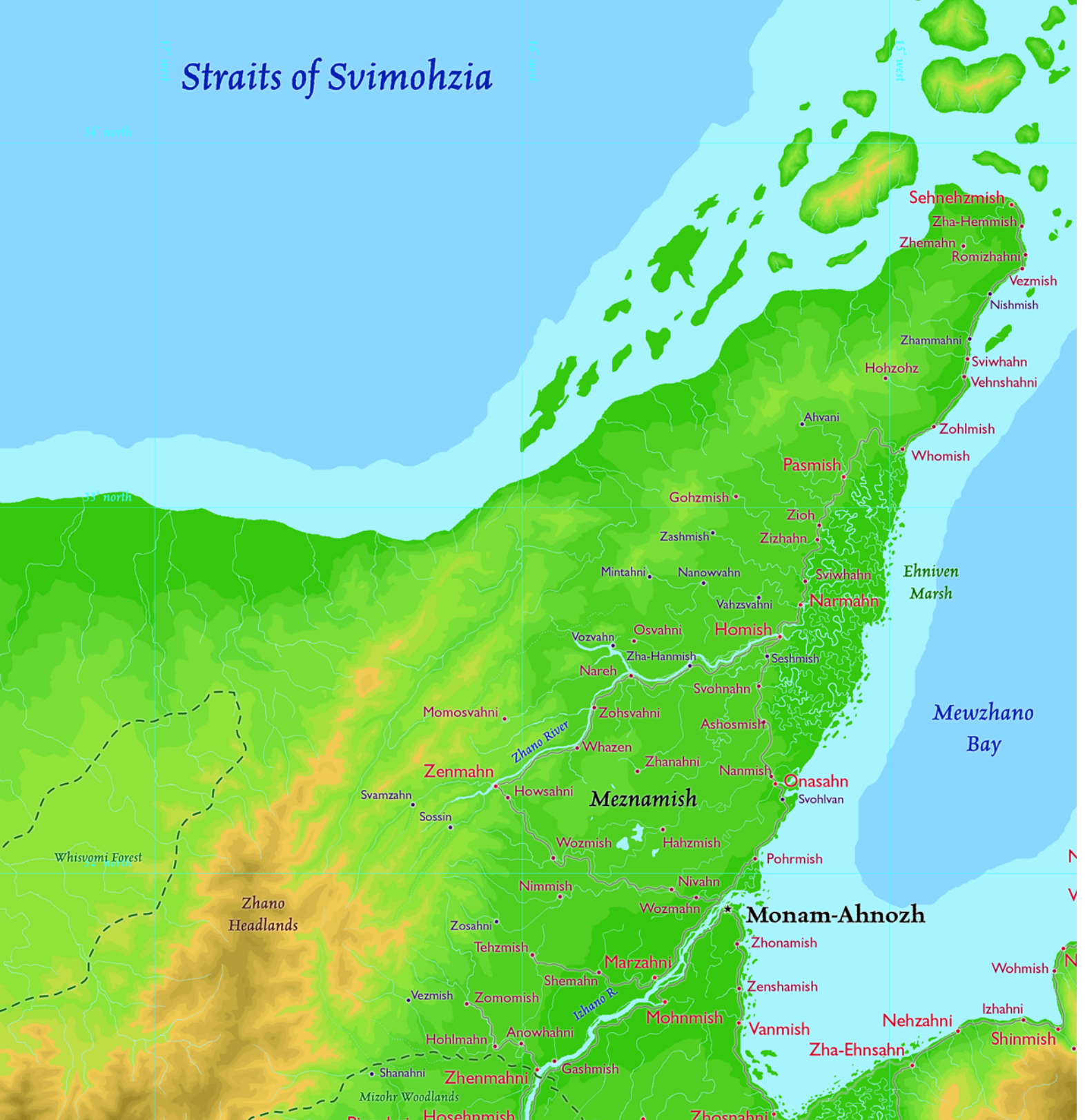
# Brandobian Ocean

301	302	303	304	305
306	307	308	309	310
389	390	391	392	393
396	397	398	399	400
404	405	406	407	408

City .....	Population	City .....	Population

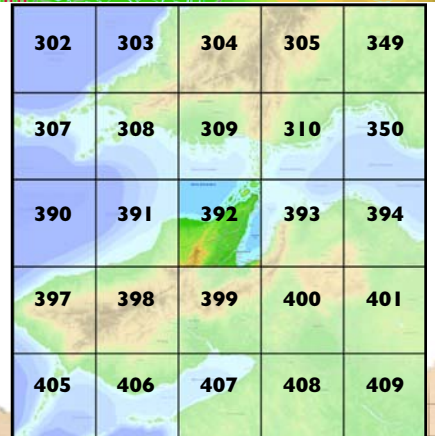


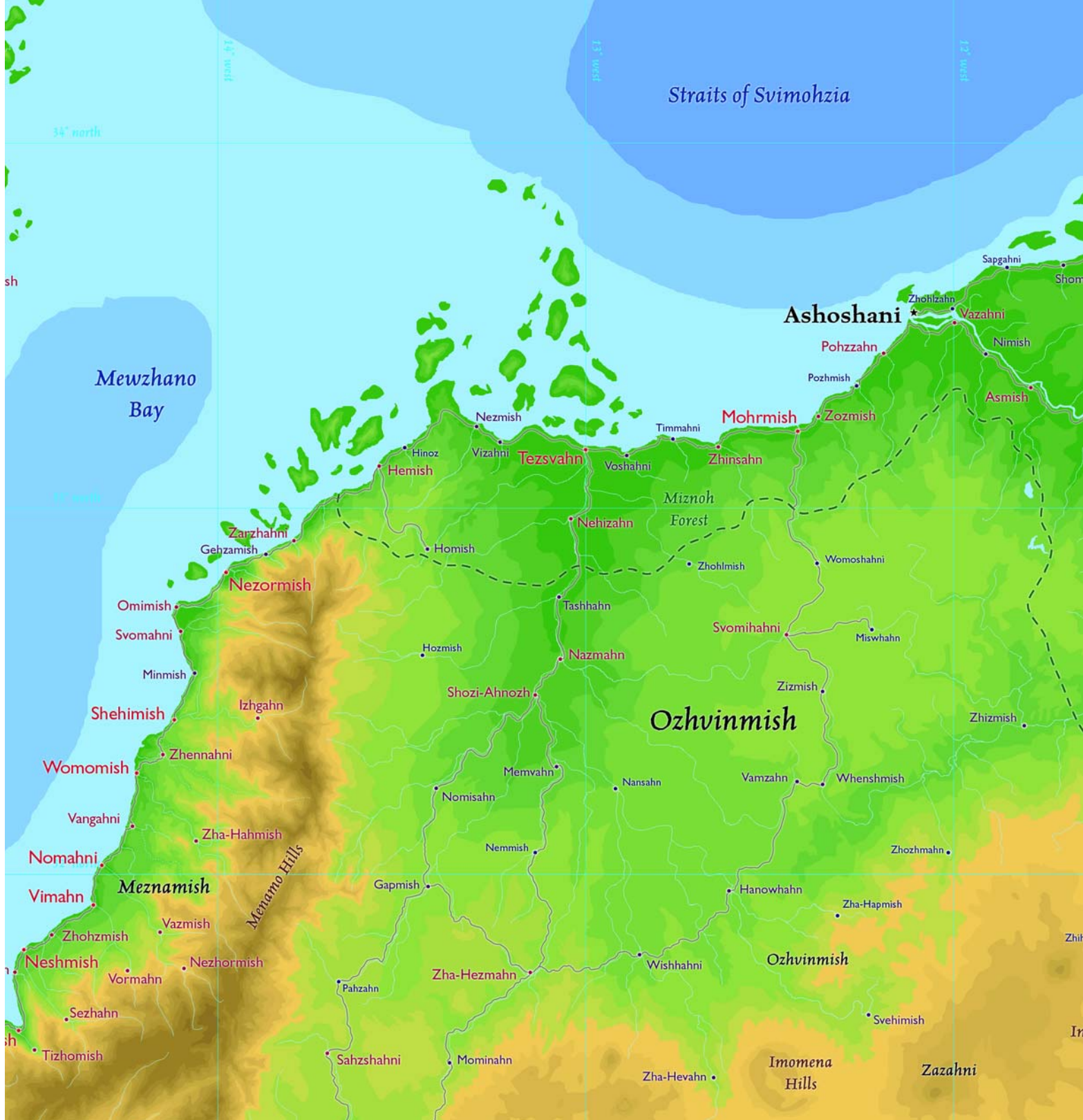
# Straits of Svimohzia



City	Population
Monam-Ahnozh	88,500
Shinmish	3,138
Homish	2,927
Zhenmahni	2,870
Sehnehzmish	2,836
Narmahn	2,679
Zenmahn	2,468
Vanmish	2,459
Onasahn	2,410
Shanahni	2,388

City	Population
Nehzahni	2,331
Zha-Ehnsahn	2,291
Tehzmish	2,237
Mohnmish	2,119
Hahzmish	2,102
Marzahni	2,043
Pasmish	2,026
Zosahni	1,897
Izhahni	1,854
Svohnahn	1,817





303	304	305	349	311
308	309	310	350	315
391	392	393	394	395
398	399	400	401	402
406	407	408	409	410

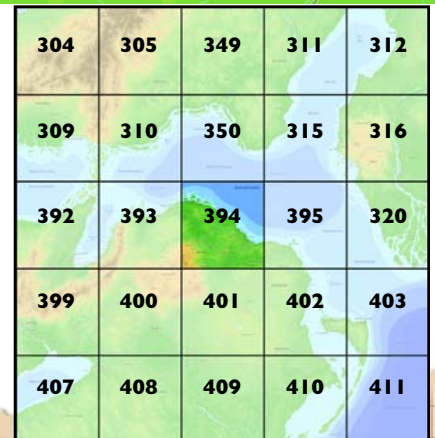
City	Population	City	Population
Ashoshani	88,900	Vangahni	1,955
Vimahn	2,898	Hemish	1,866
Shehimish	2,494	Nazmahn	1,866
Nomahni	2,279	Omimish	1,716
Zha-Hahmish	2,276	Nehizahn	1,693
Womomish	2,154	Nezhormish	1,658
Neshmish	2,042	Sezhahn	1,647
Tezsvahn	2,013	Vormahn	1,512
Mohrmish	2,011	Pohzzahn	1,398
Zozmish	1,968	Zhohzmish	1,282

# Straits of Svimohzia



City	Population
Anowhizh	22,200
Miznahn	7,300
Zorshahn	2,164
Vapvahn	2,068
Nahmahn	1,975
Tenshi-Ahnoz	1,916
Svozahni	1,618
Svomzhahn	1,608
Vimnahni	1,523
Zha-Mivahni	1,337

City	Population
Shime-Ahnoz	1,312
Marmish	1,233
Sozahn	1,165
Shishzahni	1,105
Pormish	1,096
Ganzhahn	973
Shizem-Ahnoz	965
Whonaomi-Ahnoz	921
Svehzmish	798
Asvahni	778

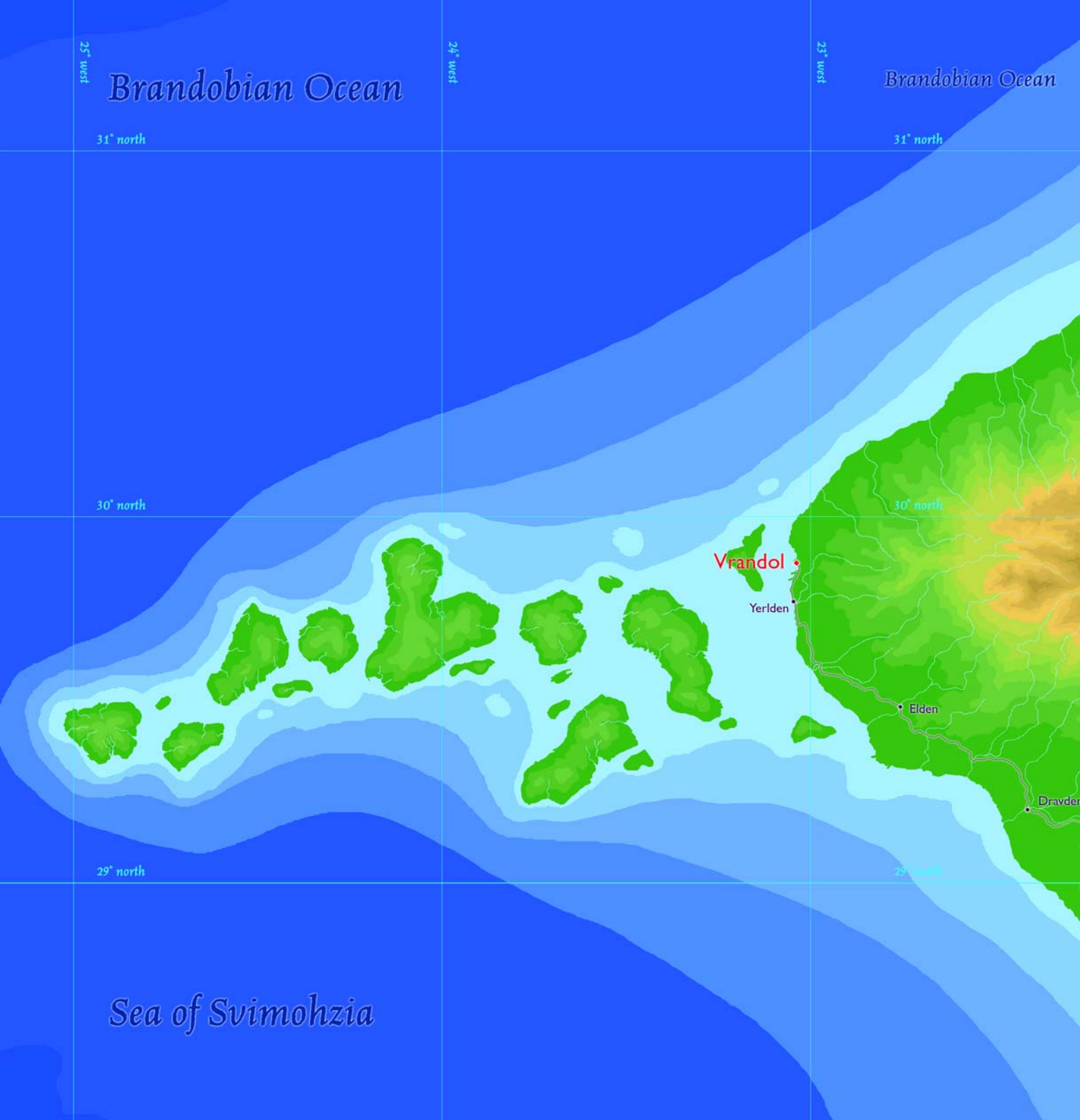




305	349	311	312	313
310	350	315	316	317
393	394	395	320	321
400	401	402	403	324
408	409	410	411	327

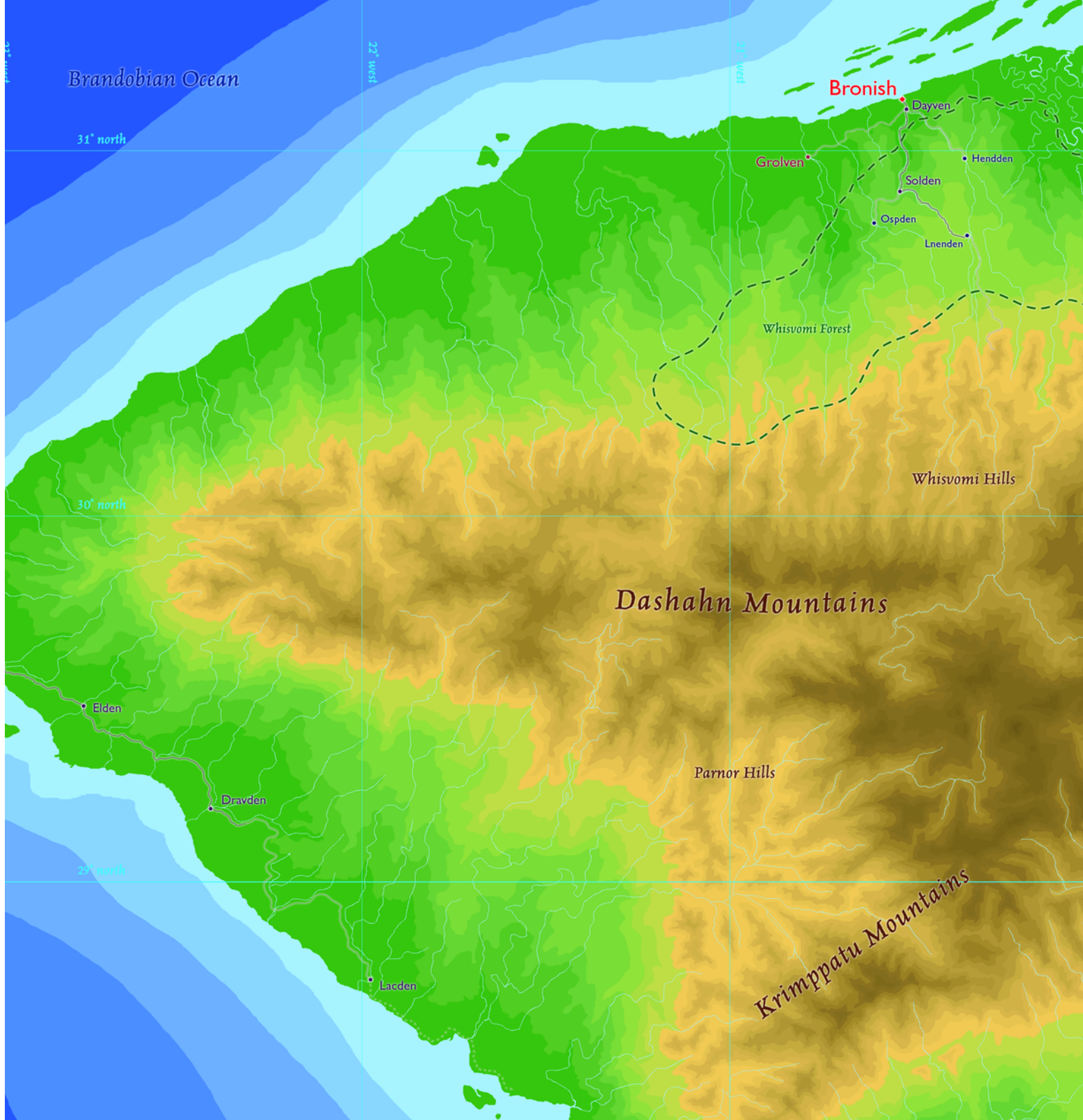
City	Population
Svowmahni	123,100
Somonahni	2,217
Zozhzhahn	1,675
Hozgahni	1,376
Zhanowmish	1,055
Hamzhahn	929
Ohnahni	889
Nizheshahni	574
Mohomish	516
Zosmish	457

City	Population
Nehisahni	448
Zomimahni	447
Mahztahn	438
Gohgahni	408
Hashnahni	408
Vishvahni	408
Tenzahni	397
Vomwhahn	375
Peznahni	392
Zhozhmish	391



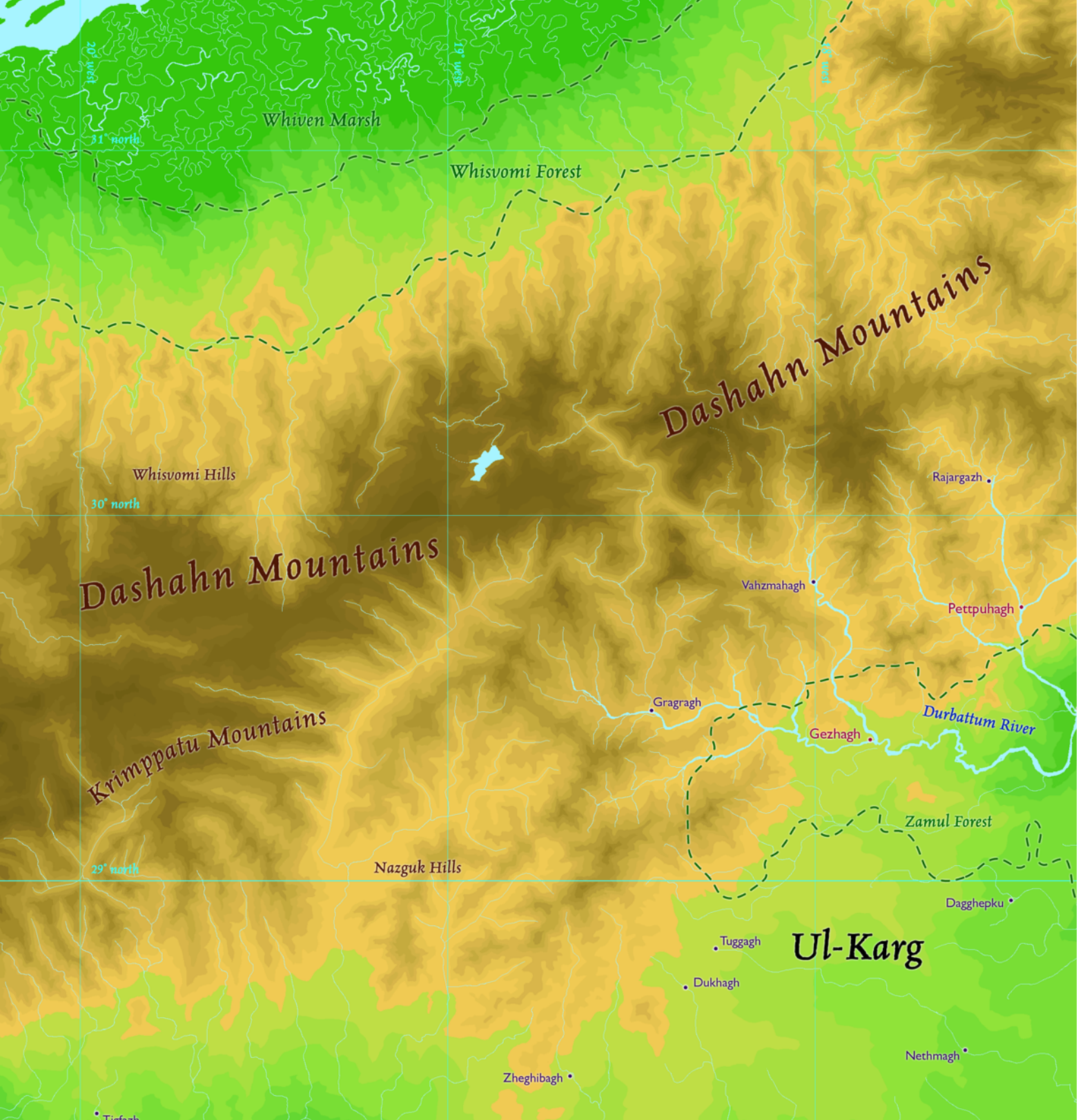
City .....	Population	City .....	Population
Vrandol .....	9,700		
Yerlden .....	413		

306	307	308	309	310
389	390	391	392	393
396	397	398	399	400
404	405	406	407	408
412	413	414	415	416



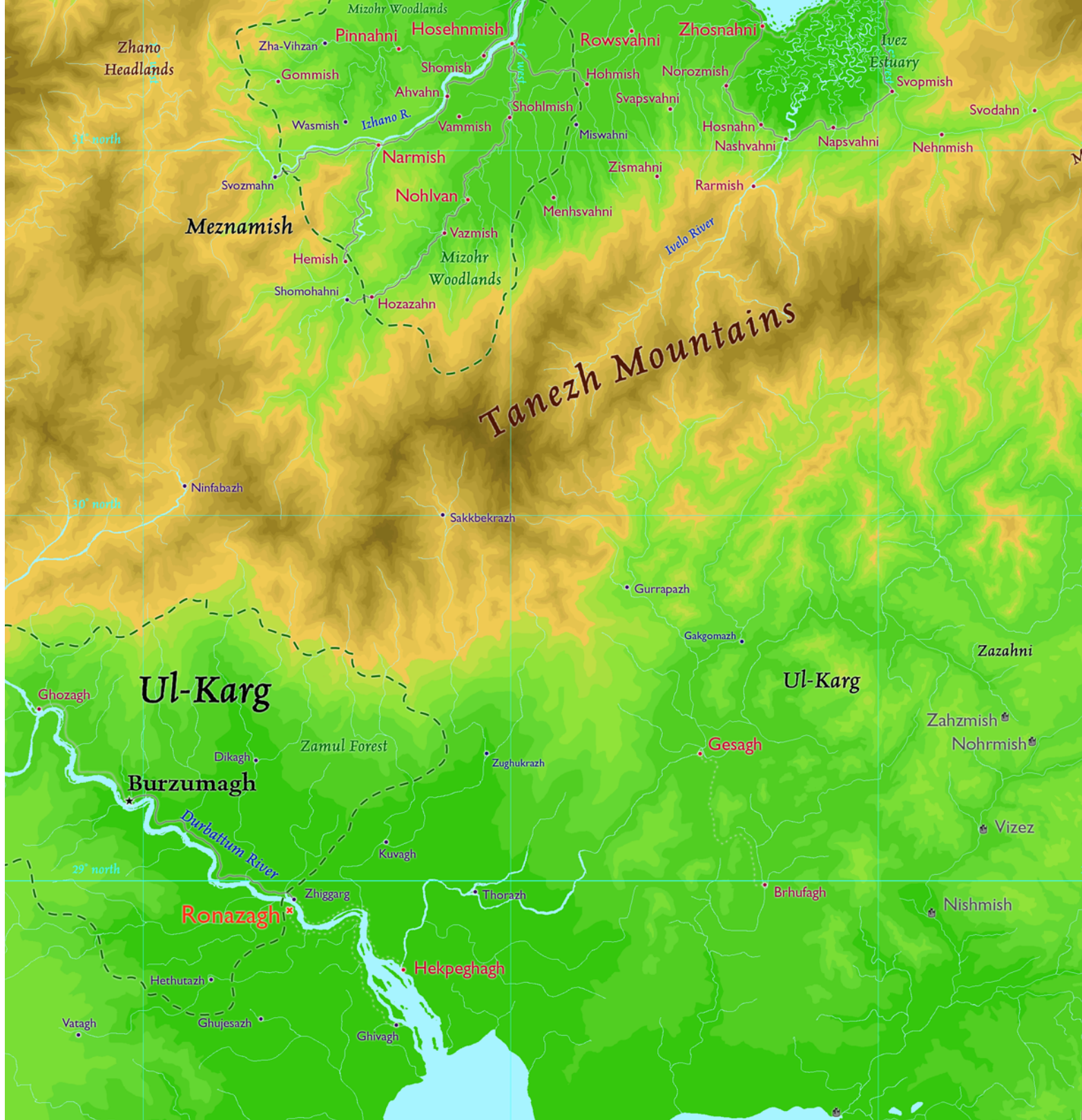
306	307	308	309	310
389	390	391	392	393
396	397	398	399	400
404	405	406	407	408
412	413	414	415	416

City .....	Population	City .....	Population
Bronish .....	8,000		
Grolven .....	1,127		
Elden .....	1,025		
Dayven .....	862		
Dravden .....	603		
Ladden .....	474		
Solden .....	407		
Ospden .....	370		
Lnenden .....	343		
Hendden .....	319		



City .....	Population	City .....	Population
Gezhagh .....	1,363		
Pettpuhagh .....	1,268		
Zheghibagh .....	756		
Gragragh .....	712		
Nethmagh .....	665		
Dukhagh .....	654		
Vahzmahagh .....	536		
Rajargazh .....	493		
Dagghepku .....	460		
Tuggagh .....	444		

306	307	308	309	310
389	390	391	392	393
396	397	398	399	400
404	405	406	407	408
412	413	414	415	416

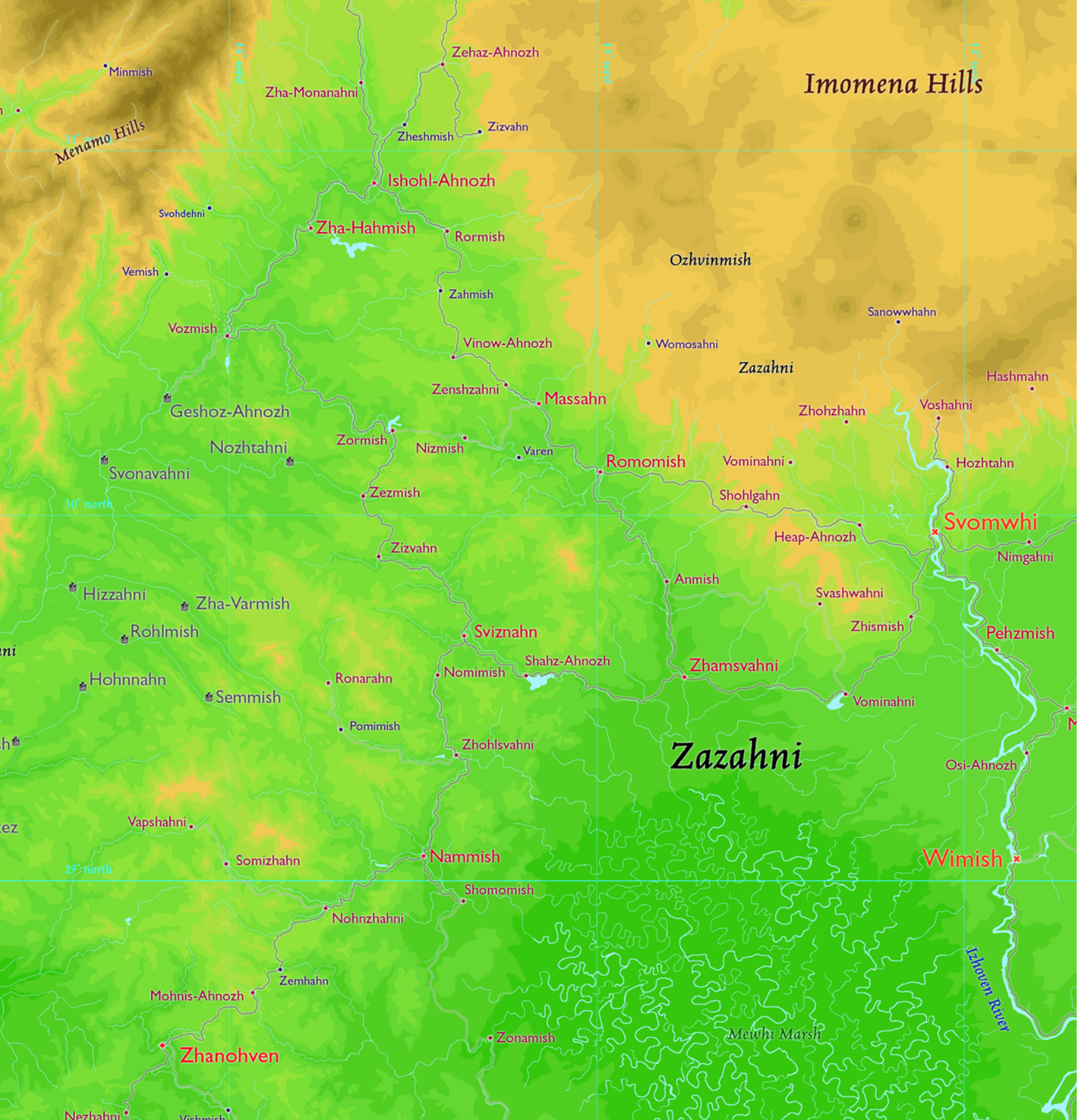


307	308	309	310	350
390	391	392	393	394
397	398	399	400	401
405	406	407	408	409
413	414	415	416	417

City	Population
Burzumagh	27,548
Ronazagh	14,808
Narmish	2,969
Hosehnmish	2,691
Rowsvahni	2,328
Gesagh	2310
Zhosnahni	2,271
Hekpeghagh	2,116
Pinnahni	2,032
Svozzhahn	1,873

City	Population
Ahvahn	1,804
Shomohahni	1,645
Hohmish	1,609
Nehnmish	1,588
Ghozagh	1,543
Rarmish	1,390
Svapsvahni	1,370
Nashvahni	1,346
Hosnahn	1,339
Brhufagh	1,334

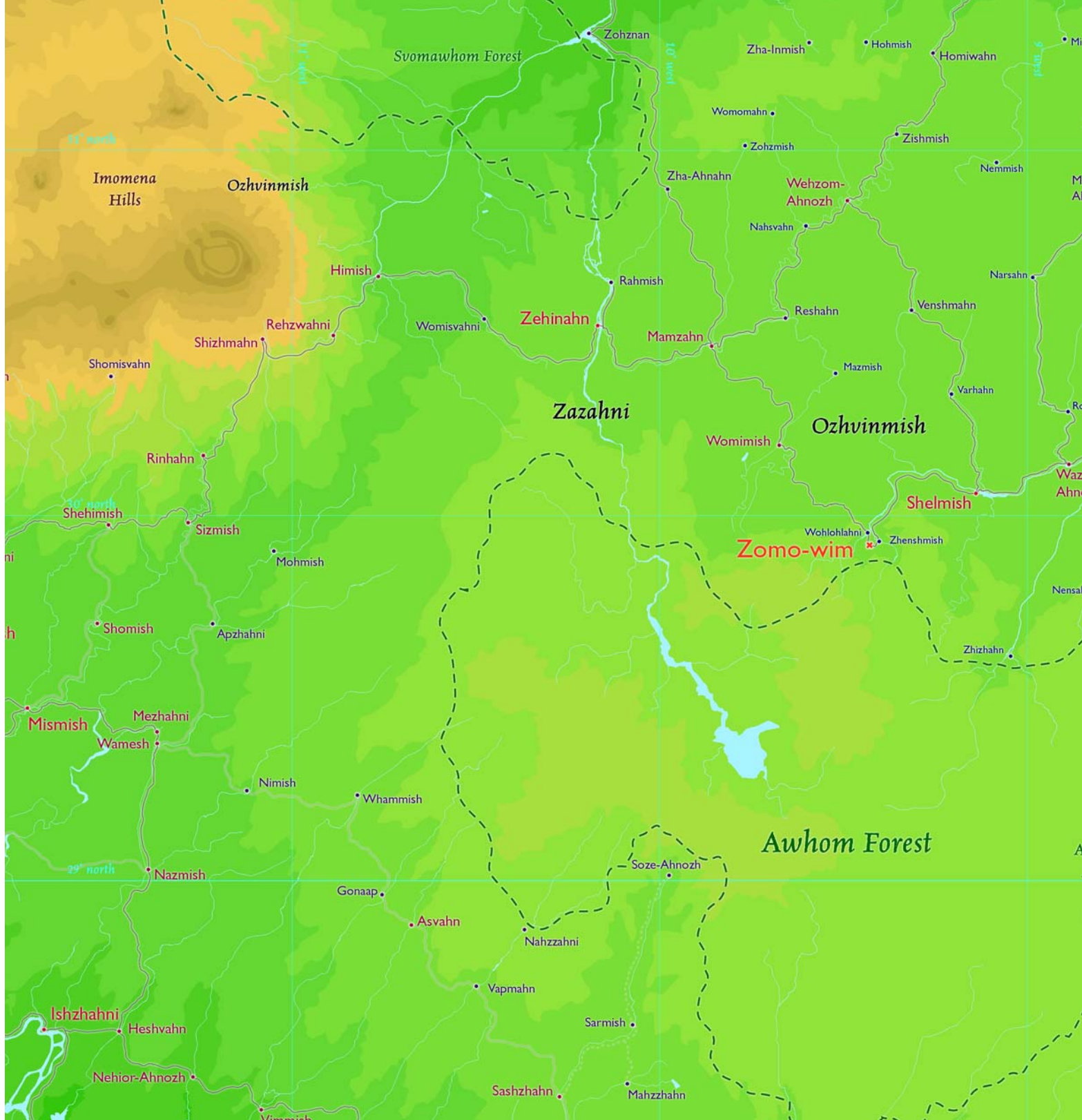




City	Population
Wimish	20,600
Svomwhi	18,900
Zhanohven	8,300
Sviznahn	2,721
Isohl-Ahnoz	2,453
Massahn	2,414
Romomish	2,215
Pehzmish	2,211
Zha-Hahmish	2,116
Nammish	2,070

City	Population
Zhamsvahni	2,038
Nohlvah	1,979
Zonamish	1,918
Shahz-Ahnoz	1,884
Vominahni	1,751
Zhohlsvahni	1,612
Ronarahn	1,599
Rormish	1,569
Osi-Ahnoz	1,567
Vinow-Ahnoz	1,535

308	309	310	350	315
391	392	393	394	395
398	399	400	401	402
406	407	408	409	410
414	415	416	417	418



309	310	350	315	316
392	393	394	395	320
399	400	401	402	403
407	408	409	410	411
415	416	417	418	419

City	Population
Zomo-wim	19,100
Mezhahni	2,869
Zehinahn	2,760
Shelmish	2,560
Mismish	2,308
Ishzhahni	2,015
Rinhahn	1,939
Nehior-Ahnoz	1,934
Wehzom-Ahnoz	1,899
Mamzahn	1,897

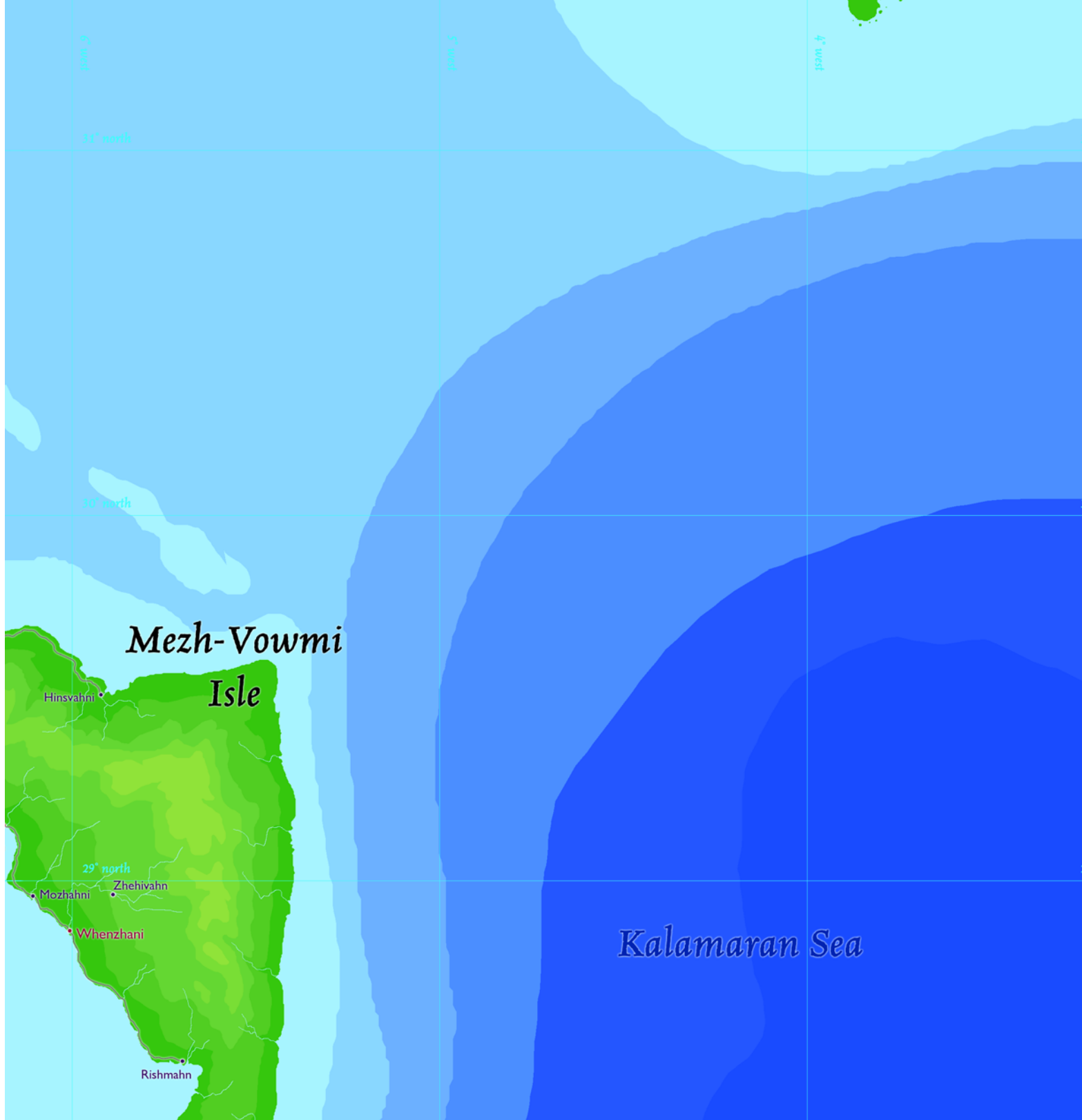
City	Population
Nazmish	1,879
Sizmish	1,428
Wamesh	1,417
Rehzwahni	1,411
Himish	1,242
Sashzhahn	1,207
Shomish	1,183
Womimish	1,159
Heshvahn	1,088
Shehimish	1,068



City	Population
Zha-Nehzmish	130,200
Nenehi	25,700
Rismish	3,029
Mowhahni	2,501
Mehzvahn	2,099
Sehnohrmish	1,967
Zha-Mosshahn	1,729
Shedmish	1,673
Zapsvahn	1,556
Varmish	1,548

City	Population
Zhozhmish	1,363
Tohrvahn	1,349
Masa-Ahnozh	1,282
Nozhmish	1,203
Wazin-Ahnozh	1,184
Mezmish	1,175
Zhojhlahni	1,110
Svipmish	1,086
Zhohmish	1,037
Rashmish	1,025

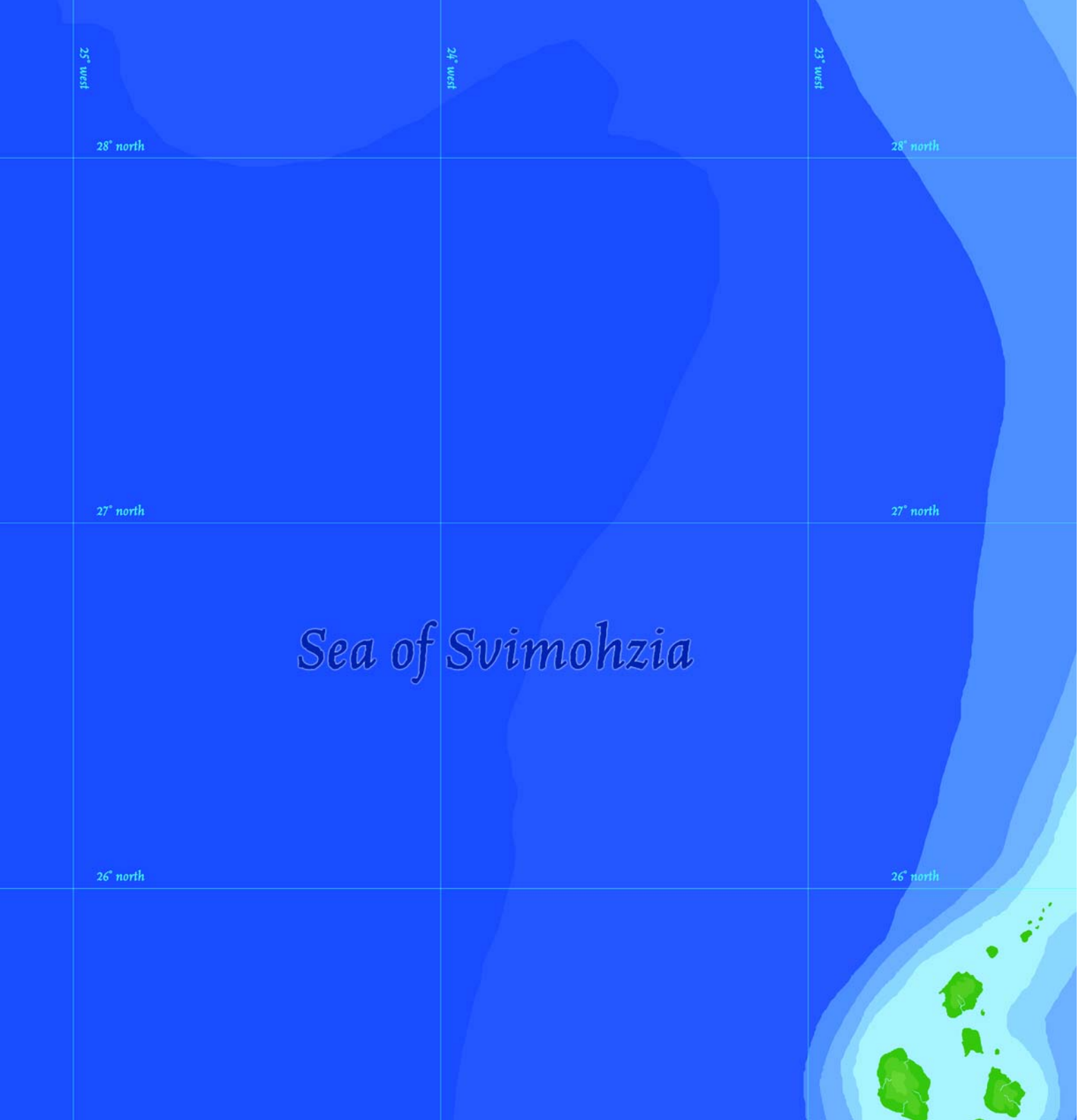
310	350	315	316	317
393	394	395	320	321
400	401	402	403	324
408	409	410	411	327
416	417	418	419	420



350	315	316	317	318
394	395	320	321	322
401	402	403	324	325
409	410	411	327	328
417	418	419	420	330

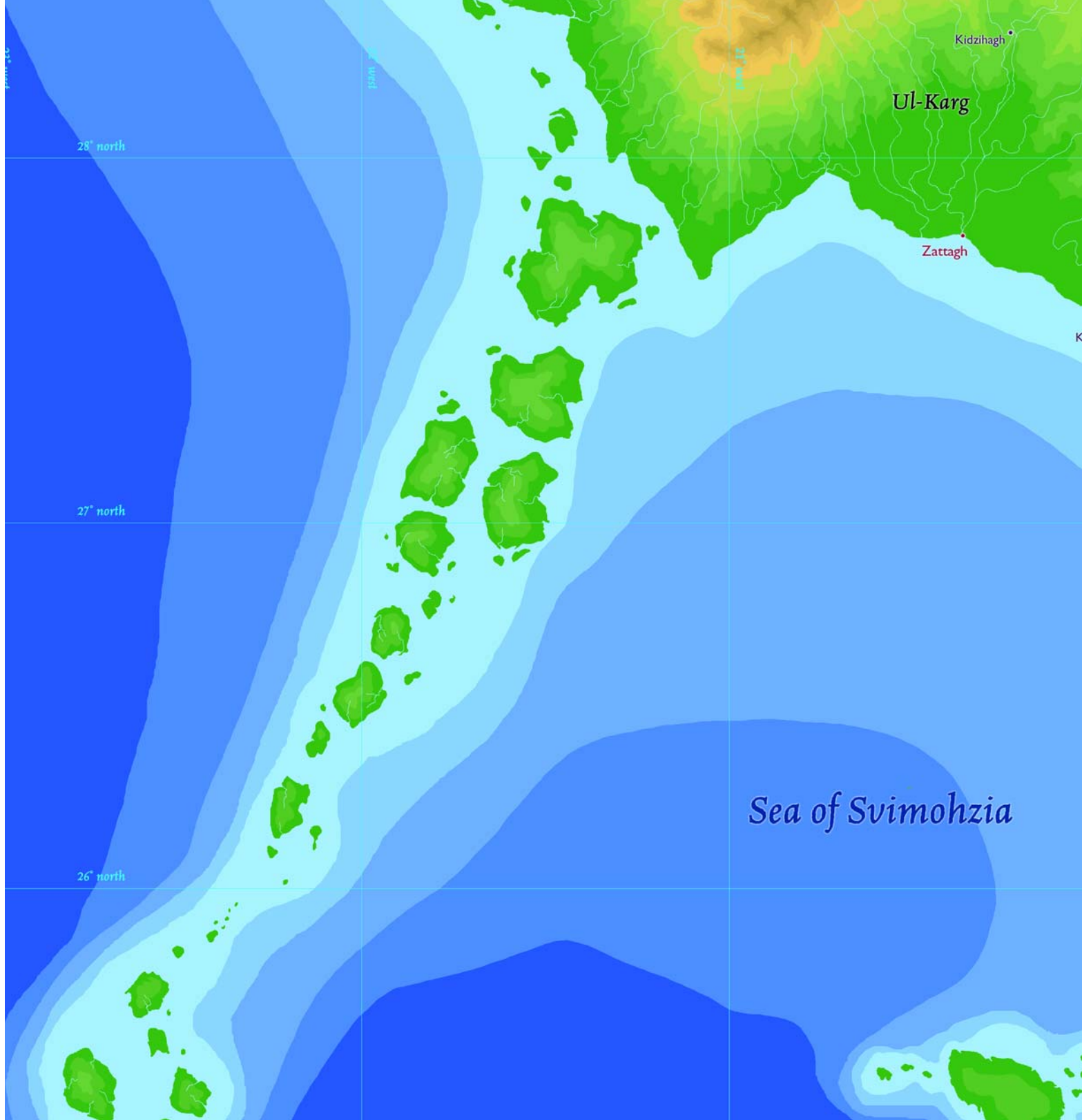
City	Population
Whenzhani	1,444
Rishmahn	635
Mozhahni	619
Zhehivahn	560
Hinsvahni	393

City	Population



City .....	Population	City .....	Population

306	307	308	309	310
389	390	391	392	393
396	397	398	399	400
404	405	406	407	408
412	413	414	415	416



306	307	308	309	310
389	390	391	392	393
396	397	398	399	400
404	405	406	407	408
412	413	414	415	416

City .....	Population
Zattagh .....	1,196
Kidzihagh .....	640

City .....	Population
------------	------------



City	Population
Neevukkagh	2,169
Khirzagh	1,769
Peszokragh	1,756
Sivjuvagh	900
Krithagh	846
Grihondagh	540
Firragh	534
Pijkkurzagh	522
Thizhahagh	515
Bokkazh	500

City	Population
Lekzhawazh	494
Khoviggazh	474
Nograzh	471
Tigfazh	447
Paklomaz	353
Thakakkazh	344

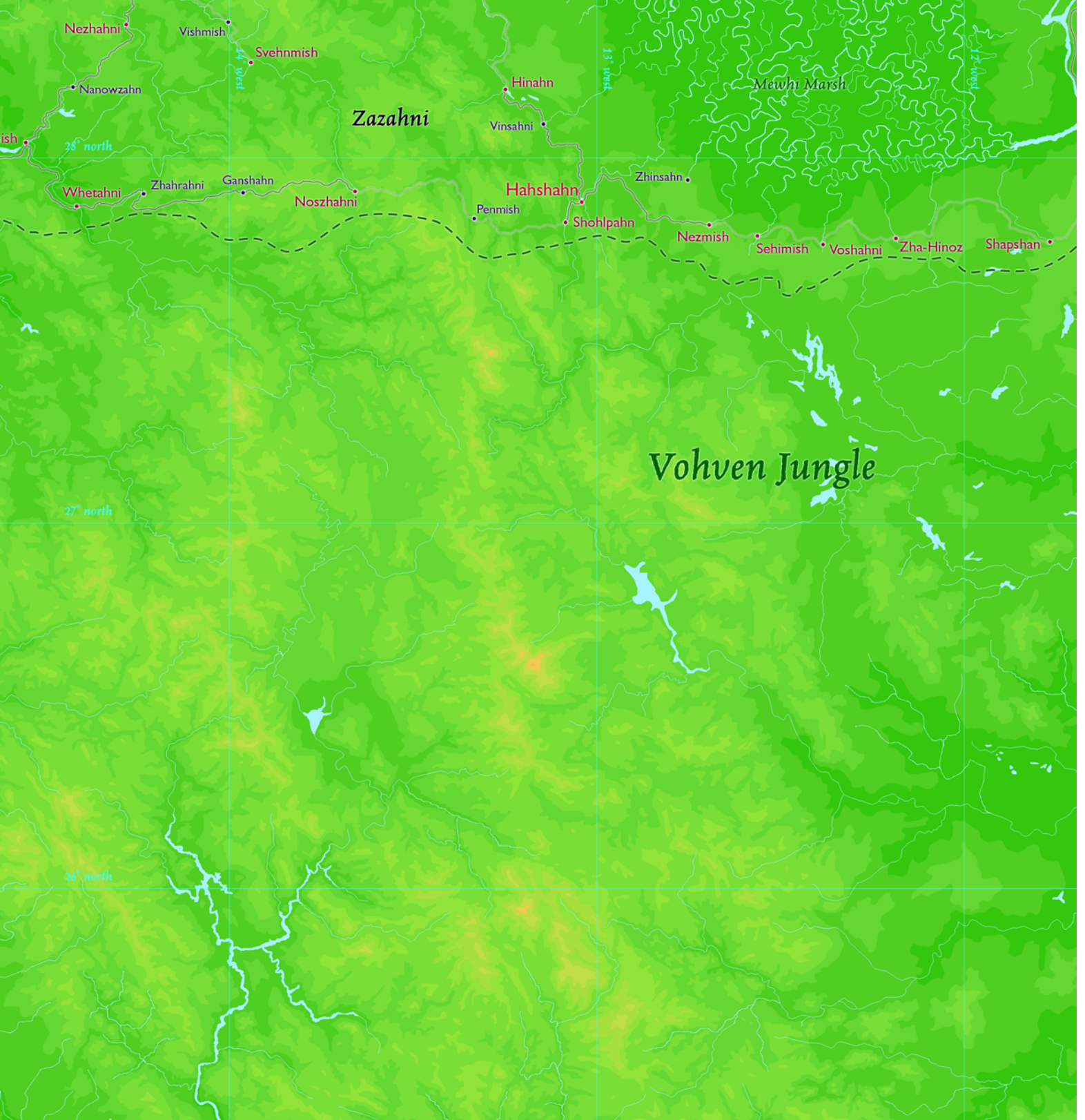
306	307	308	309	310
389	390	391	392	393
396	397	398	399	400
404	405	406	407	408
412	413	414	415	416



307	308	309	310	350
390	391	392	393	394
397	398	399	400	401
405	406	407	408	409
413	414	415	416	417

City .....	Population	City .....	Population
Zenshahn .....	24,700		
Kazullagh .....	14,403		
Nukagh .....	2,561		
Vehmish .....	1,407		
Bottkethvajazh .....	454		
Devthohzazh .....	435		

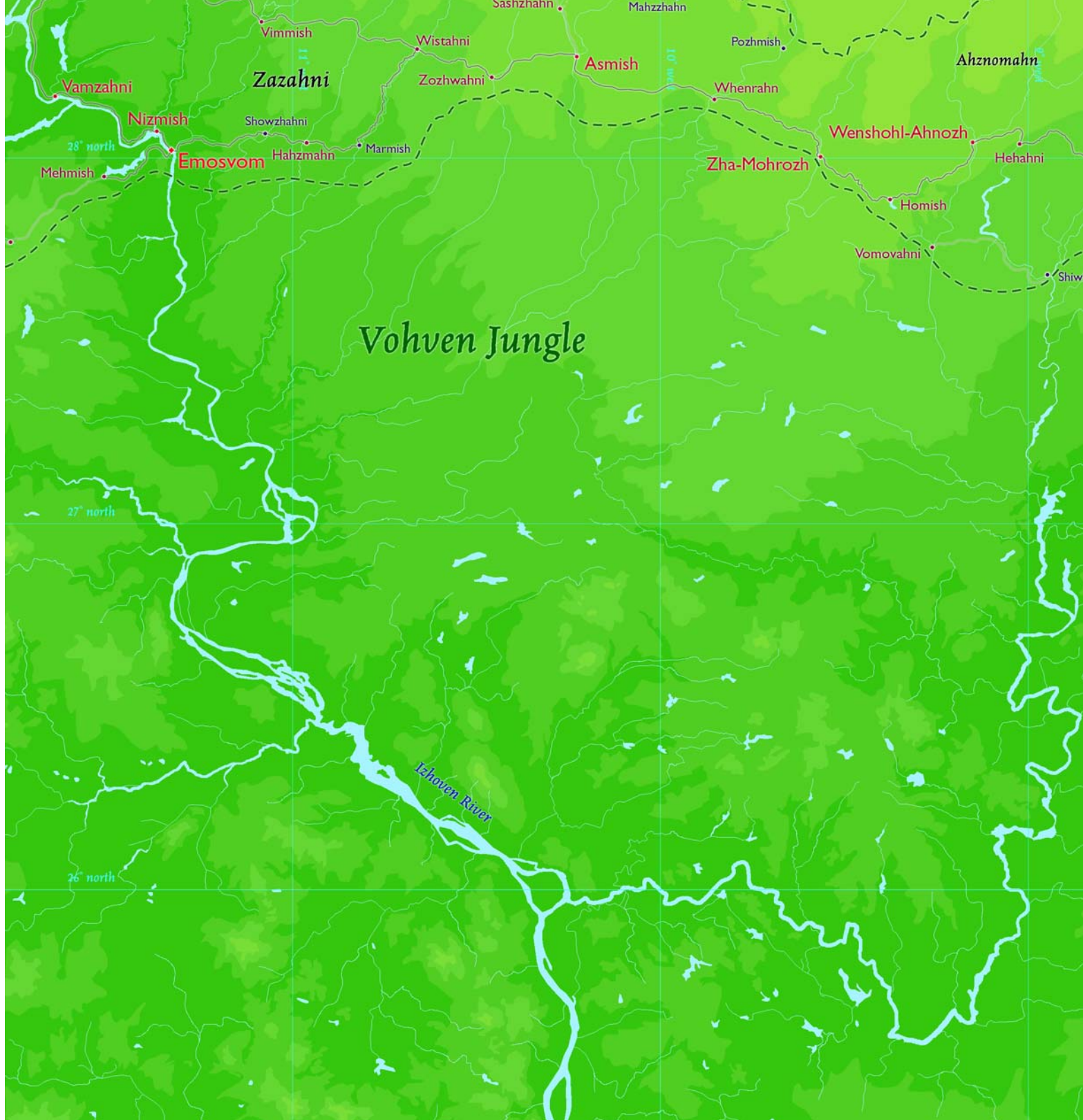




City	Population
Hahshahn	2,468
Voshahni	1,724
Sehimish	1,469
Whetahni	1,308
Zha-Hinoz	1,233
Noszhahni	1,166
Shapsahn	1,085
Svehmish	980
Nezmish	968
Hinahni	943

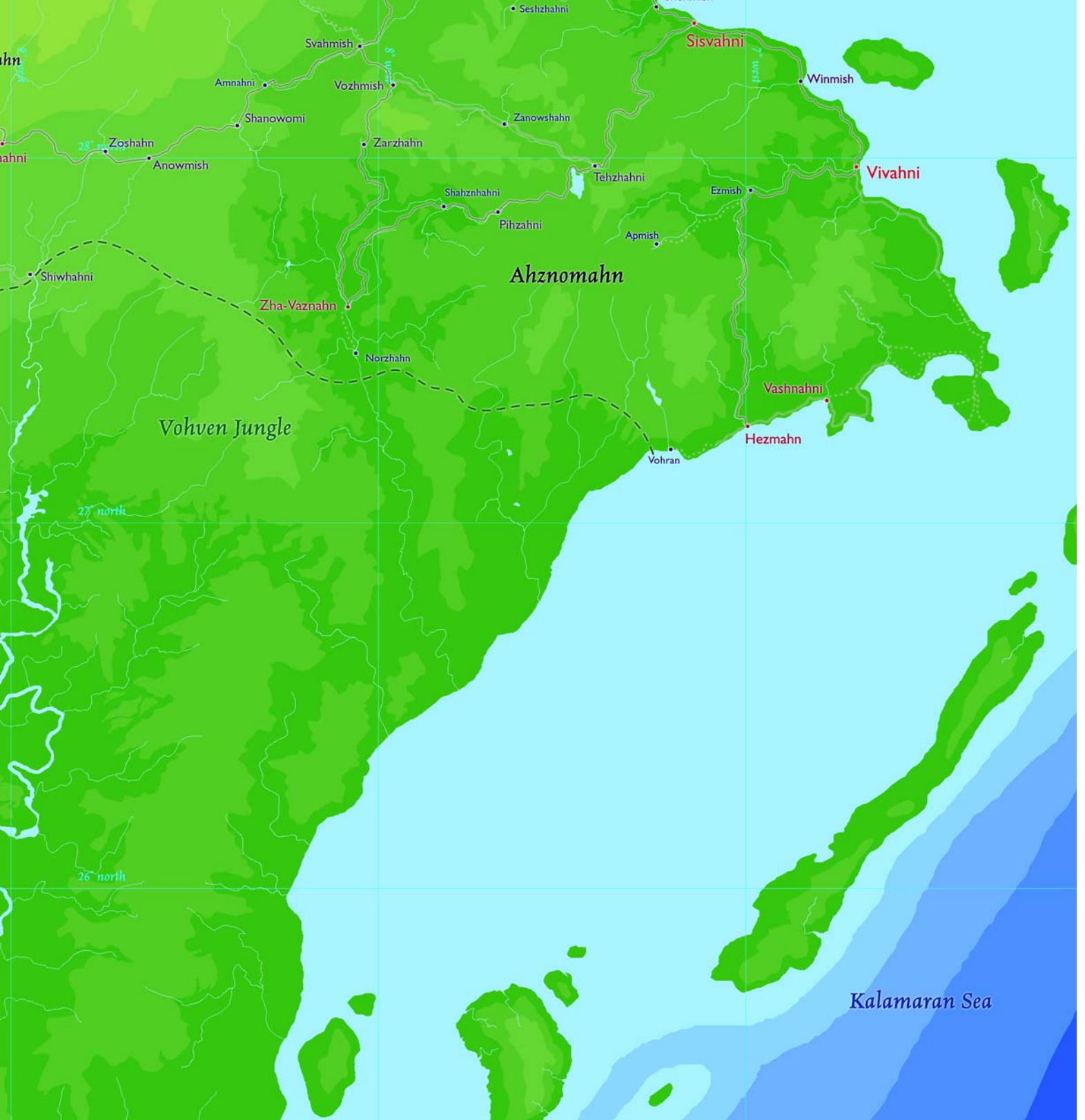
City	Population
Shohlpahn	922
Nanowzahn	896
Zahrahni	866
Vishmish	744
Gansahn	722
Vinsahni	673
Penmish	517
Zhinsahn	517

308	309	310	350	315
391	392	393	394	395
398	399	400	401	402
406	407	408	409	410
414	415	416	417	418



309	310	350	315	316
392	393	394	395	320
399	400	401	402	403
407	408	409	410	411
415	416	417	418	419

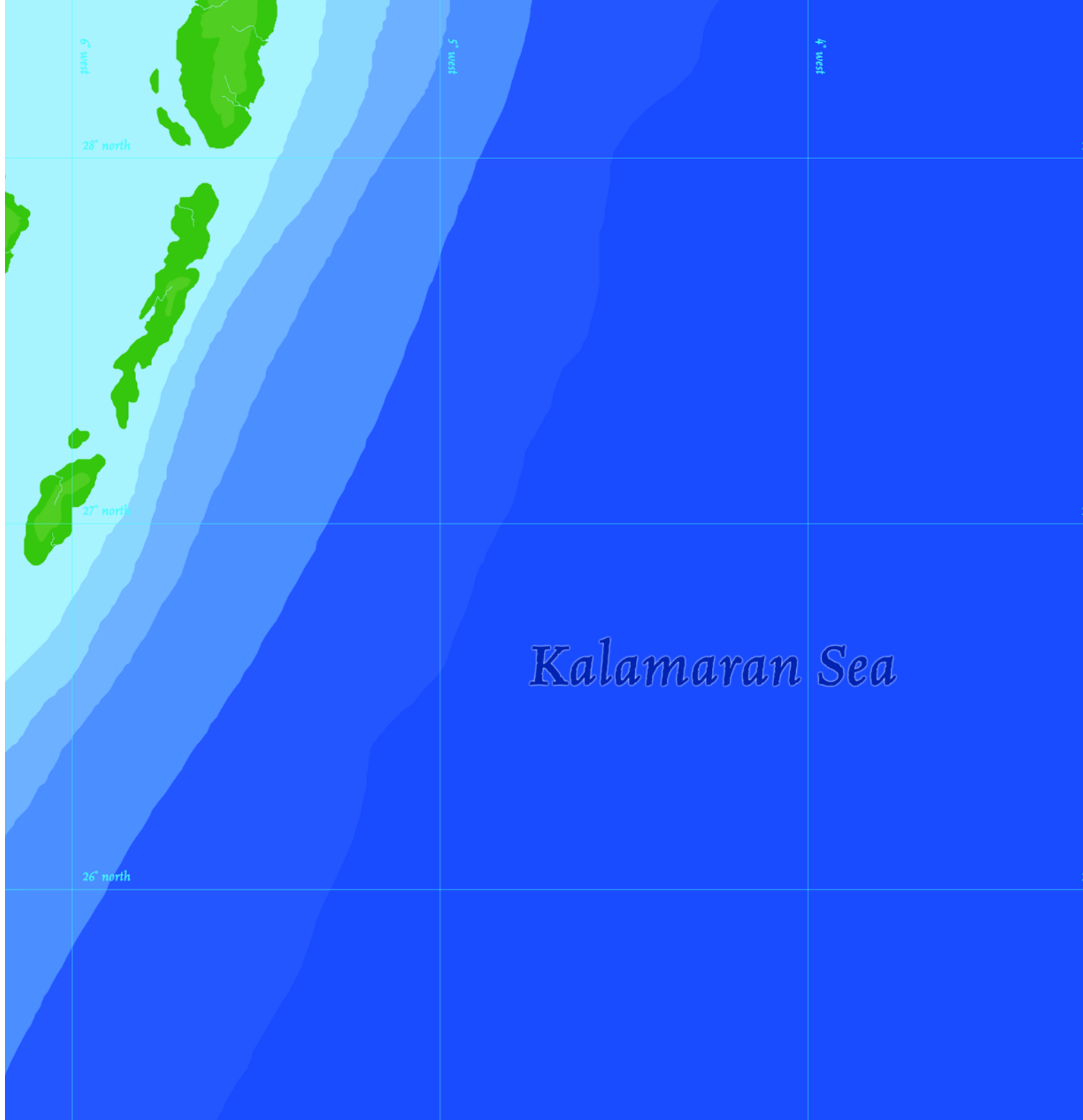
City	Population	City	Population
Emosvom	8,000	Hehahni	1,375
Vamzahni	2,603	Wistahni	1,302
Wenshoht-Ahnoz	2,185	Vimmish	1,273
Asmish	2,184	Mehmish	1,155
Zha-Mohroz	2,149	Pozhmish	843
Vomovahni	1,849	Showzhahni	773
Homish	1,768	Marmish	748
Whenrahn	1,528	Shiwhahni	463
Zozhwahni	1,494		
Hahzmahn	1,414		



City	Population
Vivahni	2,343
Sisvahni	2,067
Zha-Vaznahn	1,933
Vashnahni	1,520
Hezmahn	1,035
Zoshahn	696
Tehzhahni	655
Vozhmish	576
Zarzhahn	510
Shanowomi	508

City	Population
Pihzahni	489
Anowmish	481
Svahmish	480
Winmish	417
Vohrahn	399
Amnahni	344
Apmish	338
Ezmish	325
Shahznahni	322
Zanowshahn	314

310	350	315	316	317
393	394	395	320	321
400	401	402	403	324
408	409	410	411	327
416	417	418	419	420



350	315	316	317	318
394	395	320	321	322
401	402	403	324	325
409	410	411	327	328
417	418	419	420	330

City .....	Population	City .....	Population



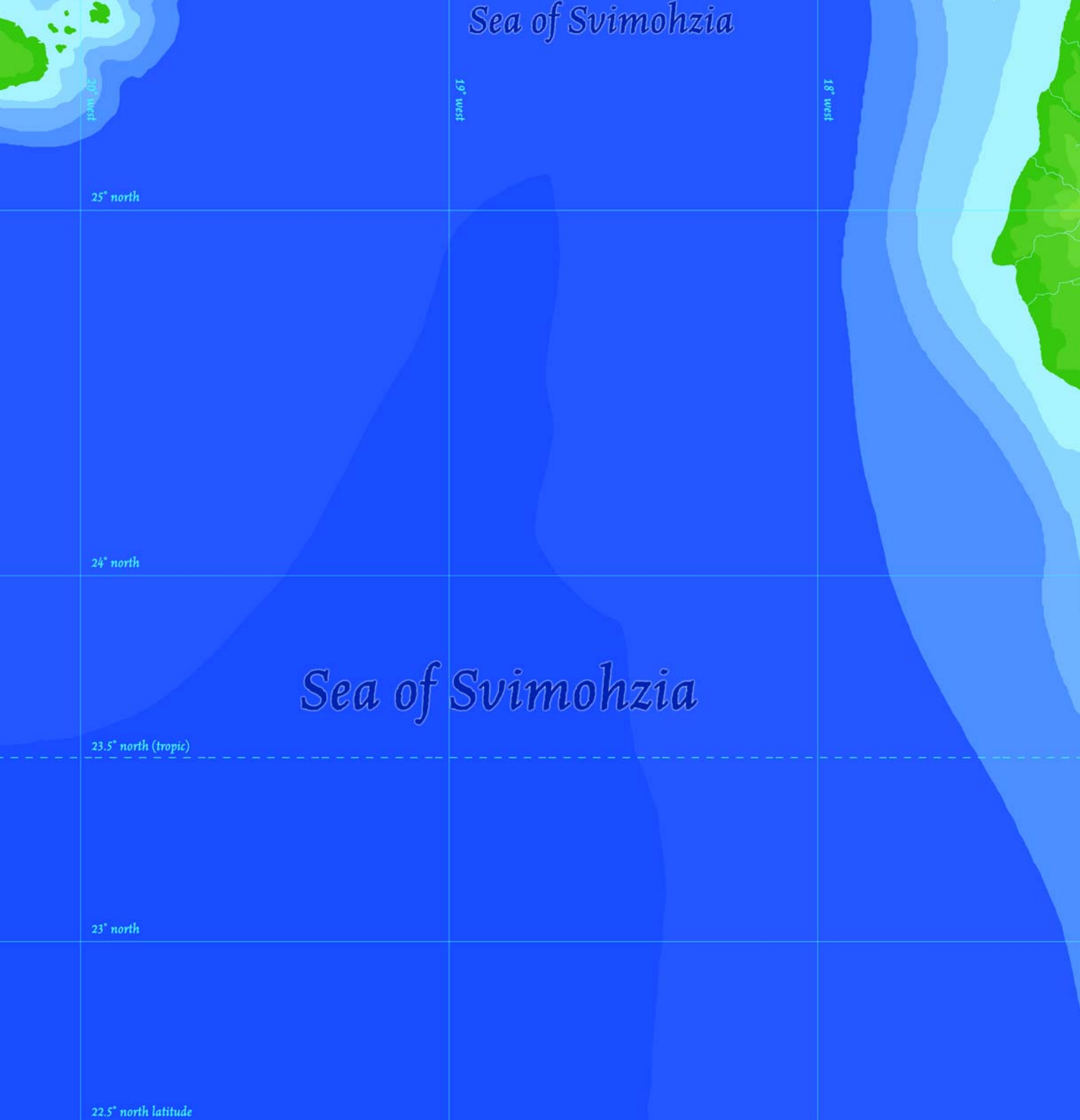


# Sea of Svimohzia

306	307	308	309	310
389	390	391	392	393
396	397	398	399	400
404	405	406	407	408
412	413	414	415	416

City .....	Population	City .....	Population

# Sea of Svimohzia



City .....	Population	City .....	Population

306	307	308	309	310
389	390	391	392	393
396	397	398	399	400
404	405	406	407	408
412	413	414	415	416

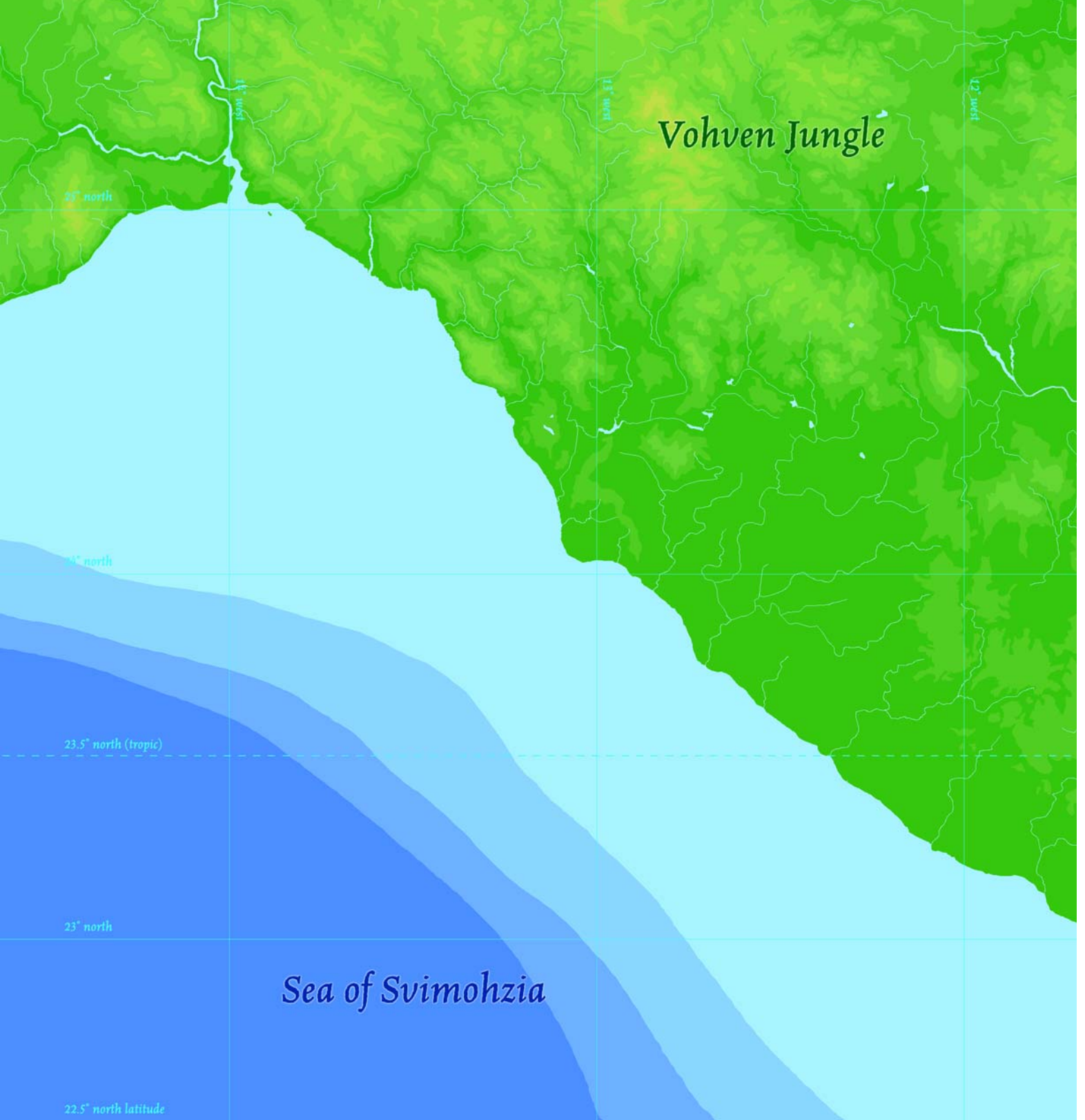
# Vohven Jungle

# Sea of Svimohzia

307	308	309	310	350
390	391	392	393	394
397	398	399	400	401
405	406	407	408	409
413	414	415	416	417

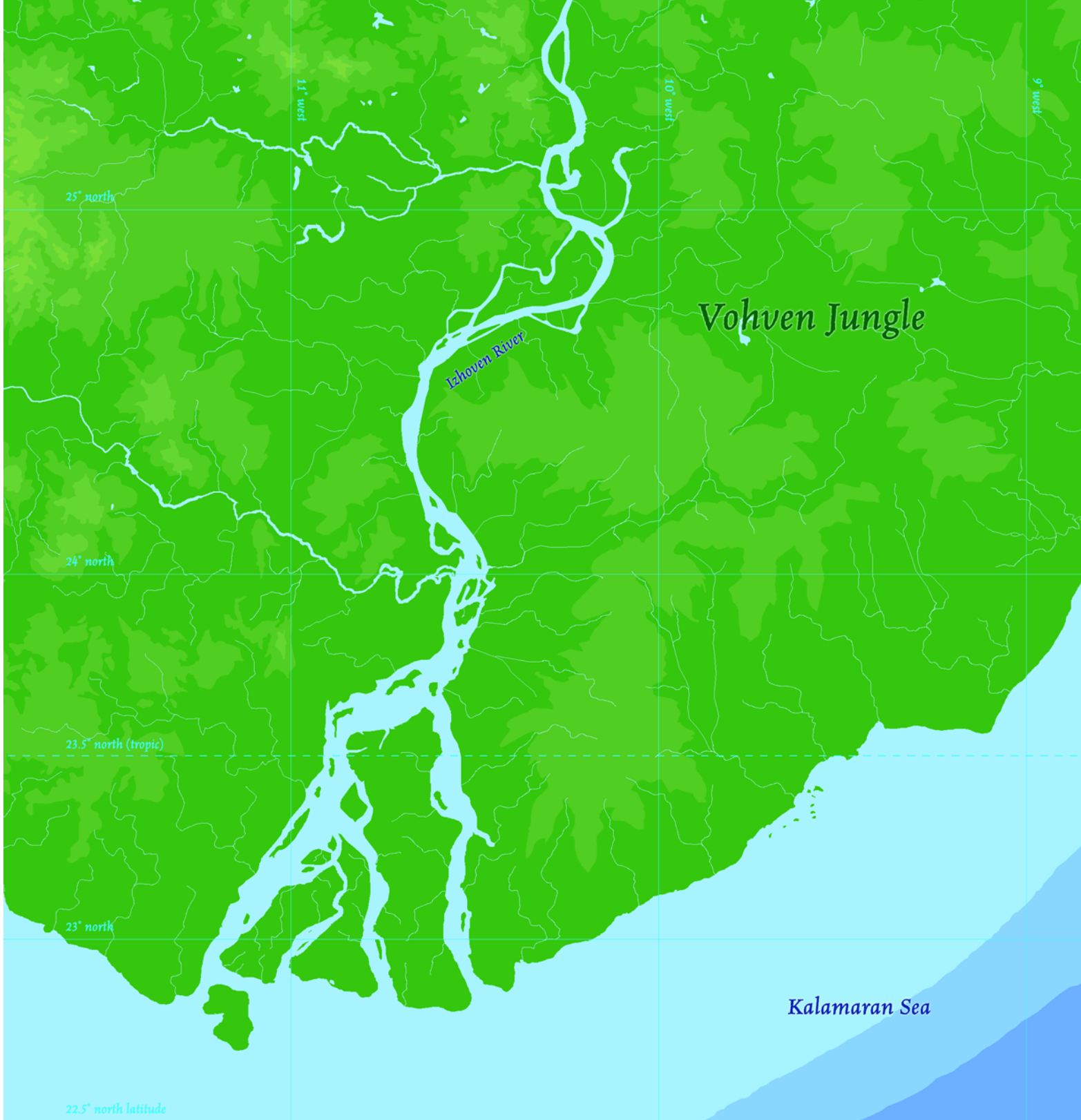
City .....	Population	City .....	Population





City .....	Population	City .....	Population

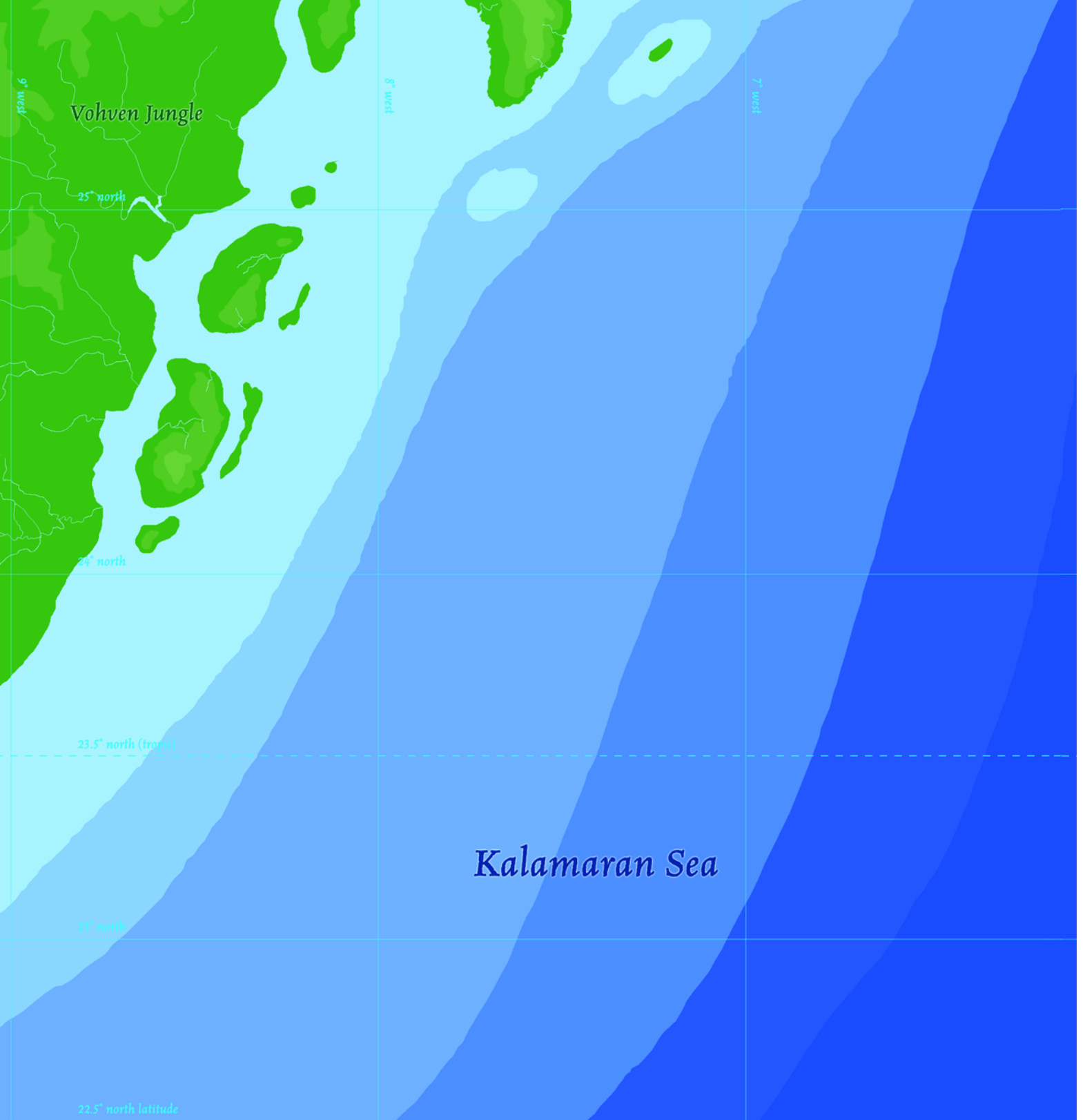
<b>308</b>	<b>309</b>	<b>310</b>	<b>350</b>	<b>315</b>
<b>391</b>	<b>392</b>	<b>393</b>	<b>394</b>	<b>395</b>
<b>398</b>	<b>399</b>	<b>400</b>	<b>401</b>	<b>402</b>
<b>406</b>	<b>407</b>	<b>408</b>	<b>409</b>	<b>410</b>
<b>414</b>	<b>415</b>	<b>416</b>	<b>417</b>	<b>418</b>



309	310	350	315	316
392	393	394	395	320
399	400	401	402	403
407	408	409	410	411
415	416	417	418	419

City .....Population      City .....Population

Blank area for recording city names and populations.



City .....	Population	City .....	Population



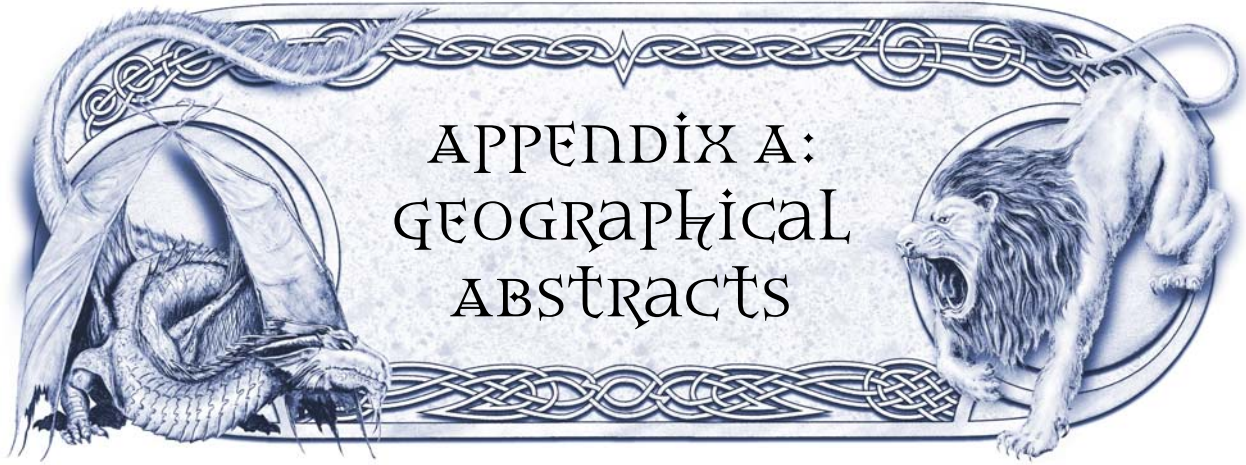

350	315	316	317	318
394	395	320	321	322
401	402	403	324	325
409	410	411	327	328
417	418	419	420	330

City .....	Population	City .....	Population



City .....	Population	City .....	Population

315	316	317	318	319
395	320	321	322	323
402	403	324	325	326
410	411	327	328	329
418	419	420	330	331



# APPENDIX A: GEOGRAPHICAL ABSTRACTS

What follows are a number of maps that provide aggregate information about Tellene.

## Common Trade Routes (p.422)

This map shows the principal trade routes of Tellene. Where applicable, notable goods exchanged along these routes appear alongside the path. In the case of dual colored routes, the trade goods are shown on the side of the arrow corresponding to the direction in which they move from producer to consumer. Significant trade occurs along unlabeled routes but no single item dominates said trade.

## Ocean Currents (p. 423)

The major ocean currents of Tellene are shown on this map.

## Winds and Air Pressure Systems (p. 424-425)

Prevailing winds and their accompanying pressure systems are depicted both for summer and winter seasons.

## Precious Metal Deposits (p. 426)

Depicted on this map are known sources of precious metals. Smaller deposits undoubtedly exist but their exact whereabouts are kept hidden by miners anxious to avoid attention.

## Utilitarian Metal Deposits (p. 427)

Utilitarian here implies metals valued more for their usefulness in fabricating commonplace items than for their use as a medium of exchange. Though copper finds its way into low denomination coinage, its use (as an alloy with tin) as bronze far exceeds its circulation as coins.

## Industry (p. 428)

Though Tellene is a pre-industrial world, non-agrarian enterprises do exist. Chief amongst these are shipbuilding, sheep herding (both for wool and meat) and cloth or linen production. Areas in which significant economic activity of these sorts occur are depicted on this map.

## Fishing, Herding and Ranching (p. 429)

Areas in which a sizeable proportion of the population is engaged in these activities is listed on this map.

## Grain Production (p. 430-432)

Cereal crops are the dietary staple of most inhabitants of Tellene. All function in the food supply as annual crops that store well and provide complex carbohydrates. The particular variety of cereal grown in any region is dependent on local weather and soil conditions. Significant areas of cultivating are depicted for the following cereals:

- Corn (Maize), Rice and Sorghum
- Rye and Barley
- Wheat (comprises Triticum genome including common wheat, durum, spelt and einkorn)

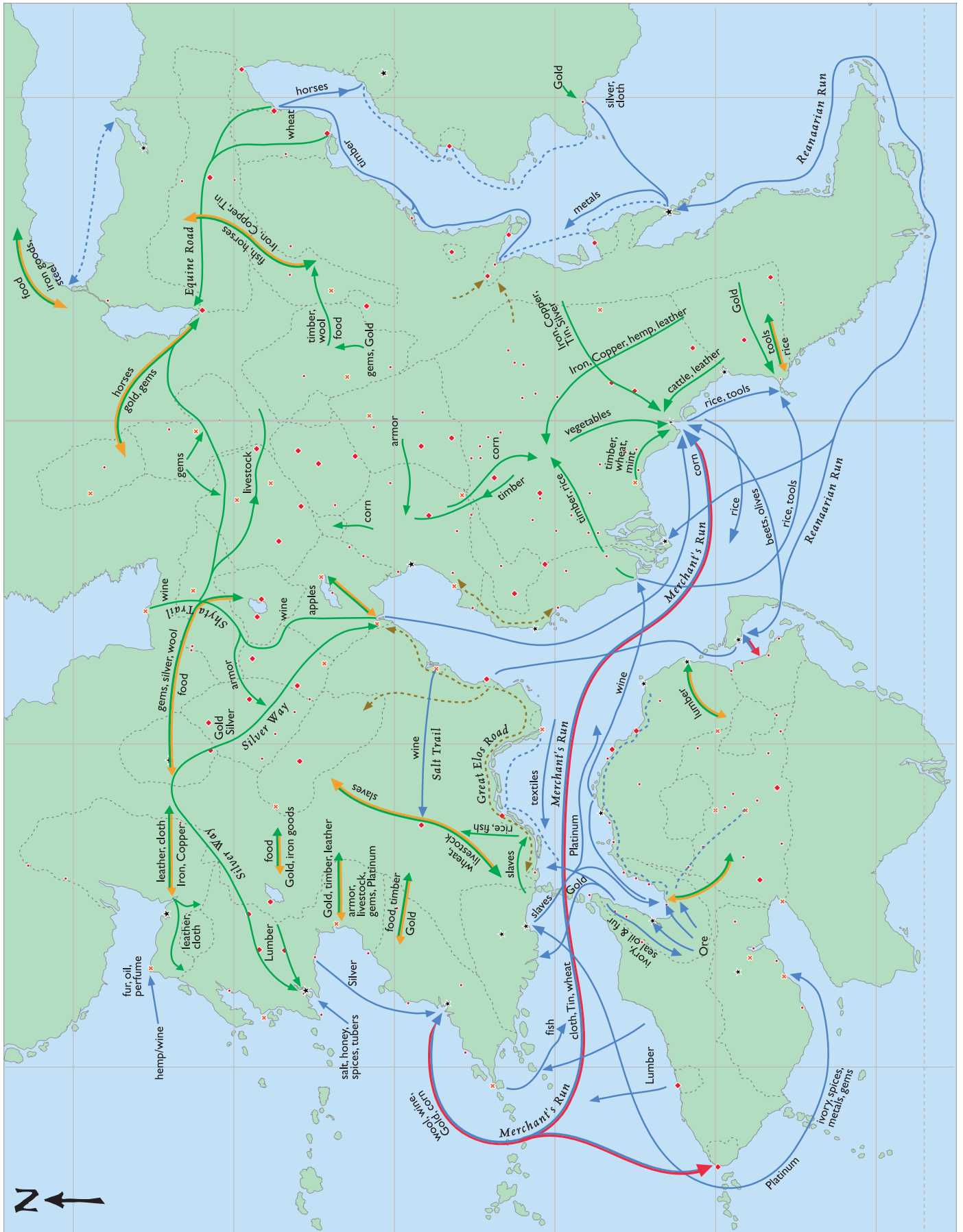
## Military Deployments (p. 433)

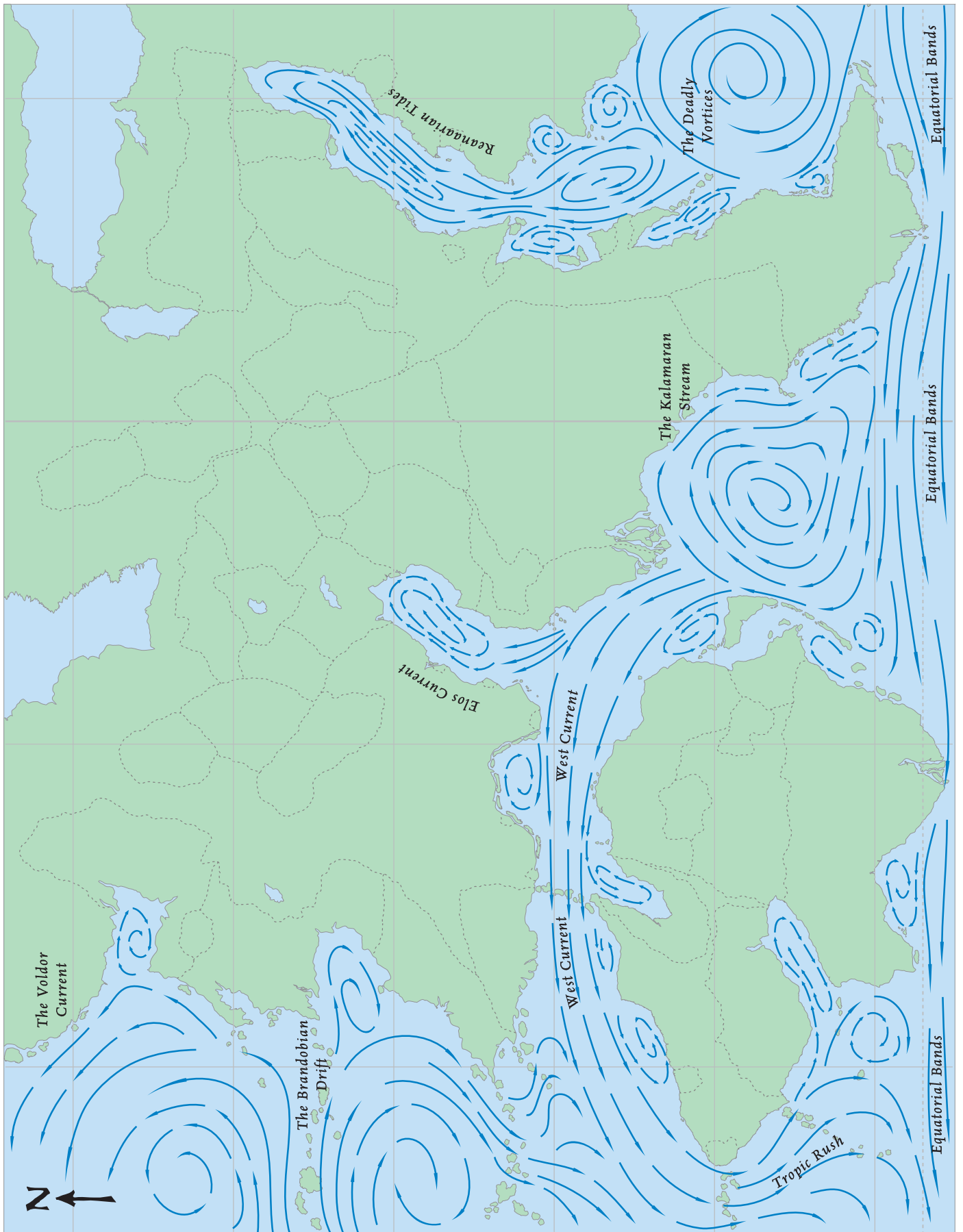
Nearly all nations have standing armies. Whether these are intended for national defense or conquest is dependent on their leadership. The map shows how many soldiers each country can field as well as depicts the major alliances currently in effect.

## Mercator Projection of Tellene (p. 434)

This is a brief discussion on map distortion as it affects Tellene.

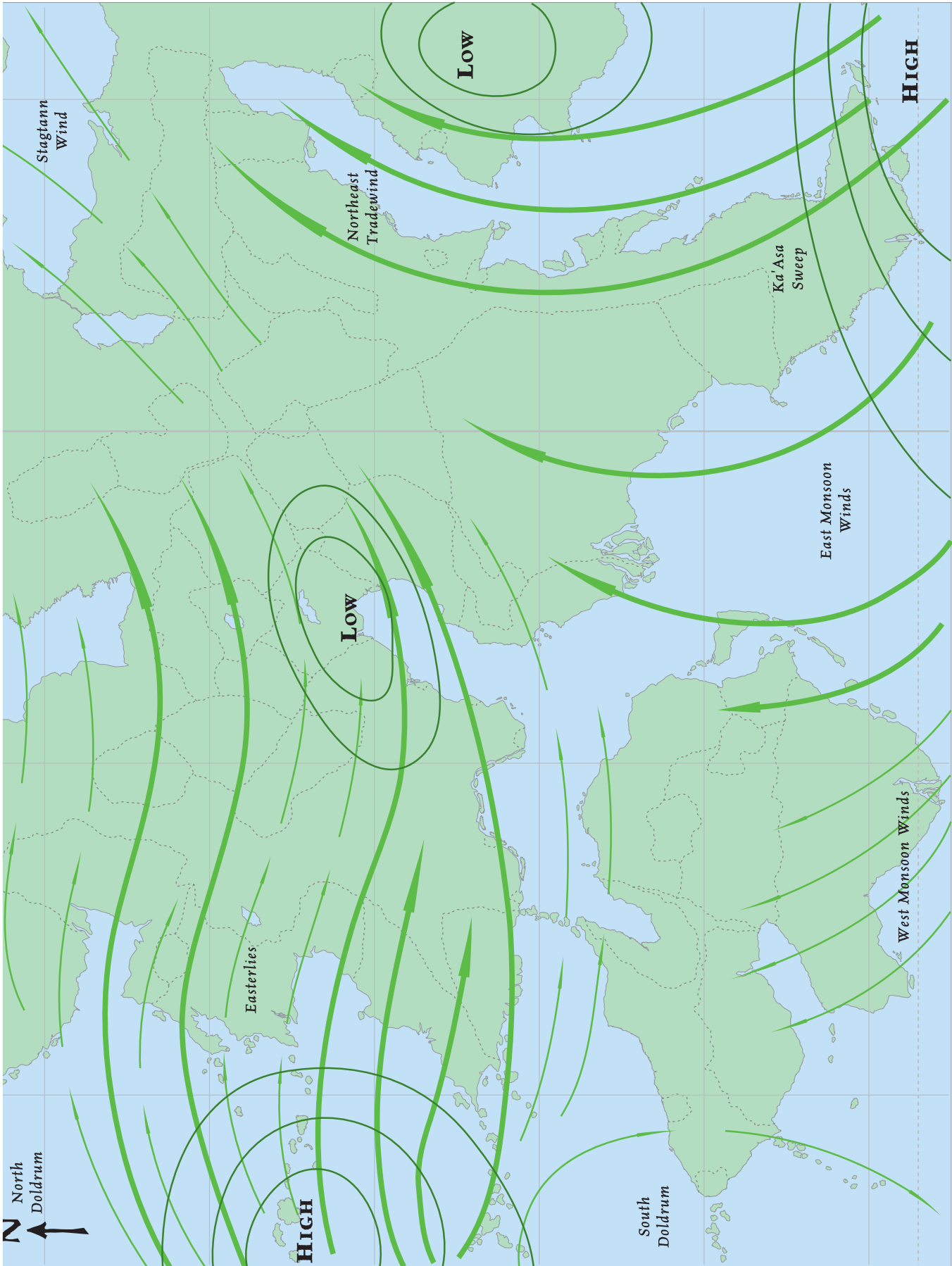
# COMMON TRADE ROUTES



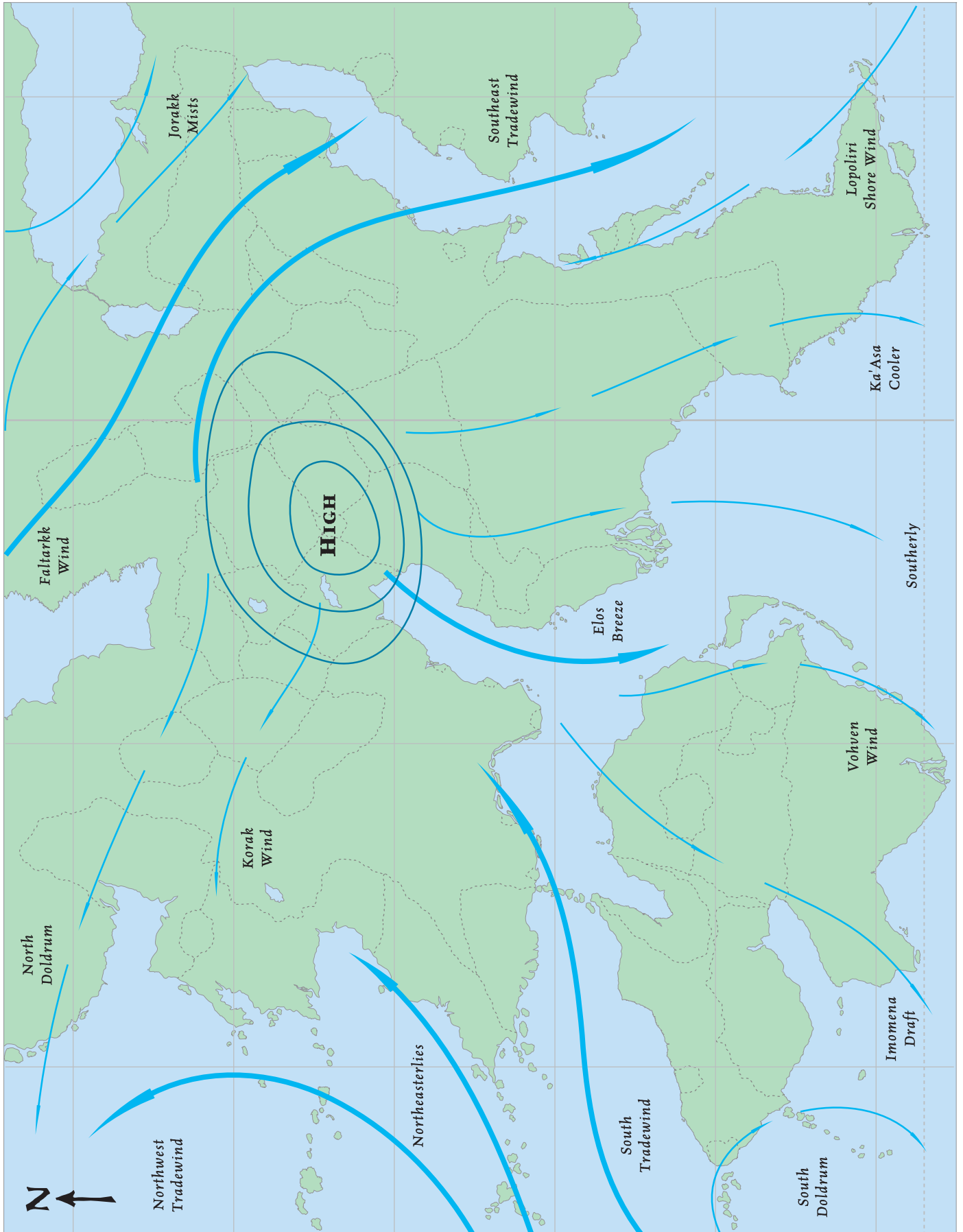




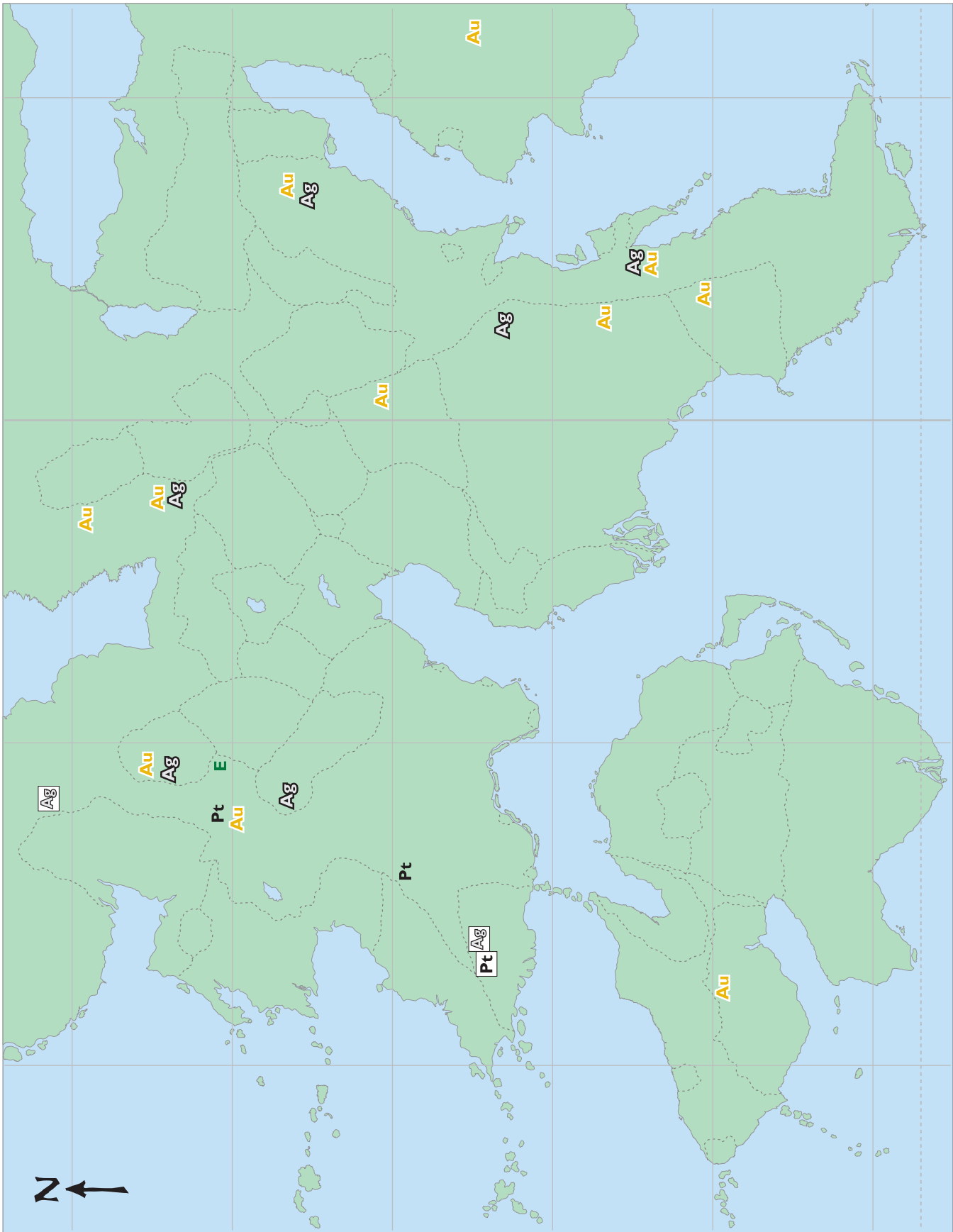
# WINDS AND AIR PRESSURE SYSTEMS (SUMMER)



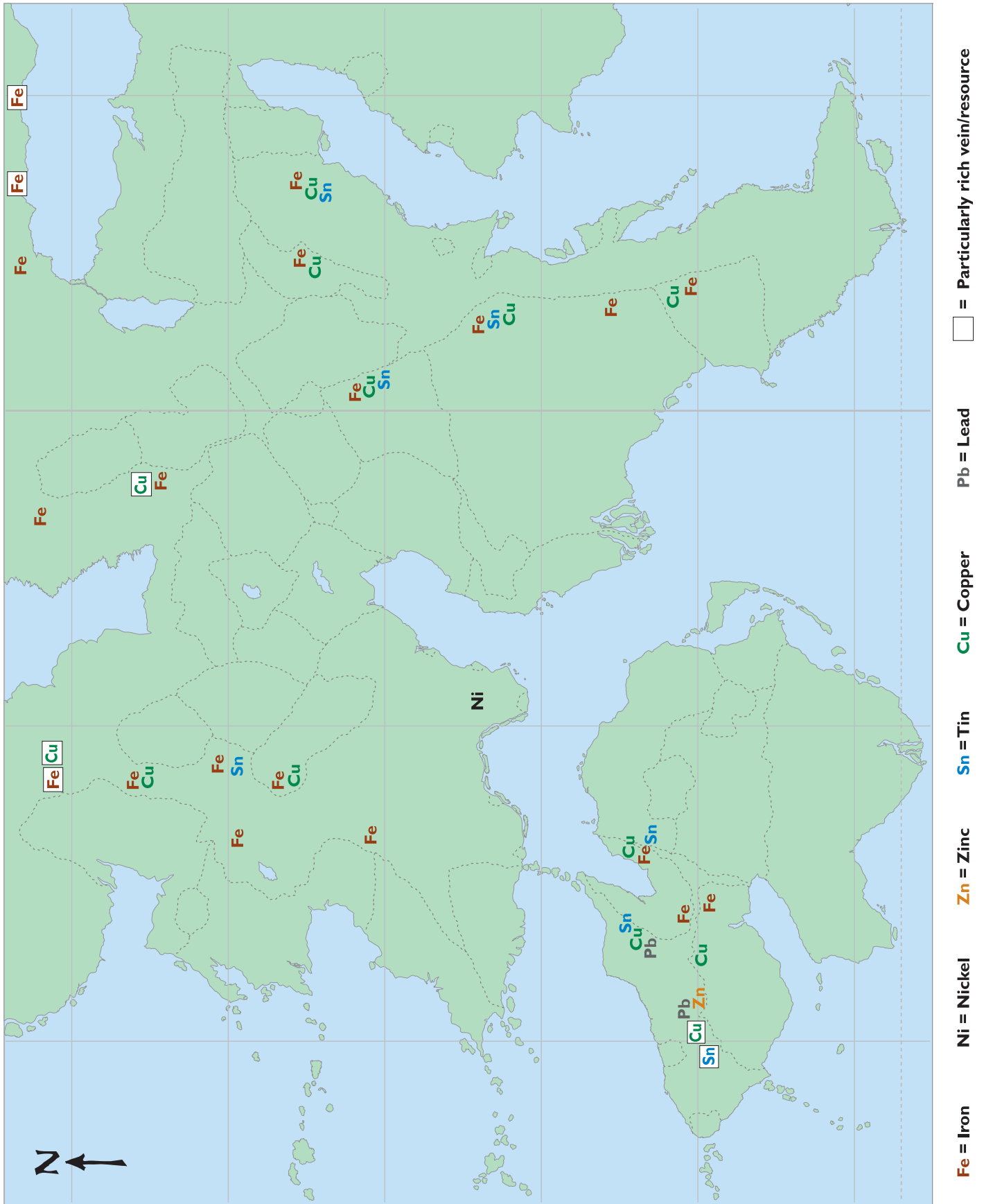
# WINDS AND AIR PRESSURE SYSTEMS (WINTER)

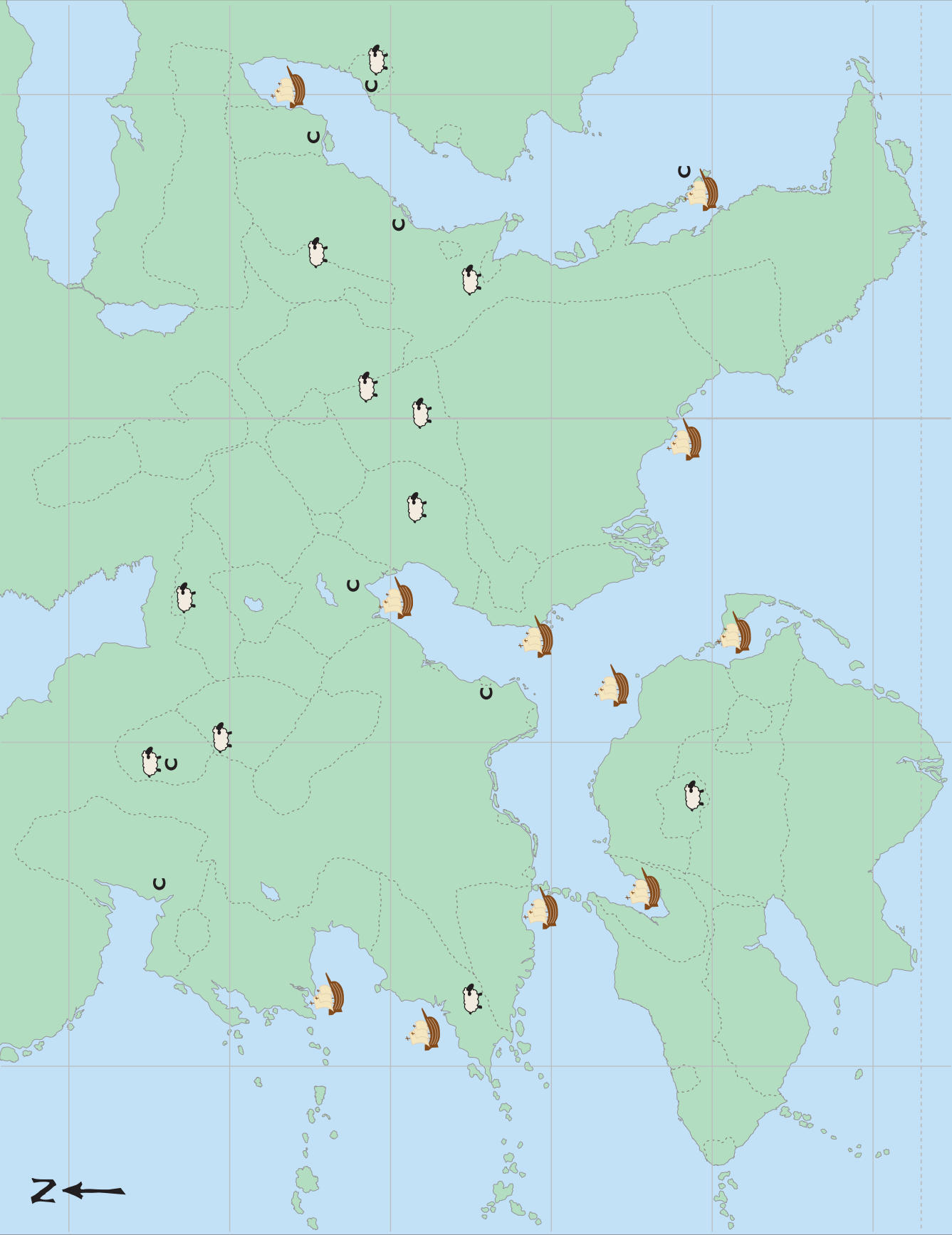


# PRECIOUS METAL DEPOSITS

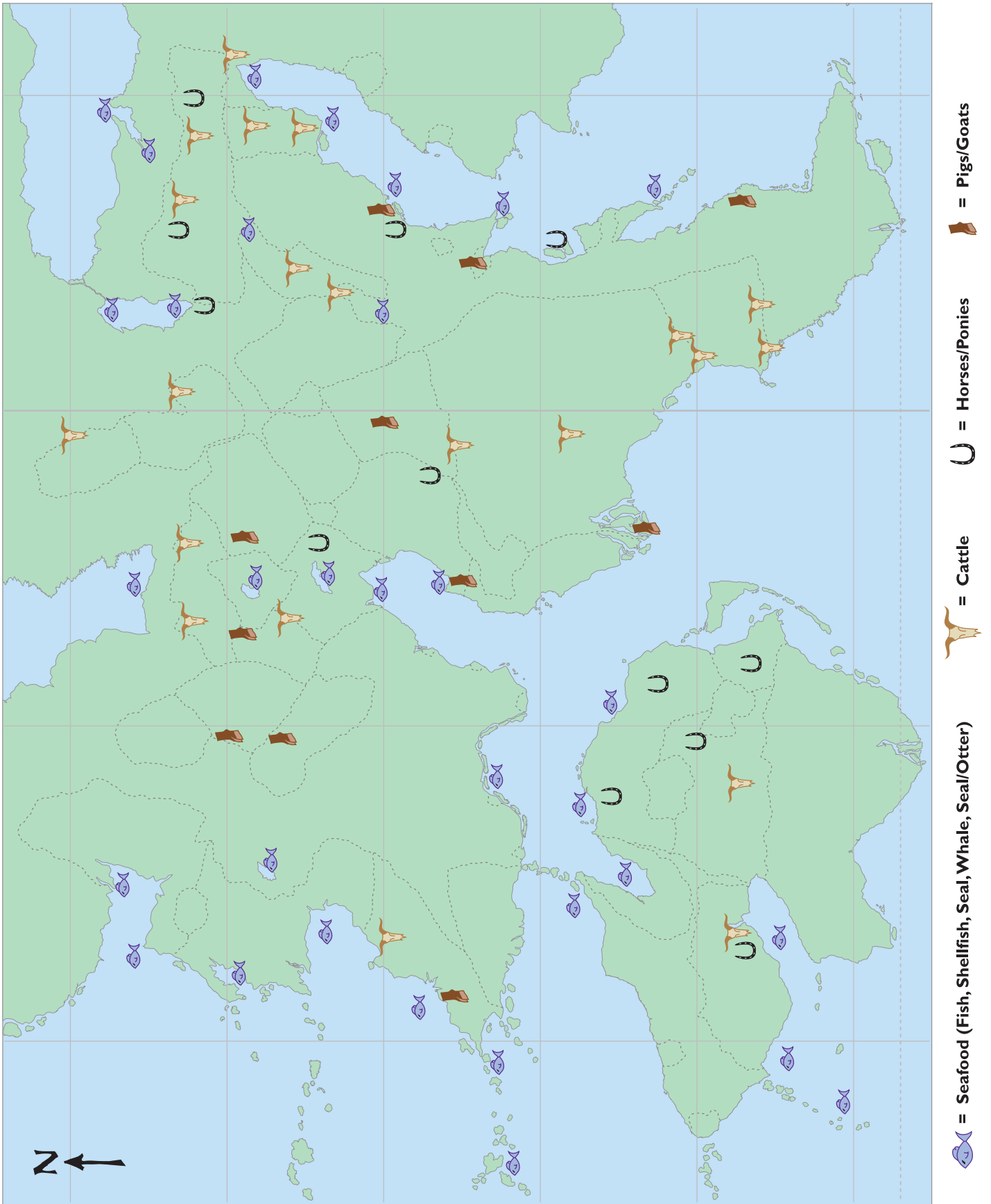


# UTILITARIAN METAL DEPOSITS

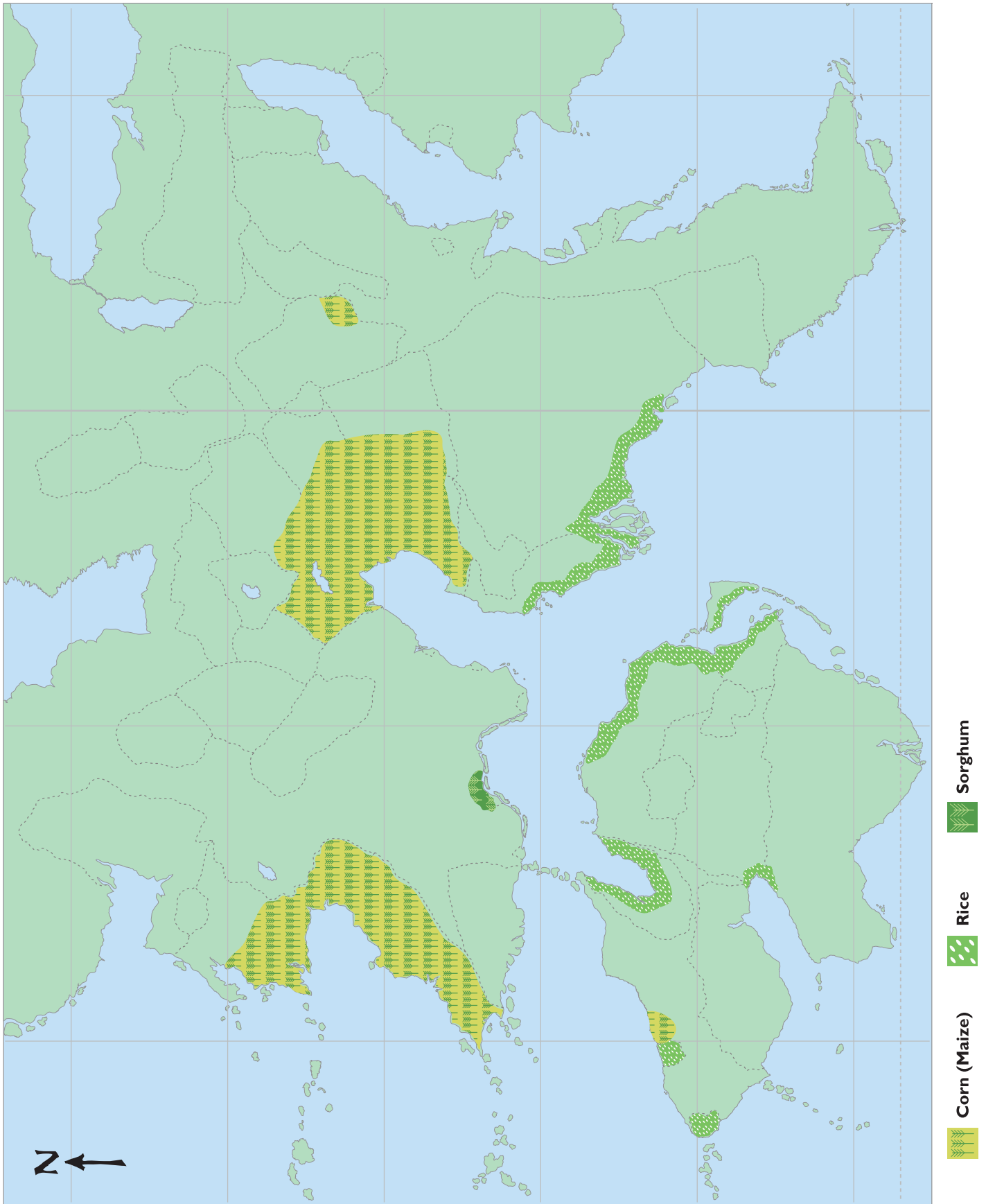




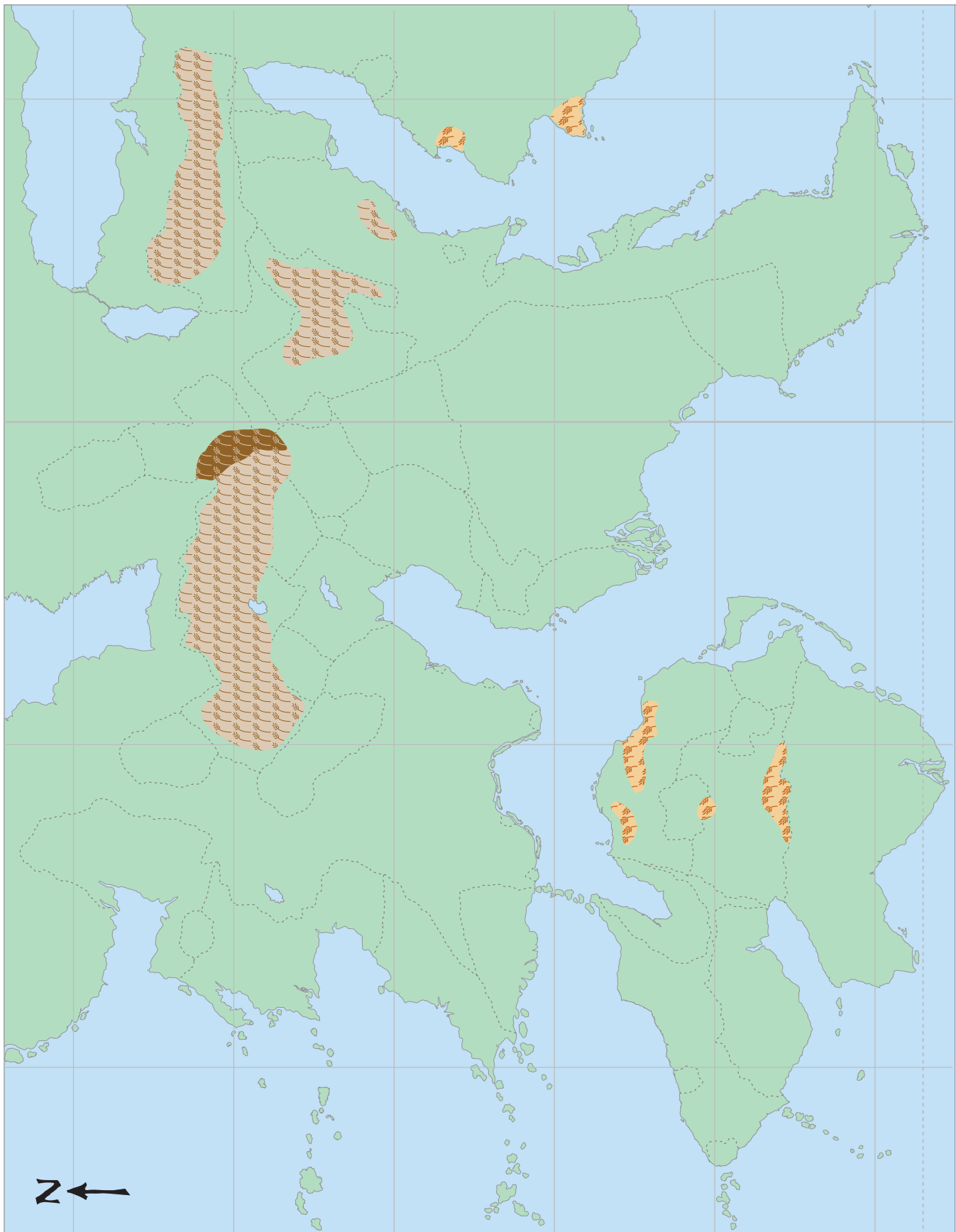
# FISHING, HERDING, AND RANCHING



# CORN (MAIZE), RICE AND SORGHUM PRODUCTION

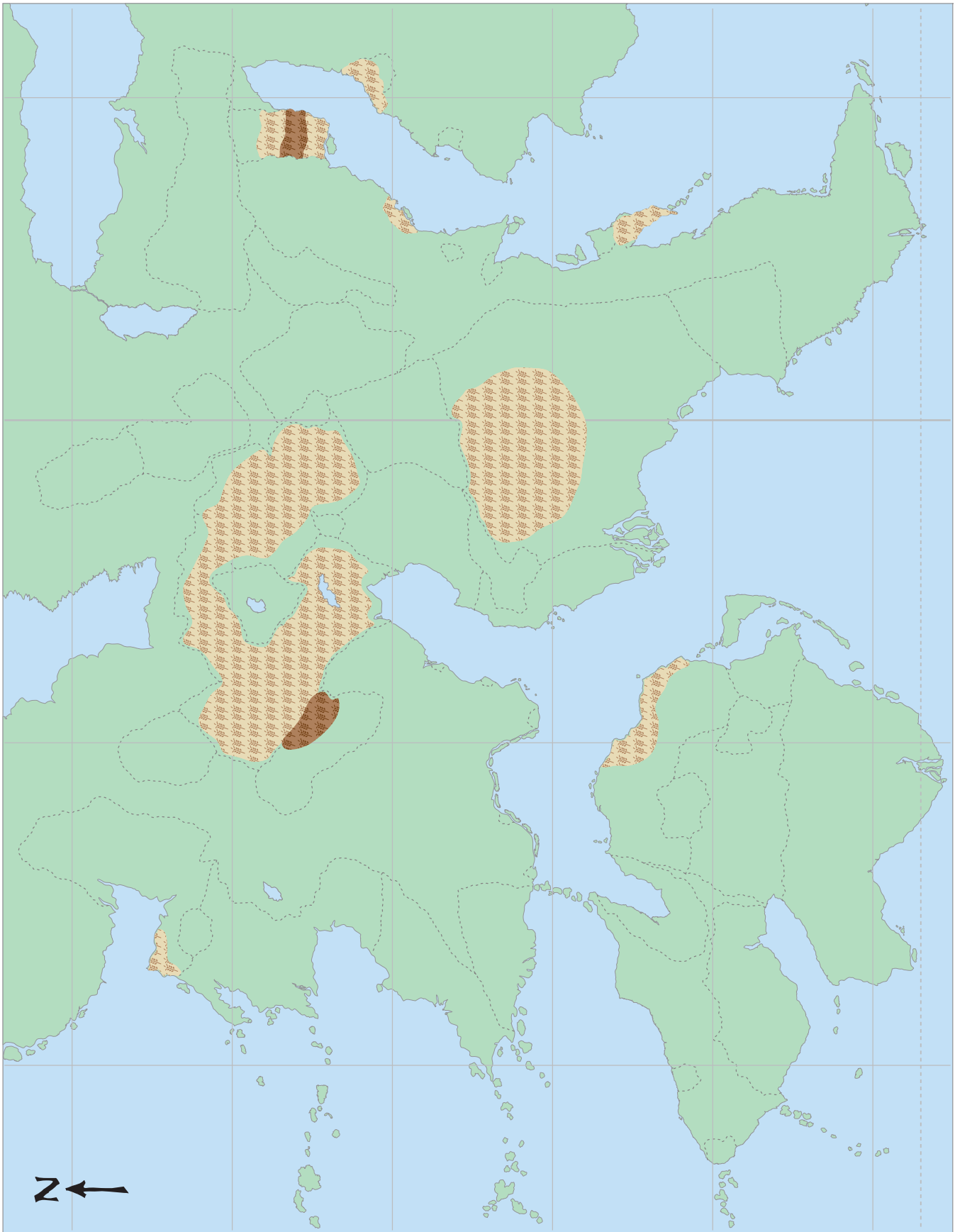


# RYE AND BARLEY PRODUCTION





# WHEAT PRODUCTION



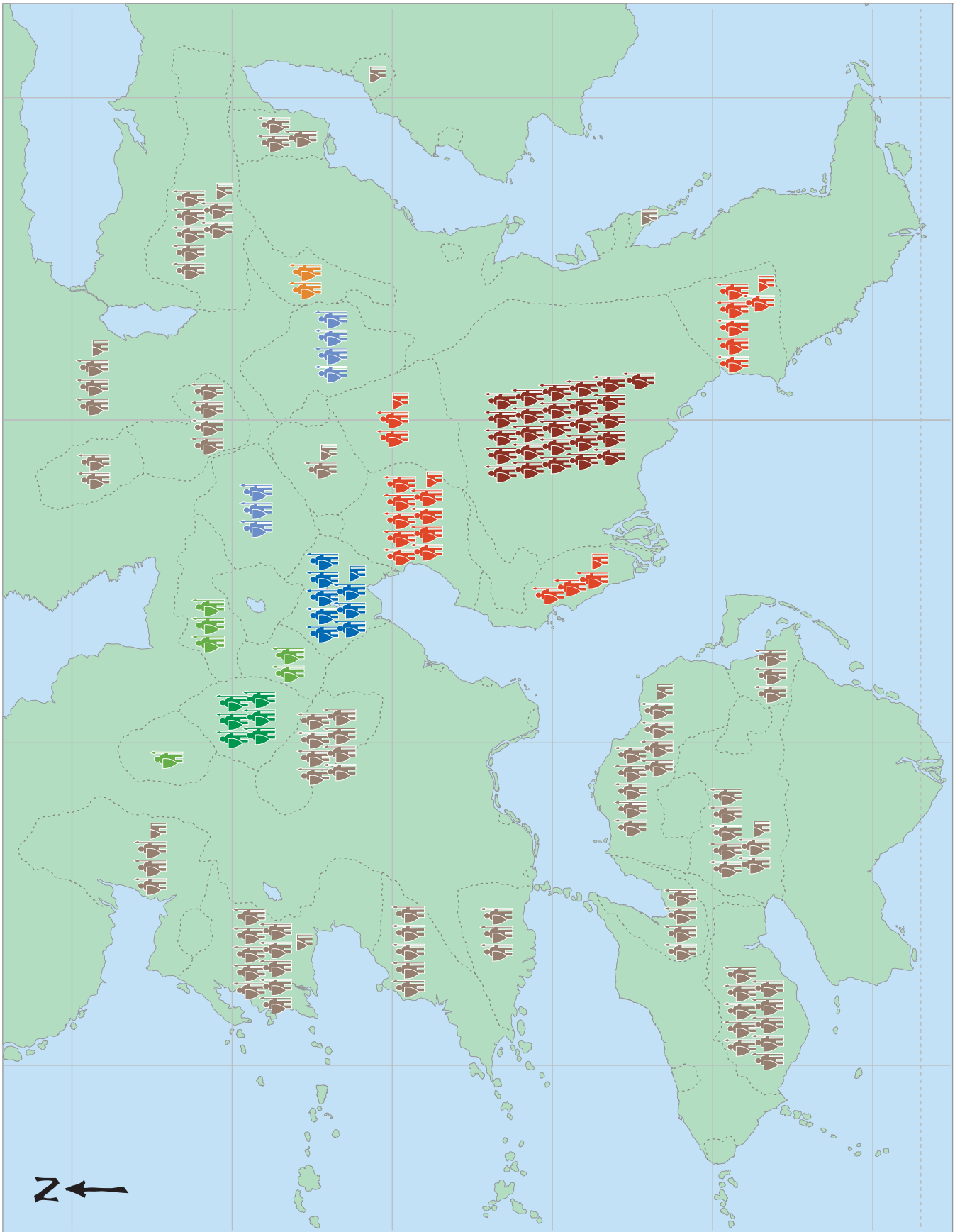
Wheat, exportable surplus



Wheat

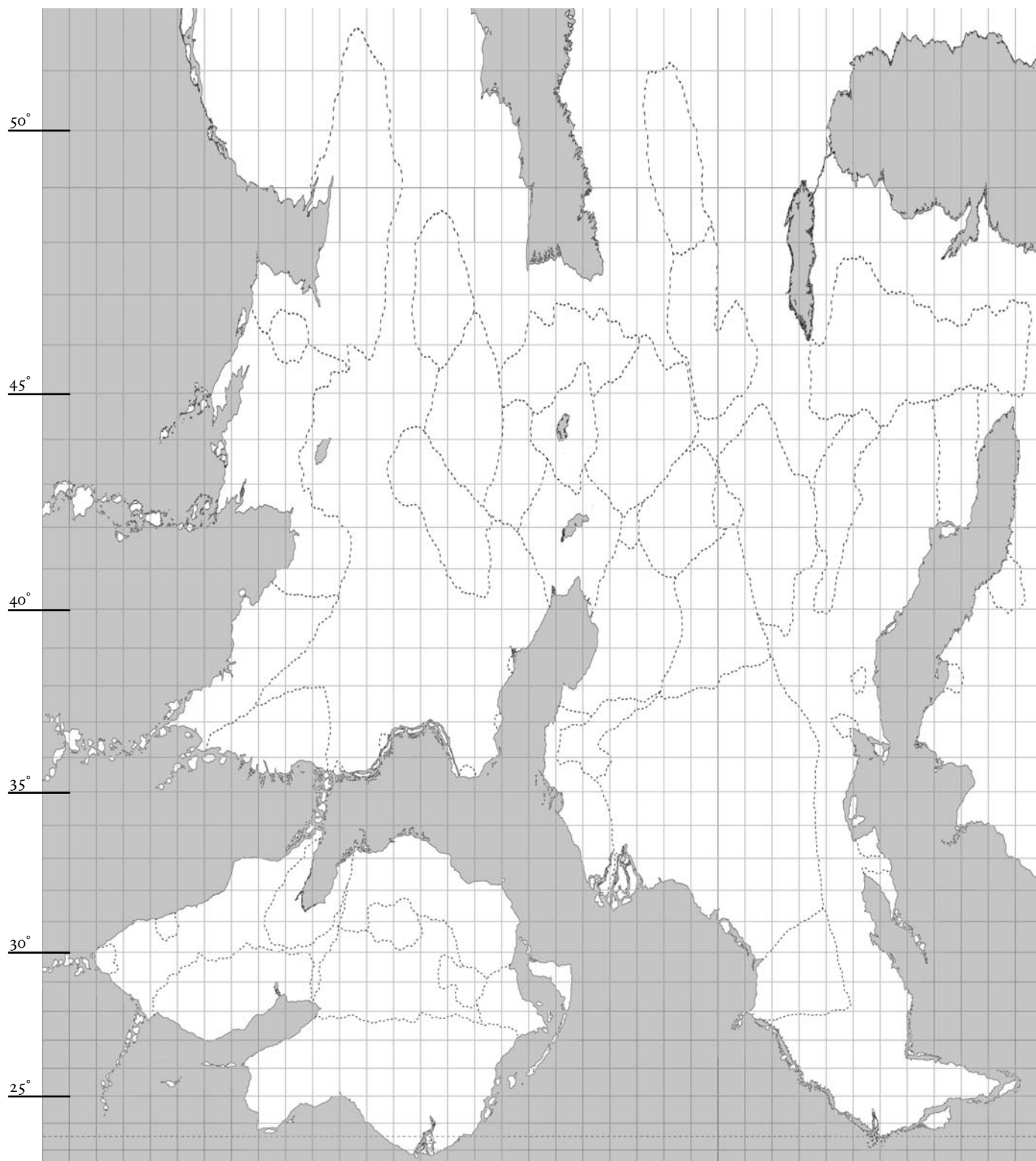


# MILITARY DEPLOYMENTS



 = 1,000 soldiers  
 = Kalamar and Allies  
 = Pekal and Allies  
 = Korak and Allies  
 = non-aligned nations

## Mercator Projection of Tellene (for comparison only)



All flat maps of spherical worlds such as Tellene involve trade-offs between short and long distance accuracy. It is mathematically impossible for any flat map to give accurate distances and angles at all scales, if the surface represented is curved.

Due to this product's intended purpose as a gaming aid, we have chosen to present the overall map of Tellene as a "locally flat" (or "constant scale") projection. This means that the distances measured by a ruler on any single page are quite accurate, but across multiple pages the measurement becomes less and less accurate. The larger the area represented on a map, the more distortion it will possess because more of the planet's curvature is included. We have chosen this projection because we believe simplicity and playability have greater importance than the marginal increase in long distance accuracy gained through the use of more complicated projections.

Above is an example of a more complicated projection we chose not to use. The Mercator projection is a common map projection that is commonly used as a navigational aid. It preserves the correct angles between any two points, which is useful for sailors trying to point their ships towards specific ports. As should be obvious, it does not preserve distances correctly. Other projections such as the Lambert conformal conic exist which give very accurate long distance measurements, but distort some short distances.

The DM is perfectly free to ignore all distortion effects and just use the straight, measured distances across maps as the actual distance. The error in distance when travelling from one 'corner' of Tellene to the opposite is less than 30%. A DM truly interested in the exact distances between towns is encouraged to learn more on the subject - all the data necessary for calculating the exact distances between towns is already included in Appendix D.

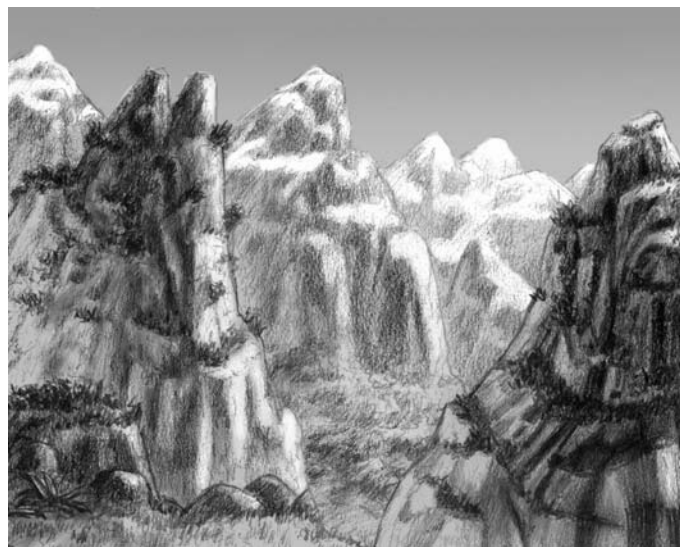


# APPENDIX B LAND CATEGORIES OF TELLENE

## LAND TYPES DEFINED BY RELIEF

### Mountains

Even a cursory glance at a map of Tellene reveals that a substantial portion of each area contains mountains. Mountains present the most complex and scenic landscapes on Tellene. Climatic Land Types (see below) range from frozen peaks through alpine forests and meadows (tundra), boreal and mid-latitude forests, down to the various lowlands. Some mountains, such as the Lopoliri range even hold rainforests on their slopes. Glacial mountains, such as the Deshada Mountains typically have sharp, jagged, rocky peaks. Such ranges also exhibit fairly level valleys, smoothed and flattened by the flow of glaciers. In contrast, mountains that have not seen glacial activity like the Dashahn range, exhibit narrow and gorge-like valleys. Pictured at the right is the Tanezh Range, with steep inclines and sharp, deep valleys.



*Mountains*

### Volcanic Areas

Volcanic areas exhibit the same characteristics of other mountains with respect to glacial activity. Vegetation in volcanic areas tends to grow more rapidly and more densely due to the prevalence of volcanic ash. The ash, rich in minerals, enriches the top soil, creating

an excellent environment for vegetable matter growth. Thus, large lava plateaus are quite favorable to flora, even for farming, as can be attested to by any larger dwarven nation. The picture shows the volcanic region of the Ka'Asa Mountains, the year following the last lava flow.



*Volcanic Areas*

### Maturelands

Maturelands (illustrated on the next page) are the hilly regions that are not very high in elevation, but most of the area has a gradient or incline. The rapid surface erosion creates the sharp slopes exhibited by these badlands. Examples include the Arajyd Hills, the Sliv Elenon Rise and perhaps portions of the Shyf Hills. Maturelands can exhibit any type of vegetation, but the best developed ones have few trees as such cover impedes rapid erosion. Thus, drier regions tend to have more maturelands than areas with enough moisture to support larger vegetation. River valleys in these regions can be dangerous areas and inhabitants live constantly under the specter of floods caused by rapid runoff and the consequential river swelling. Flashfloods are common, especially in areas such as the Norga Tors where irresponsible ranchers allow overgrazing (which in turn accelerates soil erosion).

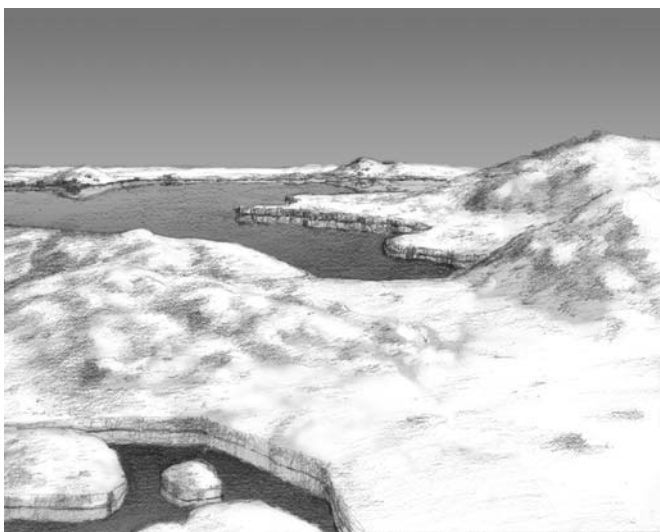


*Maturelands*

## LAND TYPES DEFINED BY CLIMATE

### Frozen

Atop the high mountains and on Tellene's polar regions (not shown on the map) some of the snow does not melt during the summer months. It piles higher and higher, compacting itself into ice fields and eventually forming glaciers. These glaciers flow down from mountains such as the Krond, Dshada and Jorakk ranges into Shadesh Bay or Lake Jorakk. The ice flows either melt or form icebergs, depending on location, weather and temperature (season). Roughly a tenth of Tellene's area is defined as frozen, but only a small fraction of the tenth is shown on most maps, such as those in this gazetteer (the remainder being in the largely uncharted and unmapped northlands that lie beyond the northern edge of most maps). The picture shows the eastern shore of Shadesh Bay in late winter.



*Frozen Land*

### Tundra

Where Tellene's summer months are too short to thaw the subsoil, the ground cannot sufficiently absorb the melted snow and ice. The result is a marshy vegetation of stunted trees, smallish flowering plants, mosses and lichens. Caribou, reindeer, elk and musk oxen graze on the tundra. Roughly a twentieth of Tellene's area is tundra. Examples include the alpine highlands of the Ka'Asa range, the rocky, barren tundra of the upper Elenons, and the Lands of Torakk (north-eastern Torakk is depicted above). While typically not populated by humans (the Torakki and Slen being notable exceptions), many humanoids and some larger, fiercer, more monstrous beasts are drawn to the tundra in search of reindeer and caribou.



*Tundra*

### Boreal Forests

A forest of conifers, aspens, birches and so forth cover the northern part of Tellene or roughly a tenth of the land. Examples include the Brindonwood, Rytarr woods and the forested slopes of most mountains. In these areas it is extremely cold from Renewal to Harvest (and often the months of Sewing and Reaping as well). In



*Boreal Forest*

contrast, the summer months are very hot but too short for typical broad-leafed trees. Since the soils tend to be unfit for farming, inhabitants here rely on mining, logging and the like. A stretch of the Khorren Woods, north of the Upper Byth River is shown on the previous page.

## Mid-Latitude Forest

Forests of deciduous trees mixed with the coniferous variety grow wherever there is adequate rainfall and/or drainage. These mid-latitude forests dominate from central Kalamar north until they give way to Boreal Forests. These forested areas occupy vast areas of civilized Tellene, essentially wherever the summer months are at least warm, but winter months become chilly or even frigid. Most forests north of Tarisato and Zazahni are of the mid-latitude variety. Pictured at the right is a path through the Kalokopeli forest.



*Mid-Latitude Forest*

evergreen bushes, citrus fruit trees, olives, grape vines, cypress and other coniferous trees. Scrub makes up a relatively small portion of Tellene's surface. The hilly nature tends to make scrubby areas picturesque.

## Prairie

Wherever drainage and rainfall are not sufficient to support a mid-latitude forest, prairie grasses will dominate the landscape. Also called grasslands or steppes, these areas are dominated by hardy grasses and other vegetation that can survive droughts and freezing temperatures. A majority of the Young Kingdoms, Torakk and Drhokker are grasslands. The prairies provide grazing land for cattle, horses or sheep. Note that, once they've taken root, trees do grow in the grassland, but not in abundance. The steppes of Drhokker were the original breeding grounds of the equines and the homeland of the Drhokker horse-lords. Below, a Kasite returns home after plowing his lord's fields.



*Prairie*



*Scrub*

## Scrub

Where winters are cool and wet and the summer months are dry, the terrain classified as scrub prevails. Scrub exists in primarily in hilly or mountainous areas, especially around Reanaaria Bay, but also in the northern portion of Brandobia and a few spots of the Young Kingdoms (near Shyta-na-Doby). Typical vegetation includes

## Desert

Deserts are dry areas with little or no vegetation and massive temperature swings. Roughly a fifth of Tellene's surface can be classified desert, the prime examples being the massive Elos and the Khydoban deserts, although many highlands also qualify for this classification. The Elos (pictured at on the next page) remains dry due to the shadow of the imposing Elenons, which deter rain clouds from crossing to the east. Runoff and monsoon season save the Elos from being devoid of vegetation, in fact, many thousands of plant and animal species thrive even in the arid Elos. Sagebrush, yucca, cacti and desert brush provide sustenance for the many animal species. In contrast, the Khydoban, kept dry by a combination of unfavorable weather patterns and topography, is characterized by sandy dunes and



*Desert*

large tracts of featureless terrain. Few inhabit either desert, though both deserts are home to many tribes of desert nomads of both human and humanoid decent. These nomads survive as sheepherders, scavengers and hunter-gatherers of desert species. They settle in or travel from oasis to oasis.

## Savanna

The grasslands of Svimohzia and Tarisato are known as savannas. These areas are characterized by winter droughts and warm summer rains. Copses of various trees, especially palms, dimple the grasslands. Thicker forests ring the coasts and fringe rivers and streams. These areas are ideal for ranching and would be excellent for farming but for the irregularity and unpredictability of rainfall; in times of plenty, most Svimohz lords fill huge granaries in anticipation of the lean times surely waiting just around the corner. Sugar, sisal, bananas, pineapple and palm oil are easily obtained from Tellene's savannas, such as in central Zazahni, depicted below.



*Savanna*

## Tropical Forest

The Obakasek and Vohven Jungles are Tellene's only rainforests. Covered by a canopy of trees towering to well over hundred feet (indeed, some explorers of the Vohven's depths claim to have discovered a gigantic area soaring to a hundred yards in height, but this has never been successfully substantiated), both of these forests contain a staggering variety of trees. Despite the capability for rapid growth, the area is all but useless to farmers; the soils in these forests are leached greatly by rain and the rapid rate of decay thwarts the formation of humus. Still, the tropical forests of Tellene provide important products, including abaca, balsa, bamboo, baobab, cassava, cocoa, coffee, hemp, kapok, mahogany, rubber, sapodilla and teak.



*Tropical Forest*



# APPENDIX C LANGUAGES

LANGUAGE	WORD	TRANSLATED WORD OR PHRASE
Ancient Brandobian	vr mindrel	Golden Thoughts
Brandobian	-den	suffix meaning village
Brandobian	-olen	suffix meaning city
Brandobian	-ven	suffix meaning town
Brandobian	avildar	great wraith
Brandobian	Darnon Blona	Slayers of the Undead
Brandobian	Pelselond	Big star
Brandobian	rhiln	guardsmen
Brandobian	rhilnd	sergeant
Bugbear	Geeno tabash	claw foot
Dejy	Dorfryr	Slayers of the Undead
Dejy	kyseth	great mummy
Dejy (Ancient)	Dodejay Na-Kodegay	Get out of here!
Dejy (Belsona)	Delakka	justice
Dejy (Dynaj)	Gythali	shroud
Dejy (Elos)	da-Chorji	sanctuary
Dejy (Elos)	da-Sasasho	Holy One
Dejy (Elos)	Evadim	Desecrators
Dejy (Elos)	Goya	Die
Dejy (Elos)	Niejdathaly	the Great Valley
Dejy (Elos)	Shayin	Infidels
Dejy (Khydoban)	Ejja-Vonan	life from stone
Dejy (Khydoban)	Senojy	local title of the village leader in Ejja-Vonan
Dejy (Khydoban)	snylyk	beer with a fishy taste
Dragon	rhingoryx	shimmering gold
Dwarven	adurek	Hill dwarves
Dwarven	dorom	to run
Dwarven	dorome	I run
Dwarven	doromi	she runs
Dwarven	doromo	he runs
Dwarven	durvalk	Stone dwarves
Dwarven	Frumack	smasher
Dwarven	lmdar	mother
Dwarven	Kruze	bloody
Dwarven	ruruk	Mountain dwarves
Dwarven	tum	load
Elven (high)	Falagadruilia Thaeralandi	Sentinels Grove
Elven (high)	Melboriss	burning bow
Elven (low)	aralarai	Wood elves
Elven (low)	Bellanoria	sure strike
Elven (low)	doulathan	Gray elves
Elven (low)	Diadolai	the elven moon
Elven (low)	Dremusedd	safehome
Elven (low)	drow	Dark elves
Elven (low)	Elal Verboral Yan Sel	In Knowledge Lies Power
Elven (low)	Fissmall	coldstrike
Elven (low)	lathlani	High elves
Elven (low)	seleeris	Wild elves
Elven (low)	tel-lathlan	Half-elves
Elvish (Edosan)	Vahianallis Unoala	Winter Sunrise
Fhokki	atharr	warlord
Fhokki	Gif Nort	the Sleepy Weed (a marine snake)
Fhokki	Nyktharr	Slayers of the Undead
Fhokki	Sittik	poison made from snake venom
Fhokki	vostarr	barrow man (wight)
Fhokki	Faltarkk	ice bite
Fhokki	Stagtann	hot breath



LANGUAGE	WORD	TRANSLATED WORD OR PHRASE
Fhokki (skarrn)	skryvalkker	battle lord
Gnomish	dalgul	Rock gnomes
Gnomish	fulmaran	Forest gnomes
Gnomish	mythar	Deep gnomes
Halfling	azravan	Golden halflings
Halfling	gurin	Lightfeet
Halfling	Oldor	The name of the halfling native language
Hobgoblin	kargi	Hobgoblin from Ul-Karg
Hobgoblin	krangi	Hobgoblin from Norga-Krangrel
Hobgoblin	Norga-Krangrel	cornerstone
Hobgoblin	sil-karg	Half-Hobgoblins
Hobgoblin	sil-karg	Half-Hobgoblins
Hobgoblin (Krang)	andgkran-avuikhal	the Day of the Return [of Kruk-Ma-Kali]
Hobgoblin (Krang)	dharukh	sub-chief
Hobgoblin (Krang)	grhalnekh	witch doctor
Hobgoblin (Krang)	hagkhari	warriors - full adult soldiers
Hobgoblin (Krang)	karukh	chief
Hobgoblin (Krang)	hasglakh	corporal
Hobgoblin (Krang)	lokhri	whelps - young hobgoblins
Hobgoblin (Krang)	Lunkhuri	adolescent-warriors-in-training
Hobgoblin (Krang)	moskh	females, usually adults
Hobgoblin (Krang)	mravnargoln	the Black Lake
Hobgoblin (Krang)	rhisglakh	sergeant
Kalamaran	-e	Suffix indicates female
Kalamaran	-eta	Suffix indicating cities
Kalamaran	-i	Suffix indicates male
Kalamaran	-idu -ido	Suffix indicating towns and villages
Kalamaran	-L '-AL	Suffix indicates plurality
Kalamaran	-u	Suffix indicates neutral
Kalamaran	ad'kinitu	The Chute
Kalamaran	Bet	Precedes capital cities
Kalamaran	galanam	a reliqu, a powerful self-willed type of skeleton
Kalamaran	Ka-	Prefix indicates possession
Kalamaran	Kabak	cheese
Kalamaran	Kalamaran Rosaleta	Aged, sweet red wine produced in Rosaleta
Kalamaran	Kalenal Gali	Slayers of the Undead
Kalamaran	Korit'sa	spicy sausage
Kalamaran	samarata	Basiran style of dance
Kalamaran	urala	pearl
Kalamaran	Veshemo	Mother above
Kalamaran (Ancient)	akiror	torch
Kuo-toan	Koa Matuu	Kuo-toan name for the Stormlord
Kuo-toan	Matuuab	bringer of storms
Kuo-toan	Moha brinu	angry spirit
Lizardfolk	Shhinn'shaas	name of the Abaser
Lizardfolk	Sla'Zeen	wild ones
Lizardfolk	Zek'Ira	people
Merchant's Tongue	amberhairs	Golden halflings
Merchant's Tongue	Arrival Day	Geanavese secular holiday
Merchant's Tongue	Bullneck	slang for a member of city watch
Merchant's Tongue	cellarer	sewer worker
Merchant's Tongue	Darkhouse	combined gambling house and brothel
Merchant's Tongue	Dremin	Mendarn platinum piece
Merchant's Tongue	Feast of the Dragon	Geanavese secular holiday
Merchant's Tongue	Gent	Mendarn silver piece
Merchant's Tongue	Glint	standard Geanavese gold coin
Merchant's Tongue	Handpie	morning food item
Merchant's Tongue	highland dwarves	Mountain dwarves
Merchant's Tongue	kingspiece	name for platinum pieces of Pekal
Merchant's Tongue	Lord	Mendarn gold piece
Merchant's Tongue	lowland dwarves	Hill dwarves
Merchant's Tongue	Magnostorms	Magnetic storms
Merchant's Tongue	Pekal Stout	dark ale brewed exclusively in Pekal
Merchant's Tongue	Rube	Mendard copper piece
Merchant's Tongue	seefarths	name for silver pieces of Pekal
Merchant's Tongue	shadow elves	Dark elves
Merchant's Tongue	Tinch	verb- include a small amount
Merchant's Tongue	victories	name for gold pieces of Pekal
Orcish	Aagkhakh	Room of Thoughts'; orc tribal council chamber
Orcish	Aagno'ghaagn	'Red Orb'; orc name for the moon Diadolai.
Orcish	Aanaagrugr	'Stupid Brute'; ogre.
Orcish	Aanugh	'Those that Wield Magic'; clerics, adepts and sorcerers.
Orcish	Aaron	'Burning'; the daylight hours.
Orcish	Agno'kôg	'Rock Flesh'; gray, stale bread.
Orcish	Agnogûm	'Stone Men'; members of the Dwarven race.
Orcish	Agran	'Brothers in War'; a warband or clan within a tribe.
Orcish	Akh'ghaagn	'Bright Orb'; orc name for the moon Pelselond.
Orcish	Akhanûk	'Door Captain'; orc officer in charge of guarding the entrances to a lair.

LANGUAGE	WORD	TRANSLATED WORD OR PHRASE
Orcish	Akhur	'Brightening'; the nighttime hours.
Orcish	Anakgûm	'Ugly Men'; members of the Hobgoblin race.
Orcish	Anûk	'Leader of Many'; a captain.
Orcish	Ga'uk	'Bad Orcs'; goblins.
Orcish	Garak	'High Chief'; ruler of an entire tribe.
Orcish	Garok	'Fighting', the summer months.
Orcish	Ghogûm	'Tree Man'; members of the Elven race.
Orcish	Ghokhaagr	'Joining of Blood'; festival to mark the joining of two tribes.
Orcish	Ghukonug	'Clever lizards'; kobolds.
Orcish	Ghûn	'Already Dead'; orcs used to lure attackers away from defended positions.
Orcish	Ghunûk	'Wound Biter'; orc healing salve.
Orcish	Gnoghaagak	'The Chosen'; the collective name of the 12 major orc tribes.
Orcish	Gnugn'huk	'Risen Slave'; a member of the worker caste, generally a former slave.
Orcish	Gnunognog	'Throwing Stick'; an orc javelin.
Orcish	Gorag	'Place of Safety'; an orc lair or settlement.
Orcish	Gra'agha	'Feast of the Fallen'; post campaign festival.
Orcish	Gugha nagn urár nukug na urár	'Live long do the great, quick death to the not strong (i.e. weak)'; <i>the orcish belief that the strong are destined to rule the weak</i>
Orcish	Gunor'Naghakhagh	'Feeding the Drainer of Life'; festival held in times of 'famine'.
Orcish	guruk-vra	Half-orc
Orcish	Guruk-vra	'Weak Blood Orc'; orcish term for a half orc, considered derogatory when used to a full orc.
Orcish	Ka'ago'ghugh	'One Who Fights with Two Blades'; orc term for a ranger.
Orcish	Ka'kha	'Axe with Two Heads'; the orc double-axe.
Orcish	Ka'ugr	'Two Parts'; orc term for a day.
Orcish	Kakaagr	'Letting of Blood'; festival held to mark the start of campaign season.
Orcish	Kaugna	'Double Gang'; military unit often translated as a half-squad.
Orcish	Khagun Ukâk	'Burnt Orc'; orcish term for desert orcs.
Orcish	Kharûn	'Mouth Fire'; orc tonic.
Orcish	Khukrûn	'Blood Fire'; orc spirits (alcoholic variety).
Orcish	Kughagrun	'Place of Darkness'; orc spawning chamber.
Orcish	Kukanagn	'Many Faces'; members of any of the Human species.
Orcish	Lanun	'Subordinate Leader'; a lieutenant.
Orcish	Lur'kôg	'Tough Flesh'; orc term for the flesh of dwarves, gnomes and carnivorous animals.
Orcish	mundunooguu	rotting corpse
Orcish	Nangûm	'Hairy Men'; bugbears.
Orcish	Narar	'Angry One'; orc term for a barbarian.
Orcish	Nognogagh	'Stick Combat'; orc sport used to train warriors and establishing pecking orders.
Orcish	Nognoglut	'Stick Firer'; an orc shortbow.
Orcish	Nogror Ukâk	'Pale Orc'; orcish term for deep orcs.
Orcish	Nughuk	Beater of Risen Slaves'; a taskmaster who controls the slave workers.
Orcish	Nukokogn	'God Warrior'; a Templar or similar guardian.
Orcish	Nukugh Ukâk	'Hairy Orc'; orcish term for snow orcs.
Orcish	Nunug'raag	'Voices of Action'; the council of tribal rulers within a tribe.
Orcish	Oghor	'Lowest Leader'; a sergeant.
Orcish	Okaor	'Gathering of Food'; the autumn months.
Orcish	Okho	'One who Births'; orc females.
Orcish	Okogn	'Blood Spillers'; common orc warriors.
Orcish	Onor	'Floating Tree'; an orc longship.
Orcish	Raagh'gûm	'Dog Men'; gnolls.
Orcish	Raagog	'Planning of Raids'; the spring months.
Orcish	Ral'kôg	'Sweet Flesh'; orc term for the flesh of humans and elves.
Orcish	Ran'gugh	'Runt Bearers'; orc females.
Orcish	Ranagran	'Small Brotherhood'; a band of orcs.
Orcish	Rura'kôg	'Fatty Flesh'; orc term for the flesh of halflings, pigs or cattle.
Orcish	Ugna	'Gang'; smallest unit of soldiery.
Orcish	Ugnag	'War Speak'; the orc battle language.
Orcish	Ugokh	'War Chieftains'; sub-leaders within a tribe.
Orcish	Ugraanug	Sex Chambers'; harem within a lair.
Orcish	Ugru'grugh	'Trial of Rulership'; ritual combat for becoming the tribal garak.
Orcish	Ugug	'Vermin'; slaves of any race.
Orcish	Ugug'okn	'Slave fighters'; ugug gladiators.
Orcish	Uk	'Dark'; the more common rendering of 'Ukâk'.
Orcish	Ukaagnag	'Dark World'; orc term for the Time of the Void prophecy favored by followers of The Dark One.
Orcish	Ukâk	'Dark Men'; orcish term for their own race.
Orcish	Ukâk na Ukâk	'Orc that is not Orc'; orcish term for an orc/ogre crossbreed.
Orcish	Unaagn	Walking Corpse; a member of the tunnel rat prestige class.
Orcish	Unaraar	'Handy Tools'; the name given to the lesser tribes.
Orcish	Uraak	'Curved Blade'; the orc scimitar and weapon of choice.
Orcish	Urár nunug'raag	'Great Voices of Action'; the gathering of the leaders of the most powerful orc tribes.
Orcish	Urár Ukâk	'Great Orc'; orcish term for black orcs.
Orcish	Urár'ghaagn	'Great Orb'; orc name for the moon Veshemo.
Orcish	Urârguruch	'Great Masters'; giants of any variety except ogres.
Orcish	Urârkha	'Great Axe'; orc term for a greataxe.

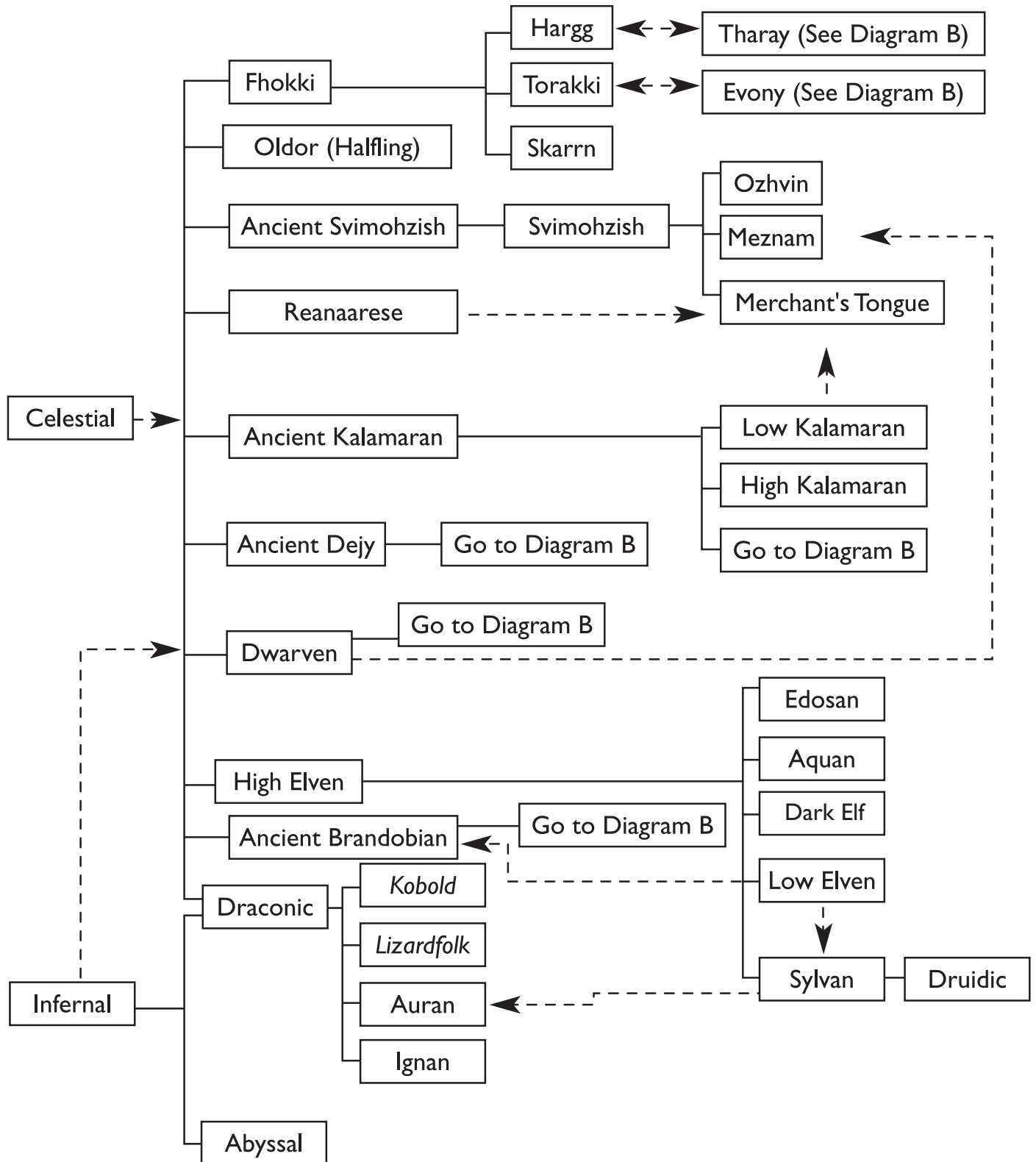
LANGUAGE	WORD	TRANSLATED WORD OR PHRASE
Orcish	Urúrugna	'Great Gang'; orc term for a company or squad.
Orcish	Uror	'Small Food'; the winter months.
Orcish	Uror'kóg	'Small Meat'; orc term for the flesh of avians.
Orcish	Uroragnogúm	'Small Stone Men'; orc term for members of the Gnome race.
Orcish	Urorgúm	'Small Men'; members of the Halfling race.
Reanaarese	-amoo	Suffix indicates female
Reanaarese	-asoo	Suffix indicates male
Reanaarese	-uxoo	Suffix indicates neutral
Reanaarese	Aaraun	hearty, hearth-warmed soup
Reanaarese	Aarunur	Morning ritual of Geonean church
Reanaarese	Akalaaser	satisfaction
Reanaarese	araun	stucco
Reanaarese	Arauneduroom	Great Sink
Reanaarese	Asiotuxoo	Butterfly
Reanaarese	Auraut	Throat
Reanaarese	Buaraduun	funeral ritual for geonean clerics
Reanaarese	Caalavelar	city watch rank: district duty officer
Reanaarese	Canoa	camp
Reanaarese	Celaar	alcoholic beverage
Reanaarese	Cotaar	city watch rank: patrolman
Reanaarese	Daruuroom	Little Sink
Reanaarese	Dolaar	gate
Reanaarese	Elaaeter	oil derived from caterpillars
Reanaarese	Fauroronaun	Lost Pool
Reanaarese	Gaaniors	Bullneck
Reanaarese	Gailiuomaa	clearsprings
Reanaarese	Galaudar	roaring waters
Reanaarese	Gealaalaun	Pool of Gems
Reanaarese	Geanen	official Geanavue, i.e. the law, ruling house, or crown
Reanaarese	Golaalum	deepknell
Reanaarese	guraah	self-willed ghoul
Reanaarese	Hau	house
Reanaarese	Hoolon	hall
Reanaarese	Huureet	apartment building
Reanaarese	Kaalaun	Pool of the Dead
Reanaarese	Kaerzee	cider-like mulled beverage, best served warm
Reanaarese	Keevin	staple geanavese seafood item
Reanaarese	Kelatenaa	Castle Lake
Reanaarese	Kulakenuur	bone cellar
Reanaarese	Kulaketenaa	Lake of Skeletons
Reanaarese	Lamarol	waterproof sealant
Reanaarese	Lautenaa	Dark Lake
Reanaarese	Lemaur	overall project supervisor
Reanaarese	Loon	derogatory slang term for resident or native of Loona
Reanaarese	Loonan	resident or native of Loona
Reanaarese	Maar	street
Reanaarese	Mareetor	guild agent
Reanaarese	Moot	street intersection
Reanaarese	Naelain	goldglint
Reanaarese	Orors	officially registered written will
Reanaarese	Paurutaa	market
Reanaarese	Raarakes	public washrooms, below street level
Reanaarese	Rimea Cotaar	city watch rank
Reanaarese	Rotaar	city watch rank
Reanaarese	Saaludar	storage closets
Reanaarese	Saar	wall running inside city wall of Geanavue
Reanaarese	Saarac	an area of a sewer
Reanaarese	Saaraun	Pool of Swords
Reanaarese	Seeral	Way, street
Reanaarese	Seneesor	trumpet
Reanaarese	Soorea	geanavese seafood item
Reanaarese	Sorinuur	weaponshrives, a Geonean ritual
Reanaarese	Taasaker	work boss, foreman, overseer
Reanaarese	Talasaara	collective term for Geanavese nobility
Reanaarese	Tanaur	main meal; in the evening
Reanaarese	Tanitor	meal, i.e. breakfast, lunch, etc.
Reanaarese	Taraane	lane
Reanaarese	Tareetuir	toll tower
Reanaarese	Teer Hau	new style of small, luxurious home
Reanaarese	tenaa (suffix)	lake
Reanaarese	Vaanit	yard
Reanaarese	Varaaedur	Evening ritual of Geonean church
Reanaarese	Wiunoom	Slayers of the Undead
Reanaarese	xenoa	smart zombie
Svimohzish	Mash Vishohz	Slayers of the Undead
Svimohzish	Veshemo	Mother above
Svimohzish	Zurenas	Members of the confederation of Ahznomahn

# TELLENE LANGUAGE TREE

**IN BOTH DIAGRAMS:**

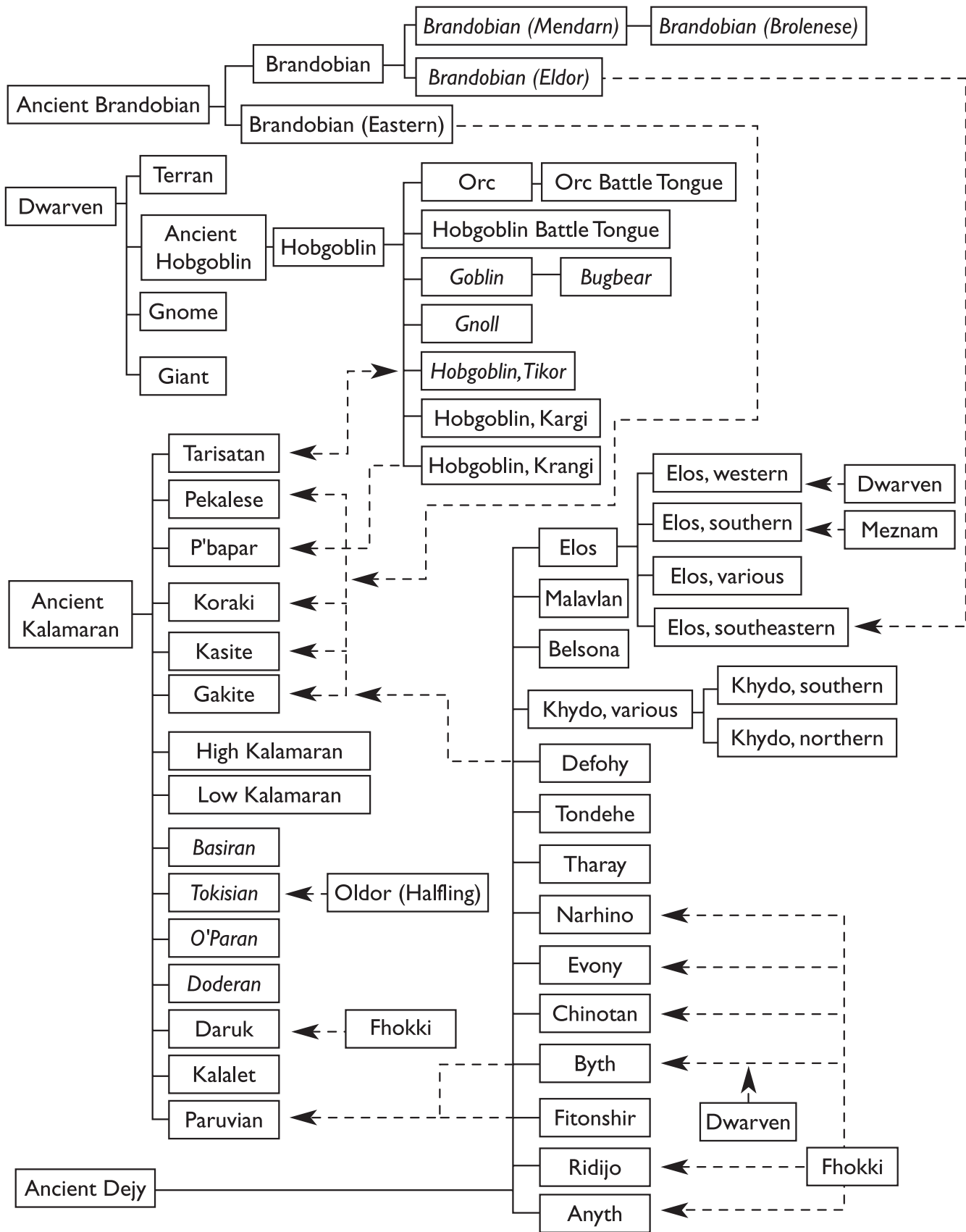
- Solid lines denote clear links.
- Dashed lines denote suspected links or influences
- Dialects are shown in italics.

Diagram A



# TELLENE LANGUAGE TREE

Diagram B





## APPENDIX D TELLENE PRIMARY POPULATION CENTERS

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
AASAER	6,700	KAOTOON ISLAND	375	36°20'N	5°45'E
ADRAR	1,081	THYBAJ	362	43°40'N	4°55'E
ADRASH	1,599	THYBAJ	367	42°50'N	3°40'E
AHVAHN	487	OZHVINMISH	394	32°10'N	9°10'W
AHVAHN	1,804	MEZNAMISH	399	31°5'N	16°10'W
AHVAHNI	719	MEZNAMISH	392	33°10'N	15°10'W
AILUAR	449	REANAARIA BAY	372	39°15'N	5°35'E
AKAK	493	SHYNABYTH	356	47°30'N	0°10'E
AKAT	1,302	DRHOKKER	362	45°35'N	4°50'E
ALAANO	478	PRIVBOLSIAN ISLANDS	306	37°5'N	24°35'W
ALMVEN	4,000	COSDOL	285	50°10'N	14°5'W
ALMVEN	1,866	PEL BROLENON	308	36°0'N	18°40'W
ALNARMA (ROSHAY)	3,800	ELOS DESERT	310	35°35'N	13°55'W
AMNAHNI	344	AHZNOMAHN	410	28°10'N	8°15'W
ANDDEN	445	ELOS DESERT	311	38°25'N	7°30'W
ANDVEN	4,900	ELDOR	293	47°5'N	17°35'W
ANFYRR	444	SKARRNA	370	43°10'N	8°55'E
ANMISH	378	OZHVINMISH	394	32°55'N	10°15'W
ANMISH	1,044	ZAZAHNI	400	29°45'N	12°45'W
ANOWHAHNI	1,180	MEZNAMISH	392	31°30'N	16°0'W
ANOWHIZH	22,200	OZHVINMISH	394	32°25'N	9°30'W
ANOWMISH	407	OZHVINMISH	402	29°25'N	7°40'W
ANOWMISH	481	AHZNOMAHN	410	28°0'N	8°35'W
ANSYRR	668	THARGGY	367	42°50'N	2°45'E
APMISH	338	AHZNOMAHN	410	27°45'N	7°10'W
APZAHNI	532	ZAZAHNI	401	29°40'N	11°10'W
ARDARR-NORR	16,100	SKARRNA	370	42°0'N	8°55'E
AROROLETA	24,100	DODERA	313	38°50'N	2°10'W
AR'TABAN	500	PEKAL	347	41°45'N	5°25'E
ARUN'KID	153	KALAMAR	322	33°55'N	0°30'W
ARYR	354	KHYDOBAN DESERT	374	39°30'N	11°15'E
ASHAKULAGH	6,650	NORGA-KRANGREL	345	42°50'N	10°30'W
ASHON	435	SHYNABYTH	356	46°25'N	0°10'W
ASHOSHANI	88,900	OZHVINMISH	393	33°30'N	12°0'W
ASHOSMISH	975	MEZNAMISH	392	32°25'N	15°20'W
ASMISH	927	OZHVINMISH	393	33°15'N	11°45'W
ASMISH	2,184	ZAZAHNI	409	28°15'N	10°10'W
ASVAHN	927	ZAZAHNI	401	28°50'N	10°40'W
ASVAHNI	778	OZHVINMISH	394	33°40'N	11°25'W
ATHYF	394	SHYNABYTH	356	46°35'N	0°5'W
ATHYK	661	KHYDOBAN DESERT	371	40°45'N	11°20'E
ATOYD	306	DRHOKKER	364	45°25'N	9°0'E

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
ATUUK	591	THARGGY	367	42°0'N	2°40'E
AVGEYD	347	REANAARIA BAY	365	44°35'N	10°55'E
AVLDEN	624	COSDOL	290	46°45'N	12°35'W
AYDEN	426	ELDOR	294	45°20'N	14°45'W
BADAF	523	THYBAJ	367	43°15'N	4°5'E
BADDEN	455	MENDARN	303	38°20'N	18°0'W
BAEUN	633	FAUTEE PENINSULA	378	32°25'N	5°20'E
BAETHEL	7,500	NANAKARY FOREST	373	38°10'N	8°30'E
BAEXOUR	467	COUNAI HEIGHTS	319	36°55'N	4°30'E
BAGASI	354	PRIVBOLSIAN ISLANDS	306	35°55'N	23°20'W
BAH	379	PARU'BOR	344	45°0'N	3°0'W
BAHUNIDO	1,350	TOKIS	312	38°30'N	4°40'W
BAIMUUM	605	NANAKARY FOREST	373	38°15'N	9°20'E
BAIRUIM	555	REANAARIA BAY	372	39°55'N	6°30'E
BAKA'IDO	937	KALAMAR	318	34°25'N	0°30'E
BAKK	694	TORAKK	356	48°20'N	1°45'E
BAKO	594	SLEN	340	48°50'N	2°10'W
BAKOWIDO	1,219	KALAMAR	322	33°10'N	0°10'W
BALELIDO	6,400	TARISATO	326	30°35'N	2°15'E
BALIDU	717	KALAMAR	322	32°25'N	0°15'E
BALVEN	1,666	ELDOR	299	42°50'N	16°0'W
BAMIDU	675	KALAMAR	321	33°50'N	1°40'W
BANETA	16,000	PEKAL	346	40°30'N	6°10'W
BAPUWIDO	1,184	DODERA	366	41°25'N	0°20'W
BAR	370	KALAMAR	322	32°20'N	1°0'E
BARIDO	5,300	EK'KASEL	342	44°30'N	7°15'W
BARIUN	488	FAUTEE FOREST	378	33°15'N	5°25'E
BASHON	1,112	SHYNABYTH	340	47°55'N	0°45'W
BASIDU	875	KALAMAR	322	31°50'N	0°20'E
BASIDU	433	KALAMAR	322	32°40'N	1°50'E
BATIDU	591	PARU'BOR	347	42°50'N	4°20'E
BATULLAGH	7,900	TARISATO	329	28°10'N	4°25'E
BAVFARR	495	SKARRNA	364	44°55'N	8°25'E
BAXOOR	873	FAUTEE PENINSULA	378	32°0'N	6°30'E
BEBAPIDU	578	PARU'BOR	344	45°15'N	2°20'W
BEBETA	8,100	DODERA	314	38°10'N	0°30'W
BEBOTIDO	1,873	PARU'BOR	344	44°50'N	2°25'W
BEDEN	552	MENDARN	304	39°25'N	17°10'W
BEDETHIDU	834	KALAMAR	325	30°30'N	2°10'E
BEDIBIDO	2,759	KALAMAR	316	35°10'N	4°25'W
BEDIDO	1,568	BASIR	316	35°0'N	5°45'W
BEDIDU	479	KALAMAR	322	33°15'N	1°15'E
BEGIDU	448	PARU'BOR	344	44°0'N	2°55'W
BEKK	419	DRHOKKER	363	45°10'N	5°45'E
BEKURRA	1,401	THARGGY	367	41°25'N	2°55'E
BELIWIDU	563	TARISATO	329	28°20'N	3°20'E
BENIDO	1,494	TOKIS	312	39°5'N	4°25'W
BENIDU	556	KALAMAR	318	36°25'N	0°35'E
BEPIDO	2,263	KALAMAR	322	33°30'N	0°5'W
BEPIDU	844	KALAMAR	322	33°25'N	0°25'W
BEPIKAL	397	PEKAL	347	40°25'N	5°30'E
BESAFIDU	408	KALAMAR	325	30°45'N	1°20'E
BESVEN	994	ELDOR	294	44°45'N	15°10'W
BET BIRELI	10,600	O'PAR	348	42°55'N	0°50'E
BET DODERA	17,900	DODERA	366	40°40'N	0°5'E
BET KALAMAR	310,000	KALAMAR	325	31°20'N	0°0'???
BET KASEL	10,300	EK'KASEL	346	42°55'N	8°0'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
BET REGOR	23,300	PARU'BOR	344	44°50'N	2°25'W
BET ROGALA	20,900	PEKAL	347	42°10'N	4°45'E
BET SEDER	47,800	TOKIS	312	39°25'N	4°20'W
BET URALA	53,300	BASIR	315	35°30'N	6°20'W
BETASA	13,970	EK'GAKEL	343	46°15'N	5°10'W
BETIDO	1,749	KALAMAR	321	32°5'N	1°5'W
BETKUBAGH	589	TARISATO	326	29°10'N	3°20'E
B'FAGIDO	1,393	PEKAL	346	42°15'N	6°20'W
BHARR	522	SKARRNA	364	44°40'N	9°15'E
BHARR	442	THARGGY	366	42°30'N	1°0'E
BHIJY	2,069	SKARRNA	370	42°15'N	9°20'E
BHIRR	1,579	SKARRNA	364	43°55'N	8°30'E
BHIRRA	1,182	SKARRNA	370	42°20'N	8°50'E
BHIYD	565	TORAKK	357	48°55'N	2°50'E
BHOR	639	DRHOKKER	357	46°25'N	4°55'E
BHORKK	364	DRHOKKER	357	47°35'N	4°50'E
BHYR	804	SKARRNA	370	42°40'N	8°50'E
BHYRKK	442	TORAKK	357	48°55'N	3°40'E
BHYTHAR	797	DRHOKKER	365	45°5'N	11°0'E
BIBEPIDU	593	KALAMAR	322	32°30'N	1°45'E
BID	369	KALAMAR	316	36°10'N	4°5'W
BIHAWIDO	2,056	TOKIS	313	38°20'N	1°50'W
BIH'GIKIDO	625	KORAK	341	45°30'N	9°50'W
BIRESAIL	421	FAUTEE FOREST	378	33°0'N	6°5'E
BIKA'IDO	1,846	KALAMAR	322	32°10'N	0°25'W
BIKIDU	520	DODERA	313	37°50'N	1°25'W
BIL	368	KALAMAR	317	37°15'N	3°15'W
BILDEN	774	MENDARN	304	39°30'N	15°45'W
BILIDO	1,722	KALAMAR	316	35°10'N	4°20'W
BIMOD	304	KALAMAR	321	33°55'N	1°10'W
BINAGH	578	TARISATO	326	30°55'N	3°5'E
BIPIDU	755	PARU'BOR	343	44°30'N	4°10'W
BIRIDO	965	PEKAL	346	41°45'N	7°15'W
BIRIRELIDO	6,300	BASIR	316	35°10'N	4°25'W
BIROLASIDU	566	KALAMAR	317	35°25'N	2°45'W
BISPVEN	1,760	COSDOL	285	50°5'N	14°25'W
BISVEN	1,160	MENDARN	304	39°45'N	16°25'W
BIT	391	BASIR	320	32°50'N	5°0'W
BITHIDU	456	KALAMAR	321	33°50'N	1°20'W
BITIT	954	SKARRNA	364	43°35'N	8°30'E
BITUNIDU	673	KALAMAR	318	36°20'N	0°25'W
BIVIDO	1,132	KALAMAR	318	34°40'N	0°55'E
BIYDEN	343	LABROLDIAN ISLANDS	308	36°0'N	19°50'W
BLASDEN	818	ELDOR	293	44°45'N	18°55'W
BLAVLVEN	1,218	ELDOR	299	42°20'N	15°25'W
BLAYVEN	1,688	PEL BROLENON	309	36°20'N	15°10'W
BLEBDEN	427	MENDARN	307	37°0'N	20°10'W
BLERDEN	616	COSDOL	290	48°5'N	13°30'W
BLIHDEN	463	ELDOR	293	44°5'N	17°55'W
BLILDEN	629	ELDOR	294	45°40'N	14°50'W
BLINDDEN	398	DELNONDRIAN ISLANDS	296	42°50'N	23°55'W
BLIPDEN	560	MENDARN	303	38°45'N	17°50'W
BLIVDEN	442	ELDOR	298	43°0'N	17°50'W
BLIVRDEN	479	COSDOL	285	49°50'N	13°25'W
BLOCDEN	840	MENDARN	303	38°50'N	17°20'W
BLOLDNEN	578	ELDOR	300	41°0'N	14°25'W



TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
BLONVVEN	1,781	PEL BROLENON	309	36°30'N	16°45'W
BLOSPDEN	325	DELNONDRIAN ISLANDS	297	41°40'N	22°10'W
BLOYDEN	408	MENDARN	303	38°15'N	18°15'W
BLURLVEN	936	LABROLDIAN ISLANDS	308	35°45'N	19°30'W
BLUSPVEN	915	MENDARN	308	36°55'N	19°25'W
BOFIDU	437	KALAMAR	321	34°5'N	1°20'W
BOHAZH	460	TARISATO	326	29°30'N	3°45'E
BOIVI	RUINS	COUNAI HEIGHTS	368	37°25'N	3°45'E
BOKKAZH	500	UL-KARG	406	28°0'N	18°20'W
BOLNDEN	320	MENDARN	304	37°45'N	17°5'W
BOLNIDU	665	KORAK	341	43°50'N	10°0'W
BOLNVEN	1,276	COSDOL	290	48°5'N	14°25'W
BOMIDU	468	EK'GAKEL	343	45°35'N	4°45'W
BONDDEN	559	ELDOR	299	40°45'N	15°55'W
BONINIDO	763	TOKIS	312	40°10'N	3°45'W
BOPUHIDU	842	KALAMAR	319	36°25'N	2°20'E
BORATHIDU	574	TOKIS	312	39°50'N	4°5'W
BORR	536	DRHOKKER	364	45°50'N	7°55'E
BOTHIKA'IDU	493	KALAMAR	321	33°0'N	0°50'W
BOTTKETHVAZH	454	UL-KARG	407	28°15'N	16°20'W
BOVIDU	537	KALAMAR	318	35°0'N	0°25'E
BOWORIDU	576	O'PAR	348	41°45'N	0°50'E
BRALDDEN	832	ELDOR	298	42°50'N	17°45'W
BRANDDEN	573	ELDOR	299	42°45'N	16°10'W
BRASDEN	559	MENDARN	303	37°55'N	18°0'W
BRASPDEN	490	MENDARN	304	40°5'N	15°20'W
BREBVEN	1,426	ELDOR	293	44°10'N	18°5'W
BREFDEN	631	MENDARN	304	39°50'N	14°45'W
BREHDEN	535	COSDOL	290	47°10'N	14°30'W
BREHDEN	419	ELDOR	298	42°40'N	17°30'W
BRENDEN	747	COSDOL	285	50°0'N	13°10'W
BREVEN	5,000	MENDARN	304	39°50'N	15°0'W
BREYDEN	813	PEL BROLENON	309	37°0'N	15°25'W
BRHUFAGH	1,334	UL-KARG	399	28°55'N	15°15'W
BRIDDEN	633	ELOS DESERT	311	39°0'N	7°40'W
BRILDVEN	1,199	ELDOR	293	43°35'N	17°20'W
BRINDEN	375	LABROLDIAN ISLANDS	308	36°5'N	19°35'W
BRIVDEN	473	PEL BROLENON	309	36°10'N	15°35'W
BROLDDEN	440	ELDOR	294	44°25'N	17°10'W
BRONDEN	846	ELOS DESERT	350	35°40'N	9°35'W
BRONISH	8,000	BRONISH	397	31°5'N	20°30'W
BRONVEN	4,400	ELDOR	299	42°30'N	16°40'W
BRONVVEN	964	ELDOR	294	46°0'N	17°0'W
BRORNDEN	323	MENDARN	303	37°55'N	18°35'W
B'SIDU	736	KALAMAR	322	32°50'N	2°10'E
BUBIDO	1,530	TOKIS	312	39°30'N	3°35'W
BUCHIDURR	410	DRHOKKER	363	45°35'N	7°0'E
BUDATHISIDO	936	DODERA	313	38°20'N	1°35'W
BUDIDU	711	KALAMAR	316	36°5'N	3°50'W
BUENAA	760	REANAARIA BAY	372	39°45'N	6°25'E
BUGEKEKIDU	652	KALAMAR	317	34°55'N	1°55'W
BUGIDO	1,657	BASIR	316	34°40'N	4°45'W
BUGIDO	2,667	KALAMAR	320	33°35'N	3°25'W
BUHIDU	507	KALAMAR	323	32°5'N	3°20'E
BULADIDU	756	EK'KASEL	346	42°35'N	7°55'W
BULAGIDO	1,104	P'BAPAR	337	46°45'N	10°5'W
BULAREN	647	EK'GAKEL	342	45°40'N	7°30'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
BULASVEN	1,407	P'BAPAR	337	46°45'N	10°15'W
BULIDU	827	KALAMAR	318	35°35'N	0°40'E
BULIVIDU	460	P'BAPAR	337	47°5'N	9°50'W
BULIWIDO	1,169	EK'GAKEL	343	45°30'N	4°40'W
BUMRITAGH	1,369	TARISATO	329	27°55'N	4°20'E
BUMURIDU	665	KALAMAR	317	37°5'N	1°30'W
BUNIDU	785	KALAMAR	323	32°55'N	2°35'E
BURDDEN	525	MENDARN	304	40°15'N	15°35'W
BUREKA'IDU	431	KALAMAR	317	37°40'N	0°30'W
BURKK	566	THARGGY	366	40°50'N	1°15'E
BURLVEN	1,409	MENDARN	304	38°40'N	16°50'W
BURZUMAGH	27,548	UL-KARG	399	29°10'N	17°0'W
BUSILIDU	865	KALAMAR	323	31°35'N	2°25'E
BUTHIDU	734	KALAMAR	321	32°25'N	1°0'W
BUVAZH	213	NORGA-KRANGREL	341	43°25'N	11°30'W
BUVDEN	818	ELDOR	294	44°10'N	15°20'W
BUWDEN	676	MENDARN	303	37°35'N	19°30'W
BUWIDU	568	KALAMAR	316	35°25'N	3°50'W
BUWIDU	497	BASIR	320	33°35'N	5°20'W
BYBAF	481	KHYDOBAN DESERT	371	40°35'N	11°15'E
BYJEJ	335	SHYNABYTH	340	47°50'N	1°5'W
BYJOF	338	SHYNABYTH	356	47°40'N	0°5'E
BYKSHA	4,900	SHYNABYTH	356	46°55'N	0°10'W
BYNARR	19,800	THARGGY	366	41°25'N	1°20'E
BYSHOF	469	THYBAJ	367	41°55'N	3°55'E
BYSHYNTH	423	SHYNABYTH	361	46°10'N	1°25'E
BYSLER	396	SHYNABYTH	356	46°45'N	0°45'E
BYTOBA	376	LABROLDIAN ISLANDS	307	35°20'N	20°15'W
CABVEN	905	ELDOR	293	43°35'N	17°35'W
CASPDEN	387	PRIVBOLSIAN ISLANDS	307	36°40'N	20°50'W
CASVEN	1,437	ELDOR	299	42°5'N	15°45'W
CAVRDEN	331	KORAK	341	45°35'N	10°30'W
CAVRDEN	494	MENDARN	304	38°30'N	17°10'W
CEORAIZ	452	REANAARIA BAY	372	40°5'N	6°10'E
CERDVEN	1,868	ELDOR	299	43°5'N	16°10'W
CEVRDEN	1,193	ELDOR	293	44°25'N	18°30'W
CEYVEN	1,754	ELDOR	293	45°55'N	17°45'W
CHOBYTH	605	THYBAJ	362	43°55'N	4°20'E
CHODASA	623	PRIVBOLSIAN ISLANDS	306	36°10'N	24°20'W
CHOJY	419	SHYNABYTH	361	46°10'N	0°35'E
CHOKYJ	455	THYBAJ	368	39°30'N	4°25'E
CHOSHYR	461	THYBAJ	367	42°10'N	4°20'E
CIANGRIA	522	NANAKARY FOREST	373	38°10'N	9°10'E
CICDEN	317	DELNONDRIAN ISLANDS	296	42°15'N	25°0'W
CILOREALON	9,900	KALALALI FOREST	343	44°5'N	5°30'W
CINDVEN	1,958	MENDARN	304	40°5'N	17°15'W
COELUDO	1,115	FAUTEE PENINSULA	381	31°15'N	6°30'E
COSOLEN	39,100	COSDOL	289	47°0'N	15°10'W
CRALDEN	535	MENDARN	304	39°10'N	16°35'W
CRANDOLEN	18,100	COSDOL	289	47°30'N	16°50'W
CRANDON	1,225	ELOS DESERT	311	39°5'N	7°45'W
CRASPDEN	677	ELDOR	294	44°45'N	15°35'W
CRAVRDEN	419	ELDOR	294	45°15'N	17°5'W
CRAWDEN	417	ELDOR	294	45°25'N	15°45'W
CREHDEN	386	MENDARN	304	39°20'N	15°25'W
CRENOLM	1,621	PEKAL	347	41°35'N	4°20'E
CRIVEN	1,237	ELDOR	298	42°55'N	17°35'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
CRIZDEN	841	MENDARN	308	36°50'N	19°40'W
CRIZVEN	1,424	ELDOR	299	41°10'N	15°40'W
CROLDEN	540	ELOS DESERT	350	35°35'N	9°35'W
CROLDVEN	1,016	ELDOR	294	43°45'N	17°5'W
CROLVEN	1,602	ELDOR	293	43°20'N	18°10'W
CROLVEN	1,768	PEL BROLENON	309	36°35'N	15°50'W
CROTVEN	1,024	PEL BROLENON	309	36°50'N	15°50'W
CRUFDEN	349	LABROLDIAN ISLANDS	308	36°10'N	19°25'W
CRUGVEN	1,347	MENDARN	303	39°5'N	17°40'W
CUMDEN	522	ELDOR	299	40°35'N	15°35'W
CUNVDEN	870	COSDOL	289	47°40'N	14°45'W
CUOVIGUOR	700	FAUTEE PENINSULA	378	32°20'N	5°40'E
CURDVEN	962	ELDOR	294	45°50'N	15°0'W
CUSDEN	455	ELDOR	299	40°35'N	16°0'W
CUZITEUR	432	ASIOTUXOO ISLANDS	375	34°40'N	5°5'E
DADAL	496	PRIVBOLSIAN ISLANDS	307	36°10'N	22°40'W
DADAN	466	KHYDOBAN DESERT	373	39°35'N	10°20'E
DADRAF	551	KHYDOBAN DESERT	370	40°35'N	10°35'E
DAFIDEN	483	KORAK	341	44°30'N	10°20'W
DAGGHEPKU	460	UL-KARG	398	28°55'N	17°25'W
DAHIDU	505	TOKIS	312	38°0'N	4°15'W
DAKA'IDU	639	BASIR	320	33°55'N	4°55'W
DAKIDO	1,785	EK'GAKEL	343	45°50'N	5°20'W
DAKIDU	780	EK'KASEL	346	43°15'N	6°45'W
DAKYNO	5,000	THYBAJ	367	43°10'N	4°35'E
DALAAAN	444	PRIVBOLSIAN ISLANDS	306	36°15'N	23°5'W
DALDVEN	960	ELDOR	293	44°5'N	18°10'W
DALEDEN	650	PEL BROLENON	308	36°0'N	17°45'W
DALEN	98,100	ELDOR	298	42°40'N	17°35'W
DALENDEN	386	ELOS DESERT	350	35°25'N	9°0'W
DALMDEN	446	COSDOL	285	49°40'N	13°30'W
DALOTH	426	DRHOKKER	358	46°15'N	7°5'E
DALREN	548	ELOS DESERT	311	39°15'N	7°5'W
DALVEN	428	ELOS DESERT	311	39°45'N	8°0'W
DANDDEN	848	ELDOR	294	45°40'N	17°5'W
DAORMIA	771	NANAKARY FOREST	373	38°0'N	8°25'E
DARESIDO	6,300	KORAK	341	45°40'N	9°15'W
DAROVETIDO	1,508	KALAMAR	323	31°30'N	2°40'E
DARTRIN	691	DRHOKKER	363	45°35'N	7°20'E
DARUK	11,200		344	44°10'N	0°45'W
DAS	289	TARISATO	326	29°50'N	2°20'E
DASDEN	403	COSDOL	285	50°55'N	13°40'W
DASEWIDO	1,240	KALAMAR	322	32°20'N	0°0'W
DASHASH	1,407	THYBAJ	367	40°30'N	4°20'E
DASHYSH	398	SHYNABYTH	361	45°10'N	0°25'E
DATHIDU	582	KALAMAR	318	34°45'N	0°15'E
DAWIDU	760	KALAMAR	317	35°5'N	2°50'W
DAYOLEN	13,900	MENDARN	307	36°50'N	20°25'W
DAYVEN	862	BRONISH	397	31°5'N	20°30'W
DEDIDU	438	KALAMAR	322	34°0'N	0°0'W
DEFASODEN	462	PRIVBOLSIAN ISLANDS	307	36°15'N	21°30'W
DEFIDO	574	KORAK	342	44°0'N	8°20'W
DEG'DUN	397	KALAMAR	322	34°0'N	0°20'E
DEGIDU	761	KALAMAR	322	34°5'N	2°5'E
DEMARIDU	740	KALAMAR	322	32°30'N	0°45'E
DENAMIDO	1,432	KALAMAR	321	32°40'N	1°20'W
DEP	377	KALAMAR	317	36°20'N	2°40'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
DEPIDU	528	P'BAPAR	337	47°55'N	10°5'W
DEPITIDU	645	KALAMAR	321	32°10'N	1°0'W
DERKK	1,120	SKARRNA	370	42°15'N	8°5'E
DERKK-NARR	686	DRHOKKER	363	46°0'N	7°45'E
DERON	679	SLEN	340	49°10'N	1°55'W
DERORIDU	666	P'BAPAR	341	46°0'N	9°50'W
DESPVEN	1,956	MENDARN	303	37°30'N	19°35'W
DETHIDO	1,273	PEKAL	346	42°50'N	6°55'W
DETHYJ	409	SLEN	340	48°40'N	1°15'W
DETOKA'ANIDO	1,229	KALAMAR	325	29°55'N	1°15'E
DEVGGAR	378	SKARRNA	363	45°5'N	6°15'E
DEVTHOHZAZH	435	UL-KARG	407	28°10'N	16°50'W
DEWIDO	429	KORAK	342	44°45'N	8°45'W
DEWIDO	1,668	EK'GAKEL	343	45°10'N	4°40'W
DEWIDO	2,121	KALAMAR	321	33°30'N	1°20'W
DEWVEN	1,476	MENDARN	308	36°50'N	19°10'W
DHERR	393	DRHOKKER	358	47°5'N	6°0'E
DHETHARR	1,979	SKARRNA	364	43°25'N	8°20'E
DHORR	383	THARGGY	367	42°20'N	3°25'E
DIBILIDU	564	KALAMAR	322	34°15'N	0°10'W
DIBUMIDU	623	PARU'BOR	344	45°35'N	2°35'W
DIDVEN	1,435	MENDARN	303	38°40'N	17°45'W
DIGIDU	632	KALAMAR	323	31°50'N	3°5'E
DIIVEN	404	FAUTEE FOREST	323	33°20'N	4°50'E
DIJISHY	6,446	ELOS DESERT	305	39°5'N	12°25'W
DIKAGH	674	UL-KARG	399	29°20'N	16°40'W
DIKIDU	663	PARU'BOR	343	44°50'N	3°55'W
DIKOKIDU	789	TARISATO	325	29°20'N	1°50'E
DILIDU	647	DODERA	313	37°45'N	2°10'W
DILPETAGH	1,011	TARISATO	326	29°40'N	3°35'E
DIMETA	1,935	KORAK	342	44°10'N	8°45'W
DIMIDU	527	PARU'BOR	343	45°15'N	4°20'W
DIN	357	KALAMAR	318	35°50'N	1°10'E
DINERIG'HIDO	1,163	EK'GAKEL	342	44°55'N	6°50'W
DINIMEKA'IDO	695	PEKAL	346	41°40'N	7°5'W
DIPETHIDU	621	TARISATO	326	28°45'N	2°55'E
DIREVIDO	1,196	EK'GAKEL	343	46°5'N	5°15'W
DIROCDEN	690	P'BAPAR	337	46°25'N	10°30'W
DIROSIPIDO	486		346	41°50'N	7°30'W
DIRPLADEN	853	EK'GAKEL	343	45°45'N	4°0'W
DISIDO	788	TOKIS	347	40°25'N	3°45'E
DITHEFIDU	525	PARU'BOR	344	44°50'N	1°55'W
DITHEMIDU	716	PARU'BOR	347	42°55'N	4°10'E
DIUZUOR	693	FAUTEE PENINSULA	378	32°30'N	6°20'E
DIVIDO	2,317	KALAMAR	317	37°15'N	0°45'W
DIWAMOHIDU	532	KALAMAR	321	32°50'N	0°35'W
DIWIDU	774	PEKAL	346	41°55'N	7°5'W
DIZKUOR	401	NANAKARY FOREST	373	38°35'N	9°10'E
DOERRUAM	939	NANAKARY FOREST	373	38°20'N	8°30'E
DOFIDO	1,924	KALAMAR	322	31°40'N	0°20'E
DOK	397	KALAMAR	318	35°35'N	1°5'E
DOKIDO	1,134	KALAMAR	317	34°30'N	1°35'W
DOLAHIDU	435	KALAMAR	318	35°20'N	1°5'E
DOLIDU	762	KALAMAR	322	32°25'N	0°20'W
DONVVEN	998	PEL BROLENON	309	35°45'N	15°40'W
DOPVEN	3,600	MENDARN	303	37°40'N	19°25'W
DORIDU	740	TARISATO	326	29°35'N	2°35'E

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
DORNDERN	2,800	COSDOL	285	51°20'N	13°40'W
DOROTHIDU	412	KALAMAR	321	33°20'N	0°45'W
DORVEN	1,567	COSDOL	285	50°20'N	14°5'W
DOSDEN	476	ELDOR	294	44°30'N	15°45'W
DOTETA	1,523	KORAK	342	43°50'N	8°10'W
DOTIDU	487	KALAMAR	321	32°45'N	0°45'W
DOULATHANORIAN	18,000	EDOSI FOREST	316	36°10'N	5°15'W
DOULEIR	356	KEENORA TORS	372	37°45'N	5°50'E
DOVILIDO	986	TOKIS	347	41°0'N	3°30'E
DOWOND-BRANDEL	86,100	PEL BROLENON	309	35°50'N	15°35'W
DRABA	310	SHYNABYTH	344	46°0'N	1°0'W
DRACDEN	483	MENDARN	308	37°0'N	19°15'W
DRADRAJ	348	SHYNABYTH	361	46°5'N	0°15'E
DRAFYF	479	KHYDOBAN DESERT	374	39°55'N	10°55'E
DRAJON	527	KHYDOBAN DESERT	371	40°40'N	10°50'E
DRAKK	657	THARGGY	366	42°35'N	2°5'E
DRALDON	772	ELOS DESERT	311	38°45'N	7°25'W
DRALVEN	3,000	ELDOR	298	42°15'N	18°30'W
DRAVDEN	603	V RANDOL	397	29°10'N	22°20'W
DREGVEN	1,838	MENDARN	303	37°35'N	18°35'W
DRELMDEN	491	ELDOR	293	43°50'N	17°20'W
DRENDEN	812	MENDARN	304	39°0'N	16°50'W
DRENDIDU	435	KORAK	341	45°30'N	10°15'W
DREYDEN	794	ELDOR	299	43°0'N	15°35'W
DRHARR	1,026	DRHOKKER	362	45°25'N	3°45'E
DRHAV	707	SKARRNA	364	44°25'N	8°30'E
DRHETH	423	DRHOKKER	358	46°35'N	6°30'E
DRHORR	336	DRHOKKER	359	46°25'N	9°40'E
DRHOTH	410	TORAKK	357	47°25'N	3°25'E
DRHU	1,139	THARGGY	368	40°10'N	2°35'E
DRHUN	1,481	THARGGY	366	41°20'N	2°10'E
DRHURKK	433	DRHOKKER	358	46°45'N	7°25'E
DRHUYL	783	DRHOKKER	358	46°50'N	7°45'E
DRHYFF	675	THARGGY	367	41°0'N	2°20'E
DRIDEN	540	COSDOL	290	46°40'N	13°20'W
DRINDDEN	605	PEL BROLENON	309	36°15'N	15°30'W
DRIRDVEN	1,675	ELDOR	300	41°0'N	14°5'W
DRIVLDEN	359	KORAK	341	45°45'N	10°25'W
DRIVLDEN	378	MENDARN	304	39°45'N	16°35'W
DRURNVEN	1,035	ELDOR	294	45°5'N	15°20'W
DRUSDEN	863	ELDOR	299	42°25'N	15°0'W
DRUTVEN	1,093	ELDOR	294	45°10'N	16°0'W
DUBIDO	1,342	KALAMAR	321	33°45'N	2°35'W
DUFIDO	990	TOKIS	313	40°15'N	2°5'W
DUHIDO	2,346	O'PAR	348	41°30'N	1°50'E
DUHOKA'IDU	540	KALAMAR	321	33°0'N	0°55'W
DUK'DUBIDU	700	EK'KASEL	342	44°40'N	7°15'W
DUKHAGH	654	UL-KARG	398	28°40'N	18°20'W
DUKIDU	611	KALAMAR	322	34°5'N	0°45'E
DUKK	785	THARGGY	366	41°15'N	1°25'E
DUNIDO	2,031	KALAMAR	321	32°20'N	0°35'W
DUNVVEN	1,281	PEL BROLENON	309	36°30'N	16°10'W
DUPAKIDO	1,694	PEKAL	347	42°15'N	4°10'E
DUPIDO	858	KORAK	341	43°20'N	9°25'W
DUR	374	TARISATO	329	28°0'N	4°5'E
DURDEN	486	COSDOL	289	47°5'N	15°25'W
DURIDO	2,165	KALAMAR	321	32°40'N	1°5'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
DURIDU	578	KALAMAR	318	36°45'N	0°5'W
DURLDEN	499	COSDOL	290	46°20'N	14°10'W
DURVEN	1,411	COSDOL	290	49°0'N	14°15'W
DUSATEHIDU	543	KALAMAR	317	36°10'N	3°15'W
DUSPDEN	869	ELDOR	298	42°55'N	17°30'W
DUTUTHIDU	414	KALAMAR	317	36°45'N	1°15'W
DUVIDO	1,097	KALAMAR	325	30°45'N	0°10'E
DUWVEN	1,339	MENDARN	304	40°5'N	16°40'W
DUY	453	DRHOKKER	365	45°20'N	10°50'E
DUYDEN	806	PEL BROLENON	309	35°45'N	14°50'W
D'VUSIDU	518	PARU'BOR	344	45°50'N	2°35'W
DYDRAJ	1,574	KHYDOBAN DESERT	373	39°40'N	9°15'E
DYNAJ	4,248	KHYDOBAN DESERT	379	34°0'N	9°55'E
DYTRIK	442	SKARRNA	370	42°55'N	8°20'E
EB'KAKIDO	4,600	KORAK	341	44°0'N	10°20'W
EB'SARIDO	4,000	DODERA	314	39°0'N	0°15'E
EDEGDEN	459	EK'GAKEL	342	45°25'N	7°5'W
EDKERDEN	419	EK'GAKEL	342	45°40'N	7°5'W
EDYR	487	SHYNABYTH	361	45°20'N	1°20'E
EZHIMAHN	8,500	ELOS DESERT	310	36°35'N	12°10'W
EJJA-VONAN	200	KHYDOBAN DESERT	380	33°0'N	10°55'E
EKOF	641	THYBAJ	367	41°25'N	4°5'E
EKTHOT	1,059	SKARRNA	370	42°30'N	9°5'E
ELDEN	1,025	VRANDOL	397	29°25'N	22°45'W
ELVINAR	1,176	PEKAL	346	41°15'N	6°45'W
EM'HUGER	361	EK'KASEL	342	44°30'N	7°25'W
EMOSVOM	8,000	ZAZAHNI	409	28°0'N	11°15'W
EMRAHN	394	AHZNOMAHN	402	29°25'N	6°15'W
ENOR	479	SLEN	340	49°10'N	1°25'W
EOWIGIA	845	COUNAI HEIGHTS	375	36°45'N	5°0'E
ERIDU	456	P'BAPAR	337	47°0'N	9°40'W
ERO-BYGANTH	360	KHYDOBAN DESERT	373	39°20'N	10°10'E
ERRA	379	THARGGY	368	38°45'N	2°25'E
ESHOJ	675	SLEN	356	48°50'N	0°5'E
ESHY	RUINS	THYBAJ	368	38°25'N	3°30'E
ETATH	388	SHYNABYTH	361	45°55'N	0°15'E
EVLDEN	557	COSDOL	290	48°45'N	13°45'W
EWDEN	400	COSDOL	289	47°0'N	14°50'W
EYVEN	1,929	MENDARN	304	37°55'N	16°55'W
EZMISH	325	AHZNOMAHN	410	27°55'N	6°55'W
FABIDEN	600	P'BAPAR	337	47°30'N	10°15'W
FABIHIDU	738	KALAMAR	322	31°45'N	0°25'W
FADIDO	1,501	PARU'BOR	347	43°5'N	4°0'E
FADRAK	820	KHYDOBAN DESERT	373	39°20'N	8°50'E
FAFAN	333	SHYNABYTH	356	48°5'N	0°5'E
FAFIDO	1,302	TOKIS	313	39°10'N	2°10'W
FAHVEN	982	ELDOR	299	41°45'N	14°45'W
FAJEK	456	SHYNABYTH	356	46°15'N	0°5'W
FAJOF	656	KHYDOBAN DESERT	371	41°0'N	10°55'E
FAKADAWIDU	616	O'PAR	348	41°50'N	1°45'E
FAKEPONIDU	535	KALAMAR	323	33°50'N	2°40'E
FAKIDO	1,187	TOKIS	312	38°45'N	3°50'W
FAKK	1,051	SKARRNA	370	42°55'N	8°40'E
FAKYNTH	465	SHYNABYTH	356	46°25'N	0°45'E
FALIKIDO	4,800	KALAMAR	318	35°50'N	1°45'E
FAMIDO	1,997	PEKAL	347	41°30'N	5°10'E
FAN	344	KALAMAR	318	36°30'N	0°20'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
FANIRIDU	409	TOKIS	313	38°20'N	2°0'W
FANOR	926	THYBAJ	363	44°5'N	5°10'E
FAPIDU	601	KALAMAR	322	31°35'N	1°25'E
FARLVEN	1,660	ELDOR	299	42°20'N	16°10'W
FARUK	1,376	DRHOKKER	363	45°20'N	6°35'E
FARYR	554	THYBAJ	367	40°45'N	4°5'E
FAS	367	KALAMAR	316	36°25'N	4°0'W
FASERIBALIDU	579	BASIR	320	32°30'N	4°50'W
FASESIDU	718	PARU'BOR	343	43°40'N	4°5'W
FASHYR	4,900	THYBAJ	369	43°10'N	5°30'E
FAVAMIDU	528	KALAMAR	318	35°0'N	0°15'E
FAVIDO	1,770	PEKAL	347	41°10'N	5°55'E
FAVRDEN	561	ELDOR	299	42°50'N	15°30'W
FAWODIDO	1,159	PEKAL	346	41°30'N	6°15'W
FAWUBIDO	1,458	KALAMAR	321	32°20'N	2°10'W
FAYDEN	456	MENDARN	303	37°20'N	19°15'W
FEBEGIDO	1,946	PARU'BOR	344	44°45'N	2°50'W
FEBIDO	1,813	TOKIS	312	37°50'N	5°20'W
FEBIDU	561	KALAMAR	313	37°25'N	0°40'W
FEBIDU	454	BASIR	320	33°45'N	5°25'W
FEDEN	423	PEL BROLENON	308	36°30'N	18°20'W
FEFIDO	1,077	KALAMAR	321	33°20'N	2°50'W
FEFIDU	436	KALAMAR	322	32°30'N	1°55'E
FEGIDO	1,047	TOKIS	312	37°55'N	4°50'W
FEKA'AHIDU	793	PARU'BOR	343	44°25'N	3°25'W
FEKA'UHIDO	1,288	KALAMAR	316	36°25'N	3°55'W
FEKISEHIDU	592	TARISATO	325	28°45'N	1°35'E
FELIDO	1,304	BASIR	316	35°30'N	4°25'W
FELIDU	461	KALAMAR	321	34°10'N	1°5'W
FENIDU	637	KALAMAR	322	33°40'N	0°40'E
FEORIMUE	1,459	FAUTEE FOREST	378	33°40'N	5°30'E
FEPDEN	709	ELDOR	299	41°20'N	14°35'W
FESETIDO	1,643	TOKIS	313	38°40'N	2°0'W
FESIDU	529	KALAMAR	321	33°45'N	2°0'W
FETHATHIMIDU	466	KALAMAR	322	33°5'N	0°5'E
FETHIDU	429	KALAMAR	321	33°45'N	2°25'W
FETIDO	1,256	KALAMAR	322	33°15'N	1°30'E
FEWIDO	2,413	KALAMAR	318	36°35'N	0°15'W
FEWIDU	868	KALAMAR	321	32°10'N	2°15'W
FID	395	KALAMAR	316	35°0'N	3°35'W
FIDOKA'OMIDU	872	PEKAL	346	41°55'N	7°20'W
FIHAMIDO	1,540	KALAMAR	316	35°55'N	3°50'W
FIKIDU	427	KALAMAR	321	33°10'N	0°40'W
FILDEN	616	MENDARN	303	39°45'N	17°35'W
FIOVOUM	665	ASIOTUXOO ISLANDS	375	34°30'N	5°5'E
FIRRAGH	534	UL-KARG	406	28°0'N	19°5'W
FISIVANID	371	BASIR	320	33°10'N	4°30'W
FITIDU	746	BASIR	316	34°40'N	5°10'W
FITIRR	584	DRHOKKER	364	45°55'N	9°40'E
FITVEK	1,659	RYTARR WOODS	360	47°55'N	12°5'E
FIVOR'NIDU	847	KALAMAR	325	30°35'N	1°25'E
FIZRRAKAZH	500	TARISATO	326	31°0'N	3°45'E
F'KAHIDU	489	KALAMAR	322	32°45'N	0°45'E
F'NIDO	1,426	TOKIS	312	37°55'N	5°10'W
FOBAMIDO	1,808	PEKAL	346	40°55'N	6°10'W
FOBIDO	947	KALAMAR	322	32°30'N	0°0'W
FODETA	8,200	TOKIS	312	39°45'N	4°35'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
FOFIDU	499	TARISATO	325	29°50'N	2°5'E
FOHIDO	1,165	KALAMAR	322	32°35'N	1°5'E
FOKA'	309	BASIR	316	34°30'N	5°45'W
FOLIDU	512	KALAMAR	321	32°35'N	1°10'W
FOPASIDO	6,100	KORAK	341	45°35'N	10°5'W
FORNVEN	1,545	ELDOR	293	44°40'N	18°25'W
FORT ADASAIR	215	PEKAL	347	41°45'N	5°20'E
FOSCHONY	439	EK'GAKEL	343	46°0'N	4°10'W
FOTHOKA	370	KALAMAR	322	31°50'N	0°55'E
FOVANIDO	1,965	KALAMAR	318	34°35'N	0°35'E
FOWIDO	761	PEKAL	346	42°50'N	6°20'W
FUBIDU	553	P'BAPAR	337	47°40'N	9°45'W
FUBIDU	665	TOKIS	348	40°35'N	2°55'E
FUBIDU	703	BASIR	320	34°15'N	5°5'W
FUBIDU	704	TARISATO	326	29°15'N	2°25'E
FUFIDO	1,766	KALAMAR	320	33°50'N	3°55'W
FUHDEN	486	P'BAPAR	337	46°15'N	10°15'W
FUKATIDO	1,690	TOKIS	313	39°25'N	1°55'W
FUKUT	1,641	RYTARR WOODS	359	48°10'N	10°15'E
FULIDO	2,283	KALAMAR	318	35°30'N	0°50'E
FULIDU	798	BASIR	316	35°45'N	5°15'W
FUOROUL	444	COUNAI HEIGHTS	319	36°45'N	4°50'E
FUP	391	KALAMAR	321	33°55'N	1°5'W
FURDEN	683	MENDARN	308	37°5'N	19°0'W
FUREDIDO	1,332	EK'GAKEL	342	45°35'N	7°25'W
FURIDO	1,521	TOKIS	313	39°5'N	2°20'W
FURIDO	1,577	KALAMAR	321	32°15'N	1°55'W
FUTEDIDO	1,170	KALAMAR	321	32°50'N	2°0'W
FUTH	592	THARGGY	361	44°5'N	1°50'E
FUTHIDU	454	DODERA	313	40°0'N	1°15'W
FUTHIDUHIDO	1,727	TOKIS	312	38°10'N	4°55'W
FUTHUPIDU	566	BASIR	316	35°15'N	5°35'W
FUVAFIDO	981	TARISATO	325	28°50'N	1°25'E
FUWIDO	1,863	P'BAPAR	337	46°20'N	9°45'W
FUWIDU	682	KALAMAR	323	32°10'N	2°15'E
F'VIDU	642	O'PAR	348	41°40'N	1°45'E
FYMAR	5,200	REANAARIA BAY	365	44°40'N	10°50'E
FYRURR	624	SKARRNA	370	41°55'N	8°15'E
GABARUWIDU	726	TARISATO	325	29°25'N	1°50'E
GABYJ	499	SHYNABYTH	361	45°40'N	0°20'E
GADIDO	1,886	BASIR	316	35°25'N	4°55'W
GADIDO	999	KALAMAR	318	35°30'N	1°25'E
GAFITIDO	2,194	TOKIS	313	39°25'N	1°25'W
GAGIDU	485	KALAMAR	317	37°15'N	0°55'W
GAGINIDU	649	KALAMAR	318	34°55'N	0°0'W
GAJOBA	384	PRIVBOLSIAN ISLANDS	306	36°20'N	23°10'W
GAKA'ALUGUHIDO	1,050	KALAMAR	325	31°20'N	1°45'E
GAKA'IVIDO	2,300	KALAMAR	316	36°35'N	4°25'W
GAKETA	7,700	TOKIS	313	38°50'N	2°55'W
GAKGOMAZH	308	UL-KARG	399	29°40'N	15°20'W
GAKK	863	SKARRNA	370	42°30'N	8°20'E
GAKUKA'IDO	2,318	KALAMAR	322	33°20'N	1°10'E
GAKVOKIDU	416	EK'KASEL	346	43°0'N	6°55'W
GALDEDO	1,270	ELOS DESERT	311	39°15'N	7°50'W
GALEPIDU	539	KALAMAR	322	32°55'N	1°45'E
GALIDO	2,255	DODERA	366	41°40'N	0°5'W
GALIDU	476	KALAMAR	316	35°30'N	4°20'W



TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
GALNVEN	1,181	ELDOR	299	42°35'N	15°40'W
GANDVEN	942	ELDOR	299	43°5'N	16°30'W
GANIDU	478	KALAMAR	321	33°10'N	1°35'W
GANSHAHN	722	ZAZAHNI	408	27°55'N	13°55'W
GANVDEN	750	COSDOL	289	47°25'N	16°5'W
GANYNTH	794	SHYNABYTH	340	47°25'N	0°55'W
GANZHAHN	973	OZHVINMISH	394	31°55'N	10°0'W
GAP	333	TARISATO	326	29°30'N	2°55'E
GAPMISH	606	OZHVINMISH	393	31°55'N	13°25'W
GARDEN	535	KORAK	341	45°30'N	10°0'W
GARDEN	728	MENDARN	304	39°0'N	17°15'W
GARO-JYKY	499	SHYNABYTH	344	44°55'N	1°5'W
GASHMISH	1,297	MEZNAMISH	392	31°25'N	15°50'W
GASHYF	686	SLEN	340	48°25'N	1°25'W
GATH	1,537	DRHOKKER	363	45°0'N	6°15'E
GATHIDO	1,540	TOKIS	347	40°35'N	4°0'E
GATIDU	428	BASIR	315	35°5'N	6°10'W
GAULDEN	711	COSDOL	285	51°5'N	13°45'W
GAWIDO	799	PEKAL	346	42°40'N	6°40'W
GAZHRUGRAGH	482	NORGA-KRANGREL	346	40°40'N	8°50'W
GAZMAHN	696	OZHVINMISH	402	30°20'N	8°20'W
GEANAVUE	8,400	COUNAI HEIGHTS	319	36°55'N	4°30'E
GEFIDU	602	KALAMAR	318	36°30'N	0°0'W
GEGDEN	504	ELDOR	293	43°40'N	18°10'W
GEHIDO	1,476	PARU'BOR	343	44°50'N	3°55'W
GEHVEN	975	ELDOR	299	40°55'N	14°45'W
GEHZAMISH	710	MEZNAMISH	393	32°50'N	13°50'W
GEKOFIDO	1,701	KALAMAR	321	33°55'N	2°50'W
GELPIFAGH	1,215	TARISATO	326	28°50'N	4°30'E
GENIDU	693	KALAMAR	317	37°40'N	0°45'W
GENMUR	1,030	SKARRNA	364	43°30'N	9°0'E
GENVEN	1,621	ELDOR	293	44°20'N	18°0'W
GEPAR	388	PEKAL	346	42°15'N	7°0'W
GEPIDU	551	KALAMAR	318	35°30'N	0°0'E
GESAGH	2,310	UL-KARG	399	29°20'N	15°25'W
GESHOZ-AHNOZH	RUINS	ZAZAHNI	400	30°15'N	14°10'W
GETHUTIDO	1,471	O'PAR	348	42°40'N	2°45'E
GEVEN	1,380	ELDOR	299	41°10'N	14°35'W
GEVORIDO	1,018	EK'GAKEL	343	46°5'N	3°50'W
GEYD	652	THARGGY	366	41°10'N	1°50'E
GEZHAGH	1,363	UL-KARG	398	29°20'N	17°50'W
GHEMUMAGH	1,065	NORGA-KRANGREL	345	41°50'N	10°55'W
GHILAZH	523	NORGA-KRANGREL	345	42°5'N	9°50'W
GHIVAGH	874	UL-KARG	399	28°35'N	16°15'W
GHIZHAZH	679	NORGA-KRANGREL	345	43°10'N	9°45'W
GHOZAGH	1,543	UL-KARG	399	29°25'N	17°15'W
GHUJESAZH	448	UL-KARG	399	28°35'N	16°40'W
GIANIIM	598	FAUTEE FOREST	323	33°50'N	4°50'E
GIBIDU	607	BASIR	316	35°25'N	5°30'W
GIBOWANIDO	2,651	TOKIS	313	37°35'N	2°45'W
GIDIDU	887	KALAMAR	317	37°10'N	0°35'W
GIGEWIDU	490	KALAMAR	321	33°20'N	1°30'W
GIGUVAFITHIDU	840	KALAMAR	317	34°30'N	2°15'W
GIHAKIDU	525	DODERA	314	38°30'N	0°5'W
GIHIDO	1,112	DODERA	348	40°30'N	1°0'E
GIHVEN	1,222	MENDARN	303	38°5'N	17°35'W
GILLIA	7,100	KEENORA TORS	372	38°0'N	5°10'E

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
GIK	345	KALAMAR	321	32°55'N	1°45'W
GIKETHIDU	429	KALAMAR	322	33°45'N	1°10'E
GIKIDU	440	KALAMAR	322	31°25'N	1°0'E
GIKK	434	DRHOKKER	357	47°15'N	4°50'E
GIMBATAGH	3,500	TARISATO	326	29°20'N	3°35'E
GIMIKIDU	594	BASIR	312	37°30'N	5°45'W
GINVVEN	1,973	MENDARN	299	40°20'N	16°50'W
GIPRIDU	520	PARU'BOR	343	44°15'N	3°45'W
GIRNDEN	363	KORAK	341	44°15'N	10°0'W
GIRNDEN	588	MENDARN	304	37°55'N	17°10'W
GIRRUKK	987	DRHOKKER	358	46°15'N	5°55'E
GIRUDOTHIDO	1,357	KALAMAR	320	34°15'N	4°20'W
GITHAWETHIDO	1,161	KALAMAR	318	34°45'N	0°40'E
GITIDU	771	KALAMAR	316	34°55'N	4°15'W
GITIDU	574	KALAMAR	322	33°20'N	2°5'E
GITIDU	440	KALAMAR	323	33°40'N	3°15'E
GIWIDO	1,599	KALAMAR	318	34°40'N	0°20'W
GOBIDO	1,456	TARISATO	325	29°30'N	1°25'E
GODAZH	372	NORGA-KRANGREL	341	43°20'N	10°10'W
GOGIDO	3,200	TARISATO	329	27°50'N	3°40'E
GOHADIDO	1,304	BASIR	320	33°50'N	4°15'W
GOHGAHNI	408	OZHVINMISH	395	31°30'N	8°40'W
GOHMISH	456	OZHVINMISH	402	29°30'N	7°50'W
GOHZMISH	1,002	MEZNAMISH	392	33°0'N	15°25'W
GOMAHIDO	1,558	EK'GAKEL	343	45°50'N	4°30'W
GOMMISH	1,014	MEZNAMISH	399	31°10'N	16°35'W
GONAAP	701	ZAZAHNI	401	28°55'N	10°45'W
GONVEN	1,940	ELDOR	298	42°40'N	18°5'W
GOOSIUR	581	NANAKARY FOREST	373	38°20'N	9°10'E
GORIDO	1,333	PEKAL	346	41°30'N	6°45'W
GORIDO	1,233	KALAMAR	325	30°0'N	1°25'E
GORLDEN	722	MENDARN	299	40°20'N	15°35'W
GOSIDU	794	KALAMAR	322	32°10'N	0°30'E
GOTHMERR	3,300	DRHOKKER	358	46°30'N	7°15'E
GOVIDO	1,114	KORAK	345	42°50'N	8°55'W
GOVLVEN	920	ELDOR	295	46°10'N	13°55'W
GOVOSIDU	578	KALAMAR	318	35°40'N	0°55'E
GOWIDO	913	KALAMAR	318	36°45'N	2°10'E
GOWIDU	644	KALAMAR	323	31°55'N	2°20'E
GOZHAHN	397	OZHVINMISH	402	31°5'N	8°20'W
GRAGRAGH	712	UL-KARG	398	29°25'N	18°25'W
GRERZAGH	576	TARISATO	326	30°45'N	3°30'E
GRIHONDAGH	540	UL-KARG	406	27°20'N	17°55'W
GROFAGH	360	NORGA-KRANGREL	341	43°20'N	10°30'W
GROLVEN	1,127	BRONISH	397	30°55'N	20°45'W
GRUHGREMAGH	703	TARISATO	326	29°15'N	3°40'E
G'SOKA'AF	339	KALAMAR	285	36°15'N	0°55'E
GUDIDO	1,269	TOKIS	347	40°50'N	3°50'E
GUF	374	PARU'BOR	344	45°10'N	1°45'W
GUGHANDAZ	498	NORGA-KRANGREL	345	40°40'N	10°5'W
GUHIDO	1,339	KALAMAR	318	36°55'N	0°15'W
GUHIDU	540	KALAMAR	321	34°15'N	0°35'W
GUHIDU	597	KALAMAR	322	31°30'N	1°20'E
GUHVIBAZH	357	NORGA-KRANGREL	345	40°25'N	9°25'W
GULIDU	444	KALAMAR	323	32°30'N	2°15'E
GULUNA	145	KALAMAR	321	33°50'N	0°40'W
GUMINIDU	487	TOKIS	313	39°35'N	1°35'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
GUNIBIDU	547	TARISATO	326	29°25'N	2°20'E
GURDVEN	914	ELDOR	288	46°20'N	17°25'W
GURRAGH	646	TARISATO	326	29°5'N	4°25'E
GURRRAPAZH	482	UL-KARG	399	29°45'N	15°40'W
GUSPVEN	1,451	PEL BROLENON	309	36°50'N	16°50'W
GUTIDO	1,036	KALAMAR	321	33°0'N	2°40'W
GUTIDU	508	TARISATO	326	29°10'N	2°15'E
GUVEGIBIDU	549	TARISATO	325	29°45'N	1°35'E
GUVIDU	648	KALAMAR	322	32°40'N	0°20'W
GUVLDEN	667	MENDARN	303	38°20'N	17°45'W
GUVLVEN	RUINS	ELDOR	299	42°25'N	15°45'W
GUWDEN	722	ELDOR	298	42°30'N	18°30'W
GUWIDU	832	KALAMAR	322	31°30'N	0°5'W
GUZDEN	396	MENDARN	304	38°40'N	17°5'W
GUZVEN	1,483	PEL BROLENON	308	36°10'N	17°20'W
GYBAR	957	SHYNABYTH	344	46°10'N	0°55'W
GYKY	491	SLEN	340	48°45'N	1°40'W
GYRY	812	THYBAJ	363	44°30'N	5°15'E
GYSATH	1,669	THYBAJ	363	44°30'N	5°35'E
GYSHYTH	522	THYBAJ	368	38°50'N	3°35'E
GYTH	1,084	THARGGY	366	40°55'N	1°25'E
GYTOR	356	THYBAJ	367	41°50'N	3°55'E
HAANEX	350	SKARRNA	369	41°55'N	7°45'E
HABONAGIDU	527	KALAMAR	321	34°15'N	2°15'W
HADAPIDO	1,093	TOKIS	313	39°45'N	1°40'W
HADEN	508	PEL BROLENON	309	35°50'N	15°10'W
HADIDU	672	KALAMAR	316	36°30'N	4°10'W
HAFDEN	409	COSDOL	285	50°10'N	13°35'W
HAFIDU	558	KALAMAR	322	32°55'N	0°5'E
HAFIDU	468	KALAMAR	322	33°30'N	0°25'E
HAGIDU	639	KALAMAR	321	34°15'N	2°20'W
HAHAVIDU	603	TARISATO	325	28°20'N	2°10'E
HAHIDO	1,089	KALAMAR	325	31°15'N	2°5'E
HAHSHAHN	2,468	ZAZAHNI	408	27°50'N	13°0'W
HAHZMAHN	1,414	ZAZAHNI	409	28°0'N	10°55'W
HAHZMISH	2,102	MEZNAMISH	392	32°5'N	15°35'W
HAYJ	456	KHYDOBAN DESERT	379	34°5'N	9°35'E
HALIDU	564	TARISATO	325	29°10'N	1°35'E
HAMZHAHN	929	OZHVINMISH	395	32°15'N	8°55'W
HANIDO	1,893	KALAMAR	318	36°50'N	2°0'E
HANIDU	487	KALAMAR	325	30°55'N	2°5'E
HANIVOBANIDO	1,266	KALAMAR	318	34°50'N	0°20'W
HANOWHAHN	448	OZHVINMISH	393	31°55'N	12°35'W
HAPIDU	529	KALAMAR	325	31°0'N	1°55'E
HAREGIDO	1,425	O'PAR	366	41°40'N	0°20'W
HARIDO	1,886	KALAMAR	318	36°20'N	0°15'W
HAS	720	P'BAPAR	337	47°35'N	10°40'W
HASEK'WIDO	988	KALAMAR	318	35°25'N	1°20'E
HASHMAHN	1,360	ZAZAHNI	400	30°20'N	11°45'W
HASHNAHNI	408	OZHVINMISH	395	32°15'N	8°40'W
HASVAHN	315	OZHVINMISH	394	32°40'N	10°35'W
HATAK	1,171	ELOS DESERT	310	35°35'N	13°35'W
HATDEN	425	MENDARN	308	37°0'N	18°25'W
HATHYSH	RUINS	COUNAI HEIGHTS	368	38°0'N	3°25'E
HATIDU	453	KALAMAR	318	36°50'N	0°5'E
HAV	342	TARISATO	326	28°35'N	2°55'E
HAVIKA'EHIDU	447	TARISATO	329	28°20'N	2°50'E

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
HAVIWUBUL	331	BASIR	320	33°0'N	4°35'W
HAVRDEN	805	ELDOR	299	40°40'N	16°25'W
HAWVEN	1,203	MENDARN	308	37°15'N	19°10'W
HEAP-AHNOZH	1,475	ZAZAHNI	400	29°55'N	12°15'W
HEBIDU	499	KALAMAR	322	31°40'N	0°50'E
HECDEN	489	ELDOR	298	43°10'N	17°55'W
HEDIDU	668	KALAMAR	321	33°20'N	2°15'W
HEDIDU	608	KALAMAR	322	32°30'N	0°30'W
HEDUKIDU	629	KALAMAR	322	31°50'N	1°5'E
HEFDEN	481	ELDOR	299	42°30'N	16°40'W
HEFIDU	566	KALAMAR	317	36°35'N	1°5'W
HEFIDU	512	KALAMAR	322	32°40'N	1°15'E
HEGIDU	868	BASIR	316	34°35'N	4°25'W
HEGUHIPIDO	1,945	TOKIS	312	39°25'N	3°50'W
HEHAHNI	1,375	ZAZAHNI	409	28°0'N	9°0'W
HEHIMISH	316	OZHVINMISH	394	32°0'N	11°15'W
HEHIVAHNI	821	AHZNOMAHN	402	28°55'N	8°40'W
HEHZAZH	472	TARISATO	326	29°55'N	3°30'E
HEKA'AS	218	PEKAL	346	41°45'N	7°10'W
HEKPEGHAGH	2,116	UL-KARG	399	28°45'N	16°15'W
HEMDEN	616	ELDOR	299	42°20'N	15°55'W
HEMISH	1,866	OZHVINMISH	393	33°5'N	13°30'W
HEMISH	1,192	MEZNAMISH	399	30°40'N	16°25'W
HEMZHAHNI	464	AHZNOMAHN	402	30°35'N	7°25'W
HENDDEN	319	BRONISH	397	30°55'N	20°20'W
HENMERKK	473	DRHOKKER	364	45°30'N	8°25'E
HENSHNAHNI	769	OZHVINMISH	394	32°5'N	10°5'W
HENUKADIDO	1,104	KALAMAR	317	36°20'N	2°40'W
HEGOZ	533	KEENORA TORS	368	37°55'N	4°55'E
HERAZUE	439	NANAKARY FOREST	373	38°30'N	9°0'E
HERDDEN	377	DELNONDRIAN ISLANDS	298	42°0'N	19°55'W
HESHVAHN	1,088	ZAZAHNI	401	28°35'N	11°25'W
HETHUTAZH	403	UL-KARG	399	28°40'N	16°45'W
HETIVIDU	673	KALAMAR	321	32°10'N	0°40'W
HEVIDU	578	KALAMAR	322	31°30'N	0°5'E
HEZMAHN	1,035	AHZNOMAHN	410	27°15'N	6°55'W
H'FOTIDU	553	KALAMAR	322	33°40'N	1°0'E
HIACK	1,019	SKARRNA	370	42°40'N	7°55'E
HIBIDO	2,703	KALAMAR	316	34°30'N	4°25'W
HIDIDU	631	KALAMAR	322	32°40'N	0°10'W
HIHDEN	772	COSDOL	290	48°20'N	13°45'W
HIKA'IDU	485	KALAMAR	322	32°5'N	0°5'E
HILNDEN	465	ELDOR	298	42°35'N	18°15'W
HIMISH	1,242	ZAZAHNI	401	30°35'N	10°45'W
HIMNIHOLN	425	EK'GAKEL	342	46°10'N	6°35'W
HINAHN	943	ZAZAHNI	408	28°10'N	13°10'W
HINDSUSAZH	467	TARISATO	326	31°10'N	3°30'E
HINIWOPIDO	2,713	O'PAR	348	41°15'N	1°50'E
HINKAR	382	SKARRNA	364	44°40'N	8°40'E
HINOZ	397	OZHVINMISH	393	33°10'N	13°25'W
HINSVAHNI	393	AHZNOMAHN	403	29°30'N	5°55'W
HINVAHN	507	AHZNOMAHN	402	28°35'N	7°40'W
HIPAWIDU	730	KALAMAR	325	30°10'N	1°20'E
HIREKK	518	THARGGY	367	41°25'N	3°20'E
HIRKK	587	SKARRNA	364	43°40'N	9°25'E
HITH	431	SKARRNA	364	43°50'N	8°20'E
HITHIDO	1,808	KALAMAR	321	33°30'N	3°15'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
HITIDO	1,569	TOKIS	313	38°30'N	2°50'W
HITIDU	629	PARU'BOR	344	44°50'N	1°45'W
HITIDU	559	O'PAR	348	42°20'N	1°10'E
HITIDU	667	BASIR	320	34°15'N	5°10'W
HIVKUSAGH	732	TARISATO	329	28°0'N	4°30'E
HIVOVIDO	2,201	TOKIS	312	38°5'N	4°35'W
HIWOHIRIDU	567	KALAMAR	318	36°20'N	0°5'E
HIZZAHNI	RUINS	ZAZAHNI	400	29°45'N	14°25'W
HOBIDO	846	PEKAL	346	42°0'N	6°35'W
HODUSUREPIDO	935	TOKIS	312	38°25'N	4°5'W
HOFIDU	577	KALAMAR	317	37°0'N	0°50'W
HOHLMAHN	1,265	MEZNAMISH	392	31°30'N	16°0'W
HOHMISH	1,609	MEZNAMISH	399	31°10'N	15°45'W
HOHMISH	381	OZHVINMISH	401	31°15'N	9°25'W
HOHNNAHN	RUINS	ZAZAHNI	400	29°30'N	14°20'W
HOHNZAHNI	473	AHZNOMAHN	402	29°30'N	8°45'W
HOHZOHZ	1,064	MEZNAMISH	392	33°20'N	15°0'W
HOKAGH	1,286	NORGA-KRANGREL	345	42°40'N	9°40'W
HOKIDU	644	KALAMAR	323	33°15'N	2°25'E
HOLMDEN	875	ELDOR	298	43°5'N	17°25'W
HOMIMISH	305	OZHVINMISH	394	33°20'N	10°30'W
HOMISH	2,927	MEZNAMISH	392	32°35'N	15°15'W
HOMISH	849	OZHVINMISH	393	32°50'N	13°25'W
HOMISH	1,768	ZAZAHNI	409	27°50'N	9°20'W
HOMIWAHN	699	OZHVINMISH	401	31°15'N	9°15'W
HON	399	P'BAPAR	337	46°40'N	10°20'W
HONIDO	2,115	O'PAR	348	42°30'N	2°20'E
HOSEHNMISH	2,691	MEZNAMISH	399	31°15'N	15°55'W
HOSIDO	1,577	KALAMAR	318	35°45'N	0°10'W
HOSNAHN	1,339	MEZNAMISH	399	31°0'N	15°15'W
HOTHIDU	687	KALAMAR	322	34°0'N	0°50'E
HOUNUN	750	FAUTEE PENINSULA	378	32°25'N	5°35'E
HOVORDEN	504	EK'GAKEL	343	45°30'N	5°50'W
HOWSAHNI	935	MEZNAMISH	392	32°10'N	16°0'W
HOW'THIDU	432	KALAMAR	318	37°5'N	0°5'W
HOZAZAHN	1,130	MEZNAMISH	399	30°35'N	16°20'W
HOZGAHNI	1,376	OZHVINMISH	395	31°55'N	8°5'W
HOZHTAHN	1,348	ZAZAHNI	400	30°5'N	12°0'W
HOZMISH	361	OZHVINMISH	393	32°35'N	13°25'W
HOZZAHNI	361	OZHVINMISH	395	31°50'N	8°45'W
HUBEFUNIDU	495	BASIR	320	33°10'N	5°0'W
HUCDEN	540	ELDOR	299	42°30'N	16°55'W
HUD	379	KALAMAR	322	31°40'N	0°15'E
HUDEPIDO	1,856	KALAMAR	325	31°10'N	0°25'W
HUDVEN	1,983	ELDOR	299	42°25'N	17°5'W
HUF'GIDU	450	TOKIS	313	38°15'N	2°55'W
HUFIDO	1,135	DODERA	314	38°10'N	0°30'W
HUHETOR	363	KALAMAR	321	32°25'N	1°35'W
HUHIDO	902	KALAMAR	322	33°5'N	1°0'E
HULIDO	980	KALAMAR	321	33°45'N	1°30'W
HULLOER	416	KAOTOON ISLAND	375	36°5'N	6°0'E
HULNVEN	1,434	ELDOR	299	42°10'N	15°35'W
HUMAHIDU	632	DODERA	314	39°0'N	0°30'E
HUMIDU	473	KALAMAR	323	33°20'N	3°15'E
HUPUWIDU	415	KALAMAR	322	32°40'N	1°25'E
HUSIDO	1,632	EK'GAKEL	343	45°45'N	5°40'W
HUTHIDO	786	TOKIS	312	40°0'N	4°0'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
HUTIDO	504	EK'KASEL	342	43°50'N	7°10'W
HUTURR	400	DRHOKKER	362	45°10'N	3°50'E
HUVIKAWIDU	613	KALAMAR	317	37°30'N	0°50'W
HUWDEN	750	COSDOL	290	48°0'N	14°5'W
HUWIDU	647	KALAMAR	322	32°30'N	0°10'E
ILDVEN	1,446	ELDOR	299	42°20'N	15°10'W
IMKARATHEN	572	EK'GAKEL	342	45°20'N	7°40'W
INDEN	767	ELOS DESERT	315	35°40'N	8°40'W
INOLEN	23,900	ELDOR	299	41°45'N	15°30'W
INVEN	952	ELOS DESERT	350	35°25'N	9°15'W
IPHOTHEN	428	EK'GAKEL	342	45°10'N	7°35'W
IRKK	714	DRHOKKER	362	44°45'N	3°20'E
ISHOHL-AHNOZH	2,453	OZHVINMISH	400	31°55'N	13°35'W
ISHZHAHNI	2,015	ZAZAHNI	401	28°35'N	11°35'W
ITVEN	1,040	COSDOL	289	47°55'N	14°35'W
IZHAHNI	1,854	MEZNAMISH	392	31°35'N	14°35'W
IZHGAHN	1,099	MEZNAMISH	393	32°25'N	13°50'W
JAGHAGH	2,626	TARISATO	326	31°0'N	3°20'E
JARGGUKK	307	TORAKK	352	49°30'N	3°55'E
JARORRA	581	DRHOKKER	358	46°40'N	5°55'E
JARR	456	DRHOKKER	363	45°30'N	7°20'E
JARR	428	SKARRNA	364	44°55'N	8°55'E
JARR-NORR	417	DRHOKKER	357	46°55'N	4°55'E
JEDRA	382	SHYNABYTH	356	46°50'N	1°0'E
JENYK	791	KHYDOBAN DESERT	373	39°50'N	9°25'E
JEREK	710	KHYDOBAN DESERT	374	40°10'N	11°10'E
JESDEN	316	PRIVBOLSIAN ISLANDS	307	36°5'N	21°40'W
JESHO	370	KHYDOBAN DESERT	376	34°20'N	9°45'E
JHAR	439	DRHOKKER	363	44°40'N	5°5'E
JHAV	627	THARGGY	366	42°10'N	2°0'E
JHEYD-NORR	1,846	SKARRNA	370	42°40'N	8°35'E
JHIGGIYD	580	THARGGY	367	42°5'N	3°5'E
JHIRR	380	THARGGY	368	39°10'N	2°15'E
JHORR	405	DRHOKKER	358	46°25'N	6°35'E
JHORR	831	SKARRNA	370	43°0'N	9°30'E
JHUJY	540	TORAKK	357	47°0'N	2°25'E
JIKNER	2,443	SKARRNA	364	43°45'N	9°5'E
JIRR	340	DRHOKKER	358	46°55'N	5°45'E
JITH	455	DRHOKKER	363	44°40'N	6°5'E
JOJYN	551	KHYDOBAN DESERT	373	39°10'N	10°30'E
JOKASI	340	PRIVBOLSIAN ISLANDS	307	36°20'N	22°50'W
JONOF	384	SHYNABYTH	344	45°40'N	1°5'W
JOREJ	671	THYBAJ	363	44°20'N	5°40'E
JUNSAHAGH	381	NORGA-KRANGREL	345	41°5'N	9°5'W
JYDEFE	383	PRIVBOLSIAN ISLANDS	306	36°50'N	24°25'W
JYRGGERR	1,154	DRHOKKER	364	45°40'N	8°40'E
JYSHOK	579	KHYDOBAN DESERT	374	39°20'N	11°0'E
KA'ABIDU	801	PEKAL	346	41°10'N	6°50'W
KA'ABIDU	454	KALAMAR	322	32°35'N	0°30'E
KA'ABULIDU	502	KALAMAR	322	31°45'N	1°20'E
KA'ADIDO	978	O'PAR	348	43°10'N	0°40'E
KA'AFIDO	1,025	PEKAL	347	42°15'N	5°15'E
KA'AGIBIDO	963	KALAMAR	317	34°20'N	1°35'W
KA'AGOMUWIDO	1,557	KALAMAR	321	34°5'N	3°5'W
KA'AL	352	O'PAR	344	43°35'N	2°10'W
KA'AMIDU	816	PARU'BOR	343	45°10'N	6°55'W
KA'ANIDO	1,089	KALAMAR	317	35°35'N	3°5'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
KA'APIDU	434	KALAMAR	317	36°15'N	1°5'W
KA'ARENIDU	504	KALAMAR	322	32°50'N	0°15'E
KA'ARIDU	798	DODERA	313	39°45'N	0°45'W
KA'ARIDU	437	KALAMAR	321	33°5'N	1°30'W
KA'ATHEGEDIDU	644	PEKAL	346	41°30'N	7°5'W
KA'ATIDO	1,378	KALAMAR	313	37°40'N	1°40'W
KA'AWIDO	1,381	KALAMAR	325	29°45'N	1°25'E
KABAKOSIKIDO	4,400	TARISATO	329	28°0'N	2°25'E
KABIDO	1,858	TOKIS	347	40°45'N	3°30'E
KABIDU	433	KALAMAR	321	32°15'N	0°45'W
KADAR	504	THYBAJ	362	44°15'N	5°0'E
KA'EDIDO	1,233	PARU'BOR	344	45°30'N	1°50'W
KA'EDUTIVIDU	492	KALAMAR	321	33°10'N	0°50'W
KA'EFOPIDO	1,385	KALAMAR	318	36°0'N	0°35'E
KA'EGELIDU	701	TARISATO	328	28°0'N	1°35'E
KA'EHIDU	732	KALAMAR	317	34°40'N	2°10'W
KA'EKAGIDU	730	TOKIS	348	40°55'N	2°35'E
KA'ELIDU	431	KALAMAR	316	34°45'N	4°5'W
KA'ENIDU	875	KALAMAR	318	35°10'N	0°45'E
KA'ETEREFIDO	1,559	KALAMAR	321	32°35'N	1°50'W
KA'EV	365	KALAMAR	321	32°25'N	2°0'W
KA'EVIDU	542	PARU'BOR	347	43°15'N	3°50'E
KA'EWIDO	1,063	KALAMAR	318	35°35'N	0°10'W
KA'EWOFATIDU	585	KALAMAR	317	34°55'N	2°20'W
KAFAP	628	KHYDOBAN DESERT	374	39°45'N	10°50'E
KAGIDU	657	TARISATO	325	29°20'N	1°40'E
KAHANTH	529	THYBAJ	363	44°5'N	5°20'E
KA'IBAGOGIDO	1,321	DODERA	314	38°50'N	0°25'W
KA'IBIDU	627	BASIR	320	33°30'N	4°25'W
KA'IBOVIDU	700	KALAMAR	326	31°15'N	2°45'E
KA'IHIDU	706	PARU'BOR	347	42°30'N	4°0'E
KA'IKIDU	304	TOKIS	312	37°25'N	5°10'W
KA'ILIDO	1,136	KALAMAR	316	36°15'N	3°45'W
KA'INIDU	448	KALAMAR	322	34°15'N	0°15'E
KA'INUWIDU	672	KALAMAR	318	36°0'N	0°20'W
KA'IWIDO	907	KALAMAR	321	33°0'N	2°0'W
KAKIDO	1,229	TOKIS	347	41°0'N	3°40'E
KAKIRIDU	492	KALAMAR	322	33°20'N	0°55'E
KAKO-GYR	19,900	SLEN	336	49°25'N	2°10'W
KALAL	410	LABROLDIAN ISLANDS	307	35°5'N	20°30'W
KALALETA	7,200	KALALALI FOREST	343	44°10'N	5°55'W
KALETA	9,800	DODERA	313	39°5'N	0°40'W
KALIDO	957	KALAMAR	320	31°35'N	4°25'W
KALOKAPETA	13,300	Ek'KASEL	346	42°5'N	7°30'W
KALUFIDO	1,975	TOKIS	312	40°15'N	4°0'W
KAMAMIDU	584	KALAMAR	322	33°40'N	0°15'W
KAMUHIDO	1,275	DODERA	348	40°30'N	1°30'E
KANAN	1,087	THYBAJ	367	41°20'N	4°20'E
KANIDU	707	KALAMAR	316	36°0'N	3°20'W
KANIDU	477	KALAMAR	322	32°30'N	0°15'E
KA'OHIDO	1,105	BASIR	320	33°45'N	4°50'W
KA'OHIN	397	KALAMAR	322	31°25'N	2°10'E
KA'OLIDU	475	PARU'BOR	344	44°35'N	2°45'W
KA'OM	375	KALAMAR	322	32°30'N	1°35'E
KA'OMUTHIDU	500	KALAMAR	322	33°25'N	0°45'E
KA'OPIDO	1,067	O'PAR	344	43°45'N	0°50'W
KA'OTHIDU	712	KALAMAR	318	34°30'N	1°0'E

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
KA'OVADIDU	611	TOKIS	312	37°45'N	3°55'W
KA'OWAD	374	PEKAL	347	41°30'N	4°35'E
KAPIDO	2,081	KALAMAR	318	36°10'N	1°50'E
KAPIDU	525	KALAMAR	317	37°15'N	2°45'W
KAPUNIDO	1,991	DODERA	314	39°5'N	0°0'E
KARASTA	25,000	KALAMAR	323	33°30'N	3°25'E
KARIDU	438	PEKAL	347	41°40'N	5°20'E
KAROW	379	KALAMAR	323	32°25'N	2°20'E
KASEBAPIDO	4,300	KORAK	345	43°5'N	9°5'W
KASIDO	4,900	O'PAR	348	41°45'N	2°30'E
KASIDO	1,230	KALAMAR	323	32°0'N	3°10'E
KATARR	415	DRHOKKER	364	46°15'N	9°10'E
KATASH	614	THYBAJ	367	42°30'N	3°50'E
KATH	576	THARGGY	366	40°45'N	1°55'E
KATH	357	KALAMAR	322	32°25'N	1°45'E
KATHEKIDU	595	KALAMAR	322	32°25'N	0°25'E
KATHIDO	960	KALAMAR	317	35°45'N	2°30'W
KATHIDU	517	KALAMAR	322	31°45'N	0°0'E
KATIDU	543	KALAMAR	317	35°10'N	2°5'W
KATOR	403	KHYDOBAN DESERT	376	34°25'N	9°50'E
KA'UBIDO	1,155	KALAMAR	325	31°0'N	1°0'E
KA'UBIL	307	KALAMAR	316	36°25'N	4°10'W
KA'UDIDO	1,631	KALAMAR	322	32°45'N	0°0'W
KA'UGIDO	1,777	KALAMAR	318	35°15'N	0°10'W
KA'UKIDIDU	719	BASIR	316	38°0'N	6°5'W
KA'ULIHIDO	984	KALAMAR	317	36°50'N	1°35'W
KA'UMIDO	1,417	KALAMAR	322	33°0'N	0°45'E
KA'UPIDU	494	KALAMAR	322	32°35'N	0°0'E
KA'UPURIDO	2,119	KALAMAR	322	32°15'N	0°45'E
KA'UTAVIDU	881	TARISATO	326	30°15'N	2°30'E
KA'UTHADIDU	418	TOKIS	313	39°15'N	1°40'W
KA'UVAVIDO	2,002	PARU'BOR	343	44°40'N	4°35'W
KA'UWIDU	794	KALAMAR	322	31°20'N	0°25'W
KA'WIROLIDU	576	KALAMAR	322	32°25'N	0°5'W
KAZULLAGH	14,403	UL-KARG	407	27°45'N	17°5'W
K'BATIDU	654	KALAMAR	325	30°45'N	1°10'E
KEATUAR	1,518	FAUTEE PENINSULA	378	32°30'N	5°20'E
KEBIDU	705	KALAMAR	317	37°5'N	2°5'W
KEKA'IDO	1,701	KALAMAR	318	36°30'N	2°0'E
KEMOV	389	KALAMAR	322	34°0'N	0°40'E
KEPIDU	551	DODERA	314	39°40'N	0°20'W
KERR	1,439	THARGGY	367	42°20'N	2°25'E
KESAKIDO	1,968	BASIR	320	32°50'N	4°55'W
KESIDU	417	KALAMAR	322	32°20'N	2°0'E
KESVAKH	410	NORGA-KRANGREL	345	40°55'N	9°0'W
KETATIDU	703	PEKAL	347	41°40'N	4°15'E
KETHIDU	522	KALAMAR	321	33°30'N	1°0'W
KETIDO	1,596	EK'GAKEL	342	45°50'N	6°10'W
KETIDU	737	KALAMAR	318	37°15'N	0°0'W
KEWAMEN	343	PEKAL	347	40°55'N	5°10'E
KEZOGUA	638	FAUTEE PENINSULA	378	32°15'N	5°20'E
KHAK	453	TORAKK	357	47°50'N	3°30'E
KHAL	1,398	SKARRNA	370	42°30'N	9°25'E
KHAN	502	THARGGY	314	39°35'N	1°40'E
KHAVV	760	DRHOKKER	365	45°50'N	10°40'E
KHEKK	622	THARGGY	361	44°15'N	1°40'E
KHEKK	1,258	DRHOKKER	363	44°45'N	5°50'E



TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
KHERRA	694	DRHOKKER	363	45°0'N	6°0'E
KHIRZAGH	1,769	UL-KARG	406	27°55'N	19°35'W
KHOKHAZH	401	NORGA-KRANGREL	345	43°0'N	11°35'W
KHOVIGGAZH	474	UL-KARG	406	28°5'N	18°40'W
KHUKAGNO	441		381	29°20'N	6°35'E
KHUT	621	THARGGY	367	41°40'N	2°35'E
KIBIDO	1,149	KALAMAR	325	31°0'N	0°20'E
KIDIDO	827	EK'KASEL	346	42°45'N	7°35'W
KIDZIHAGH	640	UL-KARG	405	28°20'N	20°10'W
KIFIDU	418	KALAMAR	321	33°25'N	1°5'W
KIGIDU	496	BASIR	316	34°25'N	5°20'W
KIKA'ESIDU	864	KALAMAR	319	34°20'N	3°5'E
KIKATH	452	SKARRNA	364	44°15'N	9°15'E
KILIDO	2,134	KALAMAR	323	33°35'N	2°25'E
KINEVOG'KIDO	1,291	KALAMAR	313	37°55'N	0°35'W
KINIDO	2,262	O'PAR	348	42°50'N	2°10'E
KIRIDO	916	PEKAL	347	42°45'N	6°0'E
KIRKK	1,604	SKARRNA	364	45°15'N	8°40'E
KIRRA-NORR	850	DRHOKKER	362	44°50'N	4°0'E
KITH	477	DRHOKKER	362	45°10'N	3°0'E
KITHIHIDU	846	KALAMAR	322	33°0'N	0°25'W
KITHZOLAKAZH	393	NORGA-KRANGREL	345	42°30'N	9°10'W
KIVIDO	1,926	O'PAR	348	43°5'N	1°25'E
KIVOSIDU	568	BASIR	320	33°50'N	4°40'W
KOBURIDO	1,231	KALAMAR	322	33°45'N	1°15'E
KODEGUDIDO	1,467	O'PAR	348	43°0'N	1°50'E
KODEW	383	KALAMAR	317	37°0'N	1°50'W
KODIDEN	756	KORAK	341	44°25'N	10°5'W
KODIDO	1,216	KALAMAR	324	31°15'N	0°35'W
KOHOMIDU	511	DODERA	313	37°50'N	1°40'W
KOJY	4,100	THARGGY	366	42°40'N	1°30'E
KOJYK	1,655	KHYDOBAN DESERT	370	40°40'N	10°0'E
KOKAJ	426	PRIVBOLSIAN ISLANDS	306	36°10'N	23°45'W
KOKEKIDU	497	KALAMAR	313	37°40'N	2°10'W
KOKIDU	788	KALAMAR	319	36°35'N	2°15'E
KOKRAGH	747	TARISATO	326	29°30'N	3°20'E
KOLIDO	5,600	TARISATO	326	29°0'N	2°30'E
KOR	309	KALAMAR	322	33°25'N	1°15'E
KOREM	10,400	KORAK	342	44°30'N	8°35'W
KORER	871	THYBAJ	367	42°35'N	4°0'E
KORETA	7,800	PARU'BOR	343	43°30'N	3°40'W
KORIRIDU	594	P'BAPAR	337	46°25'N	9°15'W
KOROLIDEN	729	P'BAPAR	337	46°50'N	10°30'W
KOROV DEN	484	P'BAPAR	337	47°20'N	9°15'W
KOROVEN	552	P'BAPAR	337	47°25'N	9°55'W
KORYTH	903	THYBAJ	362	43°30'N	3°55'E
KORYTH	1,046	THYBAJ	367	42°55'N	4°30'E
KOTAJ	593	KHYDOBAN DESERT	374	40°15'N	10°40'E
KOTHIDO	2,019	KALAMAR	321	32°20'N	1°25'W
KOTOR	592	KHYDOBAN DESERT	374	39°35'N	10°50'E
KOVIDU	668	KALAMAR	318	35°25'N	0°45'E
KOVIDU	584	KALAMAR	318	36°10'N	0°10'W
KOWATHIDO	969	KALAMAR	321	32°20'N	2°30'W
KOWIDO	1,258	PARU'BOR	344	44°55'N	2°10'W
KOZAGH	1,775	TARISATO	329	28°20'N	4°30'E
KRENYDAN	560	EK'GAKEL	339	46°30'N	5°40'W
KRITHAGH	846	UL-KARG	406	27°30'N	19°50'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
KROTKKAGH	1,390	TARISATO	326	28°35'N	4°40'E
KRUMFA-VAKH	367	NORGA-KRANGREL	345	41°55'N	10°45'W
K'SIDU	619	KALAMAR	317	34°40'N	1°35'W
KUDGENAZH	367	NORGA-KRANGREL	341	44°0'N	11°10'W
KUGIDU	579	KALAMAR	323	31°40'N	3°10'E
KUMKHUMAGH	1,077	TARISATO	329	28°10'N	4°35'E
KUNIDO	1,187	KALAMAR	323	33°20'N	2°40'E
KUNIDU	582	KALAMAR	325	30°40'N	1°30'E
KUPUSIDO	1,140	O'PAR	348	41°20'N	1°50'E
KURIDU	821	TOKIS	312	38°45'N	4°15'W
KURIDU	489	KALAMAR	323	33°10'N	3°10'E
KUSATIDU	650	EK'KASEL	346	42°25'N	7°45'W
KUTHIDU	676	TOKIS	348	40°40'N	2°10'E
KUTHIDU	411	KALAMAR	322	33°0'N	1°15'E
KUTIDU	847	KALAMAR	322	31°35'N	2°5'E
KUVAGH	505	UL-KARG	399	29°5'N	16°20'W
KUVIDO	1,718	KALAMAR	325	30°45'N	1°55'E
KUWIDU	769	PEKAL	274	40°25'N	5°0'E
KYBYK	1,552	THYBAJ	367	42°35'N	4°25'E
KYDAF	500	KHYDOBAN DESERT	373	40°15'N	10°0'E
KYDAK	1,443	THYBAJ	362	43°50'N	5°0'E
KYKYN	519	THYBAJ	362	43°40'N	4°50'E
KYNAN	466	KHYDOBAN DESERT	373	39°45'N	9°25'E
KYSHAF	400	SHYNABYTH	344	46°0'N	0°30'W
KYSHYF	393	THYBAJ	367	40°25'N	4°10'E
LABAT	391	PEKAL	347	40°50'N	4°45'E
LABIDU	846	PARU'BOR	343	45°5'N	3°35'W
LACDEN	474	PEL BROLENON	309	36°30'N	15°40'W
LACDEN	474	VRANDOL	397	28°40'N	21°55'W
LADIDU	408	KALAMAR	322	33°30'N	1°55'E
LAGATHIDU	555	KALAMAR	317	36°0'N	2°35'W
LAGIDU	443	BASIR	316	38°45'N	6°0'W
LAHIDO	1,864	KALAMAR	322	31°35'N	0°40'E
LAKIDU	593	KALAMAR	316	36°30'N	3°55'W
LALIDU	438	KALAMAR	321	33°30'N	1°40'W
LAMIFIDU	476	KALAMAR	318	36°5'N	0°0'E
LAMIPAPIDU	882	TARISATO	325	28°25'N	1°20'E
LANIDO	1,743	PEKAL	347	40°55'N	4°5'E
LATHLANIAN	12,100	LENDELWOOD	294	43°45'N	14°45'W
LATIDO	1,843	PEKAL	347	41°50'N	4°30'E
LATIDU	667	PARU'BOR	344	43°20'N	2°40'W
LATIDU	502	KALAMAR	318	36°0'N	0°45'E
LAUTAIR	625	REANAARIA BAY	372	39°5'N	5°50'E
LAVASIDU	550	BASIR	316	37°5'N	5°35'W
LAVDEN	396	DELNONDRIAN ISLANDS	298	42°30'N	18°50'W
LAWASUDIDO	1,766	KALAMAR	317	35°45'N	3°5'W
LAWEDO	1,125	ELOS DESERT	311	39°5'N	6°55'W
LAWUWIDU	578	KALAMAR	317	35°25'N	3°0'W
LDALDEN	764	ELDOR	299	40°20'N	16°20'W
LDAMVEN	1,798	COSDOL	289	46°45'N	14°40'W
LDAPDEN	551	MENDARN	303	37°55'N	18°55'W
LDAVDEN	720	MENDARN	308	37°0'N	19°40'W
LDELDDEN	883	COSDOL	290	49°0'N	14°0'W
LDELMDEN	598	MENDARN	303	38°15'N	18°0'W
LDES DEN	592	COSDOL	290	47°45'N	14°10'W
LDINDDEN	900	ELDOR	294	45°5'N	17°5'W
LDISVEN	1,806	COSDOL	289	47°25'N	16°25'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
LDIRVEN	946	ELDOR	294	43°55'N	15°25'W
LDIYDEN	488	ELDOR	299	41°0'N	15°15'W
LDOVRDEN	645	PEL BROLENON	309	35°50'N	15°25'W
LDUBDEN	521	MENDARN	304	39°50'N	15°30'W
LDULVEN	1,708	MENDARN	299	40°20'N	16°50'W
LDUNYDEN	419	DELNONDRIAN ISLANDS	297	42°10'N	21°15'W
LDUNYDEN	754	PEL BROLENON	308	36°10'N	19°10'W
LDUNYDEN	399	PEL BROLENON	309	37°10'N	15°15'W
LDURDEN	830	ELDOR	298	43°0'N	17°40'W
LDURDEN	638	MENDARN	303	39°0'N	17°55'W
LEBOLEGIDO	3,518	PEKAL	347	41°50'N	5°20'E
LEDAMIBUPIDU	555	KALAMAR	318	36°15'N	0°10'E
LE'ETUTIDO	558	KORAK	341	45°40'N	9°30'W
LEFEGIDU	871	O'PAR	348	42°35'N	2°25'E
LEFIDO	1,637	EK'KASEL	342	44°10'N	7°35'W
LEFIDU	740	DODERA	348	40°15'N	1°35'E
LEFIDU	619	KALAMAR	322	31°55'N	0°40'E
LEGAGIDO	1,471	KALAMAR	321	33°10'N	2°25'W
LEHETHIDO	1,321	KALAMAR	322	34°5'N	0°15'W
LEHIDO	1,635	BASIR	320	34°10'N	4°30'W
LEKAMIDO	1,051	TOKIS	348	40°40'N	3°15'E
LEKKZHAWAZH	494	UL-KARG	406	27°55'N	18°55'W
LELDEN	487	COSDOL	285	50°45'N	14°5'W
LENAVIDO	1,849	KALAMAR	326	31°0'N	2°30'E
LENIDU	715	O'PAR	344	43°15'N	1°20'W
LEPATH'NEPIDO	1,087	TARISATO	325	29°20'N	2°5'E
LEROBIDU	464	KALAMAR	317	36°45'N	3°10'W
LESEDARIDU	594	KALAMAR	321	34°20'N	1°20'W
LESIDU	854	KALAMAR	317	34°55'N	2°40'W
LETDEN	447	ELDOR	294	43°50'N	15°15'W
LETIDO	1,888	KALAMAR	317	34°20'N	2°0'W
LEV DEN	480	MENDARN	303	37°55'N	18°20'W
LEWIDO	1,171	KALAMAR	316	35°25'N	3°55'W
LICVEN	1,281	ELDOR	299	42°25'N	15°35'W
LIDERETA	7,700	KALAMAR	317	36°45'N	1°45'W
LIHIDU	550	KALAMAR	321	33°15'N	1°25'W
LIKIDU	649	KALAMAR	318	35°45'N	0°45'E
LILIDO	916	TARISATO	325	28°55'N	1°25'E
LIMVEN	1,536	ELDOR	293	44°30'N	17°50'W
LIPIDO	1,510	O'PAR	348	41°40'N	3°0'E
LIRDDEN	636	ELDOR	298	43°10'N	18°5'W
LIRIDU	621	KALAMAR	321	31°40'N	0°40'W
LISIDU	536	PARU'BOR	343	43°50'N	3°25'W
LITARAMIDU	535	KALAMAR	318	36°5'N	0°0'W
LITIDO	1,208	O'PAR	348	40°55'N	1°50'E
LIVOWIDO	1,497	TARISATO	325	28°30'N	1°25'E
L'KA'IDO	2,047	DODERA	314	39°25'N	0°40'E
L'MINIDU	566	DODERA	314	38°45'N	0°45'E
LNAFVEN	977	ELDOR	298	43°0'N	18°5'W
LNALDEN	437	ELDOR	294	43°25'N	16°30'W
LNALDEN	577	ELDOR	298	42°35'N	17°20'W
LNANWVEN	1,657	MENDARN	304	39°20'N	16°20'W
LNAYVEN	1,877	ELDOR	293	44°40'N	17°20'W
LNECDEN	779	ELDOR	299	42°40'N	16°40'W
LNECDEN	577	PEL BROLENON	308	36°10'N	18°10'W
LNECVEN	1,953	MENDARN	303	39°15'N	17°40'W
LNELDEN	517	ELDOR	293	43°50'N	18°15'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
LNENDEN	343	BRONISH	397	30°45'N	20°20'W
LNERLDEN	426	ELDOR	293	43°20'N	17°55'W
LNERNVEN	944	PEL BROLENON	308	36°15'N	18°30'W
LNESVEN	1,657	ELDOR	293	45°20'N	17°25'W
LNEZDEN	586	ELDOR	293	44°15'N	18°0'W
LNIDEN	889	ELDOR	294	43°20'N	15°40'W
LNIDEN	767	MENDARN	304	40°0'N	14°50'W
LNINDEN	525	MENDARN	308	37°10'N	19°25'W
LNONVEN	1,068	COSDOL	289	47°20'N	14°45'W
LNOVLDEN	434	MENDARN	304	40°5'N	15°45'W
LNOZVEN	1,697	MENDARN	308	36°45'N	19°25'W
LNULDVEN	1,656	ELDOR	293	45°50'N	17°50'W
LOEMAGUI	567	COUNAI HEIGHTS	319	37°5'N	4°50'E
LOGDEN	456	MENDARN	302	37°20'N	20°20'W
LOIRIR	599	FAUTEE FOREST	378	33°20'N	5°50'E
LOMITHANIDO	2,018	KALAMAR	321	32°45'N	0°55'W
LOMITH'NIDU	704	KALAMAR	321	34°10'N	0°50'W
LOONA	2,200	COUNAI HEIGHTS	319	36°45'N	4°50'E
LOREDIDU	486	EK'KASEL	342	44°40'N	6°50'W
LORIDU	619	KALAMAR	317	37°0'N	1°40'W
LORNDEN	525	MENDARN	303	39°35'N	17°35'W
LOSALIDU	495	TARISATO	326	28°30'N	3°10'E
LOTVEN	971	MENDARN	303	38°10'N	17°55'W
LOVORIDU	442	EK'GAKEL	338	47°0'N	8°0'W
LUBATHURIDU	876	PEKAL	347	42°50'N	4°45'E
LUBIDO	1,781	EK'KASEL	342	43°45'N	6°55'W
LUDARIDO	1,617	PEKAL	347	41°5'N	4°25'E
LUDDEN	798	MENDARN	304	40°5'N	17°5'W
LUDIDO	1,145	TARISATO	326	28°35'N	3°5'E
LUFDEN	460	MENDARN	304	39°25'N	16°35'W
LUGERIDU	484	EK'KASEL	342	44°20'N	7°5'W
LUHIDU	621	KALAMAR	322	33°10'N	0°5'W
LUHIDU	470	KALAMAR	322	33°10'N	1°5'E
LUKA'ESIDU	486	KALAMAR	317	36°25'N	2°50'W
LUKA'IDO	1,792	KALAMAR	322	32°30'N	0°55'E
LUKA'IDO	1,230	KALAMAR	323	31°35'N	3°20'E
LUKHAG	487	TARISATO	326	28°35'N	4°5'E
LUKIDO	2,191	KALAMAR	322	31°30'N	0°10'E
LUKIDU	834	KALAMAR	322	31°35'N	0°15'E
LUKIDU	576	KALAMAR	326	31°10'N	2°30'E
LULNDEN	584	ELDOR	293	44°20'N	17°30'W
LUMEHIDU	538	KALAMAR	322	32°10'N	1°20'E
LUNAFIDU	653	KALAMAR	321	33°25'N	0°50'W
LUNAFIDU	531	KALAMAR	321	32°35'N	1°35'W
LUPIDO	1,416	TOKIS	312	37°55'N	4°0'W
LUPIDO	1,672	KALAMAR	321	34°10'N	1°30'W
LURIDO	1,578	TOKIS	313	37°55'N	2°15'W
LUTAGEKIDU	432	KALAMAR	321	34°15'N	1°10'W
LUTHIDU	682	O'PAR	344	43°45'N	1°10'W
LUTHIDU	402	KALAMAR	322	32°40'N	0°25'E
LUVAKA'UGIDU	525	KALAMAR	321	33°0'N	1°15'W
LUVIDO	1,167	DODERA	314	39°25'N	0°15'E
LUWUWIDU	762	PARU'BOR	347	43°10'N	3°40'E
L'VUDUKIDO	1,563	KALAMAR	320	34°0'N	4°10'W
MAAVUM	572	NANAKARY FOREST	373	38°25'N	9°0'E
MADIDU	609	KALAMAR	322	31°30'N	0°50'E
MAFEFOMIDO	1,053	KALAMAR	325	31°10'N	0°15'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
MAGIDU	719	KALAMAR	316	36°20'N	3°40'W
MAHASIDO	1,532	Ek'KASEL	346	42°30'N	7°35'W
MAHIDU	673	KALAMAR	322	33°25'N	2°10'E
MAHMISH	322	OZHVINMISH	394	32°15'N	10°35'W
MAHZTAHN	438	OZHVINMISH	395	31°50'N	8°20'W
MAHZZHAHN	871	ZAZAHNI	401	28°25'N	10°5'W
MAIWAIR	959	FAUTEE PENINSULA	381	30°55'N	6°45'E
MAK	370	KALAMAR	316	35°15'N	4°5'W
MAKA'UGUF	383	KALAMAR	321	33°50'N	2°0'W
MAKIDO	1,718	KALAMAR	317	37°0'N	1°20'W
MAMEPEF	385	KALAMAR	322	33°0'N	0°20'W
MAMIDU	773	KALAMAR	322	33°45'N	0°15'E
MAMZAHN	1,897	OZHVINMISH	401	30°25'N	9°50'W
MANIDU	642	KALAMAR	322	33°25'N	2°10'E
MANISIDU	456	KALAMAR	325	30°45'N	0°25'E
MANUTH	347	KALAMAR	321	33°30'N	0°35'W
MAPABIDU	468	KALAMAR	318	36°15'N	0°45'E
MAPIDU	761	PEKAL	346	40°35'N	6°10'W
MARIDU	461	TARISATO	328	28°10'N	1°45'E
MARMISH	1,233	OZHVINMISH	394	32°30'N	10°50'W
MARMISH	748	ZAZAHNI	409	28°0'N	10°45'W
MARONIA	418	PRIVBOLSIAI ISLANDS	306	37°5'N	24°20'W
MARZAHNI	2,043	MEZNAMISH	392	31°40'N	15°35'W
MASA-AHNOZH	1,282	AHZNOMAHN	402	29°20'N	7°50'W
MASHOHL-AHNOZH	439	OZHVINMISH	402	30°50'N	8°40'W
MASSAHN	2,414	ZAZAHNI	400	30°15'N	13°5'W
MATHUBIDU	594	KALAMAR	322	31°50'N	0°10'E
MAUZEGIR	349	FAUTEE FOREST	378	33°5'N	6°0'E
MAVIDO	1,473	TOKIS	313	38°30'N	2°10'W
MAVIDU	704	KALAMAR	318	35°35'N	0°30'E
MAYL	543	TORAKK	359	46°50'N	8°20'E
MAZMISH	332	OZHVINMISH	401	30°20'N	9°30'W
MECDEN	309	DELNONDRIAN ISLANDS	298	42°15'N	19°20'W
MEDIDIDO	938	BASIR	316	34°35'N	4°25'W
MEDIDU	498	KALAMAR	322	31°25'N	0°10'E
MEEVUA	430	ASIOTUXOO ISLANDS	319	34°35'N	4°55'E
MEGASOTHIDU	612	PARU'BOR	344	43°50'N	2°50'W
MEGULAM'T	307	PEKAL	347	41°15'N	5°0'E
MEHIDO	2,303	KALAMAR	318	35°55'N	0°40'E
MEHIDU	479	KALAMAR	322	32°55'N	1°0'E
MEHMISH	1,155	ZAZAHNI	409	27°55'N	11°30'W
MEHZVAHN	2,099	AHZNOMAHN	402	29°5'N	7°25'W
MEJY	394	DRHOKKER	362	44°45'N	3°40'E
MELDVEN	1,318	ELDOR	299	42°25'N	16°25'W
MELIDU	423	KALAMAR	320	31°25'N	4°10'W
MELULIDO	1,576	DODERA	366	40°50'N	0°10'W
MEMIDU	796	BASIR	315	35°40'N	6°20'W
MEMIKIVIDU	746	BASIR	316	35°25'N	5°0'W
MEMVAHN	436	OZHVINMISH	393	32°15'N	13°0'W
MENHSVAHNI	1,128	MEZNAMISH	399	30°50'N	15°50'W
MENIDU	462	KALAMAR	318	35°55'N	0°5'E
MENWAHN	349	OZHVINMISH	395	31°30'N	8°0'W
MERIDO	1,001	TOKIS	313	38°50'N	2°55'W
MERIDO	1,587	KALAMAR	325	30°30'N	1°50'E
MERLVEN	1,445	MENDARN	304	40°5'N	14°55'W
MERNVEN	1,603	COSDOL	284	50°0'N	14°40'W
METHOMUNIDU	659	KALAMAR	322	32°0'N	0°15'E

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
METHULIDO	1,304	O'PAR	344	44°5'N	1°35'W
METIDU	774	KALAMAR	321	33°5'N	1°5'W
MEZHAHNI	2,869	ZAZAHNI	401	29°25'N	11°20'W
MEZMISH	1,175	OZHVINMISH	402	31°15'N	8°30'W
M'FIDU	489	KALAMAR	317	36°55'N	2°55'W
MICLENON	15,700	ELOS DESERT	350	35°25'N	9°30'W
MIHAHN	329	OZHVINMISH	394	32°5'N	9°20'W
MIHIDU	637	KALAMAR	317	37°0'N	2°20'W
MIMIDU	847	PEKAL	347	42°15'N	5°40'E
MIMIDU	497	KALAMAR	317	36°25'N	2°40'W
MINIDO	1,305	TARISATO	325	28°35'N	2°0'E
MINMISH	754	MEZNAMISH	393	32°30'N	14°0'W
MINMISH	475	ZAZAHNI	400	31°10'N	14°20'W
MINTAHNI	821	MEZNAMISH	392	32°45'N	15°35'W
MINVAHNI	360	OZHVINMISH	402	31°15'N	8°50'W
MIR'GUKIDU	870	P'BAPAR	337	47°5'N	10°15'W
MIRHUJY	1,902	THARGGY	366	41°30'N	1°35'E
MIRIMIDO	1,944	TOKIS	313	38°55'N	2°40'W
MIRRA	511	THARGGY	368	38°20'N	2°30'E
MISIDO	1,067	TOKIS	312	39°15'N	3°25'W
MISMISH	2,308	ZAZAHNI	401	29°25'N	11°40'W
MISWAHNI	620	MEZNAMISH	399	31°0'N	15°45'W
MISWHAHN	333	OZHVINMISH	393	32°40'N	12°10'W
MITHIDU	602	KALAMAR	317	37°25'N	0°55'W
MIVUFIDU	621	KALAMAR	322	31°30'N	0°20'W
MIZNAHN	7,300	OZHVINMISH	394	33°5'N	10°5'W
MIZVEN	987	ELDOR	299	40°35'N	15°30'W
M'LIDO	1,818	KALAMAR	321	31°45'N	0°50'W
MOBUD	371	KALAMAR	321	31°35'N	0°30'W
MOGERIDO	612	KORAK	341	44°25'N	9°30'W
MOGERIDO	531	KORAK	342	44°10'N	8°20'W
MOGIDO	1,567	O'PAR	344	44°20'N	1°45'W
MOGVEN	1,513	ELDOR	293	43°45'N	18°10'W
MOHLMISH	529	OZHVINMISH	394	32°5'N	10°45'W
MOHMISH	767	ZAZAHNI	401	29°50'N	11°0'W
MOHNIS-AHNOZH	1,236	ZAZAHNI	400	28°40'N	13°55'W
MOHNMISH	2,119	MEZNAMISH	392	31°35'N	15°35'W
MOHOMISH	516	OZHVINMISH	395	31°30'N	7°35'W
MOHRMISH	2,011	OZHVINMISH	393	33°10'N	12°25'W
MOKRAGH	472	NORGA-KRANGREL	345	41°45'N	10°30'W
MOMINAHN	621	OZHVINMISH	393	31°25'N	13°20'W
MOMOPATOG	390	TARISATO	329	28°5'N	2°15'E
MOMOSVAHNI	960	MEZNAMISH	392	32°25'N	16°0'W
MONAM-AHNOZH	88,500	MEZNAMISH	392	31°50'N	15°25'W
MONIDU	829	DODERA	366	40°45'N	0°25'E
MONTREKK	345	SKARRNA	370	42°0'N	8°35'E
MORDEN	437	P'BAPAR	337	47°0'N	9°15'W
MORIDU	491	KALAMAR	325	30°25'N	2°10'E
MORNETH	2,408	SKARRNA	364	43°15'N	8°15'E
MORR	541	SKARRNA	370	41°45'N	8°30'E
MOSHAHNI	706	OZHVINMISH	394	33°5'N	10°10'W
MOSIDU	826	TOKIS	348	41°10'N	2°15'E
MOTAMIDU	758	KALAMAR	313	37°35'N	2°45'W
MOTDEN	450	ELDOR	294	45°10'N	15°10'W
MOTHISEFIDO	1,913	KALAMAR	325	30°45'N	1°0'E
MOTIDO	1,114	PEKAL	347	40°35'N	5°20'E
MOWHAHNI	2,501	OZHVINMISH	402	30°45'N	7°40'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
MOWIDU	792	KALAMAR	318	36°50'N	0°20'W
MOYN	677	THARGGY	368	37°35'N	2°45'E
MOZEATUO	545	COUNAI HEIGHTS	375	37°0'N	5°5'E
MOZHAHNI	619	AHZNOMAHN	403	28°55'N	6°5'W
MOZSHAHNI	380	AHZNOMAHN	402	28°45'N	8°10'W
MUBUDAWIDO	1,659	KALAMAR	323	34°0'N	2°55'E
MUBVEN	1,939	ELDOR	294	43°20'N	16°50'W
MUDEN	475	ELDOR	299	42°55'N	17°15'W
MUDIFIDO	1,301	BASIR	320	33°35'N	4°35'W
MUFIDU	473	KALAMAR	325	31°5'N	1°55'E
MUHIDO	1,679	KALAMAR	323	33°35'N	3°5'E
MUHIDU	636	KALAMAR	322	31°45'N	0°35'E
MUKIDU	603	PARU'BOR	343	43°35'N	3°20'W
MULAFALUSIDO	1,511	KALAMAR	322	31°35'N	0°0'E
MULUDENIDU	614	KALAMAR	317	36°35'N	1°30'W
MUNELIDO	1,503	BASIR	320	32°20'N	4°50'W
MUNVDEN	599	ELDOR	294	44°50'N	15°55'W
MUREWOTIDO	1,935	DODERA	314	38°50'N	0°0'E
MUROVEKIDU	848	TOKIS	313	38°40'N	2°20'W
MUROVEKIDU	528	TOKIS	313	37°50'N	3°5'W
MUVESIDU	608	KALAMAR	318	36°0'N	0°30'W
MUVLVEN	1,130	ELDOR	294	45°5'N	16°40'W
MUVOGIDU	576	KALAMAR	321	32°50'N	1°25'W
NABAMISH	441	ELOS DESERT	350	36°50'N	11°20'W
NAHA	501	KHYDOBAN DESERT	371	41°0'N	11°25'E
NAHIDO	750	KORAK	342	44°20'N	8°25'W
NAHIDO	910	KALAMAR	313	37°45'N	1°10'W
NAHIDO	1,325	KALAMAR	320	33°40'N	3°25'W
NAHMAHN	1,975	OZHVINMISH	394	31°55'N	10°20'W
NAHVAHN	310	OZHVINMISH	401	30°45'N	9°35'W
NAHZZAHNI	531	ZAZAHNI	401	28°50'N	10°20'W
NAJER	627	ELOS DESERT	310	35°35'N	13°25'W
NAKA'AKIDO	1,825	KALAMAR	325	29°40'N	1°25'E
NAKIDU	524	KALAMAR	318	35°15'N	0°10'E
NALIDU	863	Ek'KASEL	346	43°10'N	7°10'W
NALIDU	501	KALAMAR	322	32°50'N	0°55'E
NAMIDO	1,270	DODERA	314	40°5'N	0°25'E
NAMIDO	1,639	KALAMAR	316	35°55'N	3°20'W
NAMIDO	1,426	KALAMAR	325	30°45'N	2°10'E
NAMIDU	412	KALAMAR	317	37°5'N	1°10'W
NAMIDU	475	KALAMAR	322	32°30'N	2°5'E
NAMMISH	2,070	ZAZAHNI	400	29°0'N	13°25'W
NAMOLAPIDU	673	KALAMAR	316	36°25'N	3°30'W
NANIDU	697	KALAMAR	325	31°15'N	1°5'E
NANIMIDU	666	KALAMAR	322	33°45'N	0°25'E
NANMISH	1,800	MEZNAMISH	392	32°15'N	15°15'W
NANOF	567	THYBAJ	362	44°0'N	4°40'E
NANOPIDU	826	DODERA	314	39°10'N	0°25'E
NANOWVAHN	658	MEZNAMISH	392	32°45'N	15°30'W
NANOWZAHN	896	ZAZAHNI	408	28°10'N	14°25'W
NANSAHN	342	OZHVINMISH	393	32°10'N	12°50'W
NAPALIDO	4,800	COSDOL	290	46°35'N	12°20'W
NAPHAHN	386	OZHVINMISH	402	30°45'N	8°0'W
NAPIDU	481	TOKIS	313	38°20'N	1°55'W
NAPVAHNI	1,171	MEZNAMISH	399	31°0'N	15°5'W
NAREH	1,810	MEZNAMISH	392	32°30'N	15°40'W
NARLVEN	4,200	MENDARN	303	39°30'N	17°55'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
NARMAHN	2,679	MEZNAMISH	392	32°40'N	15°10'W
NARMAREN	315	ELOS DESERT	311	38°45'N	7°35'W
NARMISH	428	OZHVINMISH	394	32°0'N	9°35'W
NARMISH	2,969	MEZNAMISH	399	31°0'N	16°20'W
NARNOLEN	8,700	MENDARN	303	37°50'N	17°20'W
NARRA	435	REANAARIA BAY	364	43°55'N	9°50'E
NARR-RYTARR	28,000	RYTARR WOODS	359	47°45'N	8°25'E
NARSAHN	333	OZHVINMISH	401	30°35'N	8°55'W
NASAJ	499	SLEN	340	48°50'N	0°55'W
NASHAJ	623	KHYDOBAN DESERT	371	40°25'N	11°0'E
NASHVAHNI	1,346	MEZNAMISH	399	31°0'N	15°15'W
NASIDU	497	KALAMAR	325	30°50'N	0°20'E
NATHYK	500	KHYDOBAN DESERT	373	40°10'N	10°30'E
NATIDO	1,537	PARU'BOR	348	43°0'N	3°0'E
NATIDO	1,037	KALAMAR	317	34°50'N	2°50'W
NATIDU	496	KALAMAR	322	32°50'N	1°20'E
NAV	374	EK'GAKEL	339	46°15'N	3°30'W
NAVDEN	899	ELDOR	294	45°40'N	16°55'W
NAVIDU	499	KALAMAR	318	34°30'N	0°20'E
NAVIDU	626	TARISATO	326	28°35'N	2°15'E
NAWIDU	490	DODERA	313	39°50'N	1°15'W
NAZMAHN	1,866	OZHVINMISH	393	32°35'N	13°0'W
NAZMISH	1,879	ZAZAHNI	401	29°0'N	11°20'W
NDAHDEN	590	ELDOR	294	43°25'N	15°45'W
NDAHDEN	700	MENDARN	303	37°35'N	18°10'W
NDALMDEN	895	PEL BROLENON	308	36°30'N	18°40'W
NDASDEN	648	PEL BROLENON	309	36°45'N	15°35'W
NDAVVEN	1,544	PEL BROLENON	309	36°25'N	17°5'W
NDEBVEN	1,175	PEL BROLENON	308	36°30'N	18°20'W
NDESDEN	603	COSDOL	290	46°30'N	13°35'W
NDONVDEN	399	MENDARN	304	38°0'N	16°45'W
NDOVRDEN	461	ELDOR	293	44°30'N	17°35'W
NDUDDEN	566	COSDOL	285	49°45'N	13°45'W
NDUHVEN	910	PEL BROLENON	309	36°55'N	15°25'W
NDUZDEN	534	ELDOR	294	45°5'N	15°45'W
NEBOHIDO	2,104	KALAMAR	321	31°25'N	0°35'W
NED	379	KALAMAR	316	34°50'N	3°45'W
NED	324	KALAMAR	321	32°20'N	0°30'W
NEDD	312	DRHOKKER	364	46°5'N	9°5'E
NEEVUKKAGH	2,169	UL-KARG	406	27°15'N	18°5'W
NEFIDO	1,311	KALAMAR	318	35°5'N	0°15'W
NEHIOR-AHNOZH	1,934	ZAZAHNI	401	28°25'N	11°15'W
NEHISAHNI	448	OZHVINMISH	395	32°10'N	8°25'W
NEHIZAHN	1,693	OZHVINMISH	393	32°55'N	13°0'W
NEHNMISH	315	OZHVINMISH	394	33°40'N	11°25'W
NEHNMISH	1,588	MEZNAMISH	399	31°0'N	14°45'W
NEHNSAHNI	476	OZHVINMISH	394	32°40'N	9°50'W
NEHOSIHIDO	1,550	PEKAL	346	40°35'N	6°10'W
NEHZAHNI	2,331	MEZNAMISH	392	31°30'N	14°45'W
NEKIDO	1,921	KALAMAR	321	34°15'N	3°5'W
NEKIDU	486	EK'KASEL	346	43°5'N	7°35'W
NELUKIDO	1,153	DODERA	348	40°30'N	1°35'E
NEMIDU	774	BASIR	316	35°20'N	4°45'W
NEMIDU	645	KALAMAR	322	32°0'N	0°5'E
NEMMISH	353	OZHVINMISH	393	32°0'N	13°5'W
NEMMISH	309	OZHVINMISH	401	30°55'N	9°5'W
NENEHI	25,700	OZHVINMISH	402	30°50'N	7°25'W



TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
NENIDU	416	KALAMAR	318	35°55'N	0°50'E
NENSAHN	398	OZHVINMISH	402	29°45'N	8°45'W
NEOTOIR	615	COUNAI HEIGHTS	368	37°25'N	5°0'E
NEPGGINAGH	1,251	NORGA-KRANGREL	345	42°10'N	9°55'W
NERGIL	604	THARGGY	367	41°55'N	2°25'E
NERIDO	1,093	TARISATO	328	28°15'N	1°20'E
NERKK-NORR	392	DRHOKKER	364	45°55'N	9°55'E
NESHMISH	2,042	MEZNAMISH	393	31°45'N	14°30'W
NETHMAGH	665	UL-KARG	398	28°30'N	17°35'W
NETIDO	1,373	KALAMAR	322	32°55'N	0°5'W
NETIDU	592	PEKAL	347	42°15'N	4°55'E
NEVAMIDO	2,461	KALAMAR	322	32°15'N	0°30'E
NEVDEN	701	ELDOR	300	41°10'N	14°25'W
NEWIDU	518	KALAMAR	325	30°55'N	0°40'E
NEZHAHNI	1,029	ZAZAHNI	408	28°20'N	14°15'W
NEZHORMISH	1,658	MEZNAMISH	393	31°45'N	14°5'W
NEZMISH	673	OZHVINMISH	393	33°10'N	13°15'W
NEZMISH	968	ZAZAHNI	408	27°45'N	12°40'W
NEZORMISH	1,256	MEZNAMISH	393	32°55'N	13°50'W
NIDUDES	381	PEKAL	347	40°50'N	5°20'E
NIESHAHNI	537	OZHVINMISH	394	32°15'N	9°20'W
NIFDEN	846	MENDARN	304	39°10'N	15°50'W
NIKIDO	1,020	TARISATO	326	30°0'N	2°35'E
NILIDO	1,735	PARU'BOR	343	44°45'N	4°30'W
NILIDO	1,145	PEKAL	347	41°25'N	6°0'E
NILIDO	2,296	KALAMAR	321	33°50'N	2°10'W
NILKERR	416	DRHOKKER	357	47°5'N	4°50'E
NIMGAHNI	1,495	ZAZAHNI	400	29°55'N	11°45'W
NIMISH	408	OZHVINMISH	393	33°25'N	11°50'W
NIMISH	896	ZAZAHNI	401	29°15'N	11°5'W
NIMMISH	335	ELOS DESERT	310	36°45'N	12°0'W
NIMMISH	1,331	MEZNAMISH	392	31°55'N	15°50'W
NINASIDO	1,580	KALAMAR	317	37°15'N	0°35'W
NINDDEN	551	MENDARN	304	39°30'N	16°20'W
NINFABAZH	442	UL-KARG	399	30°5'N	16°50'W
NIROSDEN	756	EK'GAKEL	342	45°10'N	6°5'W
NISHINOHE	572	EK'GAKEL	339	46°25'N	4°45'W
NISHMISH	1,332	MEZNAMISH	392	33°35'N	14°40'W
NISHMISH	RUINS	ZAZAHNI	399	28°55'N	14°50'W
NITHIDO	1,033	KALAMAR	326	30°50'N	2°20'E
NITHIDU	587	KALAMAR	325	30°55'N	0°10'E
NIVAHN	1,684	MEZNAMISH	392	31°55'N	15°35'W
NIVETA	1,603	KORAK	342	43°25'N	8°50'W
NIWIDU	820	KALAMAR	317	36°30'N	1°5'W
NIWIDU	804	KALAMAR	320	33°50'N	3°20'W
NIWIDU	730	KALAMAR	321	34°20'N	2°55'W
NIWONIDU	663	KALAMAR	318	35°55'N	0°0'W
NIYDEN	884	COSDOL	285	50°35'N	14°5'W
NIZDEN	424	ELDOR	294	44°10'N	17°15'W
NIZHESHAHNI	574	OZHVINMISH	395	31°40'N	8°50'W
NIZMISH	1,064	ZAZAHNI	400	30°10'N	13°20'W
NIZMISH	2,075	ZAZAHNI	409	28°0'N	11°20'W
N'MIDO	1,315	KALAMAR	317	36°45'N	2°35'W
NNONVDEN	317	KORAK	341	45°50'N	10°5'W
NOBIDU	594	TARISATO	326	30°10'N	2°45'E
NOBYR	434	SHYNABYTH	361	45°50'N	0°50'E
NODIDU	417	BASIR	316	35°45'N	6°0'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
NODIDU	522	KALAMAR	318	35°40'N	0°20'E
NOFIDO	1,279	KALAMAR	322	31°20'N	1°15'E
NOFIDU	633	KALAMAR	318	36°0'N	0°25'E
NOFITEKIDU	459	KALAMAR	321	32°35'N	1°25'W
NOFITIDU	506	PARU'BOR	343	44°45'N	3°45'W
NOGARRA	1,853	SKARRNA	370	42°5'N	8°15'E
NOGIDIDU	458	KALAMAR	325	30°5'N	1°50'E
NOGRAZH	471	UL-KARG	406	28°15'N	19°45'W
NOGVEN	1,401	ELDOR	294	43°55'N	16°10'W
NOHETA	1,758	KORAK	341	44°10'N	9°5'W
NOHIDO	1,485	KORAK	341	44°0'N	9°20'W
NOHIDO	1,149	EK'KASEL	342	44°10'N	7°15'W
NOHLVAN	3,156	MEZNAMISH	274	30°50'N	16°5'W
NOHMISH	390	OZHVINMISH	394	33°30'N	10°55'W
NOHNZHAHNI	1,205	ZAZAHNI	400	28°55'N	13°40'W
NOHRMISH	RUINS	ZAZAHNI	399	29°20'N	14°30'W
NOJETH	1,168	ELOS DESERT	350	37°0'N	10°35'W
NOKA'ILIDO	1,194	DODERA	366	41°0'N	0°5'E
NOKULIDU	558	KALAMAR	317	36°10'N	2°55'W
NOLNVEN	914	COSDOL	289	47°10'N	15°35'W
NOMAHNI	2,279	MEZNAMISH	393	32°0'N	14°15'W
NOMIMISH	1,337	ZAZAHNI	400	29°30'N	13°25'W
NOMISAHN	870	OZHVINMISH	393	32°10'N	13°20'W
NONDDEN	753	ELDOR	293	45°25'N	18°20'W
NONITUBIDU	465	TARISATO	325	29°50'N	1°55'E
NORDDEN	472	PEL BROLENON	308	36°0'N	18°15'W
NORDOLEN	19,600	ELDOR	293	44°0'N	18°15'W
NORDVEN	956	ELOS DESERT	311	38°40'N	7°30'W
NORENETA	1,706	KORAK	342	44°15'N	8°20'W
NORIDU	646	KALAMAR	317	34°40'N	1°50'W
NORIDU	519	KALAMAR	318	34°55'N	1°5'E
NOROZMISH	1,131	MEZNAMISH	399	31°10'N	15°20'W
NORR BIRRA	579	DRHOKKER	358	46°15'N	7°25'E
NORR SHAYL	1,022	SKARRNA	364	43°45'N	8°40'E
NORR SHIRKK	792	DRHOKKER	364	45°35'N	8°10'E
NORR SHURR	1,218	DRHOKKER	363	45°10'N	5°25'E
NORR TRON	504	THARGGY	361	43°20'N	2°0'E
NORR-BHARR	1,000	TORAKK	352	50°5'N	3°55'E
NORR-TYTH	536	SKARRNA	370	41°50'N	8°40'E
NORTRIK	347	DRHOKKER	365	45°45'N	11°35'E
NORZHAHN	310	AHZNOMAHN	410	27°25'N	8°0'W
NOSHOF	795	KHYDOBAN DESERT	373	39°20'N	10°20'E
NOSHY	394	THYBAJ	362	44°5'N	4°35'E
NOSIDO	971	KALAMAR	320	33°45'N	3°20'W
NOSZHAHNI	1,166	ZAZAHNI	408	27°55'N	13°35'W
NOTIPEPIK	318	KALAMAR	322	33°30'N	0°10'E
NOTOK	786	KHYDOBAN DESERT	374	40°0'N	10°50'E
NOWIDU	467	KALAMAR	321	33°30'N	1°55'W
NOZHMISH	1,203	AHZNOMAHN	402	29°5'N	8°10'W
NOZHTAHNI	RUINS	ZAZAHNI	400	30°5'N	13°50'W
NUAREI	RUINS	COUNAI HEIGHTS	368	37°20'N	4°15'E
NUBIDO	663	PEKAL	346	42°20'N	7°10'W
NUBIDO	1,229	PEKAL	347	42°40'N	5°35'E
NUBODIDO	1,755	KALAMAR	321	33°10'N	1°45'W
NUDEN	289	MENDARN	303	37°25'N	18°20'W
NUDITHIDO	1,022	KALAMAR	322	34°15'N	1°0'E
NUDOPIDO	1,207	PEKAL	346	41°10'N	6°25'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
NUEGOOR	RUINS	COUNAI HEIGHTS	368	37°45'N	4°40'E
NUFENETIDO	1,420	KALAMAR	318	37°5'N	0°25'W
NUFIDU	608	KALAMAR	322	32°55'N	0°15'W
NUFIW'NIDU	473	KALAMAR	318	36°15'N	0°5'W
NUGIDO	1,979	KALAMAR	316	34°35'N	4°10'W
NUGIDU	731	KALAMAR	318	35°55'N	0°40'E
NUGOBIDO	955	KALAMAR	322	33°25'N	1°10'E
NUHALAKORIDO	1,659	KALAMAR	322	31°25'N	0°20'E
NUHIDU	758	KALAMAR	321	33°15'N	1°35'W
NUHIDU	706	TARISATO	326	28°30'N	2°30'E
NUKAGH	2,561	UL-KARG	407	28°0'N	16°35'W
NUKA'IDU	500	TARISATO	329	28°5'N	3°35'E
NUKIDO	1,539	EK'KASEL	346	42°25'N	8°20'W
NULUHATHESIDO	1,696	KALAMAR	319	36°50'N	2°25'E
NULWEGKAZH	433	TARISATO	326	28°55'N	3°50'E
NUMAKIDU	731	DODERA	313	38°55'N	0°35'W
NUMIDO	1,308	KALAMAR	317	35°30'N	2°40'W
NUMOKIDO	1,171	KALAMAR	323	33°10'N	2°50'E
NUNANIDU	528	KALAMAR	323	31°45'N	3°0'E
NUN'VIDO	1,693	EK'GAKEL	342	46°10'N	6°10'W
NUPIDU	430	KALAMAR	325	31°0'N	0°0'E
NUR	336	KALAMAR	317	36°50'N	2°50'W
NURDEN	763	COSDOL	290	47°25'N	14°10'W
NURDEN	720	MENDARN	303	37°30'N	18°30'W
NUREDIDO	1,860	EK'GAKEL	343	45°20'N	4°35'W
NURENETA	1,535	KORAK	341	45°20'N	9°55'W
NUTAPIDO	1,029	DODERA	314	38°45'N	1°20'E
NUTIDU	581	KALAMAR	322	32°35'N	0°50'E
NUVDEN	325	DELNONDRIAN ISLANDS	298	41°55'N	19°25'W
NUVLVEN	1,110	DELNONDRIAN ISLANDS	296	42°45'N	23°25'W
NUVRDEN	428	P'BAPAR	341	46°10'N	9°55'W
NUVRDEN	750	MENDARN	303	39°15'N	17°25'W
NUZUU	RUINS	COUNAI HEIGHTS	368	37°30'N	3°55'E
NYDAR	577	SLEN	340	49°0'N	0°40'W
NYDRASH	459	SHYNABYTH	356	46°55'N	0°30'E
NYKOSO	1,052	PRIVBOLSIAN ISLANDS	306	36°30'N	23°45'W
NYLARI	401	PRIVBOLSIAN ISLANDS	306	36°35'N	24°5'W
NYNAF	442	SHYNABYTH	361	45°45'N	1°10'E
NYNOK	533	KHYDOBAN DESERT	373	39°50'N	10°5'E
NYSAF	626	THYBAJ	367	41°15'N	4°10'E
NYSHAF	520	THYBAJ	368	38°35'N	4°5'E
NYTA	515	KHYDOBAN DESERT	373	40°5'N	10°20'E
NYTHOK	5,500	DRHOKKER	362	45°55'N	3°25'E
NYTON	8,300	THYBAJ	367	40°45'N	3°35'E
NYTOR	470	KHYDOBAN DESERT	373	39°50'N	10°30'E
OHNAHNI	889	OZHVINMISH	395	31°40'N	7°40'W
OLDEN	346	KORAK	341	44°15'N	9°45'W
OLDEN	594	MENDARN	303	37°30'N	19°15'W
OLOSETA	26,200	TARISATO	325	29°40'N	1°30'E
OMIDU	870	EK'KASEL	342	43°55'N	7°20'W
OMIMISH	1,716	MEZNAMISH	393	32°40'N	14°5'W
ONASAHN	2,410	MEZNAMISH	392	32°15'N	15°15'W
ONVVEN	1,627	ELDOR	299	42°45'N	17°15'W
ONZEUV	524	NANAKARY FOREST	373	38°0'N	8°55'E
OPERIKIDO	1,788	EK'KASEL	346	43°10'N	7°35'W
ORMYN	438	RYTARR WOODS	358	47°0'N	7°35'E
OSI-AHNOZH	1,567	ZAZAHNI	400	29°20'N	11°50'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
OSPDEN	556	PRIVBOLSIAN ISLANDS	307	36°20'N	21°25'W
OSPDEN	370	BRONISH	397	30°45'N	20°35'W
OSPOLEN	45,700	MENDARN	303	38°15'N	17°55'W
OSVAHNI	1,247	MEZNAMISH	392	32°35'N	15°40'W
OUKAIR	RUINS	COUNAI HEIGHTS	319	37°0'N	4°15'E
OVLDEN	365	PEL BROLENON	309	36°45'N	17°10'W
OZVAHN	414	AHZNOMAHN	402	29°20'N	8°5'W
PABUDIDU	512	KALAMAR	322	33°10'N	0°30'W
PAEZOOR	617	REANAARIA BAY	372	38°45'N	5°50'E
PAFORIDU	684	KALAMAR	317	37°5'N	2°40'W
PAFORIDU	865	KALAMAR	321	33°25'N	0°30'W
PAGALIDO	4,700	TARISATO	328	27°55'N	1°15'E
PAGIDU	706	TOKIS	348	40°25'N	2°20'E
PAHIDU	497	KALAMAR	322	31°45'N	1°45'E
PAHIDU	404	TARISATO	325	29°55'N	1°45'E
PAHZAHN	260	OZHVINMISH	393	31°40'N	13°40'W
PAK	367	BASIR	316	34°35'N	5°40'W
PAKA'ARIDU	740	TARISATO	326	28°20'N	3°35'E
PAKETA	20,300	PARU'BOR	344	43°45'N	1°50'W
PAKLOMAZ	353	UL-KARG	406	27°55'N	18°10'W
PAMIDO	1,447	KALAMAR	323	33°55'N	2°50'E
PANDEN	780	MENDARN	304	40°10'N	15°35'W
PANOBIDO	1,614	KALAMAR	316	35°40'N	3°30'W
PANOPIDU	501	KALAMAR	316	35°25'N	3°30'W
PAOXAI	640	FAUTEE FOREST	378	34°5'N	5°15'E
PAPIDO	915	KALAMAR	321	33°20'N	2°5'W
PAPIDU	506	PARU'BOR	344	45°15'N	1°35'W
PAPMISH	747	AHZNOMAHN	402	29°30'N	6°55'W
PAPOVETH	359	TARISATO	329	28°5'N	3°0'E
PARED	342	EK'GAKEL	338	47°25'N	8°0'W
PARNDEN	348	KORAK	341	43°55'N	10°5'W
PARNDEN	522	MENDARN	303	37°25'N	19°40'W
PASIDU	763	KALAMAR	323	34°10'N	2°55'E
PASMISH	2,026	MEZNAMISH	392	33°5'N	15°5'W
PASPVEN	1,603	ELDOR	294	44°20'N	15°30'W
PATETA	1,701	KORAK	342	43°20'N	8°5'W
PATHIWIDU	796	KALAMAR	322	31°50'N	0°15'E
PATIDU	756	BASIR	315	35°20'N	6°20'W
PATIDU	677	KALAMAR	318	36°45'N	0°25'E
PAVIDO	1,336	TOKIS	347	41°20'N	3°45'E
PAVLDEN	542	ELDOR	299	40°40'N	16°10'W
PAWVEN	953	PEL BROLENON	308	36°10'N	18°5'W
P'BAPAR	73,100	P'BAPAR	337	46°55'N	10°25'W
PEDIDO	1,556	PEKAL	347	40°45'N	5°40'E
PEDOTH	382	BASIR	316	34°45'N	5°30'W
PEGIDU	728	PARU'BOR	344	45°0'N	3°10'W
PEHZMISH	2,211	ZAZAHNI	400	29°35'N	11°50'W
PEKALIDU	521	KALAMAR	322	32°20'N	1°50'E
PEMDEN	570	MENDARN	303	37°25'N	19°30'W
PEMIDO	1,690	EK'KASEL	342	43°50'N	7°30'W
PEMIDO	1,297	TARISATO	325	29°10'N	1°25'E
PEMIDU	466	KORAK	341	43°55'N	9°55'W
PENHAHN	368	OZHVINMISH	402	29°30'N	8°30'W
PENMISH	517	ZAZAHNI	408	27°50'N	13°20'W
PEOWID	538	REANAARIA BAY	372	40°5'N	6°45'E
PERIKAZH	349	TARISATO	326	31°15'N	3°25'E
PESZHOKRAGH	1,756	UL-KARG	406	27°0'N	18°45'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
PETIDO	2,014	KALAMAR	318	36°20'N	2°10'E
PETPUHAGH	1,268	UL-KARG	398	20°45'N	17°25'W
PEVIDO	1,178	KALAMAR	314	37°45'N	0°30'W
PEVRVEN	913	ELDOR	294	45°50'N	14°35'W
PEWIDO	1,182	KALAMAR	318	35°10'N	1°5'E
PEZNAHNI	392	OZHVINMISH	395	32°0'N	8°50'W
PIBIDO	1,842	KALAMAR	313	37°30'N	1°15'W
PIFIDO	1,755	O'PAR	348	42°35'N	1°40'E
PIFUW	389	KALAMAR	313	37°30'N	0°50'W
PIHIDU	428	KALAMAR	326	30°40'N	2°15'E
PIHZAHNI	489	AHZNOMAHN	410	27°50'N	7°40'W
PIJKKURZAGH	522	UL-KARG	406	27°40'N	18°50'W
PIKA'ENUWIDU	524	KALAMAR	318	36°55'N	0°5'W
PIKIWIDO	1,080	PEKAL	347	40°45'N	5°10'E
PILDVEN	1,261	MENDARN	303	38°5'N	18°40'W
PILOLIDU	517	KALAMAR	317	35°0'N	2°55'W
PILONIDO	1,555	KALAMAR	318	37°10'N	0°30'W
PIMIFIDU	734	KALAMAR	322	32°25'N	0°45'E
PINNAHNI	2,032	MEZNAMISH	399	31°15'N	16°15'W
PIPIDO	4,300	TOKIS	347	41°15'N	3°45'E
PISPDEN	592	MENDARN	304	39°5'N	15°15'W
PITIDO	1,818	TOKIS	312	38°40'N	4°35'W
PITOTUKA'IDO	1,293	KALAMAR	321	33°25'N	2°35'W
PIWIDU	564	TARISATO	326	28°30'N	2°45'E
P'KIDU	636	KALAMAR	321	31°55'N	0°35'W
PLALMDEN	465	ELDOR	294	44°50'N	16°10'W
PLAZVEN	1,904	ELDOR	298	42°55'N	18°15'W
P'LEHIDU	494	EK'KASEL	342	44°25'N	8°0'W
P'LEWIDO	1,283	EK'KASEL	346	42°5'N	7°45'W
P'LIDIDU	785	EK'GAKEL	342	45°50'N	7°10'W
PLIDVEN	1,343	ELDOR	294	44°10'N	16°10'W
P'LIHIDO	644	KORAK	341	44°5'N	9°55'W
PLIW DEN	847	MENDARN	304	39°50'N	16°50'W
PLOHDEN	696	MENDARN	303	39°55'N	17°25'W
P'LONDEN	540	P'BAPAR	337	48°0'N	9°15'W
PLONVDEN	617	ELDOR	294	43°35'N	16°10'W
PLORDEN	619	MENDARN	304	39°20'N	16°0'W
P'LORIDO	1,049	KORAK	341	45°0'N	10°5'W
PLOZVEN	1,969	MENDARN	303	39°15'N	17°55'W
PLUDEN	862	MENDARN	304	39°20'N	16°55'W
PLUMDEN	737	COSDOL	290	48°35'N	13°45'W
PLURN DEN	631	MENDARN	304	39°55'N	16°15'W
P'LUSIDO	1,020	KORAK	346	43°5'N	8°35'W
PLUVRVEN	1,402	ELDOR	299	42°0'N	15°30'W
PLUW DEN	627	ELDOR	293	44°0'N	18°0'W
POBUBETHIDO	1,622	O'PAR	348	42°55'N	2°25'E
POFOLOGIDU	538	O'PAR	348	42°20'N	1°45'E
POHIDU	462	EK'KASEL	346	42°50'N	8°15'W
POHRMISH	1,578	MEZNAMISH	392	32°0'N	15°20'W
POHZZAHN	1,398	OZHVINMISH	393	33°25'N	12°10'W
POKA'IDO	1,703	DODERA	314	39°35'N	0°5'E
POKIDO	1,081	KORAK	341	44°30'N	9°40'W
POKOFIDO	1,227	TOKIS	312	38°30'N	3°40'W
POLATHIDO	2,144	KALAMAR	317	34°50'N	3°15'W
POLDEN	819	ELDOR	294	44°10'N	16°5'W
POLIDO	1,941	KALAMAR	325	30°50'N	1°45'E
POM	380	P'BAPAR	337	47°45'N	9°40'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
POMEKIDU	845	KALAMAR	322	32°0'N	0°30'E
POMIMISH	900	ZAZAHNI	400	29°25'N	13°40'W
PONDVEN	903	ELDOR	299	40°55'N	15°55'W
PON'SOKIDO	2,405	KALAMAR	322	31°20'N	0°15'E
POPDEN	529	ELDOR	294	44°35'N	16°0'W
PORIDO	1,696	EK'GAKEL	342	45°15'N	6°30'W
PORIDO	1,442	KALAMAR	325	31°0'N	1°20'E
PORMISH	1,096	OZHVINMISH	394	32°40'N	11°10'W
POTHAMIDO	1,623	KALAMAR	317	37°45'N	1°50'W
POTHIDO	998	DODERA	314	39°45'N	0°30'E
POTIDO	838	KORAK	342	44°15'N	8°0'W
POVIDU	595	DODERA	313	39°20'N	0°40'W
POYDEN	721	ELDOR	299	42°35'N	15°45'W
POZHMISH	389	OZHVINMISH	393	33°20'N	12°15'W
POZHMISH	843	ZAZAHNI	409	28°15'N	9°40'W
PRAVRDEN	435	ELDOR	294	43°35'N	16°50'W
PRAZDEN	681	ELDOR	299	42°35'N	17°15'W
PREMDIN	779	ELOS DESERT	311	39°0'N	7°35'W
PREMOLADEN	306	ELOS DESERT	315	35°55'N	8°15'W
PREMOLEN	9,800	ELDOR	294	44°10'N	16°20'W
PRERDEN	408	ELDOR	293	43°15'N	17°30'W
PRESVDEN	322	DELNONDRIAN ISLANDS	297	42°25'N	21°15'W
P'RIDIDU	462	EK'GAKEL	343	45°50'N	5°5'W
PRIFVEN	1,683	ELDOR	293	45°35'N	18°0'W
PRIGDEN	313	ELDOR	299	42°35'N	16°15'W
PRINDEN	359	PRIVBOLSIAN ISLANDS	307	36°40'N	20°35'W
P'RIRENIDU	874	P'BAPAR	337	46°35'N	10°0'W
PRIVRDEN	528	MENDARN	303	37°30'N	18°45'W
PRIWDEN	650	MENDARN	303	37°20'N	19°0'W
PROMPELDIA	15,800	ELOS DESERT	311	38°40'N	7°30'W
PRORLDEN	543	MENDARN	304	40°5'N	15°20'W
PROVLDEN	377	MENDARN	308	36°40'N	19°35'W
PROYDEN	702	ELDOR	293	44°15'N	17°45'W
PRUPDEN	689	COSDOL	295	46°15'N	13°50'W
PRURLVEN	1,019	MENDARN	303	38°35'N	17°50'W
P'SIDU	464	KALAMAR	321	32°0'N	0°55'W
P'THIDO	1,423	KALAMAR	325	30°10'N	1°10'E
PUFEBOTHIDO	2,355	KALAMAR	317	37°15'N	1°5'W
PUKA	375	PARU'BOR	344	45°10'N	2°40'W
PUKATIDO	1,014	TOKIS	312	37°45'N	5°45'W
PULIBIDO	1,722	TOKIS	313	38°10'N	2°10'W
PULIDO	2,616	KALAMAR	318	34°50'N	0°50'E
PULIDU	607	KALAMAR	323	32°55'N	2°25'E
PUNUKA'IDU	1,998	KALAMAR	321	32°10'N	2°40'W
PUOMOIN	481	COUNAI HEIGHTS	319	37°15'N	4°35'E
PUPIDU	710	TARISATO	326	28°50'N	3°0'E
PUPVEN	1,366	ELDOR	294	45°0'N	17°15'W
PURIDU	774	BASIR	320	33°30'N	4°45'W
PUSILIDO	1,039	KALAMAR	317	36°30'N	3°10'W
PUSOVIDO	2,338	O'PAR	348	43°0'N	1°10'E
PUTHIDU	849	TARISATO	329	28°0'N	2°55'E
PUVANIWOLIDU	452	KALAMAR	321	32°45'N	1°40'W
PUVIDU	679	KALAMAR	322	31°30'N	1°45'E
PUWIDU	801	KALAMAR	322	32°35'N	1°5'E
PUYVEN	1,703	PEL BROLENON	308	36°5'N	17°25'W
RAAGHRÛN	540		381	29°25'N	6°25'E
RABALIDU	565	BASIR	320	33°10'N	4°20'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
RABIDOV	376	BASIR	316	35°15'N	4°40'W
RABIDU	479	DODERA	313	40°5'N	0°45'W
RADDIK	200	SKARRNA	370	42°10'N	8°5'E
RAFUKA'ONIDO	1,093	PEKAL	347	42°0'N	5°40'E
RAGEWIDU	415	TARISATO	329	28°10'N	3°15'E
RAHDEN	511	DELNONDRIAN ISLANDS	297	42°10'N	21°0'W
RAHIDO	1,033	KALAMAR	316	35°25'N	3°35'W
RAHINO	484	EK'GAKEL	343	45°55'N	5°55'W
RAHMISH	690	OZHVINMISH	401	30°35'N	10°5'W
RAJARGAZH	493	UL-KARG	398	30°5'N	17°30'W
RAKA	347	PEKAL	347	40°35'N	4°50'E
RAKELAP	381	PEKAL	347	40°55'N	4°55'E
RALIDO	2,501	KALAMAR	313	37°35'N	0°55'W
RALIDU	558	KALAMAR	322	33°0'N	0°55'E
RALIDU	533	KALAMAR	323	32°55'N	2°15'E
RANDDEN	672	ELOS DESERT	311	39°45'N	8°0'W
RANDEN	368	ELOS DESERT	350	35°25'N	9°25'W
RANDOLEN	8,900	ELDOR	294	43°20'N	16°20'W
RANOWPAHNI	393	OZHVINMISH	394	32°20'N	11°25'W
RANVEN	3,000	ELDOR	299	40°45'N	16°20'W
RAPELIDU	496	KALAMAR	322	32°20'N	0°25'W
RAPIDO	1,529	BASIR	316	38°55'N	6°0'W
RAPIDU	492	KALAMAR	323	32°15'N	2°30'E
RAPIWIDU	408	KALAMAR	323	33°40'N	2°15'E
RAPVEN	942	PEL BROLENON	309	36°25'N	15°55'W
RARDEN	642	ELDOR	294	44°30'N	15°25'W
RARMISH	1,390	MEZNAMISH	399	30°50'N	15°20'W
RASHMISH	1,025	OZHVINMISH	402	30°5'N	8°45'W
RASIDO	1,882	KALAMAR	316	35°40'N	4°5'W
RASIDU	894	EK'GAKEL	342	45°40'N	6°15'W
RASIDU	728	KALAMAR	316	35°30'N	4°20'W
RASMISH	491	AHZNOMAHN	402	30°40'N	7°25'W
RASVEN	1,082	ELDOR	294	43°50'N	16°55'W
RAVIDO	1,401	KALAMAR	322	33°15'N	1°40'E
RAVRDEN	494	MENDARN	303	37°35'N	19°25'W
RAWIDO	1,659	KALAMAR	317	34°45'N	2°30'W
RAYL	1,868	RYTARR WOODS	359	47°55'N	8°55'E
REDIDU	561	BASIR	315	35°50'N	6°20'W
REHIDU	445	KALAMAR	321	33°45'N	1°15'W
REHIWIDO	1,041	KALAMAR	322	33°45'N	0°0'W
REHZWAHNI	1,411	ZAZAHNI	401	30°30'N	10°50'W
REKA	1,037	KHYDOBAN DESERT	370	40°5'N	10°30'E
REKA'IDU	613	KALAMAR	313	38°0'N	0°40'W
REKIBIDU	487	KALAMAR	323	31°45'N	3°20'E
REKIDO	1,526	KALAMAR	322	31°35'N	0°0'W
RELVEN	1,913	MENDARN	303	39°5'N	17°50'W
RENIDO	1,122	KALAMAR	323	33°10'N	2°40'E
RENOTH	712	KHYDOBAN DESERT	371	41°40'N	11°0'E
REPIDU	601	BASIR	320	34°0'N	4°25'W
REPVEN	920	ELDOR	295	46°5'N	14°20'W
RERIDO	2,103	KALAMAR	322	31°55'N	0°25'E
RERIDU	629	BASIR	316	35°10'N	4°55'W
REROSH	351	SHYNABYTH	340	47°40'N	1°5'W
RESHAHN	889	OZHVINMISH	401	30°30'N	9°35'W
RESHAR	345	SHYNABYTH	361	45°40'N	1°0'E
RESHYK	532	KHYDOBAN DESERT	373	39°35'N	10°30'E
RETHIDO	1,211	KALAMAR	320	31°35'N	3°25'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
RETHIDU	726	KALAMAR	322	33°10'N	0°25'E
RET'HIDU	455	TARISATO	325	30°5'N	2°10'E
REVIDO	1,310	TOKIS	348	40°30'N	2°30'E
REVIDO	970	KALAMAR	325	30°35'N	1°10'E
REVIDU	730	KALAMAR	322	32°5'N	1°40'E
REVRDEN	581	MENDARN	304	39°35'N	17°10'W
REWIDO	1,094	KALAMAR	322	32°5'N	1°15'E
RIDARETA	7,500	DODERA	348	41°10'N	1°0'E
RIFDEN	367	PRIVBOLSIAN ISLANDS	307	36°25'N	21°10'W
RIGIDU	433	KALAMAR	318	35°30'N	1°0'E
RIHZAZH	439	NORGA-KRANGREL	345	43°0'N	9°50'W
RIKALIDU	523	KALAMAR	322	33°25'N	1°40'E
RIKA'USIDU	821	KALAMAR	321	33°0'N	2°50'W
RILEFIDO	1,193	KALAMAR	320	33°40'N	3°35'W
RILIDO	1,717	KALAMAR	325	31°5'N	0°5'E
RILUKK	828	SKARRNA	364	43°35'N	8°55'E
RINHAHN	1,939	ZAZAHNI	401	30°10'N	11°10'W
RININIDO	1,946	KALAMAR	318	35°15'N	1°15'E
RINUKAGH	12,200	NORGA-KRANGREL	295	43°35'N	11°50'W
RINVEN	1,795	ELDOR	299	43°10'N	17°10'W
RIPAKA'UVIDU	744	KALAMAR	318	34°45'N	0°30'E
RIRZAGH	1,802	TARISATO	326	28°55'N	3°15'E
RISDEN	427	MENDARN	304	39°50'N	17°10'W
RISHMAHN	635	AHZNOMAHN	403	28°30'N	5°40'W
RISIDU	672	EK'KASEL	342	43°40'N	7°20'W
RISIHIRIDU	744	KALAMAR	322	31°55'N	0°55'E
RISMISH	3,029	AHZNOMAHN	402	29°25'N	7°40'W
RITVEN	1,338	ELDOR	293	43°35'N	18°5'W
RIVVEN	1,407	ELDOR	298	42°50'N	17°30'W
ROBIDO	2,083	TOKIS	312	38°55'N	4°0'W
ROBIDU	801	KALAMAR	322	33°10'N	1°15'E
ROBUSELIDO	3,000	EK'GAKEL	342	46°15'N	7°0'W
ROBY	442	SHYNABYTH	356	48°5'N	0°15'W
RODAF	387	SHYNABYTH	356	47°5'N	0°15'W
RODIDU	685	TARISATO	326	29°25'N	2°40'E
ROGALIDU	439	KALAMAR	322	33°15'N	1°25'E
ROGDEN	567	MENDARN	308	37°10'N	19°55'W
ROGIDO	2,209	KALAMAR	325	31°5'N	0°50'E
ROHA	765	THYBAJ	367	40°45'N	4°15'E
ROHDEN	338	MENDARN	300	40°20'N	14°25'W
ROHEDIDO	2,118	BASIR	320	33°20'N	4°10'W
ROHLMISH	RUINS	ZAZAHNI	400	29°40'N	14°15'W
ROHZ	320	OZHVINMISH	395	32°5'N	8°50'W
ROHZSVAHN	382	OZHVINMISH	402	30°15'N	8°50'W
ROJYN	767	ELOS DESERT	310	35°40'N	12°50'W
ROLAL	392	PRIVBOLSIAN ISLANDS	307	35°55'N	22°20'W
ROLIDU	544	KALAMAR	318	35°50'N	0°30'E
ROMEZ-AHNOZH	1,124	ELOS DESERT	310	36°50'N	11°45'W
ROMIDU	806	KALAMAR	316	35°50'N	3°35'W
ROMIMAHN	336	OZHVINMISH	394	31°45'N	11°25'W
ROMIZHAHNI	1,416	MEZNAMISH	392	33°40'N	14°35'W
ROMOMISH	2,215	ZAZAHNI	400	30°5'N	12°55'W
RONARAHN	1,599	ZAZAHNI	400	29°30'N	13°40'W
RONAZAGH	14,808	UL-KARG	399	28°55'N	16°35'W
ROPIDU	510	KALAMAR	320	31°35'N	3°50'W
RORDVEN	994	ELDOR	294	44°20'N	15°25'W
RORMISH	1,569	OZHVINMISH	400	30°45'N	13°20'W



TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
ROSALETA	14,800	KALAMAR	321	32°30'N	1°45'W
ROSIDO	1,873	PEKAL	347	41°40'N	5°5'E
ROSIDU	528	KALAMAR	316	34°50'N	3°25'W
ROSLESI	440	PRIVBOLSAN ISLANDS	306	35°20'N	24°45'W
ROSOKOPIDO	1,525	KALAMAR	321	33°50'N	3°0'W
ROTIDIDO	2,253	BASIR	316	34°50'N	5°40'W
ROVLDEN	654	ELDOR	293	44°5'N	17°30'W
ROVLDEN	616	ELDOR	299	42°35'N	15°10'W
ROWSVAHNI	2,328	MEZNAMISH	399	31°15'N	15°40'W
ROWVEN	904	ELDOR	294	45°15'N	17°15'W
RUAHAOM	682	COUNAI HEIGHTS	319	36°35'N	4°50'E
RUDIDU	502	KALAMAR	317	35°15'N	2°50'W
RUGIMULIKIDO	1,077	KALAMAR	322	31°50'N	0°20'W
RUH	392	KALAMAR	318	35°10'N	0°0'E
RUPABOLIDO	1,523	PARU'BOR	344	45°15'N	3°5'W
RUPIDO	1,913	KALAMAR	317	34°25'N	2°30'W
RURAWIDU	427	KALAMAR	318	35°40'N	0°0'W
RURDVEN	1,007	ELDOR	299	41°25'N	15°0'W
RURR	765	THARGGY	367	40°45'N	2°20'E
RUSIDU	623	KALAMAR	316	37°0'N	3°25'W
RUSIDU	584	KALAMAR	325	30°40'N	0°10'E
RUTHIDU	344	PEKAL	347	42°10'N	6°0'E
RUVIDO	1,819	EK'GAKEL	343	45°25'N	5°15'W
RUWIDO	2,404	KALAMAR	325	30°10'N	1°45'E
R'WIDU	554	KALAMAR	317	36°45'N	1°0'W
RYBY-GANO	604	SLEN	336	49°35'N	2°5'W
RYJONTH	778	THYBAJ	367	41°5'N	3°50'E
RYKASH	293	KHYDOBAN DESERT	379	34°5'N	9°55'E
RYKO	535	ELOS DESERT	310	36°15'N	14°0'W
RYNAR	559	KHYDOBAN DESERT	376	34°30'N	9°50'E
RYNO	587	KHYDOBAN DESERT	371	41°25'N	11°0'E
RYNOSHOK	15,900	SHYNABYTH	361	46°15'N	0°20'W
RYREJ	488	THYBAJ	367	41°45'N	4°30'E
RYSASH	521	THYBAJ	367	42°50'N	3°45'E
RYSHAK	386	ELOS DESERT	349	38°0'N	9°20'W
RYSHAK	389	SHYNABYTH	361	45°25'N	1°25'E
RYSHAR	1,944	SLEN	340	49°5'N	1°40'W
RYSHYR	762	SLEN	340	48°35'N	0°45'W
SAANIEMA	5,000	REANAARIA BAY	372	39°25'N	6°10'E
SABDEN	456	P'BAPAR	337	47°45'N	10°20'W
SAFAN	632	THYBAJ	367	41°35'N	4°20'E
SAFIDU	855	KALAMAR	325	30°25'N	1°30'E
SAGANTH	893	KHYDOBAN DESERT	371	42°25'N	10°55'E
SAGIDU	563	BASIR	316	34°40'N	5°20'W
SAHA-NONYF	1,605	THYBAJ	367	43°10'N	4°10'E
SAHZSHAHNI	1,178	OZHVINMISH	393	31°30'N	13°40'W
SAKA'IDO	924	TARISATO	329	28°0'N	3°55'E
SAKA'IDU	556	TARISATO	325	29°0'N	1°45'E
SAKA'IDU	662	TARISATO	326	28°40'N	2°30'E
SAKAN	621	THARGGY	361	43°25'N	1°40'E
SAKA'UMABOGIDU	470	TARISATO	326	29°0'N	3°0'E
SAKIDO	1,260	KALAMAR	321	31°50'N	0°55'W
SAKK	2,275	SKARRNA	364	44°55'N	8°45'E
SAKKBEKRAZH	423	UL-KARG	399	30°0'N	16°10'W
SAKOVOTIDO	2,128	TOKIS	313	38°50'N	2°10'W
SALAKK	627	SKARRNA	370	42°0'N	8°25'E
SALANIDO	1,003	KALAMAR	321	33°45'N	0°45'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
SALIDO	3,600	KORAK	346	42°35'N	8°35'W
SALIRETA	9,600	KALAMAR	322	32°25'N	0°55'E
SALIRIDO	3,300	TOKIS	347	40°50'N	4°5'E
SANDEN	544	ELDOR	299	42°55'N	15°50'W
SANEMOPIDU	715	TARISATO	326	28°50'N	2°35'E
SANIDU	413	PEKAL	347	41°50'N	4°25'E
SANOWWHAHN	887	ZAZAHNI	400	30°30'N	12°10'W
SAPGAHNI	385	OZHVINMISH	393	33°35'N	11°50'W
SAPUWUWIDU	474	BASIR	316	35°25'N	5°15'W
SARACHIDU	511	EK'GAKEL	343	45°30'N	5°35'W
SARDVEN	1,170	MENDARN	303	38°5'N	18°15'W
SAREDIDO	788	KORAK	341	44°10'N	9°45'W
SARERIDU	733	EK'KASEL	342	43°35'N	7°0'W
SAREVIDO	1,860	EK'KASEL	342	44°5'N	7°5'W
SAREW	357	EK'KASEL	342	44°20'N	7°40'W
SARIRENETA	1,653	KORAK	341	43°55'N	9°35'W
SARITIDO	3,500	KORAK	341	43°35'N	9°35'W
SARMISH	778	ZAZAHNI	401	28°35'N	10°0'W
SARR	3,000	SHYNABYTH	361	45°20'N	0°0'E
SARR	325	THARGGY	366	42°50'N	1°35'E
SARR	504	THARGGY	367	41°45'N	3°30'E
SASHZHAWN	1,207	ZAZAHNI	401	28°25'N	10°15'W
SASPVEN	1,559	ELDOR	293	44°45'N	17°35'W
SATIRIDU	540	KALAMAR	320	31°35'N	3°30'W
SAVIKK	1,601	SKARRNA	364	44°10'N	8°10'E
SAVVATH	679	DRHOKKER	358	46°30'N	7°15'E
SAWID	364	DODERA	313	38°15'N	0°45'W
SAZAHNI	482	OZHVINMISH	402	30°25'N	7°30'W
SAZVEN	706	MENDARN	308	36°50'N	19°50'W
SEBUTHUWIDU	853	KALAMAR	322	32°40'N	1°55'E
SEDD	605	THARGGY	314	39°40'N	1°45'E
SEERAE	RUINS	COUNAI HEIGHTS	319	36°55'N	3°50'E
SEFONIDU	898	TOKIS	312	38°15'N	3°50'W
SEFVEN	1,998	ELDOR	299	40°50'N	15°35'W
SEGELETA	10,227	KALAMAR	317	35°25'N	2°10'W
SEGIDU	450	KALAMAR	318	36°40'N	0°0'E
SEGIDU	563	KALAMAR	322	32°50'N	0°30'E
SEHMISH	1,469	ZAZAHNI	408	27°45'N	12°30'W
SEHNEHZMISH	2,836	MEZNAMISH	392	33°50'N	14°40'W
SEHNMISH	912	AHZNOMAHN	402	29°20'N	6°50'W
SEHNOHRMISH	1,967	AHZNOMAHN	402	29°5'N	6°10'W
SEHOTEGIDO	992	DODERA	313	37°50'N	1°55'W
SEKRAGH	881	TARISATO	326	30°45'N	3°45'E
SEMMISH	RUINS	ZAZAHNI	400	29°30'N	14°0'W
SEMMISH	737	OZHVINMISH	402	30°25'N	8°5'W
SEOSAGOI	499	NANAKARY FOREST	373	38°20'N	9°30'E
SEREDI	113	KALAMAR	321	33°50'N	0°40'W
SERIHIDO	2,768	KALAMAR	313	37°40'N	2°10'W
SERR	795	THARGGY	367	42°45'N	3°25'E
SESEVASIDO	1,072	KALAMAR	321	32°30'N	0°40'W
SESEWIDO	2,110	KALAMAR	323	33°15'N	3°5'E
SESHMISH	769	MEZNAMISH	392	32°35'N	15°20'W
SESHZHAHNI	363	AHZNOMAHN	402	28°25'N	7°35'W
SESIDO	1,492	KALAMAR	321	32°15'N	1°35'W
SETAREK	476	EK'GAKEL	339	46°25'N	4°20'W
SETHIDO	1,007	KALAMAR	321	33°25'N	3°5'W
SETHIDU	540	KALAMAR	321	32°25'N	1°15'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
SETHIDU	709	KALAMAR	322	33°55'N	0°55'E
SETHUDIDO	1,876	BASIR	320	34°0'N	5°35'W
SETIDO	2,168	KALAMAR	316	35°40'N	3°45'W
SEVELIDU	656	KALAMAR	317	35°5'N	3°5'W
SEWINIDO	1,624	O'PAR	348	41°40'N	2°45'E
SEWVEN	1,566	COSDOL	289	46°40'N	17°15'W
SEZHAHN	1,647	MEZNAMISH	393	31°35'N	14°20'W
SHADEF	588	KHYDOBAN DESERT	373	39°30'N	10°5'E
SHADRAF	1,136	THYBAJ	367	42°10'N	4°10'E
SHAFARAHN	442	ELOS DESERT	310	35°55'N	12°35'W
SHAGGAR	3,200	THARGGY	314	40°0'N	1°30'E
SHAHZ-AHNOZH	1,884	ZAZAHNI	400	29°30'N	13°10'W
SHAHZNAHNI	322	AHZNOMAHN	410	27°50'N	7°45'W
SHAKAN	316	SHYNABYTH	344	45°20'N	1°0'W
SHANAANI	2,388	MEZNAMISH	392	31°25'N	16°20'W
SHANOR	880	ELOS DESERT	310	35°55'N	14°0'W
SHANOWOMI	508	AHZNOMAHN	410	28°5'N	8°20'W
SHAPSAHN	1,085	ZAZAHNI	408	27°45'N	11°45'W
SHARYF	462	SHYNABYTH	356	46°55'N	0°5'W
SHATHYF	970	KHYDOBAN DESERT	371	41°35'N	10°50'E
SHAZMISH	651	OZHVINMISH	394	32°15'N	9°30'W
SHEDMISH	1,673	AHZNOMAHN	402	28°40'N	7°55'W
SHEHIMISH	2,494	MEZNAMISH	393	32°25'N	14°5'W
SHEHIMISH	1,068	ZAZAHNI	401	29°55'N	11°25'W
SHEHZNAHNI	581	AHZNOMAHN	402	29°20'N	6°35'W
SHELMISH	2,560	OZHVINMISH	401	30°0'N	9°5'W
SHEMAHN	1,638	MEZNAMISH	392	31°40'N	15°45'W
SHENMISH	600	AHZNOMAHN	402	28°25'N	7°10'W
SHERR-NARR	507	TORAKK	352	49°15'N	4°0'E
SHIME-AHNOZH	1,312	OZHVINMISH	394	33°40'N	11°15'W
SHINMISH	3,138	MEZNAMISH	392	31°35'N	14°30'W
SHIOK	1,057	SKARRNA	370	42°50'N	8°30'E
SHIRIR-NARR	737	THARGGY	366	41°35'N	1°55'E
SHISHZAHNI	1,105	OZHVINMISH	394	33°25'N	10°35'W
SHIV-NARR	400	DRHOKKER	358	47°25'N	5°10'E
SHIWHAHNI	463	ZAZAHNI	409	27°40'N	8°55'W
SHIZEM-AHNOZH	965	OZHVINMISH	394	31°35'N	9°35'W
SHIZHMAHN	939	ZAZAHNI	401	30°25'N	11°0'W
SHIZHMISH	551	OZHVINMISH	402	30°25'N	8°0'W
SHODASH	636	THYBAJ	367	41°20'N	3°50'E
SHOHLGAHN	902	ZAZAHNI	400	30°0'N	12°35'W
SHOHLMISH	1,206	MEZNAMISH	399	31°5'N	16°0'W
SHOHLPAHN	922	ZAZAHNI	408	27°45'N	13°5'W
SHOJE	533	KHYDOBAN DESERT	379	34°15'N	9°55'E
SHOJOR	353	KHYDOBAN DESERT	373	39°55'N	10°10'E
SHOKAR	543	THYBAJ	367	43°0'N	4°5'E
SHOKK	939	DRHOKKER	363	44°50'N	5°25'E
SHOMIHZAHNI	596	OZHVINMISH	394	33°40'N	11°40'W
SHOMISH	1,244	MEZNAMISH	399	31°15'N	16°0'W
SHOMISH	1,183	ZAZAHNI	401	29°40'N	11°30'W
SHOMISVAHN	734	ZAZAHNI	401	30°20'N	11°25'W
SHOMMISH	419	OZHVINMISH	402	31°15'N	7°30'W
SHOMOHAHNI	1,645	MEZNAMISH	399	30°35'N	16°25'W
SHOMOMISH	1,481	ZAZAHNI	400	28°55'N	13°20'W
SHON-NORR	510	THARGGY	366	42°40'N	1°45'E
SHONOSH	659	THYBAJ	363	43°15'N	5°5'E
SHOREF	449	KHYDOBAN DESERT	373	39°10'N	10°10'E

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
SHOSHOR	477	KHYDOBAN DESERT	370	40°20'N	10°10'E
SHOTAR	609	KHYDOBAN DESERT	373	40°0'N	9°35'E
SHOTH	423	TORAKK	357	48°25'N	3°30'E
SHOWZHAHNI	773	ZAZAHNI	409	28°0'N	11°0'W
SHOZI-AHNOZH	975	OZHVINMISH	393	32°30'N	13°5'W
SHOZMISH	456	OZHVINMISH	394	31°50'N	10°25'W
SHRADD	1,605	DRHOKKER	363	44°35'N	5°30'E
SHRAKK	1,127	DRHOKKER	363	45°25'N	5°35'E
SHREL	1,011	DRHOKKER	362	44°45'N	4°55'E
SHRE-NORR	476	DRHOKKER	362	45°30'N	4°25'E
SHRETT	1,129	DRHOKKER	362	44°45'N	4°25'E
SHREYD	1,342	SKARRNA	370	42°5'N	8°5'E
SHRIYD	443	REANAARIA BAY	365	44°50'N	10°55'E
SHROGGA-PRAVAAZ	5,500	ELOS DESERT	315	37°0'N	7°55'W
SHRUKK	489	DRHOKKER	363	46°0'N	5°10'E
SHRUR-NARR	616	THARGGY	368	40°10'N	3°5'E
SHRYR-NORR	327	DRHOKKER	357	46°25'N	4°30'E
SHRYRR	1,142	DRHOKKER	362	44°20'N	2°55'E
SHRYTH	590	THARGGY	366	42°5'N	1°45'E
SHRYTH	223	THARGGY	366	41°15'N	0°45'E
SHYDAR	551	ELOS DESERT	309	35°40'N	14°35'W
SHYDRA	753	THYBAJ	362	43°50'N	3°50'E
SHYFF	7,500	REANAARIA BAY	364	43°40'N	9°35'E
SHYHAN	459	KHYDOBAN DESERT	373	39°40'N	10°0'E
SHYNKYF	688	SKARRNA	370	42°45'N	8°10'E
SHYSHOK	2,156	SLEN	340	48°55'N	1°20'W
SHYSLEF	438	SHYNABYTH	361	46°0'N	1°20'E
SHYTA-NA-DOBYO	17,510	BRINDONWOOD	339	47°40'N	5°50'W
SHYTAR	663	ELOS DESERT	310	35°35'N	14°15'W
SHYTA-THYBAJ	17,200	THYBAJ	367	41°50'N	4°5'E
SHYTO-CHOBY	443	SHYNABYTH	361	45°30'N	0°25'E
SIBIMVIDU	842	KALAMAR	318	35°35'N	0°15'E
SIFAWIDO	1,227	TOKIS	312	39°45'N	3°45'W
SIFODAPEWIDU	738	TOKIS	312	39°10'N	3°55'W
SIGIDO	2,219	TOKIS	312	38°0'N	3°20'W
SIGIDU	703	KALAMAR	321	33°35'N	2°5'W
SIGVEN	1,119	ELDOR	294	43°25'N	17°15'W
SIKA'AVIDU	511	KALAMAR	317	37°0'N	1°10'W
SIKA'IDO	1,633	KALAMAR	325	30°20'N	1°15'E
SIKA'IDO	930	TARISATO	325	29°40'N	2°10'E
SIL'KA'UW	328	KALAMAR	316	36°45'N	3°40'W
SIL'PIDU	790	PARU'BOR	344	44°15'N	2°50'W
SIRD DEN	415	ELDOR	294	44°0'N	15°50'W
SIRDVEN	1,999	MENDARN	303	38°30'N	17°20'W
SIRDVEN	1,814	PEL BROLENON	309	36°0'N	15°35'W
SIRRUSAGH	1,714	NORGA-KRANGREL	345	43°10'N	10°50'W
SISALASIDO	3,700	EK'GAKEL	342	44°55'N	7°20'W
SISIDU	414	KALAMAR	321	32°55'N	0°35'W
SISIDU	414	KALAMAR	388	31°50'N	0°45'W
SISMISH	329	OZHVINMISH	402	31°5'N	8°25'W
SISODIDO	1,481	KALAMAR	317	34°30'N	3°15'W
SISVAHNI	2,067	AHZNOMAHN	410	28°20'N	7°5'W
SITESIDU	780	EK'GAKEL	339	46°25'N	4°20'W
SITHEL	378	PEKAL	347	42°0'N	4°50'E
SIVIDO	1,239	KALAMAR	321	33°25'N	1°50'W
SIVIDO	911	TARISATO	329	28°15'N	2°30'E
SIVIDU	468	P'BAPAR	337	46°15'N	9°30'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
SVIDU	853	PEKAL	347	42°10'N	5°25'E
SVIDU	570	KALAMAR	322	31°50'N	2°10'E
SIVJUVAGH	900	UL-KARG	406	28°20'N	19°25'W
SIZMISH	1,428	ZAZAHNI	401	29°55'N	11°15'W
SKAAYL	382	THARGGY	314	39°30'N	2°10'E
SKAKK	501	THARGGY	366	43°10'N	2°10'E
SKAL	374	THARGGY	366	42°45'N	1°5'E
SKARKK	407	REANAARIA BAY	364	43°35'N	9°35'E
SKEJY-NARR	549	DRHOKKER	363	45°15'N	6°35'E
SKERRA	311	DRHOKKER	359	46°30'N	9°25'E
S'KIDO	1,333	KALAMAR	317	34°35'N	3°0'W
SKIJY	497	DRHOKKER	363	45°5'N	6°15'E
SKIRKK	866	SKARRNA	370	42°25'N	7°55'E
SKIT	579	DRHOKKER	364	45°15'N	7°55'E
SKORRA	559	SKARRNA	370	41°20'N	8°20'E
SKORR-NORR	1,496	DRHOKKER	363	45°55'N	7°20'E
SKUYD	486	DRHOKKER	364	45°15'N	9°35'E
SLEGA	473	SLEN	340	48°30'N	1°5'W
SLELAMO	330	PRIVBOLSIAN ISLANDS	306	36°45'N	24°10'W
SLERO	443	THYBAJ	369	42°45'N	5°25'E
SLETO	743	KHYDOBAN DESERT	371	40°55'N	10°40'E
SOBAKASETA	9,200	O'PAR	348	42°50'N	2°30'E
SOBETETA	56,300	KALAMAR	320	31°30'N	3°40'W
SOGASIDU	689	KALAMAR	317	34°25'N	1°5'W
SOHEBIDU	455	KALAMAR	322	34°0'N	0°35'E
SOHIDO	1,460	PARU'BOR	348	43°10'N	2°45'E
SOKIDU	627	KALAMAR	321	33°25'N	1°30'W
SOLADIDU	578	KALAMAR	317	37°5'N	3°5'W
SOLDEN	407	BRONISH	397	30°50'N	20°30'W
SOLGYRR	537	THARGGY	366	42°20'N	1°40'E
SOMIZHAHN	1,374	ZAZAHNI	400	29°0'N	14°0'W
SOMONAHNI	2,217	OZHVINMISH	395	31°40'N	8°30'W
SOMSVAHNI	351	OZHVINMISH	402	29°45'N	7°55'W
SONDEN	202	ELDOR	295	46°5'N	13°50'W
SONIDU	826	KALAMAR	316	34°20'N	3°40'W
SONOLAWIDO	2,049	KALAMAR	317	34°25'N	2°50'W
SONUDIDU	426	KALAMAR	318	35°20'N	0°25'E
SOP	365	KALAMAR	322	33°45'N	0°5'E
SORASIDO	1,163	KALAMAR	316	35°10'N	3°25'W
SORMISH	428	OZHVINMISH	394	32°25'N	9°35'W
SORTABRRUGAZH	459	TARISATO	326	29°45'N	3°40'E
SOSSIN	533	MEZNAMISH	392	32°5'N	16°10'W
SOT	279	O'PAR	348	42°45'N	0°55'E
SOTADIDU	878	KALAMAR	322	31°25'N	1°30'E
SOTHIDO	1,727	KALAMAR	318	35°40'N	1°35'E
SOTHUH	390	KALAMAR	322	32°25'N	0°10'W
SOVIDO	1,115	KALAMAR	321	33°15'N	1°15'W
SOVIDU	548	KALAMAR	322	32°35'N	0°5'W
SOVIDU	500	KALAMAR	322	32°55'N	0°30'E
SOVRVEN	1,593	COSDOL	285	50°55'N	13°50'W
SOWIDO	1,454	KALAMAR	325	30°45'N	0°35'E
SOYDEN	546	MENDARN	303	37°45'N	18°30'W
SOZAHN	1,165	OZHVINMISH	394	32°35'N	9°40'W
SOZE-AHNOZH	781	ZAZAHNI	401	29°0'N	9°55'W
STAAYL	708	DRHOKKER	362	45°0'N	3°5'E
STATH	444	THYBAJ	363	44°30'N	5°20'E
STERDEN	883	COSDOL	290	49°5'N	14°20'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
S'THIDU	761	KALAMAR	322	34°5'N	1°5'E
STIJY	658	THARGGY	367	41°0'N	2°50'E
STRALMDEN	380	MENDARN	303	39°25'N	17°45'W
STRALNVEN	924	ELOS DESERT	311	38°50'N	7°25'W
STRENVEN	1,272	ELDOR	299	43°10'N	16°50'W
STREVRVEN	1,490	ELDOR	299	41°40'N	15°15'W
STRILVEN	963	ELDOR	294	44°15'N	15°15'W
STRILVEN	1,634	PEL BROLENON	309	36°35'N	17°0'W
STRINVDEN	477	MENDARN	304	39°55'N	16°5'W
STRINVVEN	1,177	PEL BROLENON	309	36°45'N	15°15'W
STRISDEN	818	ELDOR	294	45°55'N	14°45'W
STRIVLDEN	368	DELNONDRIAN ISLANDS	297	42°35'N	22°40'W
STRIVVEN	1,026	ELDOR	293	45°30'N	17°20'W
STRIYDEN	567	MENDARN	303	37°35'N	18°55'W
STRIZDEN	713	ELDOR	299	42°25'N	17°15'W
STRUDVEN	945	MENDARN	304	39°55'N	16°0'W
STRULMDEN	807	ELDOR	293	43°35'N	17°30'W
STRUSDEN	464	ELDOR	299	40°20'N	15°15'W
STRUWVEN	1,026	MENDARN	303	38°55'N	17°25'W
STUKK	410	SKARRNA	364	44°20'N	8°15'E
STURR	881	SKARRNA	370	43°0'N	8°55'E
SUAKOE	604	FAUTEE PENINSULA	381	31°0'N	6°40'E
SUDIDU	432	TARISATO	325	28°25'N	1°50'E
SUFOWIDU	441	KALAMAR	322	32°15'N	1°10'E
SUFUHIDU	900	KALAMAR	318	34°55'N	0°55'E
SUGDEN	608	ELDOR	299	42°30'N	16°10'W
SUHEVAGIDO	1,964	KALAMAR	322	32°45'N	1°40'E
SUIRUHII	595	FAUTEE FOREST	323	33°25'N	5°0'E
SUKA'IDU	585	BASIR	315	36°35'N	6°20'W
SUKK	497	THARGGY	367	42°50'N	2°55'E
SULIDO	1,863	PEKAL	347	41°40'N	4°40'E
SUMYDEN	483	P'BAPAR	337	48°0'N	9°40'W
SUNIDO	963	DODERA	348	40°20'N	1°20'E
SUREDIDU	547	P'BAPAR	337	46°30'N	9°20'W
SURR	1,357	THARGGY	366	41°15'N	1°10'E
SUSDEN	508	MENDARN	303	38°20'N	18°0'W
SUSIDU	524	KALAMAR	321	34°10'N	2°5'W
SUTHIDO	706	PEKAL	347	42°10'N	4°45'E
SUW	393	KALAMAR	322	32°5'N	0°0'E
SUWIDO	1,216	KALAMAR	322	33°55'N	0°5'E
SUWUTIDU	818	PARU'BOR	344	44°45'N	3°5'W
SUWUVIDU	458	TARISATO	329	28°0'N	3°30'E
SUWVEN	1,813	MENDARN	303	38°45'N	18°0'W
SUWVEN	1,538	MENDARN	303	39°35'N	17°25'W
SVAHMISH	480	AHZNOMAHN	410	28°15'N	8°0'W
SVAMZAHN	857	MEZNAMISH	392	32°10'N	16°15'W
SVAPVAHNI	1,370	MEZNAMISH	399	31°5'N	15°30'W
SVASHRAHN	351	OZHVINMISH	402	30°40'N	8°40'W
SVASHWAHNI	1,271	ZAZAHNI	400	29°45'N	12°20'W
SVEHIMISH	418	OZHVINMISH	393	31°35'N	12°10'W
SVEHNMISH	980	ZAZAHNI	408	28°15'N	13°55'W
SVEHZMISH	798	OZHVINMISH	394	33°5'N	10°30'W
SVINMISH	570	OZHVINMISH	394	33°20'N	10°30'W
SVIPMISH	1,086	OZHVINMISH	402	30°15'N	7°45'W
SVIWHAHN	1,424	MEZNAMISH	392	32°45'N	15°10'W
SVIWHAHN	719	MEZNAMISH	392	33°20'N	14°45'W
SVIZNAHN	2,721	ZAZAHNI	400	29°40'N	13°20'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
SVODAHN	1,271	MEZNAMISH	399	31°5'N	14°30'W
SVODEHNI	320	OZHVINMISH	400	30°50'N	14°0'W
SVOHLVAHN	1,630	MEZNAMISH	392	32°10'N	15°15'W
SVOHNAHN	1,817	MEZNAMISH	392	32°30'N	15°20'W
SVOMAHNI	1,247	MEZNAMISH	393	32°40'N	14°5'W
SVOMIHAHNI	1,063	OZHVINMISH	393	32°35'N	12°25'W
SVOMIMAHNI	478	OZHVINMISH	394	33°5'N	11°25'W
SVOMOMISH	360	OZHVINMISH	402	30°50'N	8°25'W
SVOMWHI	18,900	ZAZAHNI	400	29°55'N	12°5'W
SVOMZHAHN	1,608	OZHVINMISH	394	31°35'N	9°5'W
SVONAVAHNI	RUINS	ZAZAHNI	400	30°5'N	14°20'W
SVOPMISH	1,327	MEZNAMISH	399	31°10'N	14°55'W
SVOSMISH	369	OZHVINMISH	394	32°15'N	9°50'W
SVOWANOW	373	OZHVINMISH	402	30°35'N	7°40'W
SVOWMAHNI	123,100	OZHVINMISH	395	32°10'N	8°5'W
SVOZAHNI	1,618	OZHVINMISH	394	31°45'N	10°10'W
SVOZMAHN	1,873	MEZNAMISH	399	30°55'N	16°35'W
SYLDURRA	466	DRHOKKER	364	45°40'N	9°20'E
TAAVUUR	RUINS	COUNAI HEIGHTS	319	37°5'N	4°0'E
TABAN	582	SHYNABYTH	340	47°25'N	1°10'W
TADAFOVIDU	758	KALAMAR	322	33°20'N	1°55'E
TADASH	467	KHYDOBAN DESERT	373	39°45'N	9°50'E
TADER	522	SLEN	336	49°20'N	2°0'W
TADIDU	821	TARISATO	329	28°0'N	2°30'E
TAGALETA	8,300	O'PAR	348	42°15'N	1°10'E
TAGEKIDO	467	KORAK	342	43°50'N	8°45'W
TAGVEN	949	ELDOR	293	43°35'N	17°50'W
TAHIDO	1,461	PARU'BOR	344	43°30'N	3°5'W
TAIMEO	737	FAUTEE PENINSULA	378	31°40'N	6°15'E
TAIRID	1,166	FAUTEE PENINSULA	378	32°5'N	6°0'E
TAKYR	403	SLEN	340	49°0'N	1°25'W
TALBONDDOTH	811	TARISATO	326	28°45'N	4°35'E
TALIDU	793	BASIR	316	34°45'N	4°35'W
TAMIDO	1,843	PARU'BOR	344	43°55'N	2°0'W
TANAANO	512	LABROLDIAN ISLANDS	308	35°40'N	20°0'W
TANAMO	402	PRIVBOLSIAN ISLANDS	307	36°25'N	22°20'W
TANDEN	397	DELNONDRIAN ISLANDS	297	42°15'N	20°50'W
TANITESH	600	EK'GAKEL	343	45°45'N	3°35'W
TANOF	773	THYBAJ	368	39°15'N	3°50'E
TANVAHN	372	OZHVINMISH	394	31°35'N	10°10'W
TARADAN	118	KALAMAR	322	33°55'N	0°15'W
TARIDO	934	PEKAL	347	42°15'N	5°0'E
TARIDO	1,240	KALAMAR	314	37°55'N	0°25'W
TARNVEN	1,942	ELDOR	294	44°55'N	16°20'W
TARON	756	SHYNABYTH	356	48°10'N	0°20'W
TARYMI	388	PRIVBOLSIAN ISLANDS	306	35°25'N	24°35'W
TASHHAHN	504	OZHVINMISH	393	32°45'N	13°0'W
TASIDU	404	TARISATO	328	28°0'N	2°5'E
TASOKA'ULIDO	2,612	KALAMAR	325	31°15'N	0°10'E
TASPDEN	818	ELDOR	299	42°40'N	15°25'W
TATIDU	495	PARU'BOR	347	42°50'N	3°45'E
TATIDU	560	BASIR	320	34°10'N	5°45'W
TAULEGUN	877	FAUTEE PENINSULA	378	32°20'N	6°20'E
TAVIDU	555	BASIR	316	35°10'N	4°35'W
TAVIDU	449	KALAMAR	321	34°10'N	1°50'W
TAVOSAPIDU	521	KALAMAR	322	32°5'N	1°50'E
TAWIDU	594	TOKIS	313	39°0'N	2°0'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
TAZNAHNI	626	OZHVINMISH	394	31°55'N	9°10'W
TAZVEN	1,112	PEL BROLENON	308	36°25'N	17°50'W
TEDEHIDO	1,041	KALAMAR	319	36°35'N	2°25'E
TEIDU	690	PEKAL	347	42°25'N	4°50'E
TEFVEN	1,079	PEL BROLENON	309	36°20'N	17°15'W
TEGATIDO	1,235	KALAMAR	322	34°10'N	0°20'E
TEHZAHNI	655	AHZNOMAHN	410	27°55'N	7°20'W
TEHZMISH	2,237	MEZNAMISH	392	31°45'N	15°55'W
TEJOR	1,617	EK'GAKEL	342	45°30'N	6°45'W
TEKDUKK	332	DRHOKKER	362	46°10'N	4°50'E
TEKIDU	734	KALAMAR	322	32°50'N	1°30'E
TELIDU	478	BASIR	320	32°50'N	2°45'W
TEMIDO	2,415	TOKIS	313	40°0'N	1°50'W
TENSHI-AHNOZH	1,916	OZHVINMISH	394	32°5'N	11°20'W
TENZAANI	397	OZHVINMISH	395	31°35'N	8°10'W
TERENIDU	493	P'BAPAR	337	46°35'N	9°10'W
TERONVEN	725	P'BAPAR	337	47°45'N	9°25'W
TERUPIDU	816	EK'KASEL	346	42°15'N	8°5'W
TERUTIDO	453	KORAK	342	44°45'N	8°5'W
TESIDO	1,861	EK'GAKEL	343	45°40'N	5°55'W
TETHIDO	1,200	KALAMAR	318	35°55'N	0°5'W
TETIDU	752	KALAMAR	325	30°40'N	0°40'E
TEWAFEFIDU	532	KALAMAR	317	34°30'N	3°0'W
TEZMISH	381	OZHVINMISH	394	32°55'N	11°15'W
TEZVAHN	2,013	OZHVINMISH	393	33°10'N	13°0'W
THABIDU	632	TOKIS	312	39°5'N	4°10'W
THABOBIDO	1,692	KALAMAR	322	33°15'N	0°15'E
THADAGIDU	437	KALAMAR	318	35°10'N	0°5'W
THAGIDU	496	KALAMAR	322	32°55'N	1°55'E
THAGIPUBIDU	802	PEKAL	347	42°45'N	5°50'E
THAHIDU	511	KALAMAR	321	32°50'N	1°0'W
THAJY	401	RYTARR WOODS	358	48°30'N	7°45'E
THAKAKIDO	1,928	TOKIS	313	37°45'N	2°45'W
THAKAKKAZH	344	UL-KARG	406	28°5'N	17°40'W
THAMIDU	492	KALAMAR	322	34°0'N	0°25'E
THAMIKA'IDU	741	KALAMAR	318	35°20'N	0°50'E
THAPABESIDU	435	KALAMAR	322	31°45'N	1°35'E
THAPIDO	2,417	KALAMAR	317	35°25'N	2°20'W
THAPIDU	831	KALAMAR	322	31°45'N	0°10'W
THARIDO	1,407	TOKIS	313	39°0'N	3°15'W
THARR	493	DRHOKKER	364	45°20'N	8°40'E
THARRAZH	489	NORGA-KRANGREL	345	41°35'N	9°10'W
THATHIDO	1,276	KALAMAR	322	32°45'N	1°10'E
THATHIDU	598	PARU'BOR	344	45°5'N	2°0'W
THAVATHIDO	1,993	PARU'BOR	343	44°10'N	3°25'W
THAVIDU	642	TOKIS	312	37°40'N	4°35'W
THAWIDU	801	KALAMAR	318	34°55'N	0°50'E
THEBIDU	651	KALAMAR	317	36°55'N	1°45'W
THEDIDU	886	TARISATO	326	29°50'N	2°30'E
THEGOKIDO	1,454	TOKIS	312	38°15'N	4°30'W
THEHOWEMARIDU	861	KALAMAR	317	34°40'N	2°45'W
THEK	302	PEKAL	347	40°50'N	6°5'E
THEKOPIB	322	KALAMAR	317	35°55'N	0°35'W
THEL	382	KALAMAR	318	35°30'N	1°10'E
THEMIDU	703	KALAMAR	321	33°40'N	0°55'W
THEPIDU	476	KALAMAR	321	32°50'N	0°40'W
THERIDU	459	KALAMAR	317	37°30'N	0°35'W



TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
THERRA	976	THARGGY	366	41°0'N	1°0'E
THETUKITHIDO	1,219	PEKAL	346	41°50'N	6°45'W
THEWIDU	741	PEKAL	346	42°30'N	6°15'W
THEWIGIDU	504	TOKIS	313	38°25'N	3°15'W
THIGIBIDO	1,343	TARISATO	325	29°35'N	1°30'E
THIJY	684	RYTARR WOODS	359	47°10'N	7°55'E
THIK'GABIDU	644	EK'GAKEL	338	46°15'N	6°45'W
THIKIDU	529	BASIR	316	34°25'N	5°15'W
THILIDU	445	BASIR	316	35°0'N	5°55'W
THIMEMEGIDU	516	O'PAR	348	41°20'N	1°20'E
THIMEWIDU	487	KALAMAR	322	31°25'N	0°15'W
THIMIDO	2,164	KALAMAR	325	30°25'N	0°55'E
THIMIDU	852	PEKAL	347	42°40'N	4°30'E
THINIDU	467	TARISATO	328	28°15'N	1°40'E
THIP	380	O'PAR	348	41°50'N	1°10'E
THIPIDO	1,143	KALAMAR	322	32°50'N	1°15'E
THIT	514	SKARRNA	364	44°45'N	8°15'E
THITHIDO	1,808	PARU'BOR	348	42°50'N	2°45'E
THITHIDU	786	DODERA	313	38°25'N	1°25'W
THITHUSIDU	533	PEKAL	347	42°40'N	5°10'E
THIWOFUTIDU	793	KALAMAR	322	32°35'N	0°20'W
THIZHAHAGH	515	UL-KARG	406	27°5'N	19°10'W
THOFIDO	2,831	BASIR	316	34°35'N	4°35'W
THOKIDO	1,104	KALAMAR	325	31°20'N	0°55'E
THOKUMIDO	1,471	DODERA	348	40°45'N	1°15'E
THOLIDU	500	PEKAL	347	42°20'N	5°30'E
THONESIDU	896	DODERA	314	39°15'N	1°5'E
THONOTHUKA'IDU	556	KALAMAR	322	33°55'N	0°10'W
THORAZH	445	UL-KARG	399	28°55'N	16°5'W
THORIDU	583	KALAMAR	316	36°35'N	3°20'W
THOSONAZH	288	NORGA-KRANGREL	341	43°40'N	10°45'W
THOTH	352	PEKAL	274	41°0'N	5°50'E
THOTIDO	1,372	TOKIS	313	39°10'N	1°25'W
THOV	741	SKARRNA	364	43°50'N	8°55'E
THOVODIDO	1,370	KALAMAR	321	32°35'N	2°25'W
TH'SIDU	770	KALAMAR	318	35°55'N	0°10'E
THUAWAON	626	COUNAI HEIGHTS	319	36°50'N	4°30'E
THUBUGIDO	967	TARISATO	329	28°0'N	3°10'E
THUFIDU	654	PEKAL	346	42°25'N	6°25'W
THUFIDU	500	KALAMAR	323	31°55'N	2°30'E
THUKA	391	KALAMAR	321	32°55'N	1°35'W
THUKETHIDU	414	KALAMAR	316	36°15'N	3°55'W
THUKK	436	SKARRNA	370	43°10'N	8°25'E
THULIDU	734	KALAMAR	316	34°20'N	4°5'W
THUPIDU	510	KALAMAR	322	33°35'N	1°10'E
THUPUKA'AGIDO	1,239	KALAMAR	322	33°55'N	1°5'E
THUTH	736	THARGGY	366	41°45'N	1°10'E
THUVEFODIDU	500	KALAMAR	322	31°55'N	0°10'W
THUVIDU	465	KALAMAR	321	32°0'N	0°40'W
THUVONIDU	450	TARISATO	328	28°5'N	1°50'E
THYBA-ROKAN	496	KHYDOBAN DESERT	370	40°35'N	10°15'E
THYGAK	1,082	THYBAJ	367	41°15'N	4°10'E
THYGASHA	40,063	KHYDOBAN DESERT	374	40°15'N	10°45'E
THYKAK	810	THYBAJ	367	41°0'N	4°20'E
THYRETH	398	THYBAJ	367	42°35'N	4°45'E
THYTANTH	3,353	THYBAJ	368	40°5'N	4°25'E
THYTHYF	450	KHYDOBAN DESERT	371	40°50'N	11°10'E

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
TIBIDO	967	KALAMAR	318	36°0'N	1°45'E
TIGAKIDO	2,237	KALAMAR	317	35°35'N	3°0'W
TIGDEN	255	COSDOL	289	46°35'N	15°20'W
TIGFAZH	447	UL-KARG	406	28°20'N	19°55'W
TIGIDU	510	KALAMAR	318	35°25'N	1°20'E
TIGIDU	419	KALAMAR	322	33°30'N	1°25'E
TIGUWIDU	509	KALAMAR	322	32°0'N	1°15'E
TIKK	1,448	SKARRNA	370	42°50'N	9°5'E
TIKAHIDO	1,445	EK'KASEL	346	43°0'N	6°55'W
TIKA'IDU	588	BASIR	320	33°15'N	4°45'W
TIKARORETA	1,543	KORAK	342	43°15'N	8°20'W
TILDDEN	511	COSDOL	289	47°5'N	16°50'W
TILIDO	1,427	PARU'BOR	343	44°45'N	3°25'W
TILIDU	554	KALAMAR	317	37°50'N	0°50'W
TIMEHIDO	1,296	KALAMAR	322	31°55'N	1°35'E
TIMMAHNI	326	OZHVINMISH	393	33°10'N	12°45'W
TIMUSIDU	677	TARISATO	329	28°10'N	2°45'E
TINDVEN	1,830	ELDOR	298	42°45'N	17°40'W
TINIDU	713	PARU'BOR	348	42°55'N	3°10'E
TIRIDU	504	KALAMAR	317	35°15'N	3°10'W
TIRLVEN	1,253	ELDOR	298	42°40'N	17°40'W
TIROSETHIDO	1,946	KALAMAR	321	34°15'N	2°35'W
TISIDU	406	BASIR	316	34°45'N	5°0'W
TITIDO	2,318	KALAMAR	320	33°50'N	3°25'W
TIV	381	KALAMAR	321	33°40'N	1°0'W
TVIDU	781	KALAMAR	318	34°25'N	0°5'E
TVIDU	467	KALAMAR	318	35°25'N	0°5'W
TIWIDO	1,203	KALAMAR	325	31°10'N	0°0'W
TIWIDU	838	TARISATO	326	30°25'N	2°20'E
TIWUTHORIDO	1,081	KALAMAR	322	32°15'N	1°35'E
TIZHOMISH	1,155	MEZNAMISH	393	31°30'N	14°25'W
TIZHVAHN	621	OZHVINMISH	394	32°25'N	10°0'W
TOBDEN	581	PEL BROLENON	309	37°5'N	15°50'W
TODDEN	500	COSDOL	285	50°35'N	14°10'W
TODIDO	1,016	O'PAR	348	42°30'N	2°5'E
TODIDU	512	KALAMAR	323	31°35'N	3°30'E
TOFDEN	460	MENDARN	308	37°15'N	18°20'W
TOGAR	337	KHYDOBAN DESERT	373	40°0'N	10°30'E
TOGESETA	7,200	KALAMAR	322	33°10'N	1°10'E
TOGIDU	547	BASIR	320	33°50'N	5°0'W
TOHIDU	749	KALAMAR	325	30°45'N	1°40'E
TOHRVAHN	1,349	OZHVINMISH	402	30°15'N	8°40'W
TOHZTAHNI	380	AHZNOMAHN	402	28°30'N	8°15'W
TOKA'IDU	465	KALAMAR	317	37°10'N	1°20'W
TOKA'UHIDO	1,072	BASIR	320	32°55'N	4°40'W
TOKIKAHIDO	2,332	O'PAR	348	41°25'N	0°40'E
TOKONTH	618	KHYDOBAN DESERT	373	40°15'N	9°30'E
TOLVUYD	1,250	SKARRNA	364	43°20'N	9°0'E
TOMAGH	466	TARISATO	326	31°5'N	3°50'E
TONIDU	623	TOKIS	312	39°40'N	4°10'W
TONOHIDU	846	KALAMAR	322	33°55'N	0°15'E
TOPET	354	PEKAL	347	41°30'N	4°0'E
TOPITUMIDU	823	TARISATO	328	28°15'N	1°30'E
TORIN	135	KALAMAR	321	33°50'N	0°45'W
TORR	399	DRHOKKER	358	46°25'N	6°0'E
TOSHAHNI	572	AHZNOMAHN	402	28°55'N	7°40'W
TOSHOR	704	THYBAJ	362	43°45'N	4°30'E

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
TOTEPOLIDO	1,728	PARU'BOR	347	43°10'N	3°20'E
TOTHEWIDU	666	O'PAR	348	41°55'N	0°50'E
TOTHIDO	1,076	PARU'BOR	343	45°0'N	4°0'W
TOTIDO	1,705	O'PAR	348	42°0'N	1°30'E
TOUDEI	389	REANAARIA BAY	372	39°25'N	6°0'E
TOUVAER	551	COUNAI HEIGHTS	319	37°0'N	4°30'E
TOVERR	350	DRHOKKER	358	46°45'N	5°10'E
TOVIDO	1,499	TOKIS	313	38°50'N	1°35'W
TOVIDO	1,407	KALAMAR	318	36°40'N	0°35'E
TOVIDO	1,186	KALAMAR	320	31°35'N	3°45'W
TOVRVEN	910	MENDARN	303	37°55'N	18°15'W
TOVUDIDU	440	KALAMAR	321	34°5'N	2°5'W
TOYDARR	326	SKARRNA	364	44°40'N	8°30'E
TRAKK	625	THARGGY	367	41°20'N	2°40'E
TRANVVEN	1,032	ELDOR	294	44°55'N	16°20'W
TRARNVEN	1,837	ELDOR	299	41°55'N	15°40'W
TRARR	5,500	DRHOKKER	363	45°40'N	7°25'E
TRARR	517	DRHOKKER	363	45°55'N	6°20'E
TRATH	604	SKARRNA	364	44°5'N	8°45'E
TRAVOLEN	734	ELDOR	298	43°10'N	17°40'W
TREBDEN	747	MENDARN	304	40°5'N	16°15'W
TRERR	401	SKARRNA	364	43°55'N	9°15'E
TRERR	705	THARGGY	367	40°35'N	3°35'E
TREVRVEN	1,527	COSDOL	289	47°20'N	17°0'W
TRIHVEN	1,247	ELDOR	294	43°20'N	15°55'W
TRIKK	648	THARGGY	368	39°50'N	3°30'E
TRILDDEN	465	ELDOR	293	45°5'N	18°35'W
TRIRVEN	1,415	MENDARN	304	39°25'N	16°50'W
TRISPDEN	878	ELDOR	299	40°30'N	15°10'W
TRIVRVEN	1,528	ELDOR	294	44°20'N	15°35'W
TROLDEN	409	ELDOR	298	42°50'N	18°10'W
TRONDEN	512	PEL BROLNON	309	36°10'N	15°10'W
TROVLDEN	886	ELDOR	293	43°20'N	18°0'W
TRUHDEN	656	MENDARN	304	40°15'N	16°30'W
TRUKK	328	TORAKK	357	46°50'N	2°35'E
TRUKK	1,227	DRHOKKER	363	46°10'N	7°30'E
TRUVVEN	1,107	COSDOL	290	46°35'N	12°50'W
TRUZDEN	830	MENDARN	304	39°45'N	17°15'W
TUBIDU	686	KALAMAR	318	36°25'N	0°30'E
TUBKKUKAGH	574	TARISATO	326	29°20'N	3°50'E
TUD	357	P'BAPAR	337	47°30'N	9°30'W
TUDDEN	835	MENDARN	304	39°50'N	15°55'W
TUERUIZ	376	FAUTEE FOREST	378	32°50'N	6°20'E
TUGGAGH	444	UL-KARG	398	28°45'N	18°15'W
TUHIDO	2,025	KALAMAR	323	31°35'N	2°50'E
TUKA'IDU	481	KALAMAR	317	36°45'N	1°30'W
TUKIDO	1,939	KALAMAR	322	31°30'N	0°10'E
TULDEN	879	ELOS DESERT	311	39°5'N	7°20'W
TULIDU	593	PARU'BOR	344	44°55'N	2°25'W
TULISIDO	1,202	PARU'BOR	343	44°10'N	4°10'W
TUMUFIDO	1,777	KALAMAR	325	30°15'N	1°0'E
TUNDEN	857	ELDOR	293	43°25'N	17°30'W
TUP	344	BASIR	320	33°45'N	4°30'W
TUPDEN	587	MENDARN	304	40°5'N	15°0'W
TURITHIDO	2,499	KALAMAR	313	37°50'N	1°25'W
TURR-NARR	769	SKARRNA	364	45°5'N	9°30'E
TUTHIDU	669	O'PAR	348	42°15'N	1°40'E

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
TUTHOB	350	KALAMAR	317	37°5'N	0°40'W
TUTIDO	1,265	PEKAL	346	43°10'N	6°40'W
T'VIDO	976	TOKIS	312	38°55'N	3°35'W
T'VIDU	682	PARU'BOR	344	45°15'N	2°10'W
UAWEIL	576	FAUTEE FOREST	378	33°50'N	5°40'E
UEGGUAM	652	NANAKARY FOREST	373	38°15'N	8°45'E
ULZEAN	461	NANAKARY FOREST	373	38°0'N	8°35'E
UNVDEN	883	MENDARN	303	38°30'N	17°45'W
UNVDEN	721	MENDARN	308	37°10'N	18°40'W
UNVOLEN	10,400	ELDOR	294	44°25'N	15°10'W
UNVVEN	1,513	ELOS DESERT	350	35°55'N	9°45'W
UORIOL	605	REANAARIA BAY	372	39°50'N	5°40'E
UPFOUN	690	NANAKARY FOREST	373	38°40'N	9°50'E
URLVEN	1,704	ELDOR	299	42°50'N	16°50'W
URRA	479	DRHOKKER	358	46°20'N	5°35'E
U'RUDAKETA	16,100	TOKIS	312	38°5'N	5°5'W
USPDEN	788	MENDARN	303	39°20'N	17°40'W
USPVEN	1,000	ELDOR	294	43°40'N	15°40'W
UUZUAR	466	COUNAI HEIGHTS	319	37°10'N	4°20'E
UVVEN	1,418	ELDOR	293	45°5'N	18°10'W
UZDEN	704	ELDOR	294	46°5'N	17°10'W
VABOTHIDU	418	KALAMAR	317	35°25'N	3°15'W
VADEN	672	PEL BROLENON	308	36°30'N	18°0'W
VAFEWIDU	738	DODERA	313	38°5'N	1°5'W
VAFIDO	1,048	BASIR	316	37°15'N	5°55'W
VAHIDU	585	KALAMAR	321	33°25'N	1°45'W
VAHZMAHAGH	536	UL-KARG	398	29°45'N	18°0'W
VAHZVAHNI	895	MEZNAMISH	392	32°45'N	15°20'W
VAKOPISEK	393	KALAMAR	321	32°40'N	1°0'W
VALIDO	1,326	O'PAR	348	43°15'N	2°10'E
VALIDO	1,146	TARISATO	325	30°10'N	1°45'E
VAMMISH	1,139	MEZNAMISH	399	31°5'N	16°5'W
VAMMISH	539	OZHVINMISH	402	29°45'N	8°15'W
VAMVEN	1,718	PEL BROLENON	309	36°20'N	15°50'W
VAMZAHN	531	OZHVINMISH	393	32°15'N	12°25'W
VAMZAHNI	2,603	ZAZAHNI	409	28°10'N	11°35'W
VANGAHNI	1,955	MEZNAMISH	393	32°5'N	14°10'W
VANIDU	583	KALAMAR	317	37°10'N	0°35'W
VANMISH	2,459	MEZNAMISH	392	31°35'N	15°20'W
VANOWMISH	601	OZHVINMISH	394	32°30'N	9°50'W
VANZHAHNI	530	OZHVINMISH	394	33°30'N	10°50'W
VAORKUIR	474	NANAKARY FOREST	373	38°40'N	9°30'E
VAPMAHN	740	ZAZAHNI	401	28°40'N	10°25'W
VAPMISH	410	OZHVINMISH	402	29°55'N	8°10'W
VAPSHAHNI	1,979	MEZNAMISH	400	29°5'N	14°5'W
VAPVAHN	2,068	OZHVINMISH	394	33°15'N	10°25'W
VAREN	660	ZAZAHNI	400	30°5'N	13°10'W
VARENIDO	1,662	EK'KASEL	342	45°10'N	7°15'W
VAR'GIG	245	EK'GAKEL	339	46°40'N	4°5'W
VARHAHN	350	OZHVINMISH	401	30°20'N	9°10'W
VARIDO	1,370	O'PAR	348	41°50'N	2°30'W
VARLDEN	426	MENDARN	303	38°5'N	18°5'W
VARMISH	1,548	AHZNOMAHN	402	29°10'N	6°25'W
VARMORR	3,000	TORAKK	357	48°50'N	3°30'E
VASHNAHNI	1,520	AHZNOMAHN	410	27°20'N	6°45'W
VASHVAHNI	364	OZHVINMISH	402	30°35'N	8°35'W
VATAGH	588	UL-KARG	399	28°35'N	17°10'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
VATOTIDO	1,849	KALAMAR	321	32°55'N	2°10'W
VAWIDU	487	KALAMAR	326	30°40'N	2°20'E
VAYKK	1,028	DRHOKKER	363	45°20'N	7°20'E
VAZAHNI	1,181	OZHVINMISH	393	33°30'N	11°55'W
VAZMISH	1,221	MEZNAMISH	393	31°55'N	14°5'W
VAZMISH	1,074	MEZNAMISH	399	30°45'N	16°10'W
V'BED	380	PEKAL	347	41°15'N	5°30'E
VEARUR	744	COUNAI HEIGHTS	319	36°45'N	4°55'E
VEGGZIKRLIBAGH	708	TARISATO	329	28°15'N	4°25'E
VEHMISH	1,407	ZAZAHNI	407	28°0'N	14°30'W
VEHNHAHN	494	OZHVINMISH	394	32°35'N	9°35'W
VEHNSHAHNI	1,391	MEZNAMISH	392	33°20'N	14°45'W
VEMISH	430	OZHVINMISH	400	30°40'N	14°10'W
VENSHMAHN	435	OZHVINMISH	401	30°30'N	9°15'W
VERIDO	772	KORAK	341	45°20'N	9°5'W
VERIDU	547	PEKAL	347	41°50'N	4°0'E
VERONIS	190	KALAMAR	321	33°55'N	0°40'W
VESIDO	2,659	TOKIS	312	37°30'N	5°45'W
VESPEN	575	MENDARN	304	39°10'N	16°45'W
VESPIDU	882	KORAK	341	45°30'N	9°55'W
VETDEN	854	MENDARN	304	39°40'N	16°45'W
VETH	837	DRHOKKER	364	45°55'N	8°40'E
VETHIDO	1,336	DODERA	348	40°50'N	0°35'E
VEVUSIDO	1,569	KALAMAR	325	31°15'N	0°25'E
VEW	609	P'BAPAR	337	48°0'N	10°20'W
VEZMISH	1,586	MEZNAMISH	392	33°35'N	14°35'W
VEZMISH	855	MEZNAMISH	392	31°35'N	16°15'W
VHAYJ	594	THARGGY	368	37°45'N	2°45'E
VHITH	742	RYTARR WOODS	359	47°40'N	8°10'E
VHOTT	3,600	DRHOKKER	363	44°55'N	7°20'E
VHOYL	1,641	SKARRNA	370	43°0'N	8°20'E
VHUT	358	DRHOKKER	360	46°20'N	11°50'E
VHUYD	422	DRHOKKER	362	45°15'N	4°5'E
VHUYL-NARR	653	THARGGY	366	42°15'N	1°10'E
VHYRKK	404	DRHOKKER	365	46°10'N	11°5'E
VIBIDO	995	KALAMAR	325	30°20'N	1°55'E
VIBIDU	799	KALAMAR	317	35°0'N	2°45'W
VIFAHEDIDO	1,519	TOKIS	313	38°35'N	3°15'W
VIHIDO	1,645	P'BAPAR	341	45°35'N	9°50'W
VIHIDU	689	KALAMAR	316	34°35'N	3°50'W
VIKA'UPIDO	1,228	KALAMAR	322	31°35'N	0°10'W
VILDEN	504	MENDARN	303	39°40'N	17°45'W
VILIDU	600	EK'KASEL	346	42°30'N	8°10'W
VILURRA	554	SKARRNA	370	42°45'N	8°20'E
VIMAHN	2,898	MEZNAMISH	393	31°55'N	14°15'W
VIMIDU	531	KALAMAR	318	36°30'N	0°10'W
VIMIRIDO	1,194	PARU'BOR	343	44°40'N	3°25'W
VIMMISH	1,273	ZAZAHNI	409	28°20'N	11°5'W
VIMNAHNI	1,523	OZHVINMISH	394	31°25'N	10°5'W
VINIDU	786	PEKAL	347	42°15'N	4°50'E
VINOW-AHNOZH	1,535	OZHVINMISH	400	30°25'N	13°20'W
VINSAHNI	673	ZAZAHNI	408	28°5'N	13°5'W
VIPIZUAR	745	KEENORA TORS	368	38°10'N	5°0'E
VIREDEO	731	REANAARIA BAY	372	40°0'N	6°50'E
VIRIDU	632	TARISATO	328	28°5'N	1°15'E
VIROVELIDO	1,568	PARU'BOR	343	44°5'N	4°0'W
VIS	378	PARU'BOR	343	44°25'N	4°20'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
VISHMISH	372	OZHVINMISH	395	32°0'N	8°30'W
VISHMISH	744	ZAZAHNI	408	28°20'N	14°0'W
VISHVAHNI	408	OZHVINMISH	395	31°50'N	8°40'W
VISILOMIDU	595	KALAMAR	321	33°55'N	1°55'W
VITHUFETIDO	1,706	PEKAL	347	42°30'N	4°35'E
VIV	357	KALAMAR	318	35°25'N	0°40'E
VIVAHNI	2,343	AHZNOMAHN	410	27°55'N	6°40'W
VIVIDO	1,929	EK'GAKEL	343	45°50'N	4°55'W
VIZAHNI	452	OZHVINMISH	393	33°10'N	13°10'W
VIZEZ	RUINS	ZAZAHNI	399	29°5'N	14°40'W
VLACVEN	1,448	ELDOR	294	45°30'N	17°15'W
VLAPVEN	1,193	PEL BROLENON	308	36°15'N	18°50'W
VLARNVEN	967	MENDARN	299	40°25'N	15°40'W
VLAVDEN	531	ELDOR	294	43°15'N	15°45'W
VLAVRVEN	1,110	COSDOL	289	49°5'N	14°45'W
VLEDEN	648	MENDARN	303	37°50'N	19°5'W
VLOBVEN	953	ELDOR	294	45°55'N	16°45'W
VLORDEN	566	COSDOL	290	46°35'N	14°15'W
VLUBVEN	923	MENDARN	303	38°35'N	17°40'W
VLUDEN	696	MENDARN	303	37°40'N	18°55'W
VLUHDEN	830	ELDOR	294	45°25'N	16°35'W
VLURDEN	705	MENDARN	299	40°25'N	15°50'W
VLUWDEN	604	COSDOL	290	49°10'N	13°35'W
VOBIDO	1,769	KALAMAR	321	32°5'N	2°30'W
VODUN	348	PEKAL	347	42°10'N	3°50'E
VOHENESH	382	OZHVINMISH	394	32°5'N	11°0'W
VOHRAN	399	AHZNOMAHN	410	27°10'N	7°10'W
VOHZNAHNI	607	OZHVINMISH	394	32°50'N	11°10'W
VOKA'ETIDU	481	KALAMAR	321	32°10'N	0°50'W
VOKAYL	503	THARGGY	314	39°55'N	1°50'E
VOMABIDU	521	KALAMAR	321	33°30'N	0°45'W
VOMINAHNI	1,751	ZAZAHNI	400	29°30'N	12°15'W
VOMINAHNI	1,014	ZAZAHNI	400	30°5'N	12°25'W
VOMISH	429	ELOS DESERT	310	36°10'N	12°25'W
VOMOVAHNI	1,849	ZAZAHNI	409	27°45'N	9°15'W
VOMVHAHN	375	OZHVINMISH	395	31°55'N	8°40'W
VONDEN	432	EK'GAKEL	343	46°10'N	5°45'W
VONIDU	410	PARU'BOR	344	45°25'N	2°50'W
VONUN'MIDU	557	KALAMAR	322	33°50'N	0°45'E
VOPIDO	1,293	KALAMAR	321	32°15'N	0°35'W
VORANDEN	551	EK'KASEL	342	44°45'N	7°20'W
VOREDIDU	841	P'BAPAR	337	46°45'N	9°15'W
VOREN	648	P'BAPAR	337	46°55'N	9°30'W
VORMAHN	1,512	MEZNAMISH	393	31°40'N	14°10'W
VORRA	1,284	DRHOKKER	363	45°55'N	6°55'E
VOS	341	TARISATO	325	30°20'N	1°55'E
VOSHAHNI	517	OZHVINMISH	393	33°5'N	12°50'W
VOSHAHNI	1,423	ZAZAHNI	400	30°15'N	12°0'W
VOSHAHNI	1,724	ZAZAHNI	408	27°45'N	12°20'W
VOSIDO	1,938	EK'GAKEL	343	44°50'N	4°40'W
VOSIDO	1,076	TOKIS	312	38°0'N	3°35'W
VOTHOGIDO	1,157	KALAMAR	313	37°25'N	2°0'W
Vov	370	KALAMAR	318	35°5'N	1°5'E
VOVAKOGIDO	1,803	KALAMAR	321	34°0'N	1°35'W
VOVIDO	981	KALAMAR	323	33°30'N	2°45'E
VOVOKIMUPIDU	730	TOKIS	312	37°45'N	5°0'W
VOVRDEN	847	MENDARN	304	40°10'N	15°40'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
VOWIDU	401	KALAMAR	317	34°35'N	1°20'W
VOWZAHN	316	OZHVINMISH	394	32°10'N	9°5'W
VOZHMISH	576	AHZNOMAHN	410	28°10'N	7°55'W
VOZMISH	1,208	OZHVINMISH	400	30°30'N	14°0'W
VOZVAHN	742	MEZNAMISH	392	32°35'N	15°45'W
VOZWHAHN	350	OZHVINMISH	395	31°30'N	7°55'W
VRABDEN	767	MENDARN	299	40°30'N	16°40'W
VRALDEN	334	ELOS DESERT	311	38°5'N	7°40'W
VRALDEN	723	MENDARN	308	37°15'N	18°35'W
VRANDOL	9,700	VRANDOL	396	29°50'N	23°0'W
VRARLDEN	427	MENDARN	304	39°5'N	14°55'W
VRASPVEN	1,169	COSDOL	284	49°30'N	14°50'W
VRAYD	446	THARGGY	366	40°35'N	1°15'E
VREHDEN	771	COSDOL	290	46°30'N	14°15'W
VRELDEN	304	COSDOL	285	50°40'N	13°35'W
VRENDEN	803	ELDOR	294	44°35'N	15°30'W
VRENDOLEN	58,400	PEL BROLENON	309	36°35'N	15°50'W
VREPDEN	301	DELNONDRIAN ISLANDS	297	42°40'N	22°10'W
VRIHDEN	741	MENDARN	304	38°15'N	16°30'W
VRIHDEN	524	MENDARN	308	37°0'N	20°0'W
VRIHDEN	924	MENDARN	308	37°5'N	18°30'W
VRIHDEN	1,498	MENDARN	303	38°0'N	17°50'W
VRIYVEN	1,935	ELDOR	294	45°30'N	17°5'W
VROFDEN	706	ELDOR	299	41°30'N	15°25'W
VROKK	407	SKARRNA	364	44°55'N	9°30'E
VRON	796	DRHOKKER	362	45°0'N	4°55'E
VROTH	1,324	THARGGY	367	42°20'N	2°50'E
VROVRVEN	1,254	ELDOR	299	43°15'N	16°40'W
VROWVEN	1,304	ELDOR	294	43°25'N	17°15'W
VRUCDEN	438	ELDOR	299	41°50'N	15°5'W
VRUH	318	KORAK	341	44°0'N	10°0'W
VRUHDEN	310	MENDARN	304	37°45'N	17°10'W
VRUKK	759	THARGGY	367	42°35'N	3°10'E
VRUPVEN	1,217	PEL BROLENON	309	36°10'N	15°25'W
VRYKK	624	RYTARR WOODS	358	49°0'N	5°50'E
VUBIDO	958	TOKIS	312	38°30'N	4°25'W
VUBIDO	1,326	KALAMAR	317	35°35'N	2°50'W
VUDVEN	1,767	MENDARN	303	39°55'N	17°40'W
VUGISIDO	1,174	DODERA	313	38°35'N	0°30'W
VUKA'OKIDO	2,028	DODERA	313	40°10'N	1°20'W
VUNVEN	1,277	PEL BROLENON	309	36°30'N	16°35'W
VURAMATHATIDO	1,484	BASIR	320	33°25'N	5°15'W
VURINIDO	1,526	PARU'BOR	344	44°55'N	1°20'W
VUSOTUMEKIDU	717	KALAMAR	317	37°55'N	0°35'W
VUTHIDU	683	KALAMAR	321	32°40'N	1°50'W
VUVIDU	486	TARISATO	325	28°50'N	2°5'E
VUULDEN	885	ELDOR	294	45°10'N	15°10'W
VYKK	342	DRHOKKER	358	46°45'N	5°40'E
WABIDU	459	BASIR	316	34°35'N	4°30'W
WAFENIDO	906	KALAMAR	325	30°50'N	0°30'E
WAFIDO	1,372	KALAMAR	322	34°20'N	1°0'E
WAGIDU	727	KALAMAR	317	35°10'N	2°35'W
WAHDEN	900	MENDARN	303	37°50'N	19°15'W
WAHIDU	438	KORAK	341	43°45'N	9°50'W
WAHIDU	538	KALAMAR	322	33°35'N	1°15'E
WAHUFIDO	1,573	KALAMAR	314	37°30'N	0°25'W
WALARAKIDO	1,853	KALAMAR	322	32°5'N	0°40'E

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
WALEDOKIDU	433	KALAMAR	316	36°45'N	4°5'W
WAMAG	360	PARU'BOR	348	43°15'N	2°55'E
WAMESH	1,417	ZAZAHNI	401	29°20'N	11°20'W
WAMIDO	1,487	KALAMAR	321	31°25'N	0°40'W
WAMIDU	551	KALAMAR	322	32°30'N	1°5'E
WANDEN	856	ELDOR	295	46°10'N	14°0'W
WAPIDU	723	KALAMAR	313	37°15'N	0°45'W
WAPMAHNI	343	OZHVINMISH	402	31°10'N	7°50'W
WARIDU	486	BASIR	316	37°10'N	5°55'W
WARIDU	406	KALAMAR	317	35°20'N	3°15'W
WASMISH	844	MEZNAMISH	399	31°5'N	16°25'W
WATHARUSIDU	866	TARISATO	329	27°55'N	3°45'E
WATHIDU	416	TARISATO	328	28°15'N	2°10'E
WAZIN-AHNOZH	1,184	OZHVINMISH	402	30°5'N	8°50'W
WAZMISH	367	OZHVINMISH	394	33°40'N	11°30'W
WEBED	346	KALAMAR	317	37°5'N	1°0'W
WEBUFUHALIDO	1,082	KALAMAR	316	36°35'N	4°15'W
WEDAFIDO	1,783	PEKAL	347	41°10'N	4°10'E
WEELAIR	469	REANAARIA BAY	372	39°40'N	6°5'E
WEFOR	194	EK'KASEL	342	45°30'N	6°20'W
WEGOV'GID	317	KALAMAR	322	33°55'N	0°30'W
WEHIDU	729	EK'KASEL	346	42°50'N	7°0'W
WEHIDU	848	KALAMAR	322	33°5'N	0°35'E
WEHZOM-AHNOZH	1,899	OZHVINMISH	401	30°50'N	9°25'W
WEIZEAR	RUINS	COUNAI HEIGHTS	368	37°35'N	4°15'E
WEKA	370	KALAMAR	322	32°35'N	0°35'E
WEKA'IDO	1,667	KALAMAR	316	34°35'N	3°40'W
WEKA'IDU	421	KALAMAR	322	31°35'N	1°20'E
WEKIDU	505	KALAMAR	318	35°20'N	1°10'E
WEKIDU	585	TARISATO	325	28°30'N	1°40'E
WEMIDU	588	KALAMAR	321	33°35'N	1°10'W
WEMMISH	431	OZHVINMISH	394	32°0'N	9°40'W
WENIDU	535	KALAMAR	313	37°25'N	2°45'W
WENSHOHL-AHNOZH	2,185	ZAZAHNI	409	28°0'N	9°5'W
WEPETEP	387	KALAMAR	325	30°25'N	2°0'E
WEPIDO	1,247	KALAMAR	317	34°25'N	2°40'W
WEPUNIDO	2,265	KALAMAR	323	31°25'N	3°0'E
WER	386	KALAMAR	322	31°25'N	0°5'E
WERIDO	1,192	KALAMAR	317	35°10'N	2°55'W
WERLVEN	1,750	ELDOR	294	45°20'N	16°15'W
WESIDO	1,715	KALAMAR	321	32°55'N	1°0'W
WETHIDU	475	EK'KASEL	342	44°30'N	7°40'W
WETIDU	699	TARISATO	326	29°10'N	2°50'E
WEVEN	1,223	ELDOR	299	40°40'N	14°50'W
WEW	696	P'BAPAR	337	48°10'N	9°25'W
WEWIDU	411	KALAMAR	322	32°50'N	0°35'E
W'FUTAHIDO	2,388	KALAMAR	318	37°0'N	0°25'W
WHAMMISH	864	ZAZAHNI	401	29°10'N	10°45'W
WHAZEN	1,157	MEZNAMISH	392	32°20'N	15°50'W
WHEHAHN	336	OZHVINMISH	394	32°10'N	9°45'W
WHENRAHN	1,528	ZAZAHNI	409	28°10'N	9°40'W
WHENSMISH	498	OZHVINMISH	393	32°15'N	12°20'W
WHENZHANI	1,444	AHZNOMAHN	403	28°50'N	6°0'W
WHETAHNI	1,308	ZAZAHNI	408	27°50'N	14°25'W
WHISMISH	773	OZHVINMISH	394	32°10'N	9°35'W
WHIZHAHNI	394	AHZNOMAHN	402	28°45'N	7°20'W
WHOMISH	1,314	MEZNAMISH	392	33°10'N	14°55'W



TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
WHOMISH	358	OZHVINMISH	402	30°5'N	7°40'W
WHOMOMISH	366	OZHVINMISH	402	30°35'N	8°0'W
WHONAOMI-AHNOZH	921	OZHVINMISH	394	33°15'N	11°35'W
WIBAWEDIDU	670	PEKAL	347	42°25'N	5°0'E
WIDEN	582	ELDOR	299	40°35'N	16°35'W
WIDIDO	1,603	O'PAR	348	42°5'N	2°20'E
WIDIDU	660	DODERA	348	41°20'N	0°45'E
WIFIDO	1,094	KALAMAR	317	37°5'N	1°50'W
WIGDEN	378	MENDARN	304	39°10'N	17°5'W
WIGIDO	1,709	BASIR	315	36°10'N	6°20'W
WIGIDO	2,773	KALAMAR	322	31°50'N	0°25'E
WIHIDU	611	KALAMAR	322	31°20'N	0°20'E
WILASIW	341	KALAMAR	322	32°35'N	1°20'E
WILIDO	1,942	DODERA	314	40°15'N	0°20'W
WILUDIDO	1,166	KALAMAR	325	31°10'N	0°35'E
WIMERIDO	906	KALAMAR	322	33°20'N	0°10'E
WIMIDU	471	KALAMAR	325	30°15'N	1°30'E
WIMISH	20,600	ZAZAHNI	400	29°0'N	11°50'W
WINDDEN	400	ELDOR	294	46°0'N	17°15'W
WINDEN	1,022	EK'GAKEL	342	45°50'N	6°35'W
WINIDU	494	KALAMAR	322	33°40'N	0°30'W
WINMISH	417	AHZNOMAHN	410	28°10'N	6°50'W
WIPDEN	464	DELNONDRIAN ISLANDS	296	42°40'N	23°10'W
WIPEVEDIDO	1,863	KALAMAR	317	37°0'N	2°25'W
WIPIKA'OWIDO	1,269	KALAMAR	322	32°5'N	0°0'W
WIRIDO	1,738	KALAMAR	325	31°5'N	0°10'E
WISHHAHNI	490	OZHVINMISH	393	31°45'N	12°50'W
WISIDU	888	PARU'BOR	344	45°25'N	1°55'W
WISIDU	548	KALAMAR	316	35°0'N	4°0'W
WISMISH	379	OZHVINMISH	402	31°0'N	7°55'W
WISTAHNI	1,302	ZAZAHNI	409	28°15'N	10°35'W
WITHIDIDU	719	PARU'BOR	343	43°25'N	3°30'W
W'NETHIDU	832	KALAMAR	325	30°0'N	1°35'E
W'NIDO	1,080	PEKAL	347	42°5'N	5°30'E
WOCDEN	674	ELDOR	294	43°35'N	16°35'W
WOGIDU	455	KALAMAR	321	33°15'N	1°0'W
WOGIDU	470	TARISATO	329	28°20'N	3°5'E
WOH	399	KALAMAR	322	33°0'N	1°25'E
WOHIDO	990	KALAMAR	318	34°45'N	0°5'E
WOHLOHLAHNI	398	OZHVINMISH	401	29°55'N	9°25'W
WOHMISH	926	MEZNAMISH	392	31°40'N	14°30'W
WOKA'IBEKA'	391	KALAMAR	317	37°15'N	1°25'W
WOKA'OTHIDO	2,086	TOKIS	313	40°10'N	1°20'W
WOKIDU	695	BASIR	315	36°50'N	6°15'W
WOKUGIDU	528	KALAMAR	322	33°50'N	0°25'E
WOLIDO	2,242	KALAMAR	322	31°20'N	0°5'W
WOMIMISH	1,159	ZAZAHNI	401	30°10'N	9°40'W
WOMISVAHNI	527	ZAZAHNI	401	30°30'N	10°25'W
WOMOMAHN	334	OZHVINMISH	401	31°5'N	9°40'W
WOMOMISH	2,154	MEZNAMISH	393	32°15'N	14°10'W
WOMOSAHNI	468	OZHVINMISH	400	30°25'N	12°50'W
WOMOSHAHNI	380	OZHVINMISH	393	32°50'N	12°20'W
WONULEIDU	812	KALAMAR	316	34°30'N	3°30'W
WOPDEN	560	MENDARN	308	37°15'N	19°40'W
WOPIDU	464	KALAMAR	325	31°10'N	1°35'E
WOPVEN	1,861	ELDOR	293	45°15'N	17°25'W
WORIDO	720	KORAK	341	45°5'N	8°55'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
WORIDO	1,904	PEKAL	347	42°0'N	5°0'E
WOTHIDU	604	BASIR	315	36°20'N	6°20'W
WOVOGIDU	636	BASIR	320	34°15'N	5°30'W
WOWUHIDU	433	PEKAL	347	42°5'N	5°50'E
WOZMAHN	1,459	MEZNAMISH	392	31°55'N	15°30'W
WOZMISH	987	MEZNAMISH	392	32°0'N	15°50'W
W'PAWIDO	1,954	PEKAL	347	41°30'N	5°40'E
W'REBIDU	785	KALAMAR	322	31°50'N	2°0'E
WUGIDO	1,355	PARU'BOR	343	43°45'N	3°40'W
WUGIDO	337	DODERA	348	40°30'N	1°20'E
WUGIDO	1,777	KALAMAR	322	32°50'N	1°15'E
WUKAGH	1,006	TARISATO	326	28°30'N	4°40'E
WUKIDU	409	KALAMAR	322	31°50'N	0°45'E
WULMVEN	1,807	PEL BROLENON	309	36°20'N	15°40'W
WUNIDO	1,446	KALAMAR	322	34°20'N	0°20'W
WUNIDU	741	TARISATO	328	28°5'N	1°25'E
WUPDEN	473	ELDOR	298	42°50'N	17°55'W
WUPDEN	528	MENDARN	304	39°25'N	17°5'W
WUPIDU	897	KALAMAR	322	31°50'N	0°0'W
WUPIDU	498	KALAMAR	322	32°15'N	0°5'E
WUREN	306	EK'KASEL	342	44°55'N	7°15'W
WURIDU	557	TOKIS	313	39°25'N	1°35'W
WURLDEN	360	MENDARN	304	37°45'N	16°55'W
WUSIDO	1,216	KALAMAR	322	34°20'N	0°20'E
WUWAGH	885	NORGA-KRANGREL	346	42°5'N	8°50'W
W'VIDO	1,835	PEKAL	347	42°20'N	4°40'E
W'WIDO	1,461	BASIR	320	33°40'N	4°15'W
XAARUM	6,400	FAUTEE FOREST	378	33°30'N	5°30'E
XIIZAUN	769	COUNAI HEIGHTS	319	37°0'N	4°5'E
XOARDEON	706	NANAKARY FOREST	373	38°20'N	9°5'E
XUERII	510	FAUTEE FOREST	378	33°35'N	5°10'E
XUIREOT	375	FAUTEE PENINSULA	378	31°45'N	6°10'E
YABVEN	1,364	ELDOR	294	45°30'N	16°50'W
YAHDEN	631	PEL BROLENON	309	36°30'N	16°20'W
YELDEN	1,650	MENDARN	308	36°45'N	19°15'W
YENDEN	804	MENDARN	303	38°15'N	17°40'W
YERLDEN	695	VRANDOL	309	36°10'N	15°40'W
YERLDEN	413	VRANDOL	396	29°45'N	23°0'W
YICDEN	694	PEL BROLENON	309	36°35'N	15°25'W
YIDDEN	424	MENDARN	304	39°40'N	17°5'W
YIGDEN	563	COSDOL	289	47°0'N	15°10'W
YIHVEN	1,723	ELDOR	293	45°45'N	17°40'W
YIRDDEN	647	ELDOR	298	42°35'N	17°30'W
YIRDVEN	943	MENDARN	304	40°15'N	16°55'W
YOFDEN	604	DELNONDRIAN ISLANDS	296	42°55'N	24°20'W
YOLVEN	1,053	COSDOL	289	48°40'N	15°5'W
YULDDEN	739	COSDOL	285	49°55'N	14°5'W
YUVDEN	566	DELNONDRIAN ISLANDS	296	42°40'N	23°45'W
ZADEN	673	MENDARN	304	39°20'N	15°10'W
ZAHMISH	436	OZHVINMISH	400	30°35'N	13°25'W
ZAHZMISH	RUINS	ZAZAHNI	399	29°25'N	14°35'W
ZALMVEN	1,200	MENDARN	304	39°50'N	16°0'W
ZAMSAHNI	699	OZHVINMISH	394	32°55'N	11°20'W
ZAMWAHN	478	OZHVINMISH	394	31°40'N	9°15'W
ZAMZORAZH	435	NORGA-KRANGREL	345	40°30'N	8°30'W
ZANEMMISH	673	OZHVINMISH	394	31°55'N	9°20'W
ZANOWSHAHN	314	AHZNOMAHN	410	28°5'N	7°35'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
ZAOGUIV	556	NANAKARY FOREST	373	38°30'N	9°20'E
ZAPVAHN	1,556	AHZNOMAHN	402	29°10'N	8°25'W
ZARGIVAGH	662	TARISATO	326	28°30'N	4°25'E
ZARZHAHN	510	AHZNOMAHN	410	28°0'N	8°0'W
ZARZHAHNI	969	MEZNAMISH	393	32°55'N	13°45'W
ZASHMISH	707	MEZNAMISH	392	32°55'N	15°25'W
ZATTAGH	1,196	UL-KARG	405	27°45'N	20°20'W
ZAVRVEN	1,640	ELDOR	294	44°5'N	15°50'W
ZAZAHNI	363	PEL BROLENON	310	36°25'N	12°10'W
ZEANUEV	552	COUNAI HEIGHTS	319	36°35'N	4°30'E
ZEAZEIR	RUINS	COUNAI HEIGHTS	319	37°5'N	3°50'E
ZEHAZ-AHNOZH	1,195	OZHVINMISH	400	31°10'N	13°25'W
ZEHINAHN	2,760	ZAZAHNI	401	30°30'N	10°10'W
ZEHVAHN	357	OZHVINMISH	402	29°30'N	8°15'W
ZELMDEN	1,247	ELOS DESERT	311	39°5'N	7°45'W
ZEMHAHN	509	ZAZAHNI	400	28°45'N	13°50'W
ZENMAHN	2,468	MEZNAMISH	392	32°10'N	16°0'W
ZENSHAHN	24,700	ZAZAHNI	407	27°50'N	14°50'W
ZENSHAMISH	1,155	MEZNAMISH	392	31°40'N	15°20'W
ZENSHZAHNI	1,100	OZHVINMISH	400	30°20'N	13°15'W
ZERNVEN	936	COSDOL	284	49°35'N	14°45'W
ZEVADOR	380	FAUTEE FOREST	378	33°25'N	5°30'E
ZEZMISH	1,514	ZAZAHNI	400	30°0'N	13°35'W
ZHA-AHNAHN	437	OZHVINMISH	401	30°50'N	9°55'W
ZHA-EHNSAHN	2,291	MEZNAMISH	392	31°25'N	14°55'W
ZHA-HAHMISH	2,276	MEZNAMISH	393	32°5'N	14°0'W
ZHA-HAHMISH	2,116	OZHVINMISH	400	30°45'N	13°45'W
ZHA-HANMISH	837	MEZNAMISH	392	32°30'N	15°30'W
ZHA-HAPMISH	339	OZHVINMISH	393	31°55'N	12°15'W
ZHA-HEMMISH	1,143	MEZNAMISH	392	33°45'N	14°35'W
ZHA-HEVAHN	411	OZHVINMISH	393	31°25'N	12°35'W
ZHA-HEZMAHN	1,178	OZHVINMISH	393	31°40'N	13°5'W
ZHA-HINOZ	1,233	ZAZAHNI	408	27°45'N	12°10'W
ZHAHRAHNI	866	ZAZAHNI	408	27°50'N	14°10'W
ZHA-INMISH	418	OZHVINMISH	401	31°15'N	9°35'W
ZHA-MINMISH	1,021	OZHVINMISH	402	29°35'N	7°40'W
ZHA-MIVAHNI	1,337	OZHVINMISH	394	33°35'N	11°5'W
ZHAMMAHNI	865	MEZNAMISH	392	33°25'N	14°45'W
ZHA-MOHROZH	2,149	ZAZAHNI	409	28°0'N	9°30'W
ZHA-MOMIZHAHN	416	OZHVINMISH	402	31°20'N	8°10'W
ZHA-MONAM	506	ELOS DESERT	310	36°50'N	11°55'W
ZHA-MONANAHN	1,532	OZHVINMISH	400	31°10'N	13°35'W
ZHA-MOSSHAHN	1,729	OZHVINMISH	402	30°15'N	7°25'W
ZHAMVAHNI	2,038	ZAZAHNI	400	29°30'N	12°45'W
ZHANAHN	1,301	MEZNAMISH	392	32°15'N	15°40'W
ZHA-NEHZMISH	130,200	AHZNOMAHN	402	29°10'N	6°45'W
ZHANOHVEN	8,300	ZAZAHNI	400	28°30'N	14°10'W
ZHANOWMAHN	438	AHZNOMAHN	402	29°45'N	7°35'W
ZHANOWMISH	1,055	OZHVINMISH	395	31°55'N	8°20'W
ZHA-NOZHNAHN	423	OZHVINMISH	402	29°15'N	8°40'W
ZHA-VARMISH	RUINS	ZAZAHNI	400	29°45'N	14°5'W
ZHA-VAZNAHN	1,933	AHZNOMAHN	410	27°35'N	8°5'W
ZHA-VIHZAN	855	MEZNAMISH	399	31°15'N	16°30'W
ZHA-VIZHMISH	421	OZHVINMISH	402	30°5'N	7°55'W
ZHA-VOMIMISH	RUINS	ZAZAHNI	407	28°20'N	15°5'W
ZHEGHIBAGH	756	UL-KARG	398	28°25'N	18°35'W
ZHEHIVAHN	560	AHZNOMAHN	403	29°55'N	5°50'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
ZHEMAHN	1,272	MEZNAMISH	392	33°40'N	14°45'W
ZHEMISH	375	OZHVINMISH	395	32°10'N	8°20'W
ZHENMAHNI	2,870	MEZNAMISH	392	31°25'N	15°55'W
ZHENNAHNI	1,253	MEZNAMISH	393	32°20'N	14°5'W
ZHENSHMISH	379	OZHVINMISH	394	31°45'N	9°10'W
ZHENSHPISH	647	OZHVINMISH	401	29°55'N	9°20'W
ZHESHMISH	888	OZHVINMISH	400	31°0'N	13°30'W
ZHEZMISH	337	OZHVINMISH	394	32°15'N	9°15'W
ZHIGGARG	491	UL-KARG	399	28°55'N	16°35'W
ZHIHZAANI	353	OZHVINMISH	394	31°45'N	11°30'W
ZHIMISH	367	OZHVINMISH	394	32°5'N	11°35'W
ZHINSAHN	922	OZHVINMISH	393	33°10'N	12°35'W
ZHINSAHN	517	ZAZAHNI	408	27°55'N	12°45'W
ZHISMISH	1,213	ZAZAHNI	400	29°40'N	12°5'W
ZHIWHAHN	497	OZHVINMISH	394	32°55'N	10°25'W
ZHIZHAHN	335	OZHVINMISH	401	29°35'N	9°0'W
ZHIZMISH	594	OZHVINMISH	393	32°20'N	11°45'W
ZHOHLHAANI	1,110	OZHVINMISH	402	31°10'N	7°25'W
ZHOHLMISH	336	OZHVINMISH	393	32°50'N	12°40'W
ZHOHLSVAANI	1,612	ZAZAHNI	400	29°20'N	13°20'W
ZHOHLZAHN	383	OZHVINMISH	393	33°30'N	12°0'W
ZHOHMISH	1,037	OZHVINMISH	402	31°5'N	8°35'W
ZHOHZHAHN	1,234	ZAZAHNI	400	30°15'N	12°15'W
ZHOZMISH	1,282	MEZNAMISH	393	31°50'N	14°25'W
ZHOZMISH	391	OZHVINMISH	395	31°40'N	8°20'W
ZHONAMISH	1,101	MEZNAMISH	392	31°45'N	15°20'W
ZHOSNAANI	2,271	MEZNAMISH	399	31°20'N	15°15'W
ZHOZMAHN	382	OZHVINMISH	393	32°0'N	12°0'W
ZHOZMISH	1,363	AHZNOMAHN	402	29°35'N	6°20'W
ZILDDEN	768	ELDOR	299	41°15'N	14°45'W
ZILDEN	657	ELDOR	293	44°5'N	17°45'W
ZIMISH	301	OZHVINMISH	394	32°20'N	9°45'W
ZIOH	946	MEZNAMISH	392	32°55'N	15°15'W
ZISHMISH	535	OZHVINMISH	401	31°0'N	9°20'W
ZISHSAHN	375	OZHVINMISH	394	32°20'N	9°55'W
ZISMAANI	1,002	MEZNAMISH	399	30°55'N	15°35'W
ZIZHAHN	987	MEZNAMISH	392	32°55'N	15°15'W
ZIZMISH	486	OZHVINMISH	393	32°30'N	12°20'W
ZIZVAHN	1,313	ZAZAHNI	400	29°50'N	13°35'W
ZIZVAHN	490	OZHVINMISH	400	31°0'N	13°15'W
ZOA	49,400	FAUTEE PENINSULA	378	31°25'N	6°30'E
ZOARUAV	435	COUNAI HEIGHTS	368	37°30'N	4°50'E
ZOHLMISH	1,072	MEZNAMISH	392	33°10'N	14°50'W
ZOHLZHAHN	322	OZHVINMISH	394	31°50'N	9°35'W
ZOHSVAAHI	1,335	MEZNAMISH	392	32°25'N	15°45'W
ZOHZMISH	399	OZHVINMISH	401	31°0'N	9°45'W
ZOHZMISH	357	OZHVINMISH	402	29°40'N	8°25'W
ZOHZNAAN	682	OZHVINMISH	401	31°15'N	10°10'W
ZOLMVEN	983	ELDOR	299	43°10'N	15°35'W
ZOMIMAANI	447	OZHVINMISH	395	32°15'N	8°35'W
ZOMOMISH	1,117	MEZNAMISH	392	31°35'N	16°5'W
ZOMO-WIM	19,100	OZHVINMISH	401	29°55'N	9°25'W
ZONAMISH	1,918	ZAZAHNI	400	28°30'N	13°15'W
ZORMISH	1,155	ZAZAHNI	400	30°10'N	13°30'W
ZORSHAHN	2,164	OZHVINMISH	394	32°20'N	11°10'W
ZOSAANI	1,897	MEZNAMISH	392	31°50'N	16°0'W
ZOSHAHN	696	AHZNOMAHN	410	28°0'N	8°40'W

TOWN	POPULATION	COUNTRY	PAGE	LATITUDE	LONGITUDE
ZOSMISH	457	OZHVINMISH	395	31°55'N	8°10'W
ZOSPVEN	1,525	ELDOR	293	45°55'N	17°25'W
ZOVRVEN	1,415	ELDOR	299	42°5'N	14°55'W
ZOZHAPAZH	390	TARISATO	326	31°5'N	3°20'E
ZOZHWAHNI	1,494	ZAZAHNI	409	28°10'N	10°25'W
ZOZHZAHN	1,675	OZHVINMISH	395	31°55'N	7°50'W
ZOZMISH	1,968	OZHVINMISH	393	33°15'N	12°20'W
ZUCDEN	521	ELDOR	298	42°20'N	17°40'W
ZUGHUKRAZH	400	UL-KARG	399	29°20'N	16°0'W
ZUMVEN	938	ELDOR	293	44°30'N	17°40'W