

# **Alternate Ierendi Gazeteer: The Pirate Kingdom of Ierendi (AM 2)**

**Editor:** John Biles

**Primary Author:** John Biles

**Creators of Vaults of Pandius and Wizard's Community Mystara Materials and Concepts Used in this Gazeteer:**

Thorfinn Tait (Map of Ierendi as of 1000 AC)

## **Table of Contents**

**Welcome to the Alternate Ierendi Gazeteer -- 3**

**Why an Alternate Ierendi Gazeteer? -- 3**

**What Drives the Pirate Kingdom of Ierendi? -- 3**

**Campaigning in Ierendi -- 3**

**History as the Immortals Know It -- 4**

**Old Mother Kana's Almanac - 8**

**Climate – 8**

**Agriculture – 9**

**Geography – 9**

**The Defense of Ierendi - 8**

**Slavery – 9**

**Disease and the Nithian Curse – 10**

**Relations With Specific Nations and Peoples -- 11**

**Religion in Ierendi -- 12**

**The Way of the Kahunas (Druidic and Necromantic Makai Practice) -- 12**

**The People's Temple -- 13**

**The Pirate's Temple / Church of Ierendi -- 14**

**The Eternal Truth of Al-Kalim -- 15**

**Banned Faiths – 16**

**Pirates, Plunderers, and Poltroons – 16**

**The King and His Advisors – 16**

**Ambassadors of Note – 17**

**Pirates and Raiders of Renown – 18**

**An Ierendi Miscellany -- 20**

**An Ierendi Atlas -- 22**

**Alcove Island -- 22**

**Aloysius Island -- 23**

**Elegy Island -- 23**

**Fletcher Island – 24**

**Honor Island -- 25**

**Ierendi Island -- 25**

**Roister Island -- 28**

**Safari Island -- 28**

**Utter Island -- 29**

**White Island -- 29**

**Adventures -- 29**

**Players' Guide to Ierendi -- 37**

**What Everyone Knows About the Pirate Kingdom of Ierendi -- 37**

**Tavern Talk From Other Lands -- 37**

**From Conversations With a Veteran Adventurer -- 39**

**A Karamaikan Merchant in the Shires -- 40**

**History as the Ierendi Know It -- 41**

**Life in Ierendi -- 43**

**On Being a Pirate -- 43**

**The Peoples of Ierendi -- 44**

**Naming -- 45**

**Clothing and Food -- 45**

**The Calendar and Holidays -- 46**

**Government -- 47**

**Private Investigators -- 47**

**Mechanical and Fiddly Bits (for 3E) -- 48**

# Welcome to the Alternate Ierendi Gazeteer

## Why an Alternate Ierendi Gazeteer?

The original Ierendi Gazeteer has a variety of problems with it, the biggest being that it leans too much on pop culture references and on the existence of a tourist trade that seems implausible given the condition of the nations around it; Mystara has plenty of room for humor, but it just seems to go a little too far in that direction. Only Alphatia could really sustain the level of tourist visitation necessary to make it function as it does and it's too far away, beyond Thyatis, to get many Alphatians.

This is an effort to recast Ierendi more in lines of a cross between Hawaii and the Caribbean in the Age of Piracy taken seriously, though hopefully not stodgily. It is, in the end, intended to be fun, not a Ph.D thesis (been there and done that).

This is a rather darker vision of Ierendi than the standard, but hopefully a playable one.

## What Drives the Pirate Kingdom of Ierendi?

What drives the Pirate

Kingdom of Ierendi is the problems and opportunities of freedom. Ierendi stands to Rogues and Fighters as Alphatia does to Wizards; it is a land where they have untrammelled opportunity to rise to the top by their own strength or perish by their weaknesses, where an orphan lad may rise to become King of the Pirates and rule a nation...or end up as a corpse, a slave, or a whore (and it's not clear which fate is worse.) It is a land, in other words, for the Chaotic, whether they be good or evil.

Ierendi's identity has long been defined by piracy, a nation founded by prisoners overthrowing their jailors and setting out to rob blind those who sent them there. The towns existed to enable the pirates to sell their goods and covert merchants of every nation came to buy stolen goods and sell them back to their original owners. The towns also grew food to feed themselves and the pirate crews. But the real action was on the ships. He who became King of the Pirates ruled the waves and the waves ruled the land.

But now there is dissension in the ranks. Some pirates have settled down and used their loot to import valuable crops to grow and now make huge

piles of money legitimately (if you count slavery to be legitimate.) and want their nation to become more respectable... and less free. The towns grow larger and demand more power. And as Thyatis has recovered its strength and Darokin and the Minrothad Guilds wax in power and the Shire Pirates grow more numerous as their homeland grows overcrowded, the pirates are under harsher pressure than ever before to give up their freedom and restrain themselves and become law-abiding and respectable. And the slaves are restless; they know how Ierendi was founded. How long before they try to imitate their masters? It seems the glory days of the Ierendi Pirates may soon end...

But they won't give up the ship without a fight!

## Campaigning in Ierendi

Ierendi can be used for any of several campaign approaches. It is an excellent base for any sort of naval adventures and could either figure into a naval campaign based elsewhere or serve as the home base for a piracy and exploration campaign. The Ierendi Pirates, in addition to raiding their neighbors, also enjoy a good hunt for buried treasure like anyone else and will often do very crazy things for wealth. The Ierendi raid all the way to the Northern Reaches, Norwold, Ochelea, the Pearl Islands, and Alphatia in their crazier moments, so such a campaign, possibly eventually leading to

becoming King of the Pirates, can cover a very wide ambit.

A more political campaign can be constructed by focusing upon the growing conflict between the interest of the slaveowners, the towns, and the pirates as the future of the Isles is decided. Such a campaign might also lead up to becoming King of the Pirates, but then poses the King with the problem of how to deal with these conflicts.

At a philosophical level, Ierendi can also be used by those so inclined to examine the problem of freedom built on slavery—the freedom of the Ierendi towns, slaveowners, and pirates is built on a backbone of slavery which makes the whole system

work. Can a nation founded by revolting slaves and prisoners continue to hold down slaves forever? Should it? Is it time for a new model or are the old ways good enough? How is freedom to be defined—who deserves freedom? Everyone? Or only those strong enough to seize and to hold it?

The answer to these questions will define the future of Ierendi, whether it sinks into chaos, is destroyed by revolting slaves, becomes a free republic or a slave owner's oligarchy, or even something no one would currently imagine possible.

## History as the Immortals Know It

After the fall of Blackmoor, but before 1750 BC, the Ierendi Isles were part of a larger landmass which stretched south into the Sea of Dread. Far to the northwest, descendents of the Azcans dwelt in a giant plateau where the Atruaghin Clans now live, and far to the west, Tanagoro and Elves competed for control of the Serpent Peninsula. Earthquakes and devastation struck in 1750 BC, collapsing caves within the Azcan cave

network and sending the Serpent Peninsula on its gradual decline into the sea. The Azcans fought over whose fault the earthquakes were; the losers were driven out and ended up on the new coast, then forced to flee into the ocean in crude boats; most died, but the survivors ended up at Ierendi. Likewise, some Tanagoro tried to flee east across the ocean from the Serpent Peninsula. Most perished, but some were blown far east by storms, crashing in the

Ierendi Isles. And finally, unfortunate lizardmen from the Malpheggi swamp were swept out to sea by the disaster; most perished, but some survived and ended up in Ierendi, floating there on giant mats of plants from the swamp.

Over the next 750 years, small tribes of Azcans and Tanagoro formed on the Ierendi Isles, living by a mix of slash and burn agriculture and fishing. They

encountered each other, traded ideas, and intermarried. And fought. A lot. Eventually, they intermarried to the point where they blended into a single, quarrelsome people, the Makai, cooperating to survive the often harsh hurricane season of the Isles and to fight the local lizardmen. The Lizardmen fought back as best they could; the warfare was inconclusive and marked by periods of cooperation as well. They dominated Aloysius, Safari, and Elegy Islands, along with having some presence in the rest of the chain.

The Makai had only crude weaponry; the more successful crafters of both origin cultures had not been the ones who had to flee for their lives, ending up here. The result was that when the Nithians surfaced in 1000 BC, the Nithians easily crushed and conquered the Makai, aided by the fact that entire Makai villages simply vanished once the Nithians won their initial victories (spirited away to the Hollow World by perhaps slightly overeager Immortals seeking to preserve Makai culture...) The Malpheggi, who had never quite flourished here also fell to the Nithians.

For five hundred years, the Makai and the Malpheggi were enslaved by the Nithians, turned into producers of valuable cash crops—coffee, rice, sugar, cotton, indigo, and tobacco—to be

shipped back to the Nithian empire. It was from the Nithians that the arts of necromancy passed into the lore of the Malpheggi and the Makai.

And it was the arts of necromancy they would turn on their putative masters. Guided by their patron immortals, the Makai and Malpheggi rose up against their Nithian overlords in 500 BC, right as the Immortals descended on Nithia to destroy it. Nithian reprisals looked likely to wipe out the Malpheggi, so the Immortals took the survivors to the Hollow World. The Makai destroyed the surviving Nithians, only to then forget the Nithians had ever existed. This threw the Makai into chaos as they forgot most of what they had learned from the Nithians. Indeed, the survivors concluded the world had been destroyed and reborn a second time. (The Makai dimly remembered the 1750 BC quakes as the first breaking of the world, the Death of Earth. The Nithian necromantic plague which destroyed the Malpheggi and killed many Makai was remembered as part of the Death of Air. The Death of Fire is generally expected to be coming, and then the Death of Water, which will end the cycle and start a new Aeon... More on this later.) Aid from Ka enabled them to recover their ancestral ways, now modified by their new necromantic and religious practices, and eventually recover.

For centuries, they lived a quiet

life of periodic natural disaster, hurricanes, warfare, peace, and fishing. At times, Hin navigators visited from the Five Shires to explore and trade with the natives; the Traladarans, on the other hand, were too poor of sailors to drop in. The Thyatians visited the isles for trade after the rise of the Thyatian empire, though local diseases (descended from the desperate magical and necromantic plague revenge of the now long extinct Nithians on their revolting slaves) killed many would be traders and discouraged Thyatian colonization.

Looking for new lands for farming, some Hin arrived on Fletcher and Ierendi Islands in the 6<sup>th</sup> century, avoiding Elegy Island at the urging of the natives. They built Northkeep and Korsakov Tower and lighthouses to guide ships and began struggling to grow crops under hotter and wetter conditions than they were used to, and trying to find ways to survive the hurricane season.

For a long time, they struggled to make a living, until the discovery that tobacco and coffee could be grown here much more profitably than in the Shires led to a boom in their cultivation and in Hin immigration. (Many Hin also died of the local diseases.) Hin flocked to the islands and relations with the natives turned ugly. Brutal Hin vs. Makai war ensued; the Hin largely took over Fletcher and Alcove Island and

held substantial portions of Safari and Ierendi Islands when the Thyatians showed up. They took control of Utter and Aloysius Islands, setting up prison camps and using prisoners to grow valuable crops for them. Three way warfare now ensued, with the Hin forced into slavery and the Makai driven back into deep forest and the less valuable for agriculture areas. More and more prisoners were imported to the Isles to grow crops.

In the late sixth century, Thyatis and the Hin went to war, and this provided the many prisoners of the prison colonies with an opening. They now revolted under the leadership of Mad Creeg, a man who claimed he had been sent to the Isles for the crime of 'Killing an Immortal of Thyatis'. This seems rather unlikely to be true, but whether he believed it or not, he was a man of great cunning and strength (and quirky humor), who swiftly led the Ierendians to victory. Forming an alliance with the mysterious Honor Islanders, he drove out the Thyatians and declared himself the Pirate King of Ierendi, writing the Code of Honorable Piracy, by which the land would be governed.

This code forbade the growing of cash crops for sale abroad and required all men who would be free to spend a period of their youth on a pirate ship. Those who grew too old for the sea or who had crafts needed by pirates

but not easily practiced at sea would live in villages on the land, which would serve as the home bases of pirate ships and fleets. Every five years, there would be a grand contest of pirate skills, the Tournament of Piracy; the winner would become Pirate King. Ships would govern themselves, electing a Captain whose word was law, but who any honest pirate could challenge for the leadership. Any Captain could enter the Pirate Conclave every five years (or on the death of a King) and make a bid for the kingship. And the Pirate King would rule with the 'advice' of the Captains. Ex-Thyatians, Hin, Makai, anyone who dwelt in the land and lived or had lived the life of a Pirate could be a free man in Ierendi, choosing who would lead him and bringing down the wrath of the former prisoners and slaves on the 'civilized' nations who had laid them in chains.

For several centuries, this schema worked. Many Makai continued to live in the traditional manner, but some assimilated into Pirate society and even rose to be Pirate Kings and Queens. The Hin and the other humans of the Isles tended to dominate Pirate society, however. The towns flourished, growing crops and providing crafts and fencing stolen pirate loot to covert merchants. A dangerous land it was, where a man might have his throat slit for a few copper, but a land where a brave and cunning man faced few limits on how high he could rise

or the freedom he could know.

In 700 AC for reasons known only to the Immortals, several villages of Human and/or Hin Pirates simply vanished without a trace. This disaster led to a period of religious frenzy and panic which culminated in the rise of the Pirate's Temple. (Unknown to the locals, Korotiku took several villages to plant them among the Merry Pirates in the Hollow World.) This vanishing, however, was relatively small in scale, and did little to slow the growth of the population.

A clock was ticking and that clock was named 'population growth'. As the Pirates and their towns flourished, the Makai and the Pirate towns increasingly competed for the same land to get food and the same waters for fish. The result, finally, was a brutal war in the 9<sup>th</sup> century AC. The Makai were defeated, despite their necromantic skills, but the war was long and harsh, and Pirate King Konal imposed what he felt was the worst possible punishment—slavery—on the surviving Makai. They were turned into a labor force for the towns, freeing up the elderly to enjoy their old age and enabling more free men to become pirates or craftsmen (or even traders).

This strengthened the Ierendi military, which was essentially the collection of town militias and pirate ships, by enabling more free men to enter those

areas. This proved crucial in the late 9th and early 10th century, the Minrothad Guilds and Thyatis turned up the heat on Ierendi. Desperation led Pirate Queen Antonia to approve the growing of cash crops by Makai slaves in order to raise funds to bribe Thyatian commanders and to hire assistance and purchase Glantrian magical items in order to defeat a strong attempt by Thyatis to conquer Ierendi in Belisarius' War (905-918 AC).

The precedent having been set, later Pirate Kings gradually expanded slavery, raiding the Turtle Clans of the Atruaghin, and many distant lands to capture slaves to grow crops whose sale would fund military efforts capable of fending off Ierendi's wealthier enemies and free up yet more free men to become pirates and soldiers and traders. However, it also shoved increasing money into the hands of those who ran the plantations from the towns, creating a class of men not dependent on piracy or craftsmanship for their wealth and freedom, but on slavery. Conservative pirates opposed this, but though some Pirate Kings and Queens tried to reduce dependence on slavery, none were able to afford to abolish it.

Today, matters are moving towards a crisis. There's not much more room for the expansion of slavery for production of cash crops, but the number of free men continues to grow and Ierendi's enemies still

seem to grow stronger faster than it does. Conflict between conservative pirates who despise slavery, wealthy townsmen, and those pirate crews who revel in the wealth slavery brings them continues to heat up and now the current King, a Hin named Captain Mungo Shipshearer, is close to death and competition to see who will replace him is starting to heat up. Further, the slaves grow increasingly restless, and they study the secret Makai arts of necromancy and plot their revenge.

Whoever becomes King of the Pirates next will likely determine the future of Ierendi for decades or maybe even centuries to come. Things cannot go on like this—there are many routes the nation could sail, but it must set its course now, or likely fall into discord and be destroyed by its foes.

And that, of course, is where the PCs come in.

Pre-1750 BC: The Ierendi Isles are part of a larger mass of land extending south and east into the Sea of Dread. Azcans live in the large plateau where the Atruaghin Clans now live. Far west, Tangoro and Elves compete in the Serpent Peninsula. And Lizardmen live in the Malpheggi Swamp.

1750 BC: Earthquakes destroy this land and send groups of Azcans, Malpheggi, and Tanagoro fleeing their homes, all

eventually ending up in Ierendi. The Makai will remember this as the Death of Earth, which destroyed the First World.

1750-1000 BC: The Azcan and Tanagoro survivors blend to form the Makai, competing with the Malpheggi Lizardmen (who dominate Aloysius, Safari and Elegy Islands).

1000-500 BC: Nithians colonize the islands, enslaving everyone and growing semi-tropical cash crops. The Makai and Malpheggi learn and adapt the necromantic arts.

500 BC: The Immortals guide a revolt which wipes out the Nithians but unleashes bitter plagues which wipe out the Lizardmen and kill most of the Makai, who now suffer massive amnesia due to the Immortal destruction / retconning of Nithia. They come to see this as the Death of the Second World, the Death of Air. (Beliving foul winds carried the Nithian plagues.) Aid from Ka enabled them to recover their ancestral ways, now modified by their new necromantic and religious practices, and eventually recover.

500 BC – 500 AC: A time of quiet recovery and tribal life with some trade contacts with the outside, but the plagues which riddle the isles drive off most intruders.

6<sup>th</sup> century AC: Some Hin begin colonizing Fletcher and Ierendi

Isles. Many get sick and die and the colonies initially struggle.

518 AC: Colonists figure out how to grow tobacco and coffee profitably and now the colonies begin to flourish.

541 AC: Pressed by population growth, the Makai descend on the Hin colonies and wreak havoc; believing the Hin will leave, they foolishly then withdraw home without killing everyone. That winter, the Hin strike, slaughtering any Makai they can find, now reduced to feral status by hunger and desperation. Brutal war ensues on and off.

571 AC: The Thyatians show up, taking control of Utter and Aloysius Islands, setting up prison camps and using prisoners to grow valuable crops for them. War with the Makai and Hin ensues.

586 AC: The Thyatians consolidate their power in the Ierendi Isles. Hin pirates heavily raid all trade with the motherland.

593-623 AC: Thirty Years' War of the Hin vs. Thyatis. This provides the context in which Ierendi revolts.

600-618 AC: Ierendi prisoners rebel, ally with the Honor Islanders, defeat Thyatis, and establish independence under Pirate King Mad Creeg.

600-625 AC: Reign of Pirate

King Mad Creeg.

618-20 AC: Pirate King Mad Creeg writes the Code of Honorable Piracy.

625 AC: Pirate King Mad Creeg steps down and runs the first Tournament of Piracy to choose his successor; he is succeeded by Aarthas the Strong.

700 AC: The Vanishing: Entire Hin and Human Pirate villages vanish from Ierendi; unknown to those left behind, Korotiku has taken them to the Hollow World. This provokes a wave of panic which leads to the creation of the Pirate's Temple.

812-18 AC: The War of the Dead: The Pirates and Makai finally fall out in a brutal war; the Makai use their necromancy to use dead pirates against the living to make up for smaller numbers after a vicious surprise attack.

817 AC: The Makai sack North Keep and turn all the local Hin into an army of flesh-eating zombies. This and other atrocities work both sides up to a frenzy.

818 AC: Pirate King Konal finally defeats the Makai and enslaves them, turning them into a labor force for the towns and farms. This passes without much protest despite its bending of the Code of Honorable Piracy as the surviving Pirates are extremely angry with the Makai. The Makai Pirate families are

henceforth in a difficult and uncomfortable position.

9th – early 10th century AC: The Minrothad Guilds and Thyatis increasingly pressure Ierendi, pushing its defense to their limits.

905-918 AC: Belisarius' War: Desperation forces Pirate Queen Antonia to approve the growing of cash crops by Makai slaves in order to raise funds to bribe Thyatian commanders and to hire assistance and purchase Glantrian magical items in order to defeat Thyatian forces sent by Gabronius IV under Admiral Belisarius to conquer Ierendi.

Mid-late 10th century AC: Later Pirate Kings expand the scope of Ierendi slavery, acquiring slaves from many distant lands to work the fields, enabling most free men to take up the life of piracy if they choose, strengthening the lands' defenses. Conservative and Makai-descended Pirates oppose this.

982-1000 AC: Pirate King Captain Mungo Shipshearer, a Hin from Fletcher Island, is King of Ierendi, winning 3 Tournaments in a row.

1000 AC: A life lived to the fullest burns out faster; King Mungo Shipshearer is dying slowly of a previously unknown disease and no one knows who will follow him to the throne or where they will lead the nation. Cue the PCs.



# Old Mother Kana's Almanac

## Climate

Ierendi tends to be hot and wet, especially wet. Winter begins as the previous year's hurricane season ends, wobbling between the forties and sixties degrees Fahrenheit with very brief freezing spells or unusually warm spells. Cold rain and fog is very common, especially fog in the morning. Spring is short and relatively dry, followed by a very long hot and humid summer which often spikes up into the one hundreds and is commonly in the nineties. Starting in late summer through the fall, hurricanes begin to periodically slam into the isles, coming up from the southeast and rarely the east. Thyatis and the Minrothad Guilds end up with most of the more easterly hurricanes, however.

## Agriculture

A huge variety of fruits, vegetables, melons, and the like flourish in Ierendi. Pineapples, bannanas and the all-present avocado are especially popular. Rice is the most common grain, and huge amounts of fish are consumed as the primary form of meat. Beef, chicken, and pork are all relatively rare and expensive. A lot of food is imported, however, as the best agricultural land goes to growing tobacco, coffee, indigo, sugar, and cotton.

Both food and cash crops are generally grown by slaves overseen by free men. Slaves are organized into 'gangs' according to age and experience, with the hardest work done by those in the 18-35 range. Plantations are typically owned by a particular pirate ship or town, which appoints an overseer to watch over it and collect the revenues.

Ierendi is hitting its limits in terms of useful agricultural land relative to its population size. This is creating some amount of social stress, though right now, agriculture remains highly profitable. At the cost of creating an evergrowing number of angry slaves waiting for a chance to break free.

## Geography

As per the canonical Gazeteer (p. 6-8 cover the native wildlife and terrain well.)

## The Defense of Ierendi

Ierendi's only standing navy is the forces supplied by Honor Island, but in times of war, all active pirates must flock to the flag, giving Ierendi a fairly substantial and expert fleet. Where Thyatis and Minrothad's navies fight with precision, the Ierendi are closer to a naval barbarian horde, relying on speed and the individual excellence of their crews, combined with the substantial magical enchantments of their ships, to deal with better disciplined foes. Fancy maneuvering would require giving up freedom, after all.

Man for man, the Ierendi have the best sailors in the world; under a skillful Pirate King, this skill can be used to best effect; under weak kings, enmities between commanders undercut the effectiveness and cooperation of the military, leading to disaster.

The continual piratical operations of the Ierendi Pirates keep

everyone's skills up; most free men spend at least a while as a pirate, making it easy to replace losses so long as they don't grow too intense.

There is a very small group of professional soldiers who guard forts for defense. Organized into one hundred man companies, the Royal Pirate Army numbers only 1000 men. They all train as archers and spearmen in both light and medium armor.

There is also a militia force, organized by the towns and villages. Lightly armored, it focuses on missile fire and operating in dense forest and jungle. In addition to fighting in wartime, it helps to hunt runaway slaves. Up to 5000 militia can be fielded in companies of irregular size when needed. Another five thousand low quality militia of old men can be fielded in deep emergencies.

## Slavery

Ierendi slavery is hereditary. You can become a slave in one of two ways—judgement passed on you by the Pirate Conclave (how some of the Makai were enslaved) and being captured by Ierendi Pirates. Most Ierendi Pirates do not enslave everyone they capture, as this would provoke too harsh a counter-response and encourage most people to fight back harder. Rather, slaves are usually taken from enemy pirate ships and from slave-raiding / trading. (Thyatian and Minrothad prisoners are usually enslaved regardless of origin, though) A lot of slaves taken these days are either Karameikan or Sindhi because neither nation can fight back very effectively.

The child of a slave is always a slave, but the owner of a slave may emancipate a slave for any reason. Some allow their slaves to save up wealth and buy their freedom. A fair number of emancipated slaves are the sons and daughters of their master. Freed slaves may become pirates, townsfolk, or just leave Ierendi entirely if they have the resources.

Masters may freely sell, beat, rape, kill, etc their slaves at will. In practice, most masters hold back from total tyranny from a mixture of human feeling and self-preservation. (The People's Temple tends to target the most vicious masters, and even without

them, a reign of terror can lead to some slave poisoning your food or you being beaten to death.) Slaves cannot testify against non-slaves, but can against each other. They have no property rights in theory—in practice, masters generally allow them to accumulate wealth if they can find some way to do so, so long as it isn't a threat to the masters.

Most slaves work the fields, but some work as domestic labor, craftsmen or even clerks in businesses. Field slaves are rarely emancipated, but the domestic and business slaves have a fair chance of it.

Makai face a lot of problems because many non-Makai Ierendi tend to assume any Makai is a slave or else that their ancestor was one. This leads to a lot of conflict and duels.

Slaves range greatly in their response to slavery. Some of them are completely broken, obeying their masters out of fear and/or devotion. Most are somewhat resistant, but unwilling to take major risks. They'll sneak off a little tobacco, or every so often let frogs cavort in the master's ale when he's not looking, or even beat up one of the master's relatives in a moment of passion, but they fear punishment too much to do major resistance.

## Disease and the Nithian Curse

One may measure the power of the Nithians by the fact that a curse unleashed by the Nithians back in 500 BC still has power over these isles. They are riddled with diseases which cannot long survive leaving the isles as a result. (They were intended to kill off the rebels, not to spread back to the motherland.) Ierendi diseases can only infect those who have visited the Isles at least once. This means invading fleets are often wiped out by disease, but can't carry it home to plague bomb Thyatis.

Over time, those most vulnerable to the diseases who live in the Islands have died off and only the disease resistant remain. Visitors and invaders are not so lucky. Once a week (or a month if you want to play this down for foreign PCs visiting the isles), they must make a Fortitude save at difficulty 15 (Save vs. Poison for other editions) or else become sick; the DM should adjust disease virulence to suit the need and tone of his campaign. Anyone who bears arms during the week finds the difficulty rises to 20 (as the disease-curse identifies them as a REBEL.) Each year in which at least half your time is spent in the Isles reduces the save difficulty by 1; eventually, one becomes largely immune to it, if one is a long-term settler. Ironically, the curse is less dangerous to slaves, who

gain a +5 bonus to start with and acclimate at triple-speed; the curse is out to kill rebels, not obedient slaves.

It is to be noted that a similar Lizard-man curse affects any visiting Nithians. It's just that none ever come here to notice, as they're all in the Hollow World now. Ylari are immune to the Nithian curse, but are vulnerable to the Lizard-man curse. However, Ylari gain +5 to save against the Lizardman curse, due to being only somewhat related to the Nithians. The humidity tends to make most Ylari miserable, but it doesn't quite stop the missionaries.

## Relations with Specific Nations and Peoples

**Kingdom of Alfheim:** Both countries are only vaguely aware of each other since Alfheim is landlocked. There are no formal relations, but some Elves admire the independence and freedom of the Ierendi. Others see them as little better than orcs. The Ierendi slightly admire the Elves, even if they are landlubbers.

**Empire of Alphatia:** The enemy of my enemy is my friend. The Ierendi get much of their magical gear from the Alphatians when not imported from Glantri. Sure, wizards aren't as good as Pirates, but at least they appreciate freedom. Alphatia maintains an embassy in Ierendi City.

**Atruaghin Clans:** Pathetic land-dwellers and their equally pathetic and vulnerable coastal dwelling cousins. The Turtle and Tiger clansmen make good slaves and indeed the Tiger clans often seem eager to sell Turtle clan members to the Ierendi for a tidy profit. The rest of the clans are irrelevant. No embassy.

**Republic of Darokin:** The Darokinians endlessly complain about Ierendi pirates but lack the strength to defeat them and often work with them against other foes. DDC members are considered in Ierendi to be protected by the Honorable Code. They maintain an embassy, even if the ambassador often isn't very happy.

**Ethengar Khanates:** The what? Who? Sea of Grass? How do you sail in grass?

**The Five Shires:** Sometimes good friends, sometimes enemies, often friendly rivals. Currently allies as the result of strong efforts by Pirate King Mungo, but this may change once he dies. They have an embassy.

**The Republic of Glantri:** A fine customer for the cash crops and a supplier of desperately needed magical gizmos. You have to hide them from the Shire-folk, though. Some Ierendi of the towns want to copy aspects of Glantrian government. Most Pirates prefer their own ways, though. They have an embassy.

**Heldaanic Knights:** Many Ierendi see the Heldaanic Knights as a twisted fun-house reflection of themselves and it makes them uncomfortable. Most Ierendi don't like them and there are little formal relations. Or reasons to interact at all.

**Grand Duchy of Karamaikos:** Sheep to be shorn, especially the Black Eagle Baron. Stefan is pathetic and the Traladarans have always been helpless. Perhaps after the fiftieth time their homes burn, they'll learn to be real men. But probably not. Possibly useful against Thyatis, though. But likely more useful as slaves. There is no embassy, as Stefan withdrew his after an initial attempt at relations.

**Minrothad Guilds:** They're like your evil little brother who you caught dismembering your friends. Thugs and murderers and corrupted by their own wealth. They make the Ierendi uncomfortable as it's not always easy to tell the difference between the two nations' pirates. Relations are usually hostile, though uncomfortable embassies exist in each nation for the other.

**Kingdom of Ostland:** Kindred spirits, but also far away and

potential rivals. No embassy; relations are sometimes friendly, sometimes hostile but always interesting.

**Kingdom of Rockhome:** Hard to get in contact with due to geography, but Dwarves are useful for their rock working skills. A fair number of dwarves work as engineering mercenaries in Ierendi and some past Pirate Kings have offered to let the dwarves colonize the Ierendi Uplands. Recent talks have discussed this again; after a century or so of negotiations, the Dwarves are starting to warm to the idea. There is a Dwarven embassy.

**Kingdom of Sindh:** If the Sindhi navy wasn't weak, they'd have killed everyone in Ierendi by now. There is no embassy and little prospect of one.

**Soderfjord Jarldoms:** Contact between the two nations tends to lead to violence when some Ierendi begins preaching the Code of Honorable Piracy at them. No real reason to trade, hardly even worth the effort to reach to raid. No embassy.

**Empire of Thyatis:** In Thyatis, this job is viewed as a death

sentence; fools are sent here to either get wise and healthy or die. Relations are usually terrible and while there is an embassy, turnover is high.

**Kingdom of Vestland:** Little real reason for contact here; it's just too hard to get back and forth.

**Emirates of Ylarum:** Ierendi is so wet that it attracts endless tides of Ylari seeking to study the secrets of its wetness and greenness. They then preach and drive the locals crazy. There are some converts in the town, people who have grown used to disciplined, hard-working lives of craftsmanship and business which no longer really fit the chaotic mores of the Pirate's Temple. Many of the slaves, however, have been listening to the missionaries and add ideas from it into their own syncretic faith, the People's Temple, from it. This makes the missionaries a little crazy.

## Religion in Ierendi

### Hangoon (Druidic and Necromantic

### Makai Practice)

The oldest religion of the Isles is the Druidic faith of the Makai. It divides time into Aeons, Worlds,

Years, Months, and Days. Each Aeon is a great phase of existence divided into five Worlds, each of which ends in an apocalypse. At the beginning of an Aeon, the world is fresh and new. Gradually, however, the world decays over four worlds. Each ends with a disaster—The Death of Stone, The Death of Air, the Death of Fire and finally the Death of Water. The world then crumbles away, only to be reborn after the Death of Death, which ends the Fifth Age of each Aeon, when Death finally turns in and devours itself in its hunger.

The Current World is the Third World of the Twenty-First Aeon; the Death of Stone ended the First World in 1750 BC when the lands of the Sea of Dread sank beneath the waves, showing Stone would now crumble over time, until all the lands are gone. The Second World ended in 500 BC with the Plague-Winds of Amnesia which wiped out almost all knowledge of the past of the Makai (see history for the full story). We now live in the Third World and most Makai figure its end comes soon, though the Sun does seem quite healthy for something doomed to die to end the World soon.

Still, Death grows stronger, but the wise men are ready for him. The Kahuna of Death have studied Death's lore and when the Fifth World comes, the World of Death, they will be ready to stave off Grandfather Death as long as

possible, even as the Kahuna of Life use their nature lore to prop up Grandmother Life as long as possible.

Together, the two groups of Kahuna (clerics) conduct rites intended to stave off the death of the Sun (Grandfather Sun) and to prop up Grandmother Life to survive another day and to appease Grandfather Death. Grandmother Ocean also has to be appeased to keep her from devouring the land too fast with her mighty storms. Already she claims half the year for her watery children and the storm season will only grow longer in the next World.

These rites have, over time, become much softer, abandoning human sacrifice for the sacrifice of food and valuables. A few angry Kahunas would be rather happy to sacrifice some of the 'free men' if they could get away with it, though. Their rites revolve around the opening and closing of storm season and the four equinoxes and solstices.

Kahunas of Life are normal druids. The Kahunas of Death are necromancers who use their powers to assist their fellow Makai. A fair number go crazy and end up turning very evil or very insane or both, but most, though sinister, act to help the now mostly enslaved Makai and turn their malice loose on the 'free men' of Ierendi. They are especially fond of killing an enemy's relatives and sending

them as zombies to kill said enemy. A few Kahunas of Death have sold out to the Pirates and provide undead labor for the nastiest plantations.

Elegy Island remains under the control of the Hangoon and seems likely to stay so.

Druidic faith is declining, having been replaced for many Makai by the People's Temple.

This church serves five Immortals, though it only names four; Ka is the silent benefactor of the Church, while Grandmother Life (Terra), Grandfather Sun (Ixion), Grandfather Death (Thanatos), and Grandmother Sea (Protius) are openly named. (Thanatos is not so much worshipped as appeased. In theory, anyway...)

## The People's Temple

The People's Temple is the response of the increasingly diverse slaves of the Ierendi Isles to the mostly unsuccessful attempts of Ylari preachers to convert them (and of preaching from the Pirate's Temple), combined with some aspects of the old Druidic faith of the Isles. The People's Temple operates at two levels—an exoteric level of what is believed by the average member and an esoteric level of hidden lore which guides the inner leadership of the faith. The exoteric level is a higgledy-piggledy jumble of holidays, worship rites, and other religious trappings taken from all the cultures which touch the Sea of Dread, from Hin harvest festivals to Sindhi caste garb to mocking recreations of the rites of the Pirate's Temple. Indeed, mocking other religions is an important part of the faith, though a dangerous one; those brave enough to mock their masters publically are regarded most highly. All the nations who have abandoned them to their fate, the old religions which could not save them, the heroes who did not liberate them—all must be mocked and shamed for their failure.

The People's Temple looks instead to a new age to come, of new Immortals who will not abandon the helpless—by their private ceremonies, they seek to hasten that day when the corrupt old order is torn down and a new

one born. The founder of the People's Temple was a man born in Minrothrad by the name of Tomia, but he was taken as a slave to Ierendi, where he escaped and began circulating between plantations, aiding others and teaching the slaves to stand together. He came to be known as 'The Hope' and eventually, he is said to have escaped this world and headed into the planes to find a source of Immortality to create new Immortals not beholden to the current order, who would create a better world. Those who are kindest to each other and humiliate the masters the most will join him in his quest when he dies, until finally, the Hope is fulfilled. (This dream of new Immortals is also known as the Hope.)

The People's Temple thus teaches a dual ethic—anything done to non-slaves is justified if they refuse to aid the slaves, while towards your fellow slaves, you must be kind and generous and forgiving, for if you do not stand together, freedom will never come. Those who best embody this may one day become the Immortals to Come, following the Hope to destroy the corrupt Immortals of this present day.

The Holy Writings of the People's Temple are a mish-mash of the writings of the Hope, the holy writings of various immortals and the additions of every communit's priests. The

result of this is that while some texts are very common in many communities, each community has its own version of the holy writings, hidden away by the priests to avoid being found by the masters. And to avoid them being contradicted.

The People's Temple has several esoteric sub-sects which compete to control the direction of the church, groups who have taken symbolic readings of some of the holy writings and who often have special writings only revealed to the initiated. Each of these groups sees itself as the true, rightful leadership of the church and the true heirs of the Hope. Many priests belong to none of these groups, but each has a fair amount of influence among those not initiated into them.

The Daughters of Night believe it is necessary to snuff out the Sun in order to bring about the Fourth World. They are unaware they are under Nyx's influence and now get their spells from her, and don't usually share her focus on undead, though those highest in the sect are more aware of what is going on, but believe Nyx one of the new Immortals to Come, who they must bring into existence by snuffing the Sun, who imprisons her.

The Liberators are busy plotting a giant slave uprising against their masters; unfortunately, the decentralized nature of the church has made this rather difficult. This sect has been born

several times, as it tends to get just far enough to get caught. They appeal to those too impatient to wait for the coming of the New Immortals.

The Dream of an Ocean Desert (sarcastically named, yes) are the group most influenced by the Ylari preachers; they hope to redirect the yearly monsoons to Ylarum in hope of getting Ylari help in overthrowing their masters. (Also, they hope that with less water here, the cash crops they're forced to grow will become unviable, reducing their masters to poverty.) They are stricter about morality and less mocking of other faiths than most People's Temple groups.

The Inner Light believes itself to have preserved the secret teachings of Tomia on how to join him on his quest without having to wait for death. They practice secret rites, ascetic techniques, and holy exercises, combined with studying and mastering levels of exoteric lore in order to become a being of light fit to join Tomia.

A variety of more obscure groups exist as well, at the DM's discretion.

The deepest secret of the People's Temple is that Tomia is actually imprisoned in the outer planes (The DM should choose where as appropriate for his game.) He began the church as a giant con game for his own benefit, using his skills as a

magic user to fake divine powers. To his shock, some of his followers actually developed the ability to cast spells, leading him to suspect he himself was a pawn. He finally left to investigate this, only to end up a prisoner of (Immortal of the DM's choice). The actual power of most believers comes from Korotiku and Diulanna, who both disapprove of slavery and support self-improvement and change. (Though the Daughters of Night are empowered by Nyx.)

In a 3/3.5E game, clerics of the People's Temple choose from the domains Community, Protection, Trickery, and an alignment domain of their choice (different congregations range greatly in alignment). Their holy weapon: the dagger (because slaves can carry a dagger without getting caught and punished...)

## **The Pirate's Temple / The Church of Ierendi**

The official name of the Pirate's Temple is the Church of Ierendi, but in practice, it is usually referred to as the Pirate's Temple. It worships a collection of Immortals related to war and adventure on the high seas. It gives its highest reverence to Sinbad and to Protius (The Old Man of the Sea), the former ruling over ships and sailing, the later over the ocean upon which you sail. Valerias, Asterius, and Calitha also are patrons of the church. While not an official part of church theology, Brissard also draws power from the church due to its endorsement of slavery and empowers those who most strongly defend the institution. Ahmanni, Crakkak, Diulanna, Korotiku, Minroth, Djaea and Halav are all enemies of the Pirate's Temple for various reasons. And the People's Temple really hates it.

The worship ceremonies of the Pirate's Temple are intended to bring fortune in exploration, trading, and war and to appease the wrath of the elements. Ironically, the Temple does have a year end ceremony where it makes sacrifices to those Immortals most opposed to it, in an effort to buy off their wrath. But each of the twelve monthly ceremonies (first day of the month) are intended to please the patrons of the Church.

The Pirate's Temple teaches its followers that fortune favors the bold and that it is better to act than to lose an opportunity by too much caution or debate. It also strongly emphasizes freedom. The free man submits to no hereditary authority, but only to those he chooses, who must prove their worthiness. Cooperation is important, but only if you have a voice in determining what the group does. Those of higher skill have more voice, so you may need to work your way up. But you can; any group that doesn't allow a man to rise in rank isn't worth belonging to. Be bold, smart, and strong, and you will prosper. Be kind to your friends and relatives; those from outside Ierendi, on the other hand, don't necessarily deserve consideration, ESPECIALLY not Thyatians.

The introduction of slavery created a theological crisis for the Pirate's Temple. Some of its members continue to oppose any form of slavery as immoral, but most have been too tempted by easy wealth to fight it. Those who preach against slavery are a repressed minority; the bulk of Pirate's Temple theologians have come to argue that the least useful must be slaves so that those of higher skill and talent can be truly free, that slaves cannot take care of themselves, and so the men of skill and talent must take care of them and make them work for their own good. Many are still somewhat squeamish about slavery, and in

general, they only discourse on this topic if they have to, though repeated confrontation with People's Temple preachers have caused a large number of priests to further harden their hearts. This is a major place of conflict in Ierendi society; positions on this are likely to change, depending on the future road which Ierendi ultimately follows.

The Pirate's Temple has no particular eschatology; they worry more about the here and now and what cool things you may get to do soon. There may be cosmic cycles or whatever, but it's unlikely the world will end in this lifetime. Those who best exercise their freedom may be chosen by the Immortals to join them, and those who at least tried will go to dwell with them. Those who allowed their freedom to be taken away will fall into the hands of the Fiends. But they had it coming, so don't cry for them.

In 3.0/3.5 terms, the Pirate's Temple has these domains: Chaos, Travel, Water, War. Their holy weapon is the cutlass (use Scimitar stats.) (The hard-core defenders of Slavery are now empowered by Brissard. Their domains are Evil, Travel, Trickery, Water)

## **The Eternal Truth of al-Kalim**

Many Ylari come to Ierendi to study this land to try to understand why it is so bountiful and how to change Ylarum to make it more like Ierendi. Minus the diseases, mind you. Ierendi City has a major temple and Kodos on Safari Island has a fair-sized temple. Some other towns have small temples as well. The discipline of the Ylari faith appeals to some city-dwelling Ierendi who are increasingly skeptical of the value of the chaotic pirate life. This is causing conflict within the temples however; the Eternal Truth condemns slavery, whereas many of the local converts have come to accept it as natural or even necessary. This may well lead to a schism.

The last head of the Ierendi sanctuary was a man named Yavi, a very ambitious cleric who hoped to eventually emulate Al-Kalim and gain immortality. He also acted as an agent for the Kin faction of the Ylari church. His outspoken preaching against the Church of Ierendi and the People's Temple went on for many months before he tried to sail to Kodos, only to vanish en-route. Most people assume some group of pirates killed him, though a few believers think the Immortals took him up to the heavens.

The new head of the Church is



determined to avoid ending up dead, but isn't willing to simply roll over in the face of violence. Halla is quietly seeking adventurers to conclusively prove what happened to Yavi, and plans to make sure those who did this vanish as well, while keeping his public rhetoric toned down. He's a member of the Preceptor faction, so he would rather avoid violence, but he knows that in Ierendi, that's not always an option.

As the urban areas of Ierendi gradually drift more towards legitimate trade and away from reliance on piracy, this faith is slowly growing more popular,

though the Pirates tend to mock it (in part because many pirates can't even read the Nahmeh).

## **Banned Faiths**

The Ierendi are tolerant of most religions, even some entropic ones, so long as they don't cause trouble. However, all religions associated primarily with Thyatis (in the eyes of the Ierendi) are banned. This includes, to its displeasure, the Church of Karameikos (but not the Church of Traladara or the Cult of Halav.) Religions connected to Minrothad are also banned.

The Heldannic Knights are not actually banned, but Vanya worshippers in general make the Ierendi nervous. However, the Heldannic knights rarely show up here and generally do not cause trouble, so it has yet to be a significant issue. Hattian Storm Soldiers, on the other hand, are asking for trouble. Any group which is too much of a formal militaristic / religious group generally makes the Ierendi unhappy at best.

## **Pirates, Plunderers and Poltroons**

## **The King and his Advisors**

**Mungo Ship-Shearer (Halfling Fighter 17), *Pirate King of Ierendi***, is an old man, getting sick and worn out. He may not last to the next Tournament of Piracy and intends to step down if he does. He's had enough of trying to herd cats to last him a lifetime. And he's uncertain of what to do about the building problems and has decided to just pass the buck. Almost everything he does now is intended to defer the nation's problems to be resolved by his successor. The one exception is his project to build underwater ships for piracy and exploration of the sea floor; this project occupies a fair amount of his energies now and is his favorite thing to work on.

**Hannah Ship-Shearer (Halfling Wizard 13), *Pirate Queen (Honorary) of Ierendi***, has been married to Mungo for sixty years and has borne him many children, of whom about half are alive. She has thus not had as much time to build up her skills as him, though she is one of the stronger wizards of Ierendi. She effectively acts as court mage and spends much of her time now working on the underwater ships project. In times past, Hannah was usually the voice of reason to her husband's over-optimism. Now she's trying to shake him out of his general exhaustion, but without much luck.

**Peleke Ship-Shearer (Halfling Rogue 5/Expert 7, Int 16),**

***Ship's Treasurer to the Pirate King of Ierendi***, is a very nervous, jumpy halfling. This is because he knows that his great strength is accounting, which tends to get short shrift in pirate society, and once Mungo retires or dies, he will be a lot more vulnerable to revenge by Captains he's had problems with in the past. He's been building up support among the townsfolk of the isles in anticipation of this, hoping to find a merchant house to take refuge with once Mungo is out of power. He and Antonia get along poorly as he tends to deliver reality checks to her wild dreams.

**Antonia Wave-Chaser (Halfling Rogue 7/Fighter 8, Str 16), *Vice-Admiral to the Pirate King of Ierendi***, is Mungo's second in command, in charge of his fleet of personal followers. She has grandiose dreams of conquering Minrothad and making them work for the pirates of Ierendi, enabling Ierendi to field the mightiest pirate fleet ever, one that could wipe Thyatis' fleets off the map, finally completing Ierendi's revenge. Her grandiose dreams usually get shot down by Peleke's reminders of fiscal reality and the two of them get along poorly. She reminds Mungo of his youth, however, so he indulges her when he can. She is a very skillful naval commander.

## **Ambassadors of Note**

**Postalcan Pur (Wizard 18), *ambassador from Alphatia***, is quite aware he's the most powerful wizard in Ierendi and will never let you forget it. (Other than perhaps some of the Honor Islanders, but he and they pretend each other don't exist.) He views this posting as a chance to make a big pile of cash and spends most of his time selling his services to those who can afford it. The rest is largely spent hooking up pirates with too much money with Alphatian wizards who will enchant things for them or sell them things. What little time he has left is used finding ways to embarrass the Thyatian ambassador.

**Gerard Mauntea (Expert 6/Merchant-Prince 6, Int 15), *ambassador from Darokin***, spends most of his time in a state of perpetual frustration. While Darokin makes good money importing and reselling the cash crops produced by Ierendi, Ierendi pirates continue to prey on Darokinian shipping and trying to protest this is largely futile. So he spends a lot of time being aggravated and the rest of the time trying to hire people to steal back pirated goods. He is a distant relative of the current Chancellor of Darokin and is not aware he was given this posting because he wasn't considered good enough at diplomacy for a post where diplomatic skills would actually do much good.

**Ira Knackwell (Bard 10, Cha 16), ambassador from *The Five Shires***, is from the biggest ship-building family in the Five Shires, from the town of Tothmeer. He rather enjoys being in Ierendi, and spends a lot of time at Ierendi shipyards, studying their methods. He is enjoying the current good relations and working to foster trade. He is on good terms with both pirates and city folk, in part due to his great skill at handling people. He is on extremely good terms with the current Pirate King. He and the Glantri Ambassador get along very poorly, as one might expect.

**Jacob Stuart (Wizard 14, Dex 16), ambassador from *Glantri***, is of Klantyre stock, chosen to be ambassador because he is one of very few expert boatmen in Glantri. In a country which offered other roads to power, he would have more likely ended up a rogue or a bard, but he took up wizardry because otherwise he would be a pawn and patsy all his life. He can be very hard working if he has to and studies magic every day, but would rather relax. He does a pretty good job of drumming up business for Glantri because of his obvious love of the sea. However, the Alphatians get more work and he rather resents the Alphatian Ambassador, who always treats him like an idiot younger brother. He and the Shire Ambassador get along very poorly, as one might expect.

**Ann Boleyn (Bard 12, Cha 17), ambassador from *Minrothad***, is

quite aware everyone hates her. But she knows how to use that to manipulate people. Let it slip that Minrothad wants X and everyone rushes to do the opposite...which is what she really wanted. She conducts elaborate espionage and spends a certain amount of time trying to turn up the heat of the feuds between some ambassadors just as a hobby. Ann has a great interest in Nithia and buys Nithian artifacts at good prices.

**Stahlsmag of Clan Syrklis (Bard 12, Cha 17), ambassador from *Rockhome***, is quiet and hard to get to know, which by dwarven standards, is outgoing. She only fully comes to life when discussing trade. She largely ignores the other ambassadors, except for the Darokinian one, who she feels sorry for, and periodically invites over for discussions which go clumsily as she's not good at social small-talk and he doesn't know dwarven entertainments well. (She's determined to find some game he won't lose 8 times out of 10, though.) She is enthusiastic (by Dwarf standards) about setting up colonies here, though aware that a fair number of dwarves may be reluctant to go places with so much ocean in it.

**Antonia Magrinnus (Noble 12, Str 17), ambassador from *Thyatis***, is quite aware she was sent to Ierendi in the hopes she would either grow up or die. Her plan is to do neither and to simply do whatever the hell she wants, from getting in drunken brawls

two to three nights a week to throwing huge open parties. Ironically, this has made her the most popular if most useless Thyatian ambassador in ages. She goes adventuring every few months to bring in enough money to continue her wild ways.

**Maelobus Negrus (Cleric 11, Wis 15), ambassador from *Ylarum***, is actually of Thyatian descent, but his ancestors converted to Al-Kalim's church during the Ylari uprising. He got this job because of his piety and his desire to help advance the dream of the Desert Garden by the study of Ierendi. He is very friendly and kind, but prone to preach at the drop of a hat. He hires lots of adventurers to go study aspects of the climate for him, often camping in dangerous places for weeks with special instrumentation which records natural and magical fluxes. He is on good terms with the current head of the church in the Isles, but goes his own way.

## **Pirates and Raiders of Renown**

**Black Adder (Ierendi Human Fighter 10/Rogue 5, Str 17, Int 15), *captain of the Serpent's Fang***, has chocolate colored skin and blond hair; his ancestors are a mix of Makai and Anatalians. He is covered with tattoos of various kinds of serpents, though you can't see most of them as he usually wears armor or at least a dignified captain's outfit. He is a deeply nasty pirate, regarding all non-Ierendi (and some non-Pirate Ierendi) as basically fodder for his ballistas. He holds scrupulously to the Honorable Code with other Ierendi pirates, and will come to the rescue of other pirates in trouble, asking nothing but future favors of them. He grumbles about the truce with the Shires, but holds to it. Everyone else can be enslaved, robbed, tortured, killed, raped, etc, as he desires. And he usually desires. Any boat which falls into his hands is doomed. He does a lot of slave raiding, especially against the Atruaghin Clans, as the Turtle and Tiger clans usually find it hard to fight back against his raids. He has ambitions to become King of the Pirates.

**Drunk Old Captain Marlboro (Ierendi Halfling Fighter 17, Con: 20), *captain of the Happy Pirate***, is the bitter old enemy of King Mungo, with whom he has been rivals since childhood. He is determined to win the next Tournament of Piracy at any cost, even if it means assassinating

other pirate captains. He spends a fair amount of his time stirring up trouble for the king, whether by making his attacks on other countries' shipping look like Mungo's command or by causing riots between Pirates and townsfolk. He is getting old and no longer worries about the future of Ierendi; he just wants to get one-up on Mungo before he dies. Ironically, if he became King, he'd actually largely continue Mungo's policies. Marlboro no longer drinks much, ironically, but he can hold his liquor better than even dwarves, having once drunk the previous Rockhome ambassador under the table. Marlboro has only one eye, one hand, and one foot, thanks to past incidents, but has replaced all three with magical items.

**Big Fat Keoni (Makai Fighter 9/Rogue 5, Con: 18), *captain of the Harbinger***, is the most noted pirate captain of Roister Island, weighing as much as two, maybe three average pirates, but easily able to outfight several times his weight worth of pirates. He has a soft spot for any Makai and at times has helped rescue Makai slaves when he thought he could get away with it. However, he has a grudge against Hin pirates ever since one mocked him as being fatter than an ogre. Despite the official friendship with the Shires, he will happily attack Hin pirates if he thinks he can get away with it.

**Lali Surf-Rider (Ierendi Elf Fighter 3/Wizard 13, Str 14, Int**

**16), *captain of the Revenge***, is one of the rare Elven Pirates of Ierendi. Her ancestors came from Minrothad and were enslaved by the Thyatians and brought to Ierendi. Her family is still getting even. She focuses her effort and those of her crew on attacking Thyatian shipping whenever possible, and tries to avoid fighting any elves from Minrothad. Her left eye was lost years ago and it's been replaced with a magical gem which allows her to Detect Magic, See Invisible, and Know Alignment at will. She can Dispel Magic with it 3 times a day, using her levels as a wizard for effectiveness. She is a stern Captain, and doesn't mind losing a few people to kill more Thyatians. She has a reputation for victory which always attracts more crew.

**Nakana Attleby (Ierendi Human Rogue 13, Cha 16), *captain of the Bright Runner***, is unusually young for a Captain, only 25. She was part of an adventuring party and returned after many successful adventures to Ierendi, where she bought a ship and formed her own pirate crew. She's still actually developing her skills as a sailor, but has pretty much charmed her crew into overlooking the occasional bad decision. She views herself as a defender of Ierendi more than a bandit, and sticks to attacking military vessels. Except for Thyatians who are clearly all totally evil and thus deserve being robbed. Unlike most crews, she has no

plantation because slavery disturbs her, and her crew is likewise made up of Pirates who don't approve of slavery. This has already led her into one past clash with Black Adder, and is likely to lead to other trouble for her as well. She very, very covertly provides some support to the People's Temple, which will likely be her doom if it ever comes out.

**Redbeard (Minrothad Human Fighter 10/Barbarian 6, Int: 17), *captain of the Fire Opal***, is not an Ierendi Pirate; rather, he is the bane of many Ierendi Pirates, conducting brilliant raids against Ierendi towns and ships, especially Pirate ships. He is a huge man with copious red hair on his head, face, chest, etc. He also wears all red, except for a silken white undershirt; if it gets stained, he tends to go crazy. (He has the Barbarian levels to reflect his tendency to go totally berserk when angry and his wild fighting style.) Redbeard treats his own crew very well and is quite generous to his friends. He generally avoids killing civilians, but makes Ierendi pirates walk the plank in shark-infested waters. King Mungo has put a very substantial price on Redbeard's head.

**Zachariah the Far Wanderer (Ierendi Human Cleric 13, Dex: 16), *captain of the Horizon Seeker***, is more an explorer and adventurer than a pirate, travelling about with his friends in an enchanted ship and seeking

distant lands and adventure. He is a priest of the Pirate's Temple. Zachariah often vanishes from Ierendi for months at a time, then shows up from nowhere to save pirates in trouble. Despite completely different temperments, he and Black Adder have a strange friendship based in the time he came to Black Adder's aid against a trap by Sindhi ships. Zachariah has studied some of the writings of the People's Temple and is rather interested in learning what exactly did happen to Tomia, but isn't sure of the best way to approach this.

### **An Ierendi Miscellany**

**Araheru Shadowglint (Ierendi Elf Diviner 11, Int: 17), *Private Investigator***, is also known as the 'Parlor Detective', because he prefers to sit in his parlor and use divination magic to get to the core of your problem, avoiding any field action if he can help it. He enjoys detection as an intellectual puzzle. If he has to go into the field, he's usually joined by his closest friend, Jade (see below). Unlike most Ierendi, he usually wears fancy wizard robes, not because of prudery but because he wants to show off and to radiate 'I am Wizard, fear me' everywhere he goes. He prefers to take the cases of the wealthy who can enable him to live high on the hog, but periodically lets Jade chivvy him into taking charity cases. He tends to spend lavishly in order to impress people.

**The Captain of the Black Current (? Cleric 15, Wis: 18), *Leader of the Black Current***, is a tremendous mystery. He or she seems able to appear as anyone or anything, and seems to be the leader of a group of slaves affiliated with the People's Temple, the Black Current, who smuggle slaves out of Ierendi to freedom. Doing this covertly is extremely difficult, and so the group can only smuggle a fairly small number of slaves per year. Those chosen for help are usually those who can do the most damage to Ierendi once they are turned loose or who most desperately need freedom to survive.

**The Gaius Gang (Ierendi Human Fighter 3/Rogue 3, Str and Dex 14—3 leaders, Fighter 3 or Rogue 3—average member), *Ierendi Criminal Gang***, are a collection of former pirates led by the Gaius triplets—Antonius, Brutus, and Cletus. Their ship was sunk by Minrothad pirates and now they're trying to raise funds by robbing the non-pirate residents of Ierendi City. Unfortunately, it's harder to vanish into a city only as large as Ierendi City than it is to vanish into the entire Sea of Dread, and they've been identified. Sooner or later, there's going to be a reckoning. King Mungo himself has heard of them and wishes them dealt with, as he doesn't want more ratcheting up of tensions between pirate and townsman.

**Jade (Dwarven Monk 8/Bard 3, Cha: 16), *Private Investigator and Entertainer***, is Araheru Shadowglint's investigation partner (and some people whisper they're lovers, though this is a good way to get them both to beat you up). She's originally from Rockhome, but went native and eventually took up being an entertainer as a hobby. She's actually got a talent for it. She tends to be the muscle to Araheru's brains. She also is the conscience of the group, always trying to help people out.

**Kukana (Makai Cleric 6, Wis: 15), *Priestess of the People's Temple***, lives a double life as a craft-slave and cleric of the People's Temple. She is very trusted by her owner, who largely leaves her to work on her own. She avoids causing trouble for her own master so as to keep up this trust that enables her to make life hell for as many slave-owners as possible. She prefers to work behind the scenes rather than wave the People's Temple flag in the air. Rather, everyone other than her master's family has terrible luck—animals constantly escape, crops go bad, the fine china breaks itself, etc. In public, she seems like an extremely servile slave but in secret, she is very cunning and very determined to undermine the system of slavery.

**Little Tom (Halfling Rogue 5, Dex: 15, Cha: 15), *pirate recruiter***, is an experienced halfling pirate whose captain (left

to the DM to decide) uses him to recruit fresh meat to replace casualties. Little Tom is good at entertaining people with stories of pirate life (Perform 10) and will generally go to local bars and start regaling everyone with the adventures of his crew, then casually mention they're recruiting. Little Tom is a staunch Ierendi patriot and holds firmly to the Honorable Code and has a good reputation for such in the larger Ierendi towns.

**Matthias Vorloi (Ierendi Human Expert 9, Int: 15, Cha: 16), *Head of the Ierendi Fruit Export Guild***, is a short, skinny man who is looking for big changes. He is hoping to find a Pirate captain amenable for his ideas for the reform of Ierendi in more lawful directions. Or one he can control somehow. He is tired of all the violence and chaos that disrupts his operations and he'll do almost anything to try and make the nation friendly to merchants like him.

**Salana the Siren (Siren Bard 15, Cha: 20), *Siren Supreme***, is the most powerful known siren in the waters of Ierendi. She is rumored to be working towards eventually becoming Immortal, though no one is sure how collecting a giant harem of sailors will advance this. Salana is dark haired and virtually supernatural in terms of pure charm, before magic even comes into it. Some whisper Salana plans to seduce enough men to fill her own fleet and conquer the Isles; others say

she is laying plans to trap the Pirate King himself.

**Stefan Machetos (Ierendi Human Cleric 8, Wis: 16), *Priest of the Pirate's Temple***, claims to be distantly related to Grand Duke Stefan Karameikos. There is a certain physical resemblance, but since his family has been in Ierendi for centuries, it's a distant connection at best. Having done a stint as Ship's priest, Stefan wants to get married and have some kids before he's too old, so he's now a priest at a town temple (of the DM's choice). His romantic skills, however, aren't so hot (too much time spent in brothels), so he could use some help finding a wife.

**Tobacco Tom Saw (Ierendi Halfling Rogue 8, Int: 16), *Private Investigator***, is a cigar-chomping private investigator, adept at finding and recovering stolen goods (by stealing them back), finding out if your wife is cheating on you (possibly by seducing her), and finding out who attacked or killed you or a friend (by listening to conversations not meant for him). He always does the job he's hired to do, but sometimes the fallout can be large, especially as he is a notorious woman-chaser. Size is not an obstacle—that's why the High Heroes gave us magical potions.

**Yumana (Atruaghin Human Expert 5, Wis: 15, Int: 14), *pirate ship's doctor and exile***,

was taken as a slave from the lands of the Turtle Clans, but a storm sank the pirate ship and only she survived. Cast adrift on the shores of Elegy Island, she had the good fortune to be rescued by a group of pirates who were trying to go tomb raiding. Her

medical skills saved several of them from diseases picked up from the tombs and they adopted her into their crew. She finds herself torn, wanting to go home but fearing that if her clan knew of her healing pirates, they would probably kill her, or at best, exile

her again. She is adept at healing (Heal 10), fishing (Profession: Fisherman 10), and boat repair (Craft: Boatmaking 10).

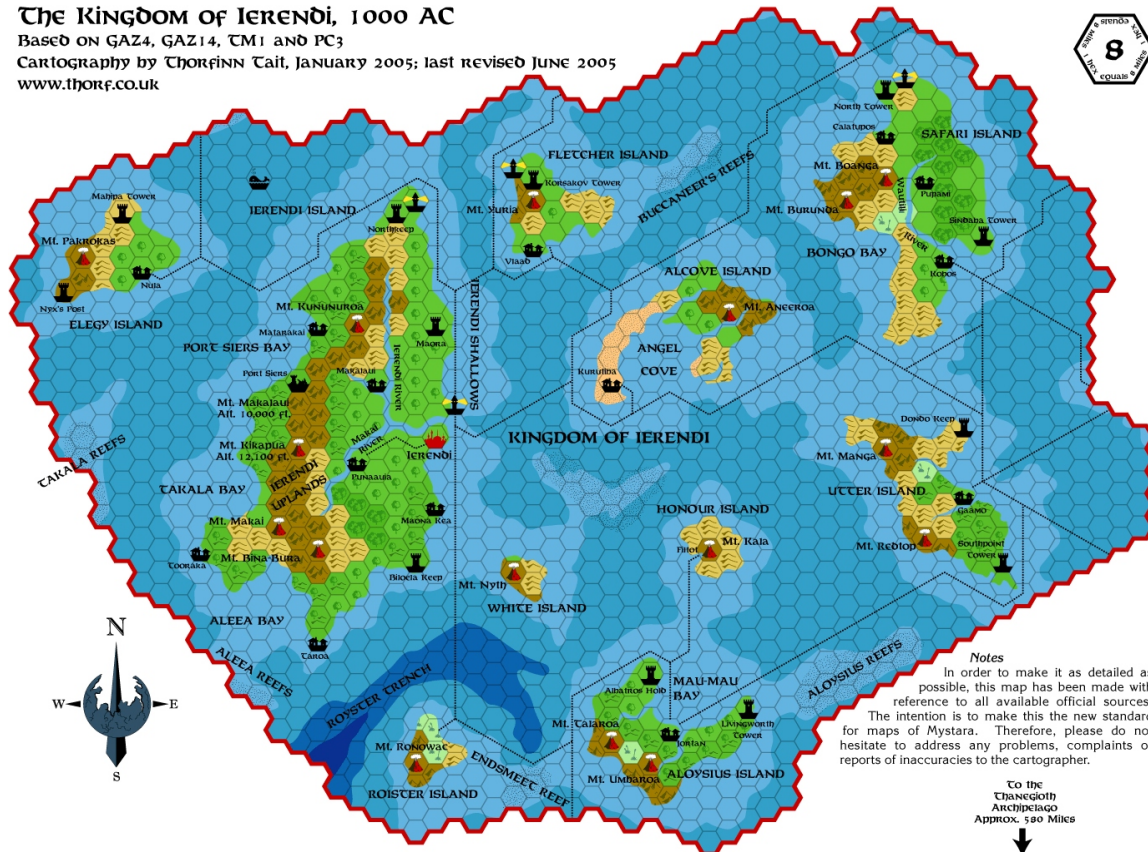
## An Ierendi Atlas

### The Kingdom of Ierendi, 1000 AC

Based on GAZ4, GAZ14, TM1 and PC3

Cartography by THORFINN Tait, JANUARY 2005; last revised JUNE 2005

www.thorff.co.uk



## Alcove Island

**Population:** 12,410 people  
(8,410 Hin, 3,000 Humans, 500  
Elves, 500 Dwarves)

**Capital:** Kurutiba (1,200)

**Area:** 1,241 square miles

Alcove Island was settled by the Hin during the colonization period and despite constant changes in Pirate Kings, it remains dominated by the Hin. It is now the personal desmene of the Pirate Kings of Ierendi and is the place where any sort of secret projects or research takes place, as well as being home to bustling Hin farms, plantations, and mines.

Angel Cove is very shallow and full of sandbars; without local help, any would-be invaders will get stuck and be robbed; on the northern coast there are many jagged rocks which protect the island. Mount Aneeroa is prone to eruptions, but the locals don't mind, as the magma cools to volcanic rock which they then mine and break up into a fertilizer, allowing better crop production.

Many bands of pirates have hidden coves and caverns around the coast; those who operate from this island all form the Pirate King's fleet. They're assigned plantations from the main body of the island to help support them.

The current Pirate King has people working in a hidden base near the mouth of the North

Alcove River developing ships able to operate underwater; he has always had a fascination with the underwater civilizations and the ruins to be found on the bottom of the Northern Sea of Dread (in those areas once on the surface until 1750 BC).

**Kurutiba** is a ship-building center and a center for the resale of the pirated goods brought in by the Pirate King's fleet. It's also the Pirate King's vacation home. Only very trusted foreigners are allowed to come here, and there's not a lot of facilities for guests.

## Aloysius Island

**Population:** 40,000 people  
(1,000 Hin, 31,000 Humans,  
6000 Elves, 2,000 Dwarves)

**Capital:** Jortan (5,000)

**Area:** 2,100 square miles

This was once home to Thyatian plantations and prison camps. Now the plantations are Ierendi controlled and full of enslaved Thyatians. The inhabitants are extremely bitter against Thyatis. **Livingworth Tower** is kept in pristine condition as it was in the days of slavery and used to hold Thyatian prisoners before they're sold to a plantation or craftshop. Thyatian slaves are treated especially brutally and many die fairly quickly; but it's always easy to get more. It is also to be noted that some plantations here grow zsonga fruit and make huge amounts of money smuggling it into Alphatia.

**Jortan**, the capital, is a fairly traditional Ierendi community, other than increased brutality to Thyatians. It does not have much of a cultural life, though Aloysius Island is home to several high quality breweries who produce very high quality alcohol and Ierendians can always find an excuse to party.

There are ongoing rumors the Thyatians buried something of great value here during the uprising which overthrew them. Maps and rumors are always floating about, but if anyone's found the giant haul, they have yet to say where it is. There is also an ancient complex of unknown origin, guarded by powerful fire and earth elementals built into Mount Umbaroa. Many have tried to explore it and died; the Honor Islanders are known to have mounted an expedition which cared off some ancient artifacts of unknown origin from it, but insistent rumor asserts they were unable to bypass the more powerful inner guardians. [The site is either Blackmoorian or Nithian in origin as the DM desires. Whatever it hides is left to his discretion.]

About once every thirty years, the two volcanos erupt in unison. Mixed in with normal volcanic rock are deposits of a blue-black rock, known to the locals as Aloysian Obsidian. It contains very potent magical energies; an ounce of it can take the place of 1,000 GP worth of components



for making magical items. Every time the volcanos erupt, there is an economic boom as people scramble madly to claim as much of it as they can and sell it. The next eruption is coming soon, and a large number of dwarves have flocked here at the behest of various landowners who hope for deposits on their lands. [Scholars of Blackmoor may recognize this substance as Utherite, used as a magical fuel in the times of Blackmoor. Most of the easily reached surface deposits converted themselves into explosive force during the Rain of Colorless Fire, contributing to the destruction. Blackmoorian devices can run a long time on even a small amount of Utherite.] The relatively normal volcanic rock is slightly infused with magic and is used to make fertilizers which can double an area's yield. The whole area is also full of precious metals and gems underground; it's likely the dwarves coming for the Obsidian Rush will stay to set up mining colonies.

Strange lizardmen artifacts are sometimes found in the swamps of this island; there's an entire lizardman city buried under the swamp, though it would be hard for anyone to find this out.

## Elegy Island

**Population:** 800 Humans (mostly Makai), 200 Hin, Countless Undead

**Capital:** Nula (1,000)

**Area:** 924 square miles

In theory, Ierendi rules Elegy Island. In practice, the undead rule by night and the humans sort of rule by day, which is to say only crazy people and adventurers leave Nula and enter the interior if they can help it. The island is home to Nithian and lizardman ruins and is overrun with crazed and confused undead at night. (In the day, the dead skulk in their tombs.)

The Lizardmen and the Nithians and the Makai all once used this place to bury the dead; during the revolt against the Nithians, all the buried dead were turned into undead and most of the island cursed (or blessed with easy Necromancy, depending on your point of view). Anyone who dies more than a mile from Nula (or any corpse brought onto the island more than a mile from Nula) becomes an undead of some kind, regardless of the cause of death. Most of these undead sleep most of the time due to rites performed by the Death Kahuna and the Necromancers. But there's always a fair amount roaming about. So long as the rites continue, the dead are content to prowl the island. But in some times past, they have formed giant death fleets to ravage the land when the rites were not performed for some reason.

**Nula** is a fortified fishing town and haven for necromancers and Death Kahuna which sits at the tag end of a short peninsula

jutting out into the ocean. Most of the natives are Makai who work as pirates or fishermen to support the Death Kahuna and necromancers whose job it is to appease the dead. This, along with Roister Island, is one of the major havens for those Makai who are not slaves. The Ierendi government helps to fund the town so as to allow the Kahuna and necromancers to focus on the rites and raids which keep the dead in check.

**Mahipa Tower** was built by the Lizardmen long ago and it still stands, home to hordes of now dead lizardmen; very powerful ones sleep in the catacombs beneath it. Should they somehow be awakened, they have the necromantic talents to take control of the other undead and begin building an undead empire.

**Nyx's Post** is rather unusual; long ago lava flows combined with the erosive effects of water created dozens of huge stone pillars here, which the Nithians hollowed out and connected with bridges to form one of their cities. It is now home to Thanatos cultists, who are trying to unravel its mysteries without much success. (They have to make a DC 25 will save every month or forget everything they have learned about Nithia from this location, an effect produced by a minor artifact deep in the catacombs under it.) The Ierendi government knows that crazy death cults like this place and

periodically send adventurers to wipe out such groups. Nyx and Thanatos cultists have been known to kill each other first due to rivalries before any outsiders can finish the job, though.

The Island is dotted with tombs of a wide variety of styles. Some contain ancient treasures. Others contain lots of undead who are VERY happy to see you. Dinner time.

## Fletcher Island

**Population:** 24,000 people (12,000 Hin, 11,000 Humans (Mostly Slaves), 1000 Elves)  
**Capital:** Vlaad (2500)  
**Area:** 802 square miles

Intensely cultivated, this was home to the first Hin colonies and they still dominate the island. There are no Hin slaves on Fletcher, only human ones, a mix of Sindhi, Atruaghin, Thyatians, and Makai. Architecture is in Hin styles, scaled according to who lives in it. The island is also noted for its colorful birds, many of whose feathers are used to make 'traditional Makai art' to be sold to those with too much money on their hands in other lands. Or visitors.

The Hin pirates of Fletcher Island operate from many little coastal bases and communities and have a special rivalry with the pirates of the Shires. They also raid the Atruaghin clans frequently. They continue to practice many traditional Hin

customs, though they have no crucibles of blackflame. (When brought to the isles, the braziers simply went out; the Hin never quite figured out why. This led to the collapse of clan structures in the colonies.)

**Vlaad** is the place to go if you want 'traditional Makai art' or other kinds of art; the local Hin and their slaves pump out paintings, sculpture, clothing, headdresses, etc., using local materials for sale to tourists (rare) and merchants who will sell it in other nations (much more common). It is thus riddled with workshops. They are also noted for making super-soft mattresses stuffed with the feathers of local birds; these fetch a very high price.

**Mount Yuria** is currently quiescent; it only goes off about once a century and usually dumps its lava westwards, slowly growing the island. When the lava goes east or south, mass panic and catastrophe tends to ensue.

## Honor Island

As the canonical gazeteer (pp. 60-4.)

## Ierendi Island

**Population:** 150,000 people (40,000 Hin (Mostly free but a few are slaves), 99,000 Humans (Pirates, Townsmen, Makai and Slaves), 10,000 Elves, 1000 Dwarves)  
**Capital:** Ierendi City (18,000)  
**Area:** 7,438 square miles

This is the heart of Ierendi civilization. More Ierendi live here than anywhere else; more slaves suffer here as well. It was from the slopes of Mount Kikapua that the Hope vanished into the planes. It was here that the uprising against the Nithians began. It was here that the first Pirate King was proclaimed and here that Pirate Kings rule from.

And it may well be here that its fate is decided. The island is increasingly torn between the pirates who operate from its ports and own many of its plantations and the towns and villages who own the rest of the plantations. The former wish to maintain traditional ways; the latter increasingly want to become a respectable nation, free of the violence and problems brought about by the pirates. And Ierendi City sits at the heart of the conflict.

**Ierendi City** is the wildest, most lawless port south of Landfall, though it's growing calmer as time passes. It is here where pirate and city ethics and behaviors are coming most fiercely into conflict. The coastal regions of the city belong

to the pirates; except for the Pirate King's palace, this is a wild and dangerous place where wise men travel armed with friends, just in case. Pirates flock to the coastal sections to fence their goods, then to carouse wildly with their loot. It is a maze of twisty bendy streets all alike, since they are all lined with fences, shops, theatres, bars, restaurants, and brothels, as well as many businesses combining two or more of the above. A few places of note will be described below (The three Marinas, Marny's Eats, Seaweed Supreme, and Nero's Fish can be used as per the canon, p. 20-1 of the Gazeteer):

**The Friendly Burrow** is probably the largest Hin brothel outside of Alphatia and the Five Shires. It is mostly underground, done in Hin architectural style, but big enough for any human to visit as well. Publically, it is a 'tea house', run by demurely clad hin women. But the ladies are for sale for reasonable rates. The house maintains a stock of potions for wealthy visitors, in order to allow for growth and shrinking as desired. There are rumors that the Thyatian ambassador to the Shires, Lord Caine, has been known to disguise himself and somehow come here to patronize the place, but most people consider this ludicrous. Several pirate crews keep a running tab here for their membership. Most, but not all of those crews are hin-

dominated.

**Ganti's Flying Carpets** is officially a flying carpet business run by a group of Glantrians, the family of Ganti himself, a graduate of the Great School of Magic in Glantri City. He also sells a small selection of spells as an official sideline, mostly related to flight, levitation, and moving freight. (*Ganti's Freight Hauler*, his signature spell, creates a floating disk up to ten feet across which can carry up to 500 pounds/level of the caster for one hour/level. It can move up to 100' per round. It is a third level spell.) Unofficially, Ganti fences magical items and goods useful for magic users and sells a variety of magical items and other items of use for research, casting spells, spell research, etc. He also quietly purchases Hin slaves and smuggles them back to Glantri to sell to wizards for experiments. If word of this ever gets out, he is a walking dead man.

**The Ierendi Northshore Theatre** stands on a height on the north side of the city, looking down at the coast. It controls a small amount of beach, which has been walled off, not so much for security as to simply block anyone seeing it. It includes a restaurant, but its two main purposes are to serve as both a brothel and a theatre. Its public performances tend to be historical and romantic plays with lots of illusions to augment

the reality of it all. Once a year, on Stormreach / Ierendi Independence Day, the theatre sponsors a rooftop festival whose guests can watch a recreation of one of the famous naval battles from the war for Independence, followed by a play about the beginning of the revolt in the main theatre.

Behind the scenes, its ladies and gentlemen of the evening specialize in playing out people's romantic fantasies; it doesn't come cheap, but if you have enough money, you could have a threesome with Empress Eriadna and Emperor Thincol atop the Glantrian Parliament building and most people would swear it had to be real. It's unclear who the real boss of the place is—'Lady Drama' seems to have run the place for over a hundred years. She always wears an old Millenian drama mask which changes to reflect her emotions. Rumor claims it can force those emotions on others if she desires. She has appeared as everything from a well-dressed female kobold to a lady ogre.

**The Southside Plantation Outlet Store** is, in theory, a place where the goods produced by the Southside Plantation, south of the city, are sold. This includes a restaurant which is largely vegetarian and focuses especially on fruit. In actual fact, however, it also serves as a place for buying various plant-based drugs and plants of many kinds from many places (all

generally stolen by pirates) and for fencing any sort of pirated goods which are plant based. This is a Makai-operated business and it is covertly controlled by a group of druids who have fallen under the sway of a giant plant located in the tunnels hidden under the store. It demands periodic human sacrifices, which they obtain by buying slaves. It is unclear what the plant's goals are, though it sometimes claims to be a Titan imprisoned under the current location of the city, seeking to build its power so it can be released. By who or when remains a mystery and it may simply be lying. (Depending on the DM's desires.) It resembles a giant tobacco plant.

**The Teamster's Union** controls the loading and unloading of goods and their bulk transport inside the city. Those who fail to employ the union had better either be powerful enough to mow angry mobs of teamsters like wheat or else be ready to flee the city. This union has also acted in the past to wipe out bandits in the city who got too out of control. There is no thieves' guild because the last one was wiped out by the Teamsters on the excuse it failed to pay them to haul its stolen goods.

The inland region of the city, however, is much more clean and coherently organized, full of craft guilds and the homes of plantation owners, merchants,

and artisans. It is patrolled by mercenary guards and militia and divided into districts with fences and gates. It is in a perpetual state of feud and skirmishing with the pirate zone, but since the pirates rule the docks, it has to come to terms with them. Increasingly, though, its inhabitants are growing in wealth and challenging the freedom of the pirate district.

**The Pirate King's Palace** is a ramshackle accumulation of buildings and extensions around an old Thyatian fort which was itself built around a Hin stronghold. It stands above the harbor on a height, its weaponry posed to attack anyone threatening it. Some parts of it are dangerous to enter, and there is a maze of tunnels and mini-complexes under it, built for reasons now forgotten by past Pirate Kings. Some have been sealed off and may contain dangerous traps, monsters, and treasures. One set of tunnels runs a very long way to a covert cave harbor down the coast where emergency escape vessels are kept. The current King keeps parts of the old Hin stronghold, where he dwells with his family and friends and closest servants, in good repair along with some other parts of it for his government officials, such as they are. There is a system for relaying hanging coaches which can hold up to 20 people down or up a system of ropes and pulleys to and from the harbor, used for the King, his retainers,

and guests; it used to require slave labor but now it is enchanted, an innovation of the current king, who felt it a waste of slave labor.

The arable regions of the Island are heavily exploited to grow food and especially cash crops, divided into many plantations and craft communities. However, the mineral wealth has only lightly been tapped and negotiations are continuing with dwarves to form colonies to better exploit it. Many of the communities are too similar to each other to be worth describing, but a few places have features of note. (Many communities are a mix of Hin and Humans living together, ruling over slaves.)

**Maona Kea** is home to one of the proudest of Pirate Temples; this largely non-Makai human and Hin community possesses a sword in its temple said to have once belonged to Sinbad. Many failed attempts to steal the Sword of Sinbad have taken place over the years, but it always ends up here. It is not clear if this is a true relic of Sinbad, but the blade is known to grow stronger when used on a boat or at sea and can radiate cold and acid at its user's command. The priests are VERY paranoid about theft. Especially since the time fifty years ago when the People's Temple replaced it with a wooden replica and somehow no

one noticed until it broke during a worship ceremony. (Leading to many People's Temple priests being killed by thugs hired by the temple.)

**Mount Kikapua** is the tallest volcano in Ierendi. The Hope is said to have passed into the planes from here, and the travelling priests of the People's Temple make pilgrimages here to worship once a year when possible. It is especially favored for staging ceremonies to mock the Pirate's Temple's official holy days. A few People's Temple priests have found the gates to the Elemental Planes of Earth, Air, and Fire to be found here. Many theorize there must be a gate to Water also, but if it exists, it has eluded detection.

**Mount Makai** is home to a major Makai druidic community; this group was instrumental in the eventual amalgamation of the Azcan and Tanagoro inhabitants of the islands fusing into one people. Their current focus, however, is rites to keep the sun from going out; many of them fear the Honor Islanders are somehow draining the sun's power, but they are too weak to challenge them directly. Instead, they spend a lot of time recruiting their own fire elemental allies and trying to strengthen the element's influence on the isles.

**Port Siers (6,000)** sits on top of a Nithian ruin, buried under dirt and volcanic rock. Persistent

Makai legend claims there was once a volcano near it in the mountains. If this is the case, no one knows what happened to it, though SOMETHING produced the layer of volcanic rock between the ruins and the city atop it. The Pirate's Temple here has a small collection of Nithian boats on display, all taken from the ruins. Fire creatures and undead seem to be fighting it out futilely for control of the ruins, in the accessible areas.

**Tooraka** is another community of Makai pirates. They follow a mix of Druidic and Pirate faith, with temples to each. Runaway Makai slaves head for here in hopes of joining a Makai pirate crew. If more slaves escaped, this would likely overstretch resources, but as it stands, it helps the town have more pirates.

## Roister Island

**Population:** 5,000 people (300 Hin, 4,300 Humans (Makai and Slaves), 400 Dwarves)  
**Capital:** Ronowac (1000)  
**Area:** 322 square miles

Roister Island is home to Makai who have adapted to Pirate Culture and to their slaves and a small dwarven colony. The slaves dredge their swamps and build islands on which cash crops are grown to buy food (The dwarves dig up gold and gems to buy food.). Insects are especially bad here and many natives and slaves wear outfits similar to beekeeper uniforms if

they have to go far from the coast. Some also raise bees for the honey.

**Ronowac** and other small coastal towns are home to pirate bands and trader ships which are supported by the slave labor and by selling needed goods to the dwarves. Prone to flooding, homes here are built on stilts with netting covering the windows to keep out annoying insects. Indeed, a visitor, having climbed a ladder or gone up a ramp can use the aerial streets (wooden mostly) to go around the town without ever touching the ground.

Roister Islanders tend to worship in both the Pirate's Temple and in the old Makai druidic faith. They do their best to try and help out other Makai, so far as they can without risking enslavement themselves. They only take non-Makai as slaves.

The great trench north of Roister Island has made this an area of major fish habitation; the locals favor a mixture of drugs and boat-mounted crossbows which fire harpoons for fishing the larger fish and nets for the smaller. Visitors are sometimes invited to try their luck at shooting drugged fish.

## Safari Island

**Population:** 40,000 people (3,000 Hin, 22,000 Humans, 5,000 Elves)  
**Capital:** Sindaba Tower (4000)  
**Area:** 3,360 square miles

Safari Island is so-named because of the periodic safaris sponsored by the local government (a council of townsmen and pirate captains who choose the Castellan of Sindaba Tower to direct the monster hunts and run defenses for the communities) to sweep the forests and hills of the islands to kill the unusually large number of monsters which roam this island. Most baffling is the appearance of creatures (dinosaurs) normally only found in the Isles of Dread, over 500 miles to the south. Only the brave or hapless slaves dwell here, though the local elves are mostly safe due to living in tree-communities, dozens or hundreds of feet off the ground. The elves indeed hunt the monsters and sell the useful bits to merchants and adventurers. Unlike most of the islands, not many pirates operate from here; too much risk of getting eaten.

Unknown to the locals, an ancient and powerful magical item, created by the Lizardmen with the use of powerful divine, necromantic, and arcane magics, is now periodically summoning monsters to the island and turning them loose. It cannot be found by magical means and is itself trapped in the lizardmen ruins under the island's swamp. Anyone who is killed by them loses some of his life force to the machine, which stores it to be tapped later, not that anyone alive now has any clue how to use the stored energies. Some of

this life force leaks out slowly, making the island's undergrowth and brush especially dense. Dississlith's Engine is itself guarded by a Black Dragon (named Deepdelver) distorted by its energies; the Black can move through the muck of the swamp as fluidly as it flies or swims through the waters, and buries its hoard around the muck-buried Engine, where it is sure no one can find it; anything in the horde resists magical detection also.

**Sindaba Tower** is the center of government on the Island, a strong fortified town with a connected keep (which was once just a tower to hide from monsters in, long ago.) The town makes a steady trade in monster parts to visiting merchants. Adventurers bring lots of wealth here. The townsfolk are pretty tough from having to periodically fend off monster assaults; everyone is required to serve in the militia from 18 to 22.

## Utter Island

**Population:** 32,000 (5,000 Albino Humans, 15,000 Human and Hin slaves, 8,000 Free Humans, 1,000 Hin, 3,000 Elves)

**Capital:** Gaamo (4,000)

**Area:** 1,642 square miles

In many ways, Utter Island is just like the more occupied parts of the Isles, divided between land-dwelling townfolk, plantation slaves and free-booting pirates. However, a

substantial chunk of the Island's population are Kagyar-worshipping Albinos brought by the Thyatians to the Isles to exploit the building skills of their priests. A few Albinos are to be found all over Ierendi, engaged in construction work, but the majority live on Utter Island, and refer to themselves as either Utter Islanders or Kagyar's children. (This often irritates dwarves.)

It is unclear where the Albinos came from, as they refer to their old homeland as Gashtunk, which simply means 'Pale Home' in their old language, though they seem to be originally Neather in stock. Their faith commands them to build incessantly; they will possess in death the places they built in life. They also believe that their Immortal will come to them if they can only build him a sufficiently grand home. Not that anyone agrees on his tastes. Given they prefer to work with sand and coral and other things found on beaches, these works only survive because the priests of Kagyar the Builder learn spells from their patron which can make them permanent (the Sand-Builder domain, described later in this supplement). Those who leave the island are usually also versed in other construction arts, or else are clerics of sufficient power. Some become pirates for a time to raise funds in order to pull off a really impressive building project.

The island is littered with old buildings, some of which are now home to slaves, other Ierendi, or in a few cases, animals or monsters. Utter Island slaves are usually far better, though often oddly housed than those on other islands. The Pirate's Temple

here and the Temple of Kagyar are both masterpieces of the art, though they would look strange to outsiders.

## White Island

**Population:** 108 (Humans / Ape Druids)

**Capital:** Whitenight Abbey

**Area:** 196 square miles

As the canon (Ierendi Gazeteer, p. 50-1)

## Adventures

### Bar Brawl

**Adventure Level:** 1+

**Topic:** Drunken Bar Riots, Honorable Code

**Interesting Features:** Who doesn't love a good riot?

**Campaign Hook:** A good place to make friends and enemies and for people to accidentally drop adventure hooks

**The Adventure:** It's fairly traditional to end most evenings in Pirate bars by having a giant drunken brawl. Such brawls are handled under the Honorable Code, which requires one to stick to non-lethal and improvised weaponry with no magic. Any violation of this may cause everyone to turn on you in unison. This is intended as a fun way to blow off steam, not something leading to death. Looting unconscious bodies is frowned on, though anything dropped on the floor is FAIR GAME. Such items may well lead to other adventures—maps, magical items, pouches of gold which the owner will hunt you to

Norwold to recover, etc, etc. Helping out a pirate in a brawl like this will generally get you a new friend.

### Ierendi City Bandit Gang

**Adventure Level:** 1-4

**Topic:** Lawlessness of Ierendi Cities, Anti-Makai prejudices, Low-Life Dives

**Interesting Features:** How do you enforce the law in a city with no police force?

**Campaign Hook:** You may gain a patron and possibly future enemies. Bandit treasures may lead to other adventures.

**The Adventure:** Koma, son of Analu, was recently mugged while trying to bring some documents home from the warehouse where his family's goods are usually stored for export. His father Analu is a Makai merchant who lives in the Fourth Ward, one of the fortified peaceful inland districts of the city; Koma had gone alone because he'd forgotten to bring the documents earlier, so he

snuck out to get them before he could get in trouble. He lost all his money and the documents. He hires the PCs to track down the bandit gang who robbed him; he can give physical descriptions of them, but has no names. The PCs will have to delve through the bars and brothels of the coastal districts to find the group. The 'bandits' are in fact a group of people from the pirate ship 'Spirit of Ierendi'. They mugged Koma because he looked rich and weak and was a Makai and thus probably only fit for slavery in their minds. However he managed to escape them, sans goods, which they kept. They've blown his money on hookers and beer, but they still have the documents, which are incomprehensible to them. They've convinced themselves the documents must be magic scrolls. They should be set in numbers to pose a stiff but not insurmountable fight. However, if the PCs kill them, the rest of the crew of the Spirit of Ierendi

will put the PCs on their vengeance list. If the PCs just beat them up and reclaim the stolen goods and whatever wealth they can scrounge off the pirates, the rest of the crew will simply mock them for being idiots and hold no particular ill-will; Captain Corwin prefers his men not cause trouble in Ierendi City. Should the PCs choose to read the documents, they will find out it is a collection of accounting records, bills of sale, etc. Valuable to this merchant family, but otherwise of little interest to them. Unless you want to make it more interesting, anyway...

### **The Pirate Life for Me**

**Adventure Level:** 1-8, possibly higher

**Topic:** Life as a Pirate

**Interesting Features:** PCs get to live the pirate life

**Campaign Hook:** This functions as a campaign framework.

**The Adventure:** The PCs sign on to a pirate ship. Level 1-4 PCs will be hired on as common crewmen if they have at least some sailing skills or as cabin boys if they need to learn some. Level 5-8 are likely to take officer positions. Level 9 or higher, they're probably ready to actually buy their own ship and form their own crew, unless they don't actually know anything about sailing. Low level PCs get to spend a lot of time on petty chores with bursts of excitement as they raid other ships, explore lost islands, seek buried treasure,

etc. Higher level PCs will get to take on higher responsibilities and help direct ship policy. At level 9 or higher, they're probably ready to start their own ship and direct things completely. This basically functions as a framework to add other adventures to.

### **Polly Wants a Rescue**

**Adventure Level:** 1-4

**Topic:** 'Authentic Makai Art', Fletcher Island

**Interesting Features:** The PCs have to find ONE parrot on an island FULL of them.

**Campaign Hook:** Who else wants that chest?

**The Adventure:** The PCs are approached by Crewman Jones, one of only two survivors of the now wrecked ship The Bastion. He possesses a magical chest which belonged to the captain; he offers to split it with the PCs if they will help him find the parrot which belonged to the Captain of the Bastion. He believes the parrot knows the password and will eventually say it, given some encouragement. The PCs must track down the parrot (which wears a magically locatable collar with silver trimming), which was released by Jones before he realized he needed it. However, the parrot is in danger of being taken by hunters and its feathers taken to make 'authentic Makai art'. If the PCs save the parrot, it will eventually babble the password. The chest has a fair amount of treasure; it also has letters of credit from a major Darokinian merchant house.

Which is likely to want its stolen treasure back and come looking for those who have it... (If the parrot dies, don't forget Speak with Dead...the idea of trying to get a parrot to yield up the password from beyond the grave makes me laugh and laugh.)

### **Rare Plant Hunt**

**Adventure Level:** 1-4

**Topic:** Low Key Wilderness Adventure, Escort Duty

**Interesting Features:** PCs have the chance to befriend a sage and collect rare plants

**Campaign Hook:** The Sage may hire the PCs in the future for this trip he's been planning to the Isles of Dread.

**The Adventure:** Horatio Muncumbe, a scholar of botany, is looking for some bodyguards on a trip into the interior of Ierendi Island to collect rare plants. The PCs must escort him up into the mountains and back, keeping the wildlife from eating him (conversely, he knows enough of the plant life to steer the PCs away from any dangerous plants.) Most of the wildlife is pretty low key—scorpions, spiders, snakes, etc. When the PCs reach the vicinity of Mount Makai, however, they'll have to deal with some minor earth elementals who have a liking for the last plant they wish to collect. PCs may do some harvesting of additional plants themselves if they think to do so, to increase their profits. If Horatio is impressed, he will later (when the PCs hit the 5-8 range) wish to



hire them to help him go to the Isles of Dread. (Horatio can also be used as a hook to get PCs onto Safari Island).

### **Safari Island Monster Hunt**

**Adventure Level:** 1+

**Topic:** Safari Island

**Interesting Features:** Time to bust out all those home-brewed monsters and vicious flumphs. PCs must face question of what frost or desert monsters are doing in a jungle.

**Campaign Hook:** Successes here can lead to patrons offering jobs; high enough level PCs may be able to permanently solve the problem, likely leading to the Pirate King wanting to retain them, artifact in question may be useful for Quests for Immortality

**The Adventure:** Periodically, the Castellan of Sindaba Tower declares a monster hunt, sweeping up the militia and any nearby adventurers to go out and slaughter as many monsters as possible. The PCs may encounter anything the DM wants, as the artifact summoning these creatures has little regard for things like 'terrain type'.

Rewards are given for every severed monster head brought back to base. Sometimes bands ambush each other to steal the heads so as to claim a bigger reward. Sufficiently high level PCs may well be able to find and confront the source of the trouble. (See the Safari Island entry.) This can also be used to spice up adventures taking place on Safari Island for other reasons, as a hunt is called in the

middle of the adventure and now the PCs must fend off the wildlife and other groups which think the PCs are there to collect monster heads.

### **Street Heretical Theatre**

**Adventure Level:** 1-4

**Topic:** The People's Temple

**Interesting Features:** PCs must decide whether to help several old men who are deliberately challenging Ierendi society

**Campaign Hook:** PCs may befriend or alienate the People's Temple by their actions.

**The Adventure:** The PCs, passing the local Pirate's Temple, find a group of old men in the process of conducting a parody of the Pirate's Temple worship ceremonies. This results in a crowd gathering, followed by the local clerics administering a beating to the old men, which leaves them unconscious and helpless, not a good state for anyone in public in Ierendi. The PCs may intervene on either side or possibly just move on. If they do get involved, they will make allies with whichever group they assisted. The old men are actually low level clerics of the People's Temple. With imminent death by old age staring them in the face, they decided to take the risk of another public act of defiance, hoping to inspire other slaves to resist. If the PCs do nothing, the old men will be robbed (not that they have much to rob) and tossed in the ocean to drown (assuming there is an ocean or river or something nearby.)

### **Bring Them Back Alive**

**Adventure Level:** 5-8

**Topic:** Non-Deadly Monster Hunting, Safari Island

**Interesting Features:** The PCs have to try and capture something nasty and dangerous without killing it

**Campaign Hook:** Competent PCs may get hired repeatedly by this patron and he will spread word of their skills to others, who will want to hire them. May also lead to PCs being tapped by the Castellan of Sindaba Tower for special missions on Safari Island

**The Adventure:** Mandalos, a Glantrian Wizard, has come to Ierendi in search of a specific monster. He hires the PCs to capture it for him on Safari Island, where there have been sightings of it. The monster should be selected to be dangerous but not apocalyptically so for the PCs. He will supply them with things to help them take it alive—knockout poisons, magically reinforced netting, etc. Should they succeed, he will likely have future similar work for them.

### **Advanced Pirates and Prophets**

**Adventure Level:** 5-8

**Topic:** Escort Duty, Ylari Religion and other Ierendi Religions

**Interesting Features:** The PCs must try to both escort and restrain a Ylari cleric.

**Campaign Hook:** Many chances to make friends or

enemies

**The Adventure:** Inspired by a vision, the Ylari religious scholar Rashid has come to Ierendi to study its other religions and the missionary work here. However, he knows little of Ierendi trouble and has a bit of a reputation for letting his mouth fly off the handle, so the PCs are hired by Halla to 'show him around' and privately, to keep him from causing too much damage. Rashid is too used to books instead of people and makes inflammatory comments in an effort to understand things without thinking about how people might take offense. Along the way, he will try to debate Druids, Pirate Temple priests and People's Temple priests alike (the last after they try and mock him). He has firm control of his temper and will never resort to violence, but he may provoke it in others if not kept in check. Should the PCs manage to prevent all riots and keep him in check, he will be grateful and will eventually send them some luxuries from his homeland as a thank you present, in addition to the PCs getting paid.

### **The Great Black Whale**

**Adventure Level:** 5-8 (or higher)

**Topic:** An Entropic Whale, Obsessive Sea Captains, Sea Hunt

**Interesting Features:** This is your chance to re-enact Moby Dick, as written by Steven King

**Campaign Hook:** The Great

Black Whale may contain adventure hooks; if Captain Analu survives, he will be a strong if crazy ally to the PCs.

**The Adventure:** Captain Analu (Fighter 4/Rogue 5, Armed with a Returning Keen Harpoon +3) is a pirate of great fame. He was once much higher level and close to becoming King of the Pirates 20 years ago, when he and his crew were defeated by the Great Black Whale. Only he survived, drained down to first level. He has clawed his way back up from the bottom three times, each time ending up beaten by the Whale again and knocked down to low level. This time, he's decided he needs a better crew. This is where the PCs come in. He will promise anything whatsoever to get them out there to help fight the Great Black Whale. All he wants out of this venture is its death. He'll even give them his new ship afterwards if they ask. Assuming they sign on, they'll head south into the sea of Dread, into a giant maze of seaweed which must be navigated to its center, a graveyard of ships. It is here that the Whale will show up. The Whale is basically a wraith which has the size, hit points, and attack damage of a whale. If the PCs are of sufficient level, give it the power to animate the dead and have it supported by undead ship crews, some of whom once followed Analu. Analu doesn't know the full extent of the Whale's abilities but he does know only magic weapons will hurt it, and sometimes even those seem to

fail. Once the whale dies and any minions are slain, the PCs can explore the area and scavenge a lot of treasure. Among other things, they find an old Nithian ship with a cache of bottles. There is one broken bottle and six intact, each of which contains a wraith with the form of some sort of small animal or vermin (created by a wraith energy draining the original creature to death). The PCs can kill these, or sell them if they are sufficiently unscrupulous.

### **The Holy Ship of Alena**

**Adventure Level:** 5-8

**Topic:** International Intrigue, Naval Combat

**Interesting Features:** The PCs get to chase and recover a stolen ship and get into some international intrigue

**Campaign Hook:** This can lead to further conflicts with Minrothad and other missions for the Pirate's Temple

**The Adventure:** Agents of the People's Temple have stolen the holy boat of the local Pirate's Temple, who hires the PCs to assist one of their priests in recovering it. However, it's actually been stolen by Minrothad Privateers (posing as People's Temple members) who are taking it back home. The PCs must catch up before the stolen ship falls into the hands of a much harder to deal with Privateer Fleet.

### **Love and Harpoons**

**Adventure Level:** 5-8

**Topic:** Ballista Hunting of Sea Creatures, Cross-Species Love, Rescue Mission

**Interesting Features:** The PCs get to go fishing with Ballistas, have some undersea adventures, and try to disentangle an aquatic love triangle or three.

**Campaign Hook:** The PCs may either make some serious aquatic enemies or allies and befriend a wealthy family.

**The Adventure:** Joanna Kanloon is the head of a wealthy merchant family in Ierendi City. Her son Maleko joined a pirate crew about a year ago, and she's been fretful ever since. Now his ship, the Ivory Queen, has returned to town without him, and the Pirates won't tell her why he's not with them. The PCs must investigate; the trail leads them to Roister Island, where they can learn the crew rented a boat to go harpoon fishing and returned without Maleko. The boat's owner will tell them he overheard the pirates talking about Maleko jumping overboard and swimming off with a mermaid.

If the PCs go out and search the area, they'll meet a mer-man named Ishiki who can tell them that one of their mermaids, Yuiki, had a messy breakup with her old boyfriend Hasshiki and now has taken up with some surfaceworlder. He will happily take the PCs to the community, though they'll need their own source of waterbreathing. This community lives in cliff-dwellings at the edge of the

Royster Trench and herd various kinds of fish for a living. Further investigation will show that Yuiki has Charmed Maleko and is basically using him to make her old boyfriend jealous. (She's also supplied him with a ring of waterbreathing) It's up to the PCs to decide how to handle this. Handled well, the PCs may make some allies.

### **March of the Turtles**

**Adventure Level:** 5-8

**Topic:** Angry Druids and Shamans, The Turtle Clan  
**Interesting Features:** PCs get to have an unusual sea battle, may gain unusual items if they survive.

**Campaign Hook:** May lead to adventures or revenge on the Atruaghin clans.

**The Adventure:** This should be used when the PCs are in the northwestern waters of Ierendi. They become mired in great sheets of seaweed after a storm blows them further northwest, then swarms of Turtle Clan members in shallow-draft boats cross the seaweed and attack the ship. It should be a difficult fight; some of the clansmen should be druids and shamans. If the PCs win, they can loot the Turtle Clan members, who don't have much wealth, but should be given some items of interest, such as magical seeds to generate huge mats of seaweed. If they lose, the Turtle Clansmen haul them back and dump them naked and tied up where the Tiger Clan will find them and then you can do an 'escape from slavery'

adventure.

### **Raise the Bismar**

**Adventure Level:** 5-8

**Topic:** Pirate Rivalry, Raising a Sunken Ship, Underwater Adventure

**Interesting Features:** A race to a sunken ship full of treasure and fighting off rivals, while mer-folk also go for it

**Campaign Hook:** Could create rivalries with other pirates or mer-folk; could contain plot hooks

**The Adventure:** The once mighty Bismar, a legendary pirate ship, has sunk in a storm and the PCs happen to be in a bar when the last survivor comes in to wail over its sinking and the loss of his friends in the crew, etc, etc and how the huge treasures they had simply made the ship sink better. This leads the PCs and several other groups of pirates who overheard this to start a 'gold rush' to find and loot the wreck. Local mer-folk have found the treasure, though, and won't easily give it up. For a further complication, the whole thing is a setup by pirate-hunters (Thyatian, Minrothadi, or whatever) who swoop in once everyone finishes killing each other and discovers it's all copper painted gold...

### **The Talking Serpent**

**Adventure Level:** 5-8

**Topic:** The People's Temple vs the Pirate's Temple

**Interesting Features:** The PCs get to pull a massive practical joke.

**Campaign Hook:** If the PCs pull this off without being caught, the People's Temple will view them very benevolently, but the Pirate's Temple won't be happy at all.

**The Adventure:** Depending on the PCs general reputation, agents of the People's Temple will attempt to either recruit, hire, or trick the PCs into sneaking into the local Pirate's Temple and replacing a prominently displayed Sea Serpent trophy with a similar looking one which has been rigged with clerical magics to begin speaking blasphemy during the next worship ceremony there. (Hiring is the last resort, as the People's Temple cannot offer much in the way of payment.) The PCs must bypass the defenses and make the swap. Unknown to the PCs or the People's Temple, the trophy will come to life and attack when it is delivered to the People's Temple, having been trapped by its owners. The PCs may, of course, choose to sell out their erstwhile employers; the Pirate's Temple will reward them for that.

### **Tiger, Tiger Burning Bright**

**Adventure Level:** 5-8

**Topic:** Buried Treasure, Dragons, Foreign Raids, People's Temple

**Interesting Features:** The PCs face hordes of screaming Tiger Clan members, Darokinian Soldiers, Lizardmen, and possibly rival Pirates in the Malpheggi Swamp.

**Campaign Hook:** Lots of

chances to make enemies;

possible plot hooks in loot.

**The Adventure:** The PCs are approached by an escaped slave, Three Axe (Warrior 6), who is a former Tiger Clan member. If they are friendly to the People's Temple, he introduces himself as a member. If hostile to it, he approaches without mentioning his connections to it. He explains how he once came from the Tiger Clan lands and was part of a war party which had to abandon a large pile of loot by burying it because they had to split up to avoid being caught by the lizardmen. Things went badly for him and he ended up in the hands of a pirate crew, who sold him into slavery here. But he finally escaped and he wants to recover the treasure, offering to split it with the PCs. (If they are friends of the People's Temple, he will try to convince them to take a reduced share that the bulk of it might go to help the slaves). The PCs must reach the swamp, evading Darokinian military patrols, lizardmen and Tiger clan raiders to find the treasure. Which is now the hoard of a young black dragon. If the Pcs are friendly to the People's Temple, Three Axe does his best to help them. Otherwise, he will sell them out to one of the many groups roaming the areas and abscond with the loot if possible. If not, he sets them up for a People's Temple ambush on returning to Ierendi.

### **International Skirmish**

**Adventure Level:** 9-12

**Topic:** Chance to Take Command, International Conflict, Sahuagin

**Interesting Features:** The Pcs get a chance to get their own pirate ship and to intervene in international politics.

**Campaign Hook:** The PCs may now become the leaders of a ship, opening a political future in Ierendi to them, if they want it.

**The Adventure:** The PCs are either passengers or crew on an Ierendi pirate ship. The ship comes under attack by Sahuagin, only to have a trusted crew member assassinate the captain, then fly off east. The PCs must take command as the officers suspiciously fall out with each other. Then the Minrothadi show up to finish off the survivors and the PCs must lead the crew to defeat them. Should they win, they may find out from prisoners that this Minrothad ship was actually a Minrothad naval vessel posing as a pirate; Captain Thoma was trying to redeem himself for poor past performance by destroying the famous ship the PCs rode on. They can take this info to the Pirate King and greatly embarrass Minrothad with it.

### **The Hunt for Red Swiftmont**

**Adventure Level:** 9-12

**Topic:** Black Eagle Baron, International Politics, Recovering a lost Honor Island Craft

**Interesting Features:** The PCs must recover a lost Honor Island ship before it falls into the hands of the Black Eagle Baron or

Stefan Karameikos or even worse—the Minrothaddi or the Thyatians!

**Campaign Hook:** Earn credit with Honor Island and King Mungo

**The Adventure:** After being ambushed by Minrothadi ships, an Honor Island ship drifted north in a storm and crashed on the coast of Karameikos. Now everyone's out to get it, and the PCs have to get there first and either enable it to get back to Honor Island or blow it up. Or both (as PCs are prone to do). Everyone else in the universe, however, is out to get it too, and must be fended off.

### **Pirate Team-Up Blues**

**Adventure Level:** 9-12

**Topic:** International Politics, Pirate Politics and Interpersonal Conflict, Fleet level piracy operations

**Interesting Features:** The Pcs have to try to build and hold together a pirate fleet for a huge raid.

**Campaign Hook:** The PCs may make some big allies and foes

**The Adventure:** This adventure presumes the PCs control a ship or are at least the trusted allies of a captain. Their ship is approached by several other captains hoping to attack a massive shipment of goods from Minrothad to Sind (by way of Karameikan, Shires, and Atruaghin clan waters). However, all the captains have various past feuds/love affairs/messy old adventures hanging over them and the PCs

must mediate to hold things together. Then the PCs must help stage the attack on the well-guarded treasure fleet. Then they have to survive the Thyatian pirates who are waiting to pick off the survivors. If the PCs triumph over all this, the surviving crews and captains will become strong allies, especially useful if you have political ambitions.

### **The Utter Island Crisis**

**Adventure Level:** 9-12

**Topic:** Relations with Thyatis, Utter Island Albinos

**Interesting Features:** The PCs must defuse an international incident

**Campaign Hook:** A chance for the Pcs to make names for themselves at an international level

**The Adventure:** This adventure presumes the PCs are on good terms with the Pirate King, though they may just choose to meddle. A group of Thyatian agents tried to kidnap several of the priests of Kagyar the Builder from Utter Island and are now in jail. The leading captains of the Island are fighting over how to punish them and the local Albino community demands DEATH. Thyatis is insisting the men are innocent and demanding a proper trial. Some of the townsfolk of Gaamo are also asking for a trial, hoping to set precedents for a less violent and arbitrary law system. The PCs must wade into this and find a solution which everyone can accept.

### **High Hopes**

**Adventure Level:** 13-16 (or possibly a lot higher)

**Topic:** People's Temple, Tomia's Quest for Immortality

**Interesting Features:** Planar Adventure, Religious Conflict

**Campaign Hook:** Could provide a huge boost for a faith; could make the PCs subject of a mortal or Immortal manhunt.

**The Adventure:** The PCs are hired to retrace Tomia's footsteps. Depending on who the PCs are allied to, it could be People's Temple members of one of the esoteric sects looking for clues as to what exactly happened or how soon he is coming back, or Pirate's Temple or Eternal Way priests looking to discredit Tomia to a curious scholar. The PCs must explore the mountain, find the gates, deal with the elemental beings beyond them, and discover none of the gates seem to have been used by Tomia. However, Tomia's final writings, passed to a disciple and historical records of the time indicate there were howling monsoon storms when Tomia passed into the heavens; investigation finds a place on the mountain where water gathers when it rains heavily enough, and for a time, a water gate will open there. From there, the PCs can follow Tomia's trail across the planes to where he is imprisoned (DM's choice of where) and then decide what, if anything, to do about that. This could easily lead to huge changes in Ierendi, depending on what the PCs decide, especially once they

realize that though long-lived due to various magics, Tomia is no true Immortal yet...

### **The Reef-Keeper**

**Adventure Level:** 13-16 (or maybe even higher)

**Topic:** Questing for Immortality Candidates, Sunken Dungeon Complex, Underwater Adventure

**Interesting Features:** The PCs must enter a reef which has been turned into an underwater dungeon.

**Campaign Hook:** Defeating the Reef-Keeper may help PCs with future plans for immortality and may saddle them with Entropic items needing destruction

**The Adventure:** There are rumors of sunken pirate treasures gathered into a the depths of Buccaneer reef in chambers carved out by underwater denizens (aquatic elves, merfolk, sahuagin, or whatever else works for your campaign). Sure, you'd need a lot of water breathing magic, but there's treasure and adventure to be had down below.

What's actually going on is that the underwater complex in the reef is a death trap set up by a would-be future immortal who is currently a cleric of (choose whatever underwater intelligent race you like best). He is trying to follow the path of the Dungeon-Keeper and has selected the PCs as the next group of adventurers to kill, setting whatever kind of bait in front of them which will get

them to come down and die. Or so he hopes.

Unfortunately for him, he's rather overestimated himself and underestimated them. Fill the place with lots of traps and nasty aquatic creatures before the final confrontation with the priest. Having slain him, the PCs will now face the problem of how to deal with his collection of Entropic magical items. This may well lead to new adventures.

### **Revolution Number Three**

**Adventure Level:** 13-16 (possibly higher)

**Topic:** People's Temple vs. Pirate's Temple, Slave Rebellion

**Interesting Features:** The PCs must decide which side to help and how to do so.

**Campaign Hook:** This is likely to be a major campaign segment in and of itself, leading to major changes.

**The Adventure:** The time has come. The slaves aren't going to take it any more. When an eclipse of the Sun drags out for an unusually long period of time (due to the machinations of Nyx cultists, though it ultimately fails), many begin to panic that the end of the Third Age has come and now the Death of Fire is upon us. The People's Temple now leads the slaves to rise up and all out war begins. Even when the eclipse ends finally, it's too late for the slaves to back down and the PCs must choose sides in this battle. Futher, foreign intervention is quite

likely, and whoever the PCs aid, they will have to deal with Thyatians, Minrothadi and others trying to meddle.

### **The Tournament of Piracy**

**Adventure Level:** 13-16 (or maybe even higher)

**Topic:** Becoming KING OF THE PIRATES

**Interesting Features:** IT IS A TOURNAMENT OF PIRATES. \_PIRATES\_.

**Campaign Hook:** Becoming King of the Pirates opens up new possibilities for being a player in international politics, a grand adventurer, or even reforming Ierendi. Trying and failing means the winner will watch you suspiciously as a threat to him in five years when it comes around again...

**The Adventure:** The King of the Pirates is dead! Or else five years are up. And now the Conclave of Pirates must meet and a new King be chosen in the TOURNAMENT OF PIRACY. The Tournament involves several contests: Finding a buried treasure from an enigmatic map before the other crews can, defeating rival ships in combat, staging a raid on Minrothad or Thyatis, settling an old feud between pirate crews (sometimes real, sometimes staged) and a raid to Davania (or Norwold or the Savage Coast) and back. Other events may be added by the DM as desired. The winner of a majority of events becomes Pirate King. The Conclave will add more events if needed to break deadlocks.

## **Player's Guide to Ierendi**

**What Everyone Knows About the Pirate Kingdom of Ierendi**

## **Tavern Talk From Other Lands**

**Ierendi:** Hardly a real country at all; it's tyrannically ruled by marauding pirate bands who just kill anyone who looks at them funny. It's a collection of very wet and hot volcanic islands. The islands are full of slaves, insects, diseases, and lots of valuable crops and dangerous monsters. Everyone runs around half naked, plundering and robbing anyone foolish enough to visit. On the other hand, you can make a huge pile of wealth pretty quickly being a pirate. And buried treasure does sound exciting. But I'd probably just get bitten by an insect and drop dead.

**Pirates:** I've heard they have special Pirate Law, but it doesn't sound to me like it really has much effect—they're still robbing people and sometimes killing them. If you want to visit, the best way to do it is to hire a pirate ship to escort yours; you'll get through safe then, as they don't fight each other. Hmm, maybe that's what Pirate Law regulates—Pirate vs Pirate conflict. That makes sense. The Ierendi will pretty much rob anyone who isn't Ierendi (and some who are, I expect.) The Pirates generally don't look half-naked like I've heard everyone is in Ierendi, but I suppose it would be dangerous to fight half-naked.

**Government:** As I understand it, the Pirates took over after a slave revolt against Thyatis a few centuries ago, and now the toughest Pirate beats up the others and rules as King. They pretty

much live by the rule of force—the strong rule and the weak serve. I wouldn't want to live like that; I dunno how they can call it 'freedom'.

**Slaves:** I suppose it's not surprising that former Thyatian slaves would turn around and enslave other people, but I think slavery's a terrible thing and it's rather hypocritical of them. Anyway, they work them to death, then go kidnap more. Abominable. It could be that it's just the slaves who are half-naked. Mark of slavery. That would make sense.

**Ierendi Produce:** Just because I'm drinking fruit juice and smoking a pipe and wearing cotton clothing doesn't mean I endorse the slavery that made all this! A man needs his luxuries at the end of a hard day's work. You'd think they'd wear more clothing with all that cotton.

**The People's Temple:** Aren't they some kind of crazy athiests who are stupid enough to think the Immortals don't exist, so they make fun of the rest of us for believing in our Immortal Guardians? Are they blind? Haven't they ever seen a cleric perform a miracle? What is wrong with these people?

**The Pirate's Temple:** I think they made up some pirate immortal to worship. Who is this Sinbad character, anyway? Sounds fake to me. Hmm, maybe that's why the People's Temple are such skeptics and mockers if the other major religion just makes stuff up...

**Ierendi Towns:** More like

villages, I hear, except for Ierendi City, the towns are all pretty small. Then again, a lot of ours aren't very large either. People don't run around without any clothing in OUR cities, though. Some of the cities are up on stilts so they don't wash away whenever it floods from all that rain.

**Ierendi City:** If you want the action, this is it. Tons of entertainment, shops, warehouses, and every kind of good available if you know where to look. Most of the city sits up on heights overlooking the harbor, so it doesn't flood all the time. Except down at the harbor, but that's what stilts are for. The eastern city is a giant pit of vice and sin and people without shirts, but I hear the west side is a lot more normal with craftsmen and honest merchants and so on. And slaves. So I guess it's not as good as our cities.

**Safari Island:** As I hear it, the whole thing is totally riddled with monsters, so people insane enough to want a basilisk or a dragon or a cockatrice can just go hunt themselves one. Or die horribly. And the monsters are naked too.

**Honor Island:** I hear some cult worship the local volcano Immortal or something. Or do they make magic ships out of iron? Wouldn't it all rust? Doesn't sound sensible to me.

**Elegy Island:** Ruled by undead pirates, right? Man, I wouldn't want to face that.

**How to Get Rich and Famous:** Become a pirate, work your way



up to command a ship, then start raiding your neighbors and stealing their hard-earned possessions, then retire, buy a plantation and live off the hard work of your slaves. Sure, the Fiends will devour your soul when you die, but you didn't ask about 'not burning in the Hells for eternity.' I expect sufficiently crazy adventurers could make good money looting the tombs on Elogy Island or maybe raiding Safari Island to sell live monsters or dead monster bits to wizards. If you can find a map to buried treasure, you could be set for life.

**Hot Tips:** Don't go to Ierendi unless you look good without much clothing on and can fight off pirate hordes. Unless you ARE a pirate, anyway. Don't shortchange a halfling prostitute. (Ha ha ha! I'm so funny.) If you're a cleric and encounter a member of the People's Temple, expect to be mocked. So show him a miracle and watch his foolish brain explode. And never let them know you're Thyatian if you are Thyatian. Or Minrothadi. Of course, no one admits to being Thyatian anywhere if they can help it. Not even in Thyatis.

## From Conversations With a Veteran Adventurer

**Ierendi:** The peoples of Ierendi are pretty diverse; it's a serious melting pot of people from all over the Known World, even a few Norwolders, Alphasians, and Sindhi. Humans dominate, but there are elves, halflings, and dwarves too. Especially halflings. A lot of the original inhabitants, the Makai, are slaves now, but some are free men. There are a few Ylari missionaries here; I expect they all go mad after a while, given most Ierendi do everything the Nahmeh says you shouldn't do. It's a collection of volcanic islands, very hot and wet with a yearly monsoon season which keeps the place very wet half the year. And pretty wet the rest. But there's a ton of opportunities in Ierendi for a man with a good sword hand or lots of cunning. You'd better be used to people who don't wear much, though. It's so bloody hot, I can appreciate why they don't, though. Oh yes, outsiders get sick easy, so BRING A CLERIC.

**Pirates:** Pirates form the ruling class of Ierendi, but it's a pretty porous ruling class. Any freeman can try to join a pirate crew if he wants to experience the privileges (and dangers) of being a pirate. A special code, the Honorable Code of Piracy, binds the Pirates to treat each other honorably, so they turn their wrath on the enemies of Ierendi. Which seems to include most countries, but especially Thyatis and Minrothad, who they really hate. I've heard they have a

truce with the Shires' pirates, but I wouldn't swear to that.

**Government:** Pirate crews govern themselves like an elected monarchy, setting their own laws and electing a captain; the captains form the Conclave which rules the nation under the Pirate King, who is chosen by a tournament every five years from the ranks of the Captains. And any man could one day rise to be King of the Pirates. Towns also choose their own leaders by a vote of the freemen. Though really, they tend to have minimal laws; you protect yourselves by allying to others so no one can threaten you. Rather like how adventuring parties protect each other.

**Slaves:** I wouldn't want to be an Ierendi slave. The climate kills a lot of them, and I expect there's going to be a reckoning; you'd think former slaves who revolted would know better than to keep slaves.

**Ierendi Produce:** Ierendi traders have lots of goods that few other places around here can offer—tobacco, citrus fruits, cotton, various dyes, etc. You can make a lot of money that way, not that I know much about trade. Of course, it's all made by slaves, so you might want to consider if you really need it that much.

**The People's Temple:** This is the slave cult; it's supposed to be illegal, but when you're already a slave, it's kind of hard to punish you more than you've already been punished. They mock all other religions and given the circumstances, I can't blame them. It's usually pretty funny, except

for the crazier ones who do things like poison all the pies at the bakery made from slave-grown produce.

**The Pirate's Temple:** They worship Sinbad and some other immortals. Good source of employment if you seem at least vaguely piratical. They urge everyone to, well, be pirates.

**Ierendi Towns:** Mostly tiny, but good enough to get fresh supplies. Some of them are up on stilts to avoid flooding. And if you need to fence goods, there's a plethora of shops which will buy them, more than you'd expect. Port Siers is the second largest city in the country, I think; it's built over an old ruins. Good exploring there.

**Ierendi City:** A city clearly ruled by pirates; if you're an adventurer, you'll love it, as it has the gear you need and tons of ways to have fun—shops, restaurants, brothels, theaters, etc. The west side of the city is full of craftsmen and merchants; the east side by the harbor is pirate land. Also, the King of the Pirates, currently a halfling, lives here in his castle, which I think seriously needs to be levelled and rebuilt to look less ramshackle.

**Safari Island:** A great place for adventurers; it's overrun with monsters, though no one is sure where they all come from. Unfortunately, they tend to be low on treasure, which is understandable. Still, there's always work here.

**Honor Island:** Stay away; fire mages live here and they will kill you deader than Gabronius IV.

**Elegy Island:** Endless hordes of undead. Endless tombs, most of which are long ago looted, but if you can find the right one...

**How to Get Rich and Famous:** Become a pirate and rob the Thyatians. Enter the Tournament of Piracy; even the losers become famous. Collect rare monsters on Safari Island for those crazy enough to buy them. Find the unlooted tombs on Elegy Island and loot them. Search for ancient ruins like the one under Port Siers and loot them. Organize an exploration expedition to distant lands. Go pearl diving and fishing off Roister Island. Explore the Royster Trench. If you feel crazy, Thyatis and Minrothad are always looking to hire spies to operate in Ierendi. Pay's good, but the Ierendi will make you regret you were born if you get caught.

**Hot Tips:** Ierendi has the best prostitutes and it's always very easy to unload your gear in Ierendi City. If you're going to collect monsters on Safari Island, wait for an official hunt, so they will pay you to do what you were going to do anyway. Stay out of the People's Temple / Pirate Temple conflict unless you really are sure you want to pick a side. Don't mess with the Teamsters' Union unless you're sure you're tough enough to take 20 or so of them at once. Ganti's Flying Carpet Store is a good place to get useful magics. The transport spells are really handy once you've looted a dungeon.

## A Karamaikan Merchant in the Shires

**Ierendi:** Dealing with foreigners and their strange customs is something to get used to everywhere you go. It's harder in Ierendi because they are such a melting pot that they have lots of customs from many different lands. Fortunately, they're generally pretty accepting of outsider customs too, so long as they aren't things viewed as insults. The Ierendi tend to be pretty touchy and rely much more on personal relationships and group solidarity than on contracts or law. You can rely on a man's promise—so long as you understand what he thinks he's promising. And vice versa. If you do end up in a dispute, it's probably either going to end in violence or remain unresolved, which is the hardest part, as violence tends to waste money. Which is part of where that group solidarity comes in; in most disputes, the side with less allies or weaker ones backs down to avoid putting things to the test. So it is crucial to build up alliances so you can point to how Captain Jungo won't be happy to hear about how you've just been shortchanged.

**Pirates:** If you are going to deal with Ierendi, you have two choices—hire a pirate escort or throw a lot of money into mercenaries to defend yourselves. The Ierendi pirates only attack if they're pretty sure they'll win. It's just that they are usually pretty sure, unless you have some

defenders. I still don't quite understand how their ships work—who exactly owns the ship? The whole crew? So what happens when people leave ships? Some fascinating property issues, I think. Just remember, when the captaincy changes hands, it's time to renegotiate deals.

**Government:** Not much of a government. The Pirate King deals with other countries and restrains the worst excesses of the pirates and each ship governs itself. Personal relations and promises grounded in the pirate honor code largely take the place of law. Which makes Ierendi a rather dangerous place. If I couldn't make so much money, I wouldn't go there, for all that it can be rather fun.

**Slaves:** A repugnant practice in general. Some Ierendi are relatively kind, others are harsh and cruel. However, as a businessman, I can't afford to turn my nose up at such things.

**Ierendi Produce:** Ierendi produces many things my homeland cannot but which my homeland desires to possess—a variety of fruits and vegetables, cotton, indigo, sugar, coffee, etc. If you can ally yourself to enough pirates to travel unmolested, then you can make huge profits buying and shipping these goods. And don't forget to stock up on lemons to avoid scurvy.

**The People's Temple:** More a form of slave street theatre than a church, I think. I can't blame them for protesting, but was it really necessary to depict the Immortals...actually, best I not

talk about it.

**The Pirate's Temple:** Honorable thieves. More or less a religious thieves' guild. But one that stays bought, which is what merchants need. Paying bribes is part of business, so long as the recipient stays bought.

**Ierendi Towns:** Not very many towns of note, though Vlaad is a very good source for Makai-style art, Port Siers has cheaper fruit than Ierendi City, and the architecture on Utter Island is incredible.

**Ierendi City:** This city has a split personality. For merchants, the real action is in the western part of the city where merchants and artisans live and where you can find high-class entertainment. By contrast, the harbor side of the city in the east is a giant dive of crime and depravity to entertain the pirates. You will need to make a few strategic visits there to build alliances, but you're best otherwise avoiding it, unless you like random brawls and prostitutes with interesting diseases.

**Safari Island:** You can make huge amounts of money transporting dangerous creatures, but sooner or later, they WILL break free and kill you. So be aware of the risk.

**Honor Island:** I expect anyone who could get them to sell their secrets would be set for life, but I'm taking no chances.

**Elegy Island:** You can make really good money supplying Nula with goods; I can't imagine why these people are crazy enough to live there. They make

good jumbo, though.

**How to Get Rich and Famous:** Cut a deal with some pirates and make regular runs from the mainland to Ierendi, buying up Ierendi produce and selling it on the mainland. Just make sure you pick the RIGHT pirates. Ones who stay bought. If you are particularly tough, the exotic animal and monster trade can make you a huge pile fast, but also risks horrible, horrible death. King Mungo is buying up anything for operating underwater he can find, so there's an opening for someone with access to magic.

**Hot Tips:** Visitors to Ierendi spend a lot of time being sick. So bring a cleric or at least a skilled healer and don't drink unboiled water. The fruit juice is tastier, anyway. If you can go topless without blinding others or looking embarrassed, it's a good way to show yourself a man of the world and they will treat you better. Wearing a hat untypical of your homeland also helps. Stock up on jewelry for gifts; they love that. If you can show some proficiency with a boat, that'll also ease your negotiations and raise your stock with them. In other words, go native as much as possible. Just remember to go un-native before you go home, unless you want to end up like my nephew. Trust me, you don't.

# History as the Ierendi Know it

Only the Makai know the origins of the Ierendi Isles. Their legends assert that we live in the Third World of the Twenty-First Aeon. In the First World of the Twenty-First Aeon, the Makai lived in peace in lands far away, but the time came for the wheel to turn, and the First World underwent the Death of Stone, destroying their homelands; they fled across the rising waters and landed in the Ierendi Isles which they made their own, though they had to fight local lizardfolk sometimes. Life was harder now, and sometimes tribes fought. And yet, things were still largely good in this bountiful land. The rains did not drown the land so often then. But life was too good, and so the Makai fell into sin and the Second World fell to a poison wind that stole men's memories, the Death of Air. Worse yet, it slew all the poor lizardmen, and while the Makai buried them, they sleep unquietly. We live now in the Third World, the Age of Fire. It will end when the sun goes out, and then the Fourth World, the last of this Aeon, will begin. And many fear it comes soon.

Very little is known by historians of the period before the Halflings colonized some of the Islands, starting in the sixth century AC. The Death of Stone appears to

have been the massive earthquakes which destroyed the southeastern corner of Brun, leaving behind Ierendi and Minrothad. The Death of Air may be somehow connected to the mystery-shrouded apocalypse that engulfed now forgotten civilizations around 500 BC. As for the Death of Fire...let us hope the Makai are just seeing patterns where none exist.

Looking for new lands for farming, some Hin arrived on Fletcher and Ierendi Islands in the 6<sup>th</sup> century, avoiding Elegy Island at the urging of the natives. They built Northkeep and Korsakov Tower and lighthouses to guide ships and began struggling to grow crops under hotter and wetter conditions than they were used to, and trying to find ways to survive the hurricane season.

For a long time, they struggled to make a living, until the discovery that tobacco and coffee could be grown here much more profitably than in the Shires led to a boom in their cultivation and in Hin immigration. (Many Hin also died of the local diseases.) Hin flocked to the islands and relations with the natives turned ugly. Brutal Hin vs. Makai war ensued; the Hin largely took over Fletcher and Alcove Island and

held substantial portions of Safari and Ierendi Islands when the Thyatians showed up. They took control of Utter and Aloysius Islands, setting up prison camps and using prisoners to grow valuable crops for them. Three way warfare now ensued, with the Hin forced into slavery and the Makai driven back into deep forest and the less valuable for agriculture areas. More and more prisoners were imported to the Isles to grow crops.

In the late sixth century, Thyatis and the Hin went to war, and this provided the many prisoners of the prison colonies with an opening. They now revolted under the leadership of Mad Creeg, a man who claimed he had been sent to the Isles for the crime of 'Killing an Immortal of Thyatis'. This seems rather unlikely to be true, but whether he believed it or not, he was a man of great cunning and strength (and quirky humor), who swiftly led the Ierendians to victory. Forming an alliance with the mysterious Honor Islanders, he drove out the Thyatians and declared himself the Pirate King of Ierendi, writing the Code of Honorable Piracy, by which the land would be governed.

For several centuries, this

schema worked. Many Makai continued to live in the traditional manner, but some assimilated into Pirate society and even rose to be Pirate Kings and Queens. The Hin and the other humans of the Isles tended to dominate Pirate society, however. The towns flourished, growing crops and providing crafts and fencing stolen pirate loot to covert merchants. A dangerous land it was, where a man might have his throat slit for a few copper, but a land where a brave and cunning man faced few limits on how high he could rise or the freedom he could know.

In 700 AC for reasons known only to the Immortals, several villages of Human and/or Hin Pirates simply vanished without a trace. This disaster led to a period of religious frenzy and panic which culminated in the rise of the Pirate's Temple. This vanishing, however, was relatively small in scale, and did little to slow the growth of the population.

As the Pirates and their towns flourished, the Makai and the Pirate towns increasingly competed for the same land to get food and the same waters for fish. The result, finally, was a brutal war in the 9<sup>th</sup> century AC. The Makai were defeated, despite their necromantic skills, but the war was long and harsh, and Pirate King Konal imposed what he felt was the worst possible

punishment—slavery—on the surviving Makai. They were turned into a labor force for the towns, freeing up the elderly to enjoy their old age and enabling more free men to become pirates or craftsmen (or even traders).

This strengthened the Ierendi military, which was essentially the collection of town militias and pirate ships, by enabling more free men to enter those areas. This proved crucial in the late 9<sup>th</sup> and early 10<sup>th</sup> century, the Minrothad Guilds and Thyatis turned up the heat on Ierendi. Desperation led Pirate Queen Antonia to approve the growing of cash crops by Makai slaves in order to raise funds to bribe Thyatian commanders and to hire assistance and purchase Glantrian magical items in order to defeat a strong attempt by Thyatis to conquer Ierendi in Belisarius' War in the early 10<sup>th</sup> century.

The precedent having been set, later Pirate Kings gradually expanded slavery, raiding the Turtle Clans of the Atruaghin, and many distant lands to capture slaves to grow crops whose sale would fund military efforts capable of fending off Ierendi's wealthier enemies and free up yet more free men to become pirates and soldiers and traders. However, it also shoved increasing money into the hands of those who ran the plantations from the towns, creating a class of men not dependent on piracy or craftsmanship for their wealth

and freedom, but on slavery. Conservative pirates opposed this, but though some Pirate Kings and Queens tried to reduce dependence on slavery, none were able to afford to abolish it.

Today, matters are moving towards a crisis. There's not much more room for the expansion of slavery for production of cash crops, but the number of free men continues to grow and Ierendi's enemies still seem to grow stronger faster than it does. Conflict between conservative pirates who despise slavery, wealthy townsmen, and those pirate crews who revel in the wealth slavery brings them continues to heat up and now the current King, a Hin named Captain Mungo Shipshearer, is close to death and competition to see who will replace him is starting to heat up. Further, the slaves grow increasingly restless, and they study the secret Makai arts of necromancy and plot their revenge.

Whoever becomes King of the Pirates next will likely determine the future of Ierendi for decades or maybe even centuries to come. Things cannot go on like this—there are many routes the nation could sail, but it must set its course now, or likely fall into discord and be destroyed by its foes.

And that, of course, is where you come in.

## Life in Ierendi

### On Being a Pirate

To the Ierendi, the Pirate life is the ideal life. Bands of free men join together, picking a leader who can be removed if the crew turns against his decisions, sharing danger and reward alike, proving their strength by their strong right arms and cunning minds. Crews collectively own their ships and the captain divides all loot from ventures among the men. Most crews also own some land on which slaves grow crops which provides revenue to the ship for magical improvements, entertainment, and other uses. Some even own businesses of various kinds, or other ships. Each crew sets its own rules and laws within the bounds of the Code of Honorable Piracy. (Or sometimes outside it. For Pirates, rules are often more guideline than law...) And a pirate crew answers only to its Captain and to the King of the Pirates.

New recruits start according to their level of skill; the average young man who joins the pirates at age 12 to 14 ends up as a cabin boy, then works his way up until he becomes a full pirate, or even an officer. A full pirate can only be kicked out of the crew by the captain or by a difficult process

of ostracism. Or by informal social pressures or occasionally by falling overboard on nightwatch due to infamous dolphin slavers. Really.

In 3E, pirates usually have a mix of Rogue and Fighter levels (Or Swashbuckler if you have the Complete Warrior), and generally have high ratings in Profession (Pirate). Set levels as appropriate to make them tougher than the average navy man of other countries, but not hugely so, as suitable to your campaign.

Wizards and Priests can be found at sea as well, but tend to be rare specialists, with only one or two of each per ship. A handful of pirate crews have converted to the Ylari faith...sort of...and tend to have more prayer leaders than other crews, who have been known to treat religion as a comedy routine. Member priests are seen as equals; wizards are treated like your nerdy younger brother; he's not as good as you and you may bully him a bit, but he's better than any outsider.

Piracy is not simply banditry at sea for the Ierendi. It includes raiding enemy shipping, but also includes sea exploration, trading, espionage missions for the Pirate King, and general adventure on

the High Seas. The Code of Honorable Piracy sets limits and rules for the conduct of high sea raiding and banditry, rules which Ierendi pirates consider set themselves off from the murderous rabble of Minrothad and Thyatian pirates. (Shire Pirates are treated honorably these days, and competition between them is often more like brothers roughhousing than war and banditry. At least sometimes. It's not like the Shires has much shipping of its own to raid, anyway.)

Honorable Pirates accept flags of truce, don't kill prisoners, and keep their promises (to anyone else bound by the code or who the Captain believes is honorable.) They never sneak attack other Honorable Pirates and are expected to avoid Ierendi shipping and that of friendly nations. They obey their captains, but get to choose him and challenge him if necessary. (They also must obey the rightfully chosen King of the Pirates.) Some crews add further restrictions to the code to show their own worth off. They believe they are the equal or superior in worth of any man, from a King to a peasant. Any challenge to their honor will be met with violence.

Honorable Pirates generally keep the code well with each other, with some exceptions.

Foreigners are dependant on the personality of the Captain as to whether they have any rights at all beyond the most basic.

The Honorable Code is the main law code of the Isles; ie, Ierendi doesn't have a lot of laws, though individual towns can make their own regulations. Most towns have local tribunals to settle disputes related to business and property. But it's perfectly legal to kill people as long as you do it honorably. Or to loot their corpse. Smart people form groups for mutual self protection—guilds, pirate crews, unions, etc. Thus, most people aren't messed with too much because their allies will bring retribution.

This is increasingly unacceptable to Ierendi merchants and cityfolk, who want a better law code and more protection, but so far, they haven't been able to get it. Depending on how the next Tournament of Pirates goes, things may be about to change.

## The Peoples of Ierendi

### **Total Population: 294, 518**

3900 Dwarves

25500 Elves

65,910 Hin

199,208 Humans (5,000

are Albinos, 108 are Human / Ape Druids)

### **Ierendi Elf**

The Elves of Ierendi are mostly Karameikan or Minrothad in descent; their ancestors were enslaved by the Thyatians and shipped to Ierendi. They are not organized into clans and have no Trees of Life, not even psuedo-substitute artifacts. Indeed, they've come to mock the whole idea and have largely rejected Ilsundal and Mealidan and usually worship at the Pirate's Temple or else follow one of the Immortals more commonly worshipped by humans (Valerias, Diulanna, Asterius, Talitha, Loki, and the Karameikan Triad are favorites), though some follow Calitha Starbrow or Ordana.

### **Ierendi Halfling**

Ierendi Halflings look physically like normal halflings, but are usually somewhat less chubby. Ierendi Halflings are always a little hungry, unless they are rich. However, their clan structures collapsed during the colonial period and they tend to be closer to humans in behavior than most halflings—more inquisitive, less clannish, less conservative, and sadly, less trustworthy. This is not to say they are sharks in the social sea, but Ierendi Halflings tend to have a rather more devious streak.

### **Ierendi Human**

Ierendi humans come from anywhere that touches the Sea of Dawn or the Sea of Dread. Or anywhere else Thyatians found slaves. Thus, they may look like Norwolders, Thyatians, Karameikans, etc. The most common type, however, is a combination of pale hair (white, silver, blonde, or red) with a mediterranean complexion.

### **Makai Human**

The Makai have reddish-brown complexions and dark hair and dark eyes. Traditionally, they lived through a mix of hunting and fishing with some horticulture. However, the traditional Makai way of life has largely ceased to exist. Today, the Makai are either slaves or else have assimilated to the Ierendi way of life...keeping in mind that a fair amount of the Ierendi way of life is derived from Makai customs.

## Naming

Due to the diversity of origin of both free men and slaves, there are many kinds of names here. Thyatian and Darokinian names are most common for non-Makai Free Men, but a fair number of non-Makai have Makai style names (Similar to Hawaii'an names). Most Hin have either Thyatian or Hin style names; few use Makai names. The Makai use mostly Makai names, but Free Makai often have Thyatian or Darokinian names. Other slaves use whatever their homeland uses, though some adopt Makai names if they join the People's Temple.

Children are not given a name until they are two years old, at which time one can be sure they will survive to adulthood, barring accident. This is a fancy, formal affair, so much as families can afford.

## Clothing and Food

The Ierendi tend to wear much less clothing than people of other nations; they picked this up from the Makai, who practiced it for simple utilitarian reasons—it's very hot and humid and if you wear much clothing, it gets very uncomfortable. Ierendi Pirates tend to wear little to no armor, and most folk wear as little as possible. The Ierendi have no taboos about showing off a woman's bare breasts, so most Ierendi go naked to the waist except for jewelry (which they love to wear in great quantities), then wear some sort of pants made of sturdy material. Skirts are very rare in Ierendi; men and women alike generally just wear pants. Formal occasions simply mean you wear FANCY pants. If they have to operate in dense forest or if they head to colder climates, they put on a short or long-sleeved tunic to cover their arms and torso. In Ierendi, they usually don't bother to accommodate other people's clothing taboos, but those who travel to foreign lands will usually conform to local mores so as to avoid endless trouble. (Those who have converted to the Eternal Truth generally wear a tunic all the time; this has led to a lot of conflict between Ylari missionaries and the natives. It's to be noted that some missionaries eventually go native and play down the issue of modesty in terms of shirt wearing. This gets them in trouble with the next wave of

missionaries...) They also like to wear hats; pirate crews are noteworthy for wearing hats of many lands, taken from past ships plundered. Craftsfolk and merchants are noted for wearing belts and/or pants with many pouches on them for carrying tools, money, etc. Many Ierendi carry umbrellas and the Ierendi have turned this into an art form, creating highly decorated umbrellas (enchanted umbrellas are a status symbol). Many Ierendi umbrellas contain concealed weapons—dart guns, sword blades, etc. Those who live on islands most afflicted with flying, biting/stinging insects wear nets or bee-keeper outfits over their body when heading into infested areas.

Regardless of wealth levels, the heart of the Ierendi diet is seafood, though the wealthier you are, the more often you eat mutton, beef, or pork. Pork is the second most common form of meat. A lot of pork is turned into salt pork as a ration for the slaves. Slaves largely live on a diet of salt pork or fish, citrus fruit (to prevent scurvy), combined with greens they grew themselves, and hard tack (a kind of grain cracker). Citrus fruit is grown in large quantities and eaten by everyone (including slaves) as the Ierendi are intimately aware of the menace of scurvy. The Ierendi are very fond of noodles and rice, moreso than bread (which tends to end up soaking up too much humidity and getting nasty), though they



make grains into crackers for feeding the slaves. The Ierendi drink a lot of fruit juices, though they enjoy alcohol from beer to wine as much as any nation in the Known World.

Tobacco is grown here in large quantities; many pirates smoke like chimneys until their supply runs out. Slaves are not allowed to smoke, which is to say, they hide the tobacco they sneak out of the fields, then smoke it at night, out in the woods, where their masters can't see them.

## **The Calendar and Holidays**

The Ierendi use the Thyatian Calendar, but each King renames the months to suit his own whims and to poke the Thyatians in the eye. Most Ierendi give up on keeping up and simply refer to Firstmonth, Secondmonth, etc.

Ierendi love a good excuse to party; many of their holidays are significant events celebrated in the same basic manner—barbeque some beef, chicken, ham, or mutton, eat and drink until you can hardly move, then either find someone to sleep with or just pass out.

A few events have special customs:

**Thirdmonth the Fifteenth: *Regatta Day*.** Doesn't every child dream of being a pirate? Preparing for this day, every child who hopes to become a

pirate carves a miniature wooden boat and on this day goes to the coast and releases it with other children in a fleet while priests from the Pirate's Temple pontificate and no one pays attention to them. Finding a child's wooden boat in deep waters is considered good luck. Finding one on the shore of a foreign land is considered an omen that the Pirate Immortals definitely want you to take a GOOD luck around where you found it.

**Sixmonth the Eighth: *Stormbirth/Ierendi Independence Day*.** The start of Hurricane Season and Ierendi Independence are celebrated on the same day because the Ierendi Prison Colony revolt began on the first day of Storm Season, in order to exploit the disruptions it would have on the Thyatian navy. Sacrifices are made to appease the immortals and to direct the hurricanes at the enemies of Ierendi.

**Ninthmonth the Eighth: *The Dragging*.** Stolen from the Shires, this involves dragging a 'Thyatian' (usually an effigy stuffed with plunder or agricultural wealth) around the edge of the town / ship / plantation, then burning him as a sacrifice to Ixion as a scapegoat for any offense the community may have committed. In wartime, particularly vicious crews do it with live Thyatians as the earliest, most bitter generation of Ierendi did. Most

Ierendi would be horrified by a live sacrifice these days, though.

**The Winter Solstice: *Sun's Rebirth*.** This holiday was adopted from the Makai, who had come to conclude by the time of Ierendi Independence that the world had entered its third age, the Third World, which would end with the Death of Fire, in which the sun would go out, leaving only the sea as an unbroken element. They considered it important to stave this off as long as possible through traditional rites. The People's Temple celebrates this day as a time of fasting and sacrifice, giving your strength to the sun that it might be reborn. But all are aware this is the day the Sun will one day die, ending the Third World and ushering in the night-shrouded Fourth World, where the dead and the ocean will rule under the silvery moon. For regular Ierendians, this is a time to solemnly contemplate what was, what is, and what will be if one does not overcome one's flaws, a time for resolutions for change and apologies for past offenses. And for getting drunk until you pass out, just in case the Makai are right...

## Government

The national government of Ierendi lays claim to all of the Isles in the name of the Ierendi pirates and thus expects everyone to obey the King of the Pirates, chosen from among the Captains of Ierendi (themselves chosen by the crews of their ships). The King commands foreign relations and arbitrates between ships. He can command any pirate to do anything in theory; in practice, he is limited by custom and his lack of a real police force. He also commands in war.

Each ship controls tracts of land from which they draw revenue, in addition to their piratical earnings; some land belongs personally to the King of the Pirates, and other land to his office (Such as his palace and Alcove Island). Those who live on the land (slaves, craftsmen, merchants, etc) either pay rent or,

in the case of slaves, work directly for the crew which owns the land. Each ship sets its own rules on who joins the crew and the property rights they gain. The Honorable Code of Piracy governs relations between pirates.

In practice, Ierendi is mostly governed by personal agreements and rental arrangements. The wise seek out strong patrons or ally themselves to strong groups which band together for mutual support (pirate crews, guilds, unions, etc.) so that others won't feel free to use violence against them and will feel compelled to obey their promises. But there's a lot of petty and sometimes even group violence. It's seen by the pirates as the price of freedom, but the non-pirate landdwellers increasingly want a system with more protection for them, more order and predictability, and less killing.

This seems likely to become a major issue soon.

## Private Investigators

Because Ierendi law offers little protection except the fear of retaliation by those you victimize, private investigators flourish—everyone needs someone to find out who they need to take vengeance on. Rogues can make very good money recovering stolen goods or at least finding them and identifying who is to blame. There is little in the way of laws protecting people from being spied on...or to save the spy if caught. You have to be pretty cunning to survive in this business, but a good PI can make money hand over fist.

## Mechanical and Fiddly Bits (For 3E)

### Feats

**Expert Sailor:** You are experienced at sailing. You never get sea sick and suffer no penalties to activities at sea caused by bad weather, the movement of the waves, and other environmental conditions. (This does not remove underwater combat penalties, though.)

**Ierendi Native:** *1<sup>st</sup> level only.* You were born in Ierendi, and survived many childhood diseases and learned to swim as a survival skill. **+2 to Fortitude saves vs. Disease and +2 to Swim skill.** Also, you need not make the saves against disease which visitors must make.

**Improved Nimble Dodge:** *Prereq: Nimble Dodge. BAB 4+.* If you are wearing light armor or less, you gain the benefit of Nimble Dodge against a number of foes equal to your Dex bonus.

**Nimble Dodge:** *Prereq: Dodge.* You may designate one foe per round against whom you gain a dodge bonus to your AC equal to your total character levels / 4 or +2, whichever is higher.

**Shipboard Acrobat:** You know how ships move; on a ship, you gain +2 to Balance, Climb, and Tumble skills.

**Talk Like a Pirate:** You carry off the pirate attitude and image very well. You get +2 to all use of social skills against pirates and to pass as a pirate.