

# Heldann Freeholds



**Government:** Theocratic freeholds

**Capital:** Freiburg

**Languages:** Heldann, Hattian

**Size:** Approx. 20,000 sq. miles

In the far north of the Known World is the rough and unforgiving land of Heldann. The people here are fair-skinned, and fiercely independent people, to a point where they are out of control. The land is fought over by the Freeholders, who just wish to be left alone and the Heldannic Order. The Order's sacred purpose is to defeat the wizard empire of Alpathia and bring victory in the name of their glorious lady, the Immortal Vanya.

The Heldann Freeholds do not have much information recorded on them. The Order keeps little to no track of history and the Freeholders don't talk about it much. The Heldannic Order is, albeit poorly, trying to force the faith of Vanya onto the Freeholders, who wish to continue their worship

of the Immortals Frey and Freya, as well as the Spuming Nooga. The Freeholders who fight the Order have a slight terrain advantage, but the outcome is still looking bleak.

The origins of the Heldannic Order can be traced to the Hattians. The Hattians are known for being xenophobic and having a strong martial tradition. Supposedly the Heldann Freeholds were once a free land south of Norwold, but at some point, the templars arrived and occupied the settlement of Freiburg. Since then, they have had to fight the Freeholders, as well as the Northmen of Ostland and the Soderfjord Jarldoms, as well as the raiders of Ethengar.

The most feared possession of the Heldannic Order is the Warbirds, massive airships in the shape of eagles. Each Warbird is outfitted with the greatest ballistae and catapults that the order can field. The Warbirds are a fearsome opponent,

and they have even been rumored to have gone to space.

### **Provinces**

**Freiburg** is the capital of Heldann, formerly known as Haldisvall. The fortified settlement is under occupation by the Heldannic Order, but the Freeholders within the walls do not mind the occupiers as long as they're left to their own devices.

**Altendorf**, formerly Ynvarhöfn, is the northernmost province and is held by the Heldannic Order. The invasion against Norwold is set to be launched from Altendorf when the time is right, but for now the paladins and clerics stationed there need to worry about the guerilla strikes of the Freeholder resistance.

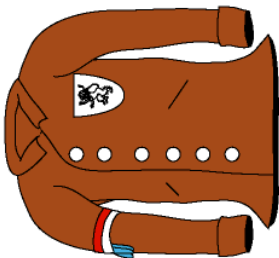
**Grauenberg** is the southernmost of the Heldannic cities and is a buffer against the hordes of Ethengar, who raided the city long before its fall to the Heldannic Order, when the city was still called Skolgrim by the Freeholders. The city is made up of short stone buildings surrounded by large walls. If the Freeholders got Grauenberg, the Order would prioritize its recapture.

**Hockstein**, once known as Torgsdal, is a deeply divided town, where the Freeholders and Heldannic Knights clash often. The Freeholders are forced into squalid slums while the knights enjoy better living conditions and well-built city blocks. The town

has no shortage of shows of prejudice, hate and open violence. The Freeholder resistance could take Hockstein if they had the numbers.



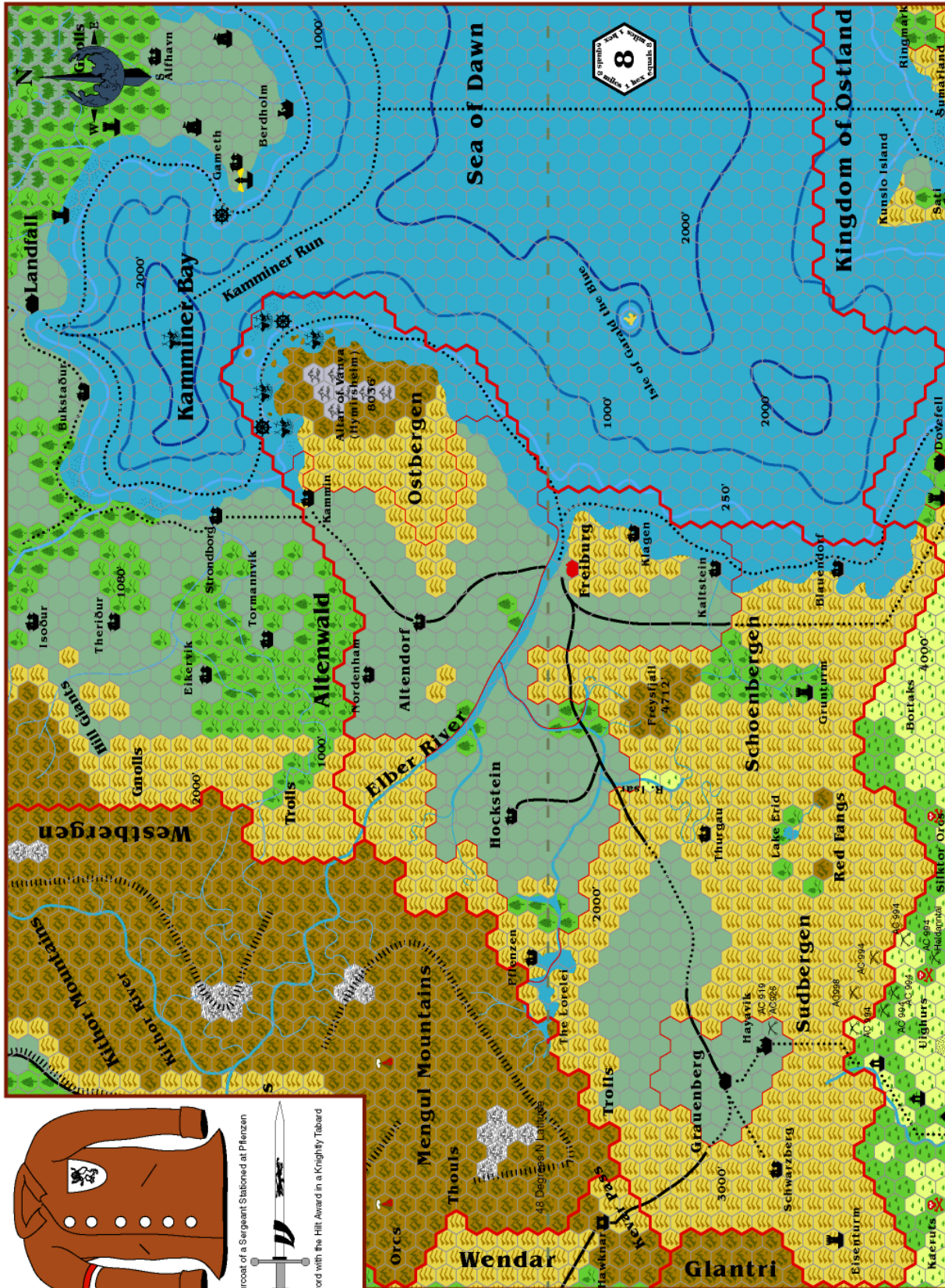
# THE HELDANNIC TERRITORIES



Surocoat of a Sergeant Stationed at Pflerzen



Sword with the Hill Award in a Knightly Tabard



Cartography by JTR, based on Illustrator images originally created by Thorfinn Tait

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The Heldannic Territories is based upon: Thorfinn Tait's 8 mph Wendar (2005); 24 mph regional map in X11 Saga of the Shadow Lord (originally by Dennis Kautf); Wrath of the Immortals 24 mph, 8 mph Trail Maps TM1-2, various scale maps from X13 Crown of Ancient Glory (Dave S. LaForce), 8 mph maps from Gaz 12 the Golden Khan of Ethengar and Gaz 7 The Northern Reaches, 8 mph Dentzens of Denagoth by JTR (2006), and Geoff Gander's 8 mph The Heartlands of the Heldam Freeholds (1998)



Interdiction Point

# Savage Coast



**Government:** Several

**Capital:** Multiple

**Languages:** Multiple

**Size:** Too large to record

To the far west of the Known World, past the scorching deserts of Sind, past the cruel theocratic empire of Hule, and even the jungle covered Serpent Peninsula lies the Savage Coast. A collection of various free states that war, trade and suffer from a terrible, terrible threefold curse together. It is also known as the Red Coast, as much of the land is covered with a thick layer of red dust, which intervenes with divination magic and gets absolutely everywhere.

The people here are mostly red skinned, and strange in their cultures and their manners. From the fencers and musketeers of the Savage Baronies, to the sophisticated feline Rakasta, and canine Lupin, to the mysterious mages of Herath, and the

savage lizardfolk of the bayou, as well as the tribes and kingdoms further west, all the way to the gun-slingers and desperados of the Cimar-ron County and Guadalante.

The curse that grips the land is called the Red Curse. The curse is threefold and hard to understand. It stains the skin of its bearer red, and grants them powers known as the Legacies, but each Legacy comes with a mutation that, if left unchecked, will kill its bearer. The curse can be held at bay with a mineral known as Cinnabryl, which is mined and turned into various jewelry. After a certain period of time Cinnabryl will decay and turn into a magical alloy known as Red Steel. If Cinnabryl is worn by someone not afflicted by the Red Curse, it will over time poison its bearer.

One of the strangest and most powerful weapons developed in the Savage Coast is the smoke powder. It is a

fine red powder that is used to create powerful combustion effects which can be used in explosives, and the Coast's weapon of choice, firearms. That's correct, the Savage Coast is the home of the first firearms, and the gun nuts of the Cimmaron County produce them in large amounts. The firearms and their larger siblings have not yet made it far outside of the Savage Coast for a simple yet complicated reason. Everything firearm-related is expensive and can easily cripple a foreign buyer's finances, and the trade over firearms is watched over by the Inheritors.

The Inheritors are mutants that embrace the Red Curse and try to acquire as many Legacies as they can. They hoard Cinnabryl more fiercely than dragons and watch over any smugglers of guns and the precious mineral alike. However, Inheritors cannot use firearms, as whatever is in the smoke powder seems to destroy the Inheritors' Cinnabryl stores at an accelerated speed. Needless to say; you will not see many Inheritors in the Cimmaron County or Guadalupe, for obvious reasons.

One of the strangest folks that you can find in the Savage Coast are the half-elves. Originally elves and humans with mixed blood, the curse has turned them into their own distinct species. Only capable of breeding with other half-elves, these adventurous and curious elf-human hybrids do not know their exact origins, and

they don't care much about it. The half-elves are most common in the nations of Eusdria and Torreon, where they have made their homes, although they do not always stay put. They are very easy to make friends with, and they love to incorporate clothing and traditions from other cultures to their own.

### **Savage Coast Locations of Interest**

**Slagovich** is the most well-known of the city states of the Savage Coast, built on a massive plateau overseeing the ocean. It is renowned for its impressive water elevator which can bring ships up to the artificial harbor built on top of the plateau.

**Almarron's** character is a mystery to many people of the Savage Coast, even its own inhabitants. The state has gone through many ideological upheavals and has recently decided to try a new direction. First organized in 936, it was ruled for decades by a noble family, who led it through many struggles with other nations. Radical changes in sentiment and philosophy led to a democracy for a time, but corruption destroyed that experiment. From the chaos, a dictator rose to power. Recently, the dictator was overthrown, and a member of the nobility was installed as the nation's leader. The current baron wants to lead his state toward learning and enlightenment.

**Cimmaron** is a county known for its love of firearms. You cannot throw a

rock in the county without hitting someone carrying a gun, and you shouldn't, because getting shot is a real threat. The Inheritors hate Cimmaron for its smoke powder and gun production.

**Gargaña** is the mildest of the Savage Baronies. Its ruler, Doña Esperanza, works for peace and has given her people a secure and almost prosperous life for the past 25 years. Though Gargaña would probably be unable to resist an invasion, the nation is less of a target than some because of its apparent neutrality.

**Texeiras** is home to a well-traveled, high-spirited folk. Though also viewed by most Baronials as a home for pirates, Texeiras is recognized as having legitimate merchants.

**Vilaverde** is home to high-spirited people who travel widely across the Savage Coast. Among other nations, Vilaverde is known as a haven for pirates and outlaws, a lawless realm that cares little for civilized society.

**Guadalante** is the most loosely organized of the Savage Baronies. It has only two real population centers, and encompasses mostly open grassland, with a few haciendas and camps scattered across the countryside. The Gauchos of Guadalante are fiercely proud people and will defend their

home. Much like Cimmaron, Guadalante is not popular among the Inheritors.

**Saragon** has quite a reputation among the Savage Baronies and along the entire Savage Coast. First, it is known as a haven for sages, scientists, wizards, and other scholars. Second, Inheritors initially came to prominence in Saragon, and the state is still home to many including the leader of the Crimson Inheritors. Third, Saragon is the buffer that protects many of the coastal nations

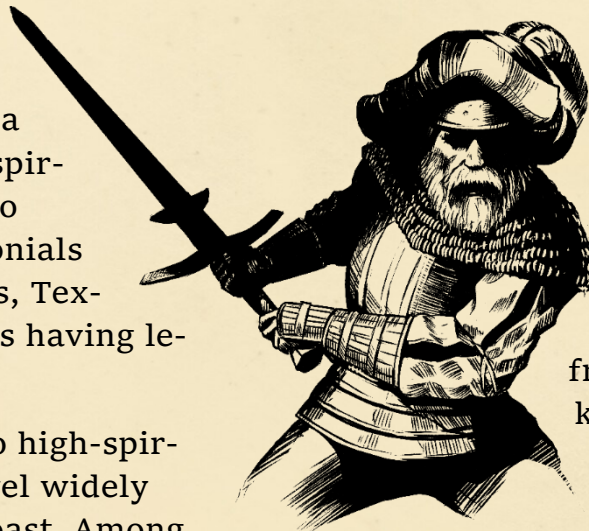
from the Yazak goblinoids, partially due to an old artifact.

**Eusdria** is a druidic nation, and one of the homes of the half-elves. The country consists of the nobility and freehearts, who form the kingdom's commoner class.

**Robrenn** is a land inhabited by druids and covered in forests. Men and women are treated as equals, and the land has a bloody history with the nation of Hule.

**Renardy** is the kingdom of the Lupin dogfolk. The population speaks a language similar to the Averogne people of Glantri.

**Bellayne** is a feudal kingdom ruled over by the Rakasta catfolk. The population is very posh and has a heavy



accent. The Rakasta share a history with the Lupins of Renardy.

**Shazak** is a nation of the similarly named lizardfolk tribes. The land is rather insignificant but was supposedly occupied by Herathian wizards in the past.

**Ator** is the land of the Gurrash, or the Gatormen as other races call them. Another product of Herathian wizards, much like Shazak, the Gatormen are unruly, bloodthirsty and very warlike.

**Cay** is the home of the tribes of the Caymas, or the Caymen, foot tall lizardfolk who make up for their lack of size with plenty of courage and stubbornness, even if a halfling could push one over with relative ease.

**Torreon** is the most militant of the baronies in the Savage Coast and is renowned for its far-traveling mercenaries who serve on many war fronts. It is also a home of half-elves.

**Narvaez** is, much like Torreon, a home to many mercenary companies who travel far and seek foreign fortune. The land, much like its neighbor, is plagued by poverty and the Red Curse. The barony also has criminally high taxes.

**Herath** is the home of mysterious arcanists. Herath does not interact much with its neighbors, and it is rumored to be the home of reclusive and paranoid arachnid people capable

of disguising themselves as other races.

**Orc's Head Peninsula** is a vast area that is home to a number of interesting countries and peoples, including orcs and Phanatons. A brief overview of the most important ones follows. The manscorpions, enduks (winged minotaurs, neighbors of the winged Ee'Aar elves), and Wallaras (also known as Chameleon Men, a strange all male species of lizardfolk) are all part of the background of the Red Curse; special attention should be paid to them.

**Arm of the Immortals** lies west of the Orc's Head and is the home of the enduks and the Ee'Aar, as well as the winged lizardfolk known as the Krolli.

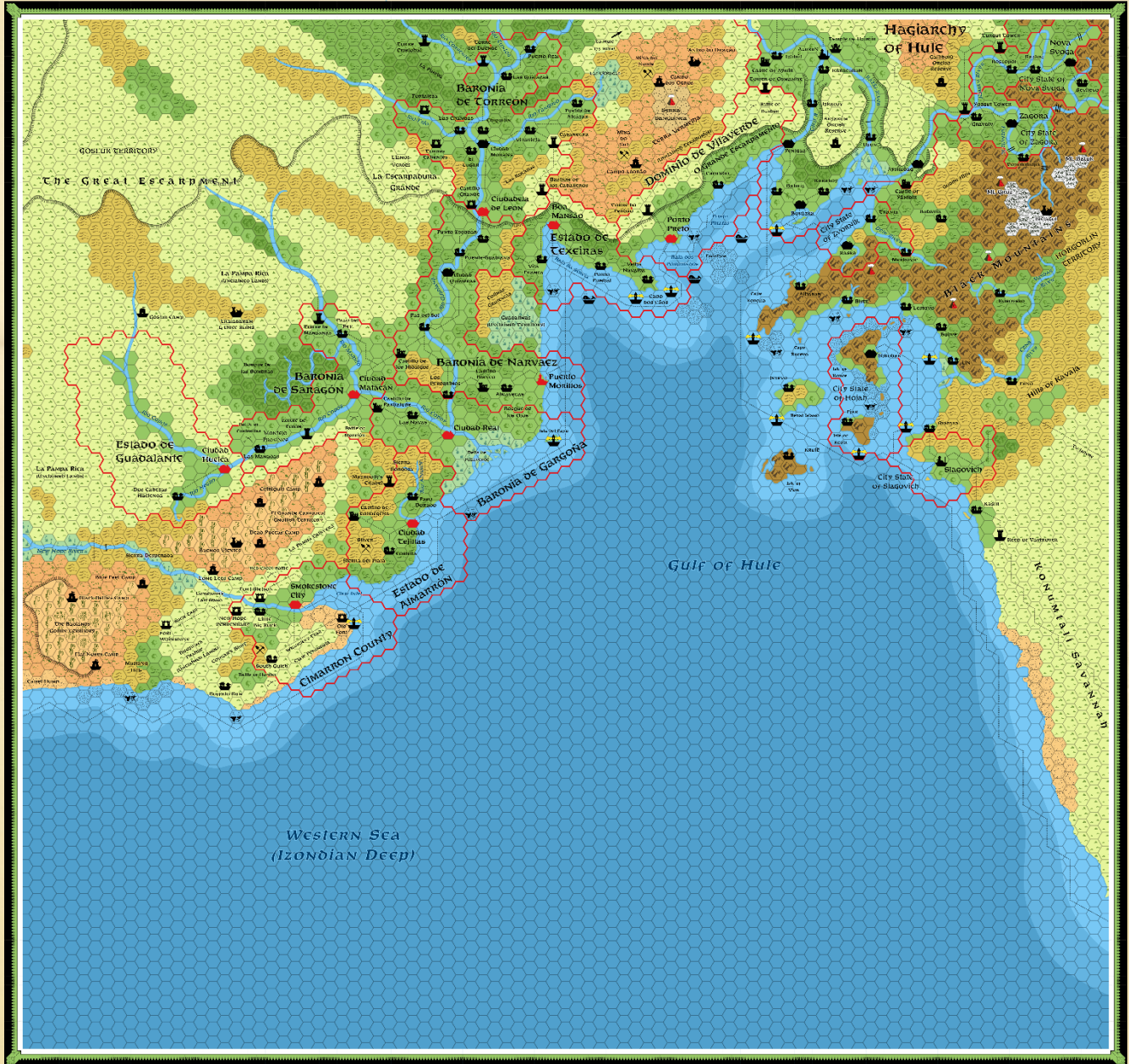
**Yazak Steppe** is the home of ruthless goblinoid warlords and nomad hordes that threatens the rest of the Savage Coast. They are also an ally of the nation of Hule, at least if rumors are to be believed.



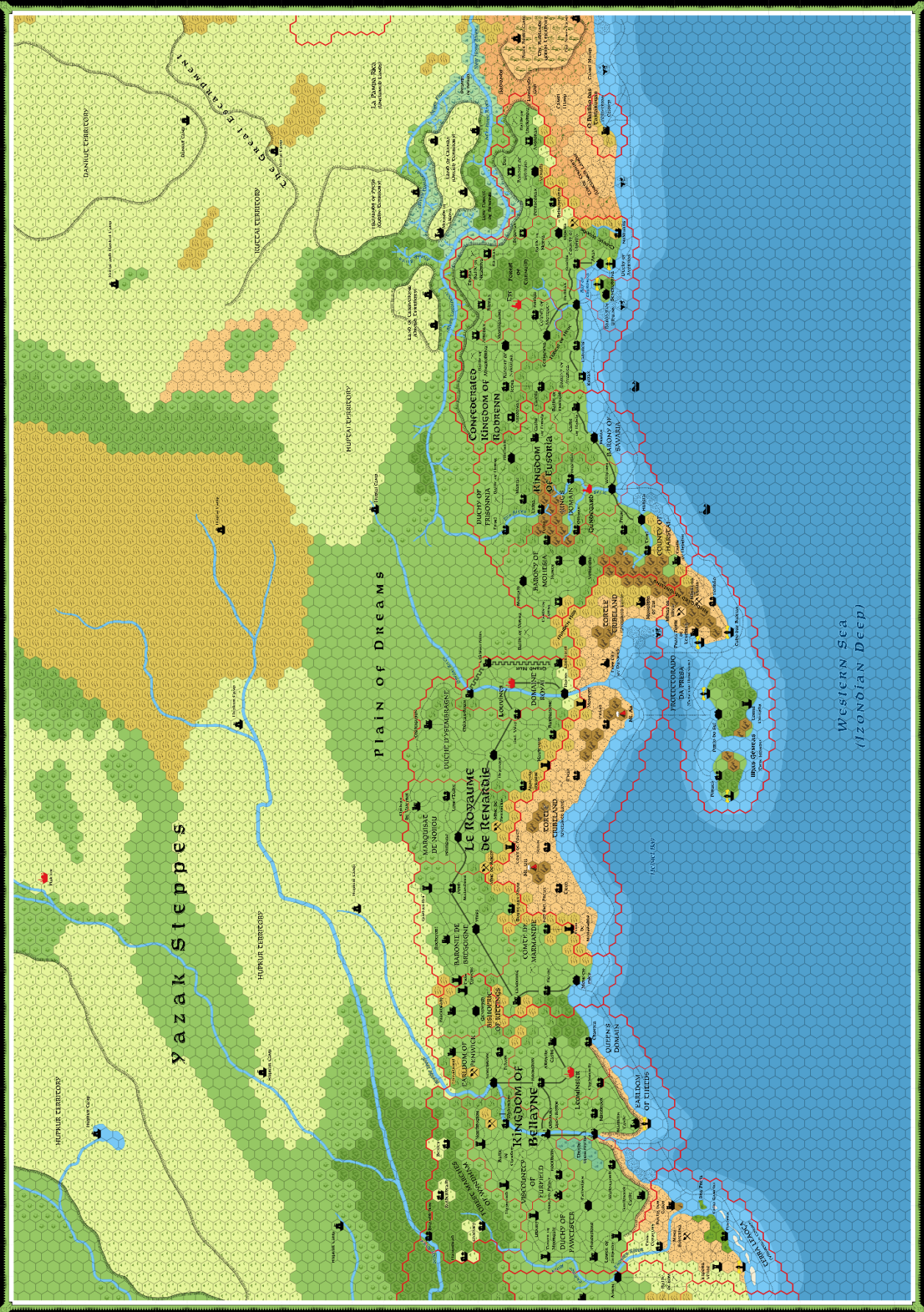
**The Gulf of Hule, 1000 AC**

Based on "The Voyages of the Princess Ark," Dragon Issues 171, 172, 174, 175, 176 and 177, X4, X5, X9, Champions of Mystara, Red Steel, Savage Baronies and The Black Vessel  
Cartography by Thorfinn Tait, March 2005, April 2006 & December 2015; last revised March 2018  
www.thorfi.co.uk

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Mollweide Projection







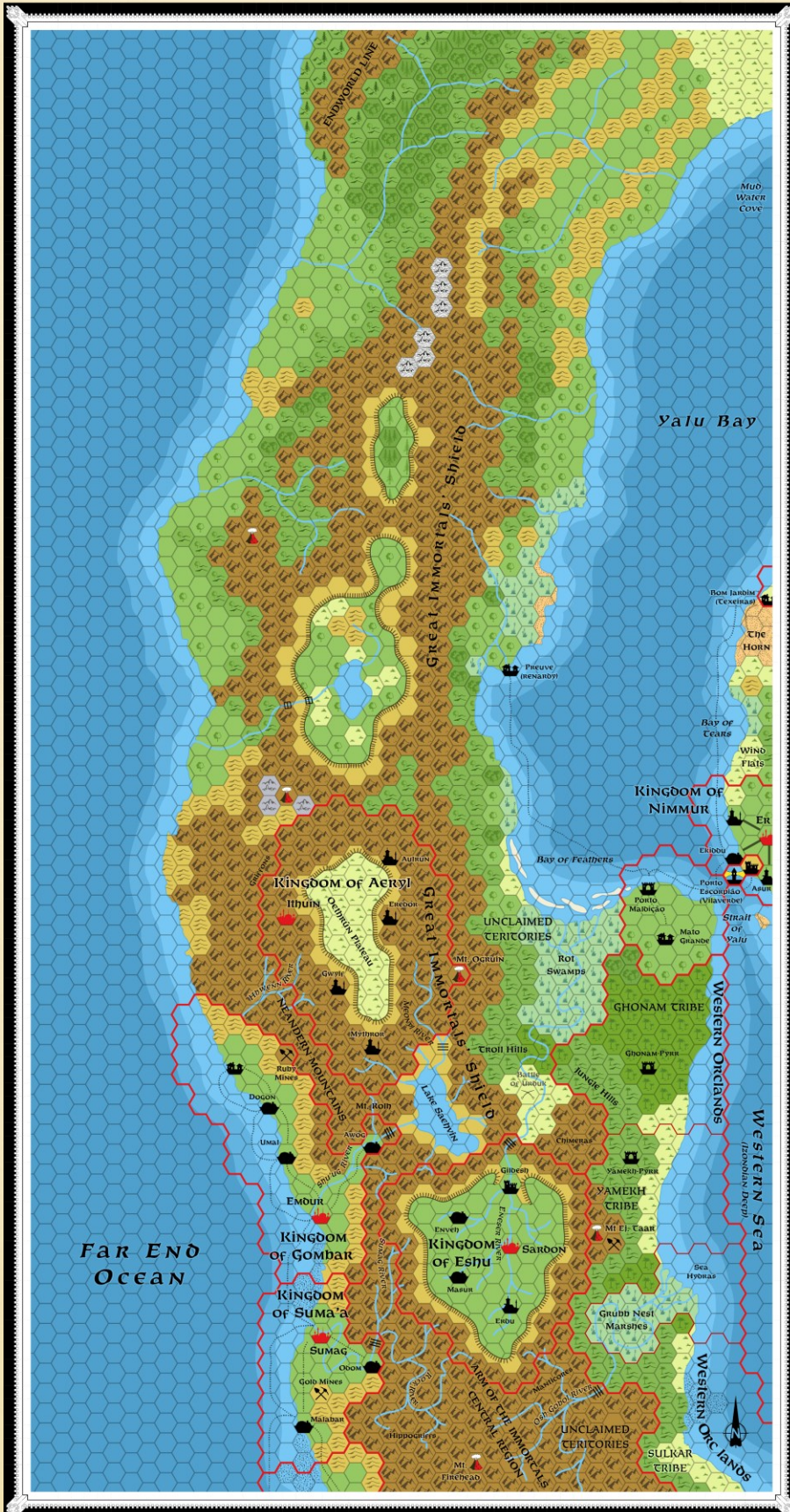


**The Arm of the Immortals, 1000 AC**

Based on Dragon 200, Red Steel, Savage Baronies and CM1; includes original material

Cartography by Thorfinn Tait, April 2005 and January 2016; revision 1

[www.thorf.co.uk](http://www.thorf.co.uk)



# Hule



**Government:** Hagiarchy

**Capital:** Greatrealm

**Languages:** Hulean, various others

**Size:** Not recorded

Lying between the Known World and the Savage Coast is the tyrannical hagiarchy of Hule. The people are ruled over by zealous holy men and diviners, who obey the will of their great Master. The people are generally oppressed, but they are not treated poorly, as long as they pray to the Hulean Immortals and praise the name of the Master of Hule, an enigmatic figure who has risen to power centuries ago, and rules with an iron fist to this day.

Hule is a land of humanoid tribes and religious warrior people, who fight amongst each other, and the common enemies of what is known as the Hulean Empire, built by the Master over

the course of hundreds of years. The Master and his holy men are the law, and the law of the Master is the law of conflict. He is revered as a demi-god of sorts, and the tale of the martyr known as Hosadus is told throughout Hule to inspire fear and religious fervor in the people.

The Master's true identity is unknown even to his closest allies. He is ancient and has reemerged multiple times over the centuries he has lived. In Hule, the Master is known as Hosadus, but whether that is his true name is not for anyone to say. Some believe that Hosadus may well be thousands of years old, as he could have existed long before the building of Hule.

The primary religions of Hule focus around worshiping the Master, and the Patron of Hule, an Immortal

known as Bozdogan. The Master is believed to be sponsored by Bozdogan in exchange for the destruction of the nation of Sind, and a certain merchant nation within the Known World. For this the Master has rallied all under his banner with the aid of the faith of Bozdogan, and the fear of the legions of Hule, which unites the warriors of Hule stronger than Sovereign Glue.

### **Campaigning in Hule**

Hulean campaigns come in three varieties. Hulean PCs are usually evil, so evil campaigns are excellent for the hagiarchy.

- The players are agents of the Master and are tasked with either weakening an enemy to prepare it for conquest or destroy the enemy from within.
- The players are fighting to stop a Hulean invasion made up of zealous warriors, monsters, and creatures from other planes of existence.
- The players must slay the Master and bring Hule to a leaderless turmoil. To do this, they must reach the Master's temple, known as the Greatrealm.

### **The Temple of Death**

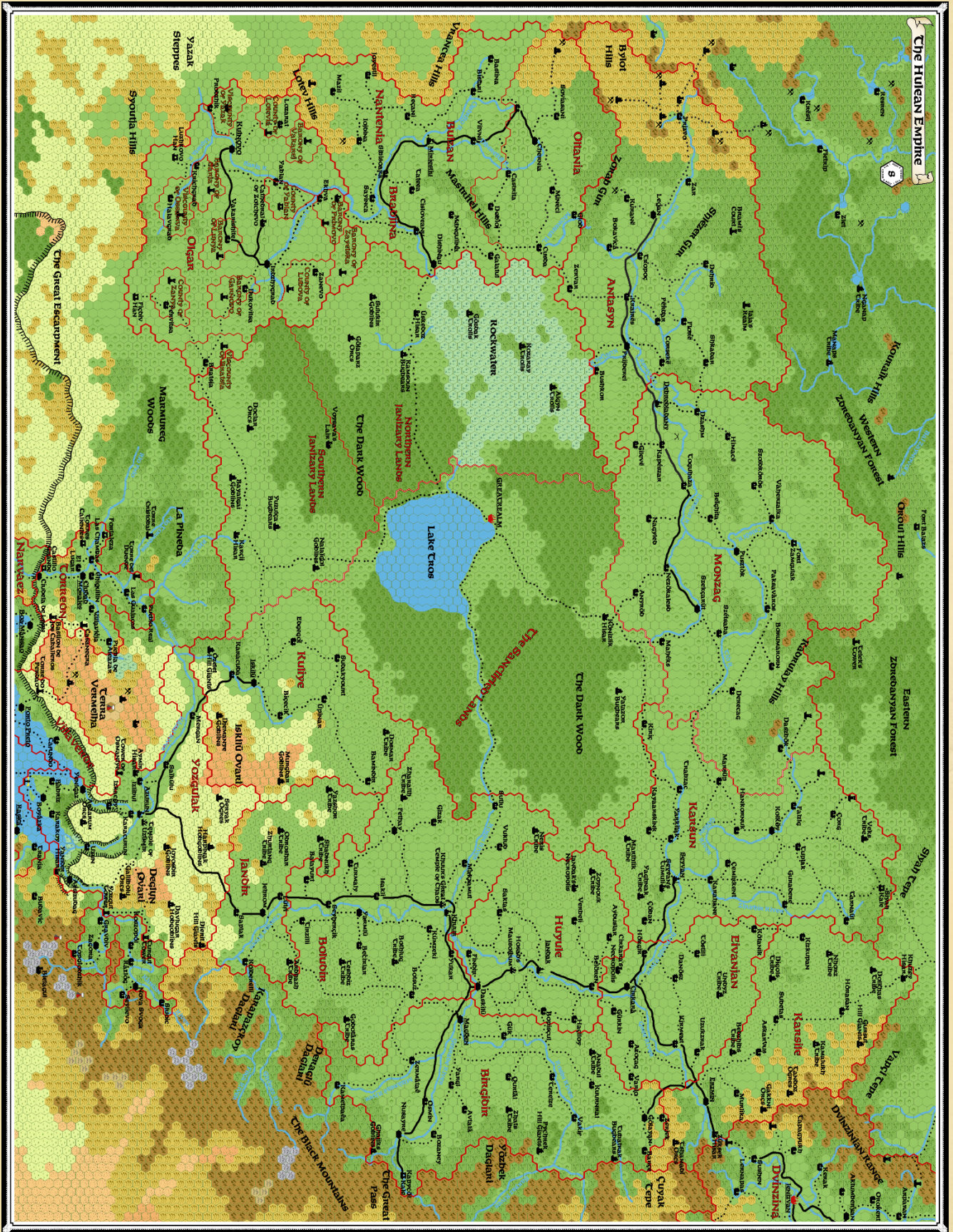
The scorching sands of the deserts of Sindh had taken their toll on us. We had made it through the Great Pass, past the Black Mountains, and we'd made it to Hule. We were there to end it. But what we did not realize was what awaited us in our destination. The Greatrealm, the Master of Hule's temple of death...

We traveled through the wilderness of Hule, fighting all sorts of beasts and freaks, and all the while we felt ourselves watched. Our wizard, Torst, had picked up a magic amulet from one of the Holy Men we had faced on our way through Hule, and he felt the presence of our stalker the strongest. But things only got stranger.

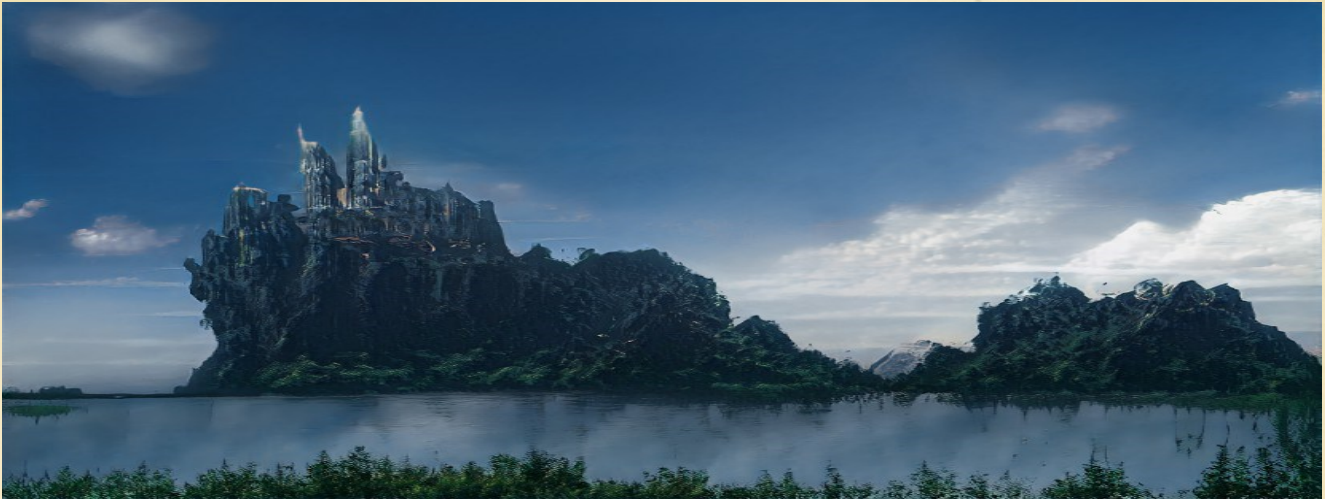
We were walking along, when a skyship stopped up ahead. The ladder came down and we were unsure of what was going on. Rutus, our Lupin warrior climbed up first, and once he'd made sure it was safe, we climbed aboard. The thing was piloted by a skeleton crew, who took us straight to the Greatrealm. And we were swiftly greeted by a unit of heavily armed warriors led by an inquisitor. The true nature of Torst's amulet became clear to us all too late, and all we could do was get ready.

As I am writing this, Torst has been ripped apart by an owlbear, Rutus and his nameless friend are being butchered, and I've been cut up so badly I will not make it another minute.

Someone else will take the burden of our task. Someone else will succeed...



# Davania



Davania, also known as the Southern Continent on most maps, is a large landmass south of the continent of Brun. The continent is by no means uncharted, in fact several records of the continent exist thanks to the efforts of the highly intelligent and dashing prince Haldemar of Haaken.

The continent is home to various creatures, nations, peoples, and mysteries, and though only a portion of the coasts has been charted so far, Davania still has much to offer.

The northernmost coast holds the Thyatian Hinterlands, where the imperial legions are trying to extend the power of the empire further inland. The Hinterlanders are tribes of proud warrior people who will gladly die for their homeland. They are an iron age civilization, and Thyatis has subdued and modernized one of the tribes, the Raven Tribe. The strange and intriguing half-elf-half-ogre folk known as the N'Djatwa come from

Davania. A nation of the vulture-like Nagpa lies to the north of them on a barren peninsula where they exist in misery. Somewhere on the continent are the original homelands of the Hin and the Belcadiz elves. In a hidden valley lies a land of large groups of gnomes, and strange colossal constructs, which tower over the land several times larger than the Tarasque. The islands of Cestia and Oceania lie off the coast and are locked in an ancient war. The land has much to offer all adventurers and explorers, and its many regions are just waiting to be discovered by heroes.

## **The Charted Areas of Davania**

**Hinterlands** are a tribal land, currently resisting conquest by the empire of Thyatis, albeit rather poorly. The tribes know how to craft weapons and armor from iron, but most prefer to fight in light armor, or no armor for increased mobility. This does them little favors.

**The Jungle Coast** is a home to tribes that once belonged to some ancient empire. They've lost most of their knowledge of their past and have been regressing. They worship a strange snake pantheon and are not welcoming to outsiders. The people have coppery skin and long black hair which is braided. They prefer underhanded tactics, like poison darts and daggers.

In addition, there are smaller petty kingdoms on the western coast, ruled by various sultans and warlords, although little is known about them.

**Oceania** is an island east of the jungle coast. The island is mostly abandoned, as it was devastated by a race of undead dragons long ago, according to legends. The island is almost completely reclaimed by the wilderness.

**Cestia** is an island south of Oceania. Much of the population is descended from the Oceanian refugees who fled the dragons. The architecture of the island is designed to be as anti-dragon as possible, as the island is in a perpetual war with the mysterious Night Dragons of Oceania.

The capital of Cestia is known as Tulear, and it has a massive, barbed chain cage around it to keep the Night Dragons at bay. The people are content with their way of life but wouldn't mind the Night Dragons dying off.

The nation grows most of its crops on large plateaus, which are well irrigated, with many canals and dams. The architecture of the Cestian settlements is spiky in design to fend off any unwanted dragons.

Cestian warriors wield magic bolas which can damage the undead dragons coming from Oceania.

**Vanya's Rest** is a fortress belonging to a group of Heldannic Knights who traveled to the continent to discover the remains of their patron saint. The fortress is a heavily guarded secret, and anyone who may know too much about it is to be killed.

**Varellya** is a barren, ruined nation located on the aptly named Vulture Peninsula and is home to the cursed vulturefolk known as the Nagpa, created by a curse after a civil war between the last king's two sons whom both tried to summon a creature of Entropy. The Nagpa can never die as they reincarnate repeatedly, and the curse can only be lifted if the king's sons make peace between one another, so the Nagpa will be cursed for a very long time.

The Vulture Peninsula, where the nation used to be located, is a barren desert where only vultures and the Nagpa live. The land is dotted with ancient Varellyan ruins, which hold many secrets within.

Each year the Nagpa return to the peninsula and perform a strange



ritual within a great crater, at the end of which each one collects a jet-black egg. These eggs are reincarnated Nagpa, who have died, and returned once more to their ancestral home.

**Green Bay** is a mountainous land of green-tinted waters and is the homeland of the strange half-elf-half-ogres known as the N'Djatwa, who inhabit their very own kingdom, known as **N'Djatwaland**. The N'Djatwa are known to be slavers and cannibals, but also display respect and friendliness to anyone that can show them strength and intelligence. They are magically gifted, and hardy, yet kind folk, who ride on giant pelicans. If you are able to befriend an N'Djatwa, you have a friend for life.

N'Djatwaland is ruled by king Kitakanga, a hereditary ruler, who rules the nation from its secret capital in the mountains, known as M'banyika. Here most of the N'Djatwa reside, and slaves and humanoid cattle is sold for the highest bidder. Despite the darker side of N'Djatwa culture, the city is a marvel of architecture, and makes it worth the risk of befriending the N'Djatwa.

The N'Djatwa also enjoy arts and cooking. N'Djatwa architecture and literature takes much from their elven ancestors, and their arms and armor are a mix of ogrish brutality and elven grace. Their most famous

national cuisine is a stuffed bread. Just don't wonder about its contents.

**Emerond** is a collection of city states governed by a single monarch, home to a people who came from an asteroid belt. The land is mineral poor, but the architecture and most items are made of living wood and the people have domesticated giant insects. Emerond has excellent agriculture, and the people live in peace as conquering the nation would not be worth the trouble.

The extraterrestrial origins of the people are obvious. Their skin is light green, and their hair is silvery. In addition, the living wood they use for architecture and weapons seems to have come from outside of the planet. They possess no knowledge of the sea or sailing.

Emerondians have domesticated giant insectoid creatures, some of which resemble winged hook horrors. In addition, their armor is covered in living thorns and their weapons can be used to ensnare weapons.

**Katapec** is a mysterious kingdom somewhere on the continent, rumored to house massive crystalline pyramids. Nothing else is known of the kingdom, and most explorers and cartographers shrug the kingdom's existence off as rumors and tales.



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Baransia, 1000 AC  
 Based on World Campaign Set (1997)  
 www.baransia.com



## Sind

**Government:** Monarchy

**Capital:** Sehwan

**Languages:** Sindhi

**Size:** 147,360 sq. miles

Sind is a land of burning sands, dry winds and hardly any water. To the east lies the Known World, to the south lies the lush Serpent Peninsula, and to the west lies the Savage Coast and Hule. The nation's capital, named Sehwan, was mistakenly labeled as Sayr Ulan by Thyatian cartographers, and it stuck with foreigners, to the Sindhi people's annoyance.

Sind was supposedly once a fervent and prosperous land, but when the Atruaghin Plateau rose to the east, the land dried up and people sought refuge from the oases and what few bodies of water remained. These days the nation is largely desert, but it is by no means poor. The soil that can be farmed provides good crops, although the people still toil and suffer

for their rulers. The people of Sind are some of the poorest in the world, while the nobility enjoys lavish life. The nation's oppressive caste system does not aid this fact.

The nation is ruled by various nobles called *rajahs* (kings), who all serve the *maharajah*, or the king of kings. The current maharajah of Sind is Chandar Arori, who is much more focused on his own prosperity than the wellbeing of his people or the impending invasion by Hule. Needless to say, he's not a very good ruler, and will likely not last.

The nation has two Immortals that the people worship. Ravi, the Immortal patron of sunlight, an alias for the Immortal Ixion, and Kala, the Immortal patroness of destruction, an alias of the Norse Immortal Hel.

Sind has an oppressive caste system, introduced by the Immortals in times before the kingdom was swallowed by sands, and passed down by countless Sindhi generations. The castes are, from top to bottom, the *Brahmin* (priests), the *Kshatriyas* (warriors, rulers, and administrators), the *Vaishyas* (merchants, farmers, and artisans), and the *Shudras* (the manual laborers). These castes define the amount of power and social standing a person has in Sindhi society. The poorest noble earns more respect than even the richest merchant, and this has been so for a long time.

## Provinces

**Sindrastan** is the location of the capital of Sehwan, and the seat of the maharajah's power. It is the most well defended of the provinces and houses an elite unit of Sindhi warriors known as the Rajput, fearsome opponents who boast with great military achievements.

**Nagpuri** is a province with the most fertile soil in Sind. The people enjoy good annual harvests, but monsters are a frequent problem. Due to the bountiful harvests Nagpuri is the kingdom's main source of food. They also enjoy trade with the republic of Darokin across the border, with regular caravans from the city of Akesoli.

**Jalawar** is a coastal province, and a source of fishing and crops to the nation, contributing to the kingdom's food supply. The coastal towns also receive trade ships from the islands of Minrothad.

**Baratkand** is a largely barren area, where few people live. Soldiers patrol the western border frequently in case of attack from the Plain of Fire by Hule.

**Jhengal** is a province divided in two, the barren wastes and the fertile lands around the Asandra river. The west acts as a buffer to protect the east, and the heartlands of Sind.

**Shajarkand** is a minor province overlooking the Atruaghin lands, with no

significant military presence. The soil is average.

**Peshmir** is the most prosperous of the Sindhi provinces and has long been opposed to unification. They enjoy peace and quiet in the safety of their mountains.

**Kadesh** is a poor province overlooking the northwestern border of Sind. The province's hilly terrain makes it unfavorable terrain for cavalry, causing infantry to be favored by the rajah.

**Gunjab** is a mostly mountainous province, where the locals make their living mining and trading with Peshmir.

**Putnabad** is a fairly fertile province overlooking the neighboring state of Jaibul. The rajah is more interested in amusement than war with the southern neighbors.



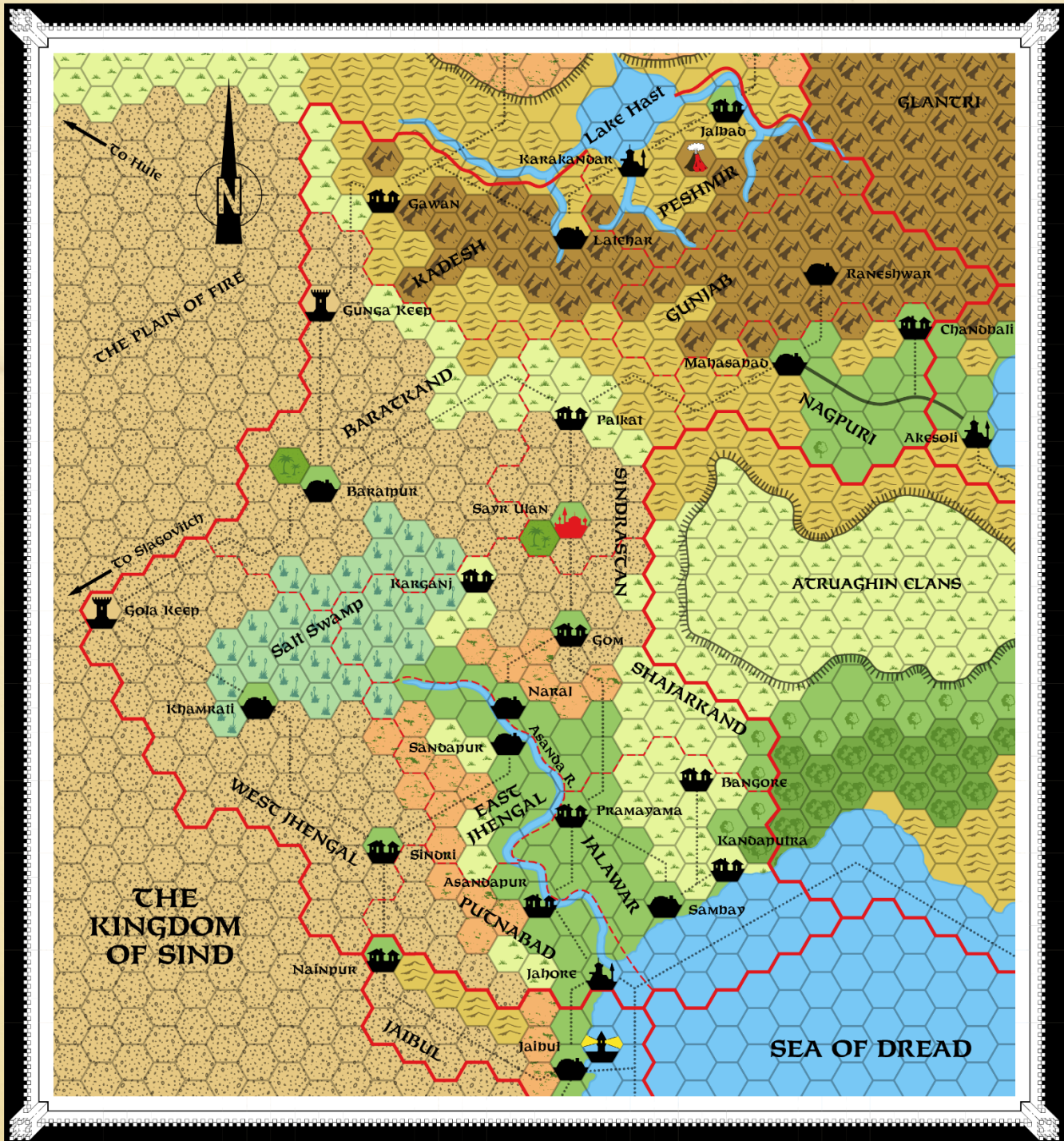
# "The Kingdom of Sind" 1000 AC

Replica of map from "The Voyage of the Princess Ark," Dragon #169, 1991

Incorporating errata from Dragon #170, 1991

Cartography by Thorfinn Tait, March 2005/February 2006/August 2008/December 2015/

January 2016/April 2018/October-November 2020 [www.thorf.co.uk](http://www.thorf.co.uk)



# Serpent Peninsula



The Serpent Peninsula is a wild, lush peninsula south of Sind, where many dangers and wonders lie in wait. The peninsula is home to two kinds of people; the Yavi, a combination of humans and elves of the nation of Yavdlom at the very tip of the peninsula and the Karimari, pygmy folk who raise elephants and sell them to Sind and other buyers, while keeping the most dangerous fauna for themselves. There are many dangerous pieces of flora and fauna in the peninsula and avoiding them is crucial to your continued living.

## **The Diviniarchy of Yavdlom**

Yavdlom is a nation recovering from a divine curse, as the nation's patron Immortal, Yav, broke an artifact in his mortal life and cursed the nation to lose all their ambitions. The artifact has since been repaired and the nation is now making up for lost

time. The people have dark skin, the men, and elves alike. The nation is led by a council of diviners. The diviners decide all things for the future of the nation, as they can foresee the future. If someone is divined to be important, they are made a noble until their destiny is fulfilled, after which they return to their previous slot in life. The nation's capital is the city of Tanakumba.

The people of Yavdlom are tall and dark skinned, their slightly pointed ears betraying their elven heritage. Traces of elven designs appear in their art and ornamentation, and even their writing has traces of the beautiful elven calligraphy.

Centuries old tradition separate the *ramara* (the seers and prophets who lead the nation) from those who lack the gift of divination. A hierarchy ranks all the *ramara* from the all-

seeing High Prophet to those who have only latent or sporadic abilities. All who lack the ability of truth-seeing or cognitive abilities are part of the layman class.

Even the laymen are divided into the *tukufu* ("those who matter") and the *ogwambe*, or those who don't.

Tukufus are those the diviners and seers predict will affect their environments in some significant ways during their lifetime. Yavi who are recognized as *tukufu* will automatically enter the ranks of the nation's nobility.

Yavi nobility includes all "blind" whose destinies will permanently affect at least 1,000 people in their lifetime. A destiny that affects at least 1,000 people earns you the rank of *yobar* (a baron). 5,000 people earns you the rank of *kwa'a* (count). At 25,000 a blind can become an *uvundi* (viscount). At 100,000 a blind becomes a *m'doli* (marquis). At 500,000 one can reach the rank of *dajnbgas* (duke). A blind whose actions affect 1,000,000 people will become a *mokubu* (a monarch), and at 5,000,000 a blind can become a *somba* (king of kings - someone destined for Immortality).

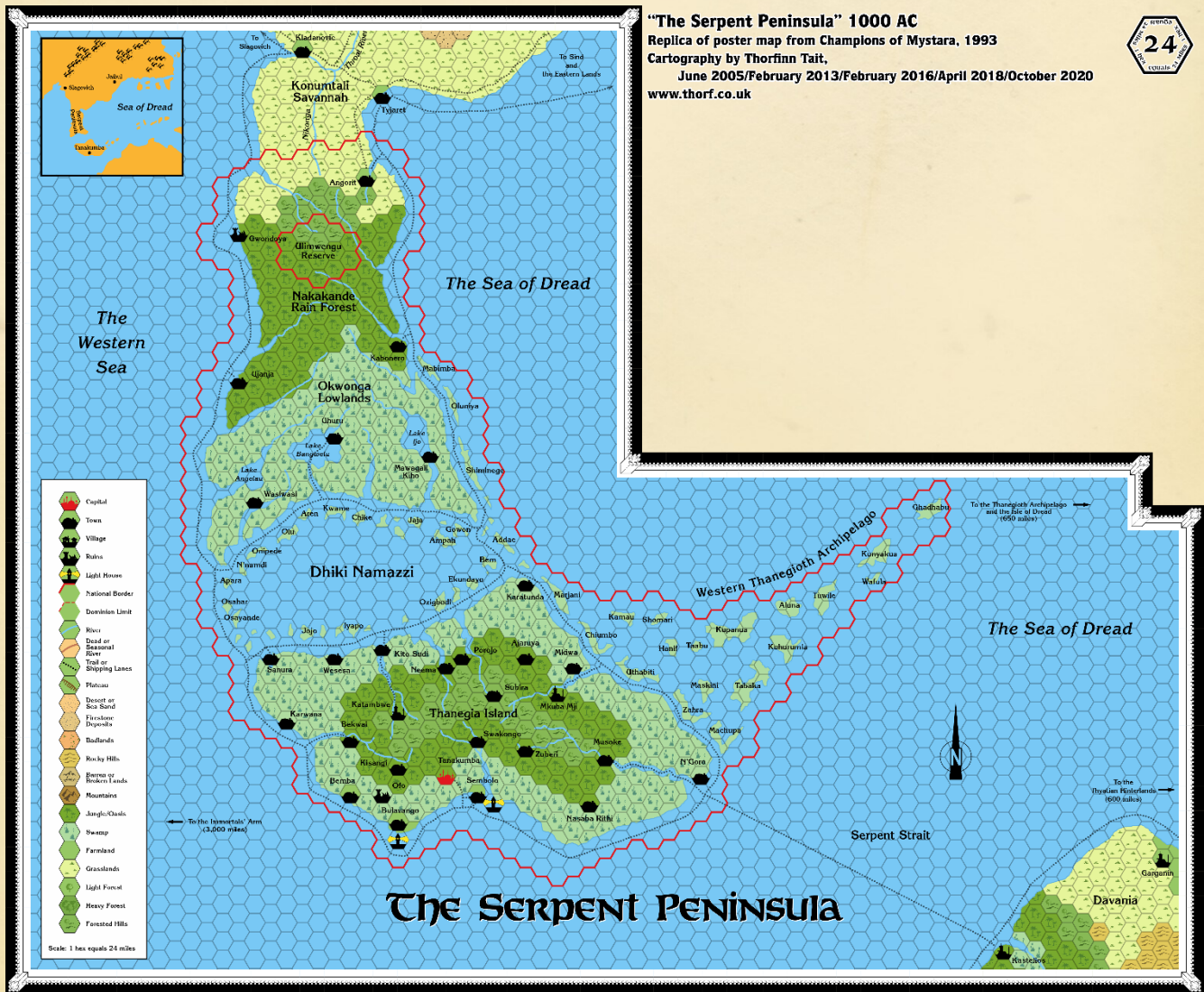
The diviners of Yavdlom use their powers to secure the best trade for the nation, leading to the Most Serene Divinarchy becoming a major trading nation in the Serpent Peninsula.

## The Karimari Tribes

The Karimari are a pygmy people who take up much of the peninsula. Their society is a matriarchal democracy, where matriarchs are voted for depending on if they are fit for the position or not. The population of the Karimari numbers at around 100,000 people. They see that nature strives for balance but feel that pestilence and famine - nature's way of balancing things, are unnecessary. They prefer intelligent balancing of both resources and population.

Karmimari pretend to be simple tribal folks when they deal with outsiders, but when they are among their own people, they are actually a very advanced civilization centered around their capital, Shani Kijiji ("Marvelous Village"). Their society is egalitarian; no profession or family is considered better than another.

The Karimari capture and tame massive elephants from the jungles and savannahs, and sell them to the nation of Sind, where they are considered a valuable import. The pygmies have also captured and tamed dinosaurs, which their own warriors ride into battle, to the terror of anyone who thinks they can conquer the Karimari tribes. However, they do not possess a standing army, as they have never needed one. Spontaneous dinosaurs will do in a pinch.





# Myoshima



Far outside of the planet's skyshield, hidden by magics unknown, is the moon of Patera. The small, roughly 3,000 miles in circumference planetoid is covered in jungles, and it has little in the ways of fauna, with some exotic birds, small primates, elephants and the winged sabertooth tigers. It is a hidden moon but is also somewhat explored and mapped out by the efforts of prince Haldemar of Haaken, who made contact with the native species and received some information on the celestial body. The moon does not affect tides, possibly due to the same magic that hides it from sight.

The only sentient life on Patera is the Rakasta race. It is unclear how they came to the moon, as they may have come from the planet below, or even originate on Patera, but what is known is that there exist three nations of the cat folk. The only one

with any concrete information on it is Imperial Myoshima, home of warlords, samurai and myths. The Imperial Rakasta are at war with their fellow cat folk of the kingdom of Rajahstan and various states that have allied themselves with them against the empire.

Myoshiman magics have conjured many wondrous inventions, such as collars which allow their sabertooth cats to breathe in space, and airships similar to Alphatia's. They have been known to travel to the Rakasta kingdom of Bellayne on the Savage Coast and there are believed to be hidden portals that lead to the moon, although that's mostly a rumor.

Myoshima is a strange and wondrous place where many adventures can take place, whether in service to or against Imperial Myoshima.



## VARIOUS HEADS OF STATE

**Margrave Miosz II** is the child ruler of the city-state of Slagovich on the Savage Coast. His duties are made up of many things, such as keeping Hule out of Slagovich's territories and maintaining trade with outside forces. The anti-Hule efforts are aided by the Knights of Halav, and their leader Stavro.

**Herr Wulf Von Klagendorf** is the high priest of Vanya and the leader of the Heldannic Order. He is the spiritual and administrative leader of the Freeholds and appoints new leaders of the Order personally.

**The Council of Diviners** rules Yavdlom with their visions of the future and their infinite wisdom. The council can divine anyone's future and is able to foresee future events, such as trade deals and the weather.

**The Master** is the enigmatic leader of the Hagiarchy of Hule. He is the highest of the holy men, a powerful diviner, and the divine harbinger of Bozdogan. He is a mysterious figure and controls many evil magicks.

**Duke John of the Wane** is the ruler of the Cimarron County, and a lover of firearms of all kinds. His duties are mostly in Cimarron's capital, Smokestone City, but he occasionally takes care of problems outside the city walls. He is despised by the Inheritors.

**Shogun Hashi Mashiro** is the ruler of Imperial Myoshima. He is a hereditary ruler who maintains his power through strong military influence. He is attempting to unite the hidden moon under his banner but has not yet been successful.

**Maharajah Chandar Arori** is the ruler of the kingdom of Sindh. He is more focused on his own entertainment and wealth than the wellbeing of his people. If Hule doesn't conquer his lands, he may have a rebellion on his hands instead.

**Doña Esperanza** is the ruler of the barony of Gargoña, and actively works towards peace and neutrality, which is excellent when trying to avoid invasion by foreign forces.

**King Kitakanga** is the ruler of the N'Djatwa of Green Bay. He is a hereditary ruler and has struck an alliance with the Alphatian Empire, a beneficial deal all around.

**King Mananjary** is the ruler of Cestia. He's an aging ruler and is hard pressed to maintain peace between the four kingdoms of Cestia, as well as making sure the Night Dragons of Oceania are kept at bay, lest they destroy his home and his people. He spends his day tending to administrative duties, but if a Night Dragon should make it to the capital of Tulear, he will lead the warriors.

# CRIME AND PUNISHMENT

| Nation          | Assault         | Incitement       | Murder         | Slander             | Tax Evasion     | Theft            | Treason             |
|-----------------|-----------------|------------------|----------------|---------------------|-----------------|------------------|---------------------|
| Heldann         | Flogging        | Death            | Death          | Death               | Up to 6 months  | Flogging         | Death               |
| Green Bay*      | Fine            | 10 days and Fine | Death          | Fine                | 30 days         | Fine             | Death               |
| Cestia          | Fine            | Exile            | Death or Exile | 20 days             | Fine or Exile   | Fine             | Death or Exile      |
| Myoshima        | Beating         | Death            | Death          | Beating and 10 days | Fine or Beating | 30 days          | Death               |
| Slagovich       | 60 days         | Fine and Exile   | Death          | Fine                | Fine            | Fine and 10 days | Death               |
| Savage Baronies | Duel or Fine    | Fine             | Duel or Death  | Fine                | Up to 4 years   | 30 days          | Death               |
| Robrenn         | Up to 1 year    | Fine             | Death          | Fine                | Up to 2 years   | Fine and 10 days | Death               |
| Eusdria         | Up to 2 years   | Fine             | Up to 20 years | Fine                | Up to 7 years   | Fine             | Death or Exile      |
| Bellayne        | Fine            | Fine             | Death          | Fine or Beating     | Up to 10 years  | Fine             | Death               |
| Renardy         | Up to 2 years   | Up to 6 months   | Death          | Fine                | Up to 15 years  | Fine             | Death               |
| Sindh           | Removal of hand | Death            | Death          | Fine and 15 days    | Death           | Removal of hand  | Death in the desert |
| Herath          | Torture         | Fine             | Death          | Fine                | Torture         | Fine             | Death               |

\*The N'Djatwa punish outsiders that break the law by eating them



# COINS OF THE WORLD



*Ad*

| Nation                               | Copper  | Silver    | Electrum    | Gold            | Platinum  |
|--------------------------------------|---------|-----------|-------------|-----------------|-----------|
| Heldann                              | Oren    | Eyrir     | N/A         | Kruna           | N/A       |
| Slagovich                            | Pebble  | Plateau   | N/A         | Slag            | Margrave  |
| Savage Bar-<br>onies                 | Peseta  | Peso Duro | Peso Fuerte | Doubloon        | Man-O-War |
| Cimarron<br>County                   | Penny   | Cent      | N/A         | Dollar          | N/A       |
| Renardy                              | Hurler  | Lune      | N/A         | Ren             | Roi       |
| Bellayne                             | Penny   | Shilling  | Half-Pound  | Pound           | Crown     |
| Eusdria &<br>Robrenn                 | N/A     | Scillinga | N/A         | Òir-<br>bhuidhe | N/A       |
| Green Bay                            | Prey    | Mountain  | N/A         | Hunter          | N/A       |
| Sindh                                | Piaster | Khundar   | N/A         | Rupee           | Guru      |
| Myoshima                             | Dorei   | Samurai   | N/A         | Shogun          | N/A       |
| Herath                               | Fang    | Web       | N/A         | Spider          | N/A       |
| Hule                                 | Warrior | Holy Man  | N/A         | Diviner         | Master    |
| The Bayou<br>(Shazak,<br>Ator & Cay) | Tooth   | Nail      | N/A         | Blood           | N/A       |

The Herathian Spider is a magical gold coin worth 5 gold in other nations.

The coinage of the Bayou is worthless in other nations.