

GAZETTEER

AN UNOFFICIAL GAME ACCESSORY

GREAT HULE & KAVRAZ



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An Unofficial Game Accessory

Great Hule and Kavkaz

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Additional Content

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INTRODUCTION

This manual is taken from the official modules related to the Savage Coast in which the Empire of Hule was also introduced, and expanded on thanks to the work of the fans of Mystara (in particular of Christian Constantin for the content and Thorfinn Tait for the maps). Our Omnibus has gathered the material, translated it, given it coherence where the material was from different sources and has expanded some aspects in order to produce this wonderful Gazetteer.

This sourcebook describes the cultures that live in the region surrounded by the Midlands to the north, the Great Waste to the east, the Savage Coast to the south and the Yazak Steppes to the west. This huge territory has always been fought over by the various populations that have passed through it and that have chosen to settle down there, sees two large countries today. Most of the region is called Great Hule, the expanding Empire that controls the Great Valley of the Nine Kingdoms and the western Kingdoms that fall under its shadow. To the east on the Black Mountains is Kavkaz where five proud Kingdoms resist Great Hule's expanding Empire. Religious wars and barbarian invasions have marked this area for millennia and while peace seems far off, war seems only to awaiting a trigger and this time the objective seems to be to the east.

Geography

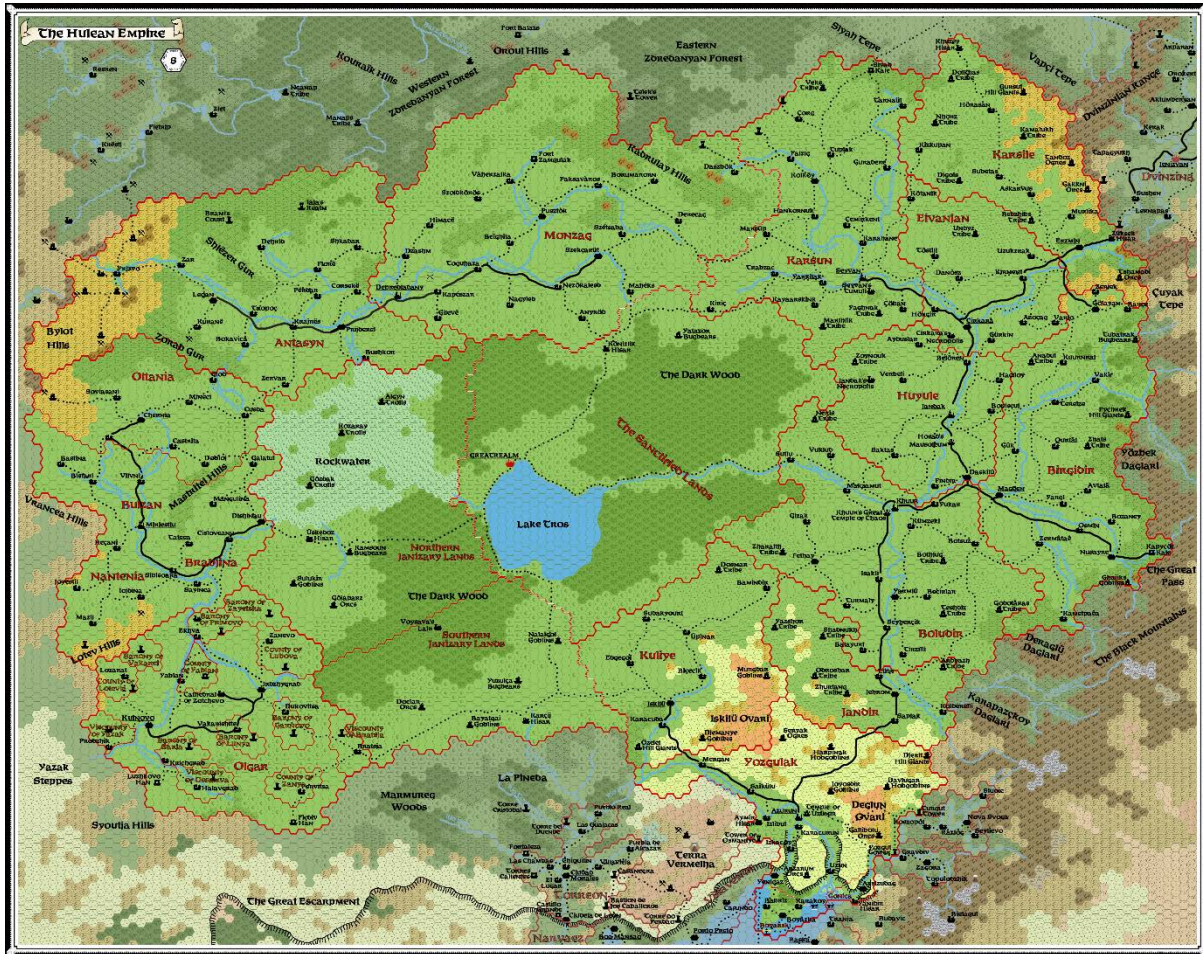
Great Hule and Kavkaz

Both regions, Great Hule and Kavkaz, have several populations and cultures. Hule was born from the union of the Nine Kingdoms. Over time, its borders have expanded and shrunk and the union of Hule has also seen times of division in which the Nine Kingdoms each try to get the upper hand over the others. What follows is an outline of the Kingdoms that make up Great Hule and those that comprise Kavkaz. While the former can now be considered a single political entity, the latter keeps a distinct local politics. Another difference between the two regions is of a physical nature, indeed while Great Hule stretches from the slopes of the Black Mountains to the Yazak Steppes on a mainly flat terrain broken by forests and hills and crossed by rivers that make the soil fertile and productive, Kavkaz stretches over wild and craggy land, between narrow valleys and with a harsher climate than that of the Great Valley.

Great Hule

The Nine Kingdoms	Other Territories	Subjugated Kingdoms	Subjugated City States
Yozgulak	The Sanctified Lands	Monzagian Banat	Gonica
Jandir	The Janizary Lands	Sandjak of Antasyn	Boyarski
Boludir		The Bulzan Voivodina	
Kuliye		The Olgarian Levija	
Birgidir			
Huyule			
Karsile			

Great Hule



Area: 571,000 sq.mi.

Location: Central Brun, NE of the Savage Coast, E of the Yazak Steppes, W of Kavkaz


Population: 1,501,000 (65% human, 35% humanoid, 5% demi-human).

Government Type: Hagiarchy

Flora & fauna: Typical of central Brun

Hule is a vast and diverse place. It stretches from the warm and salty waters of the Gulf of Hule to the cold and windswept Zredanyan Forest. The Nine Kingdoms, the nucleus of the Hulean Empire, are located on the eastern side of the Hulean Basin. This asymmetric bowl-shaped depression, extends from the Black Mountains' foothills in the east to the Bylot Hills to the west, and from the Great Escarpment in the south to the hills of the Zredanyan Forest in the north. The centre, and lowest point of the Hulean Basin lies

somewhere between the Rockwater marshes and Lake Tros. Therefore, the eastern side of it is somewhat larger and flatter than the western side. On this steeper western side are located Hule's principal colonies, the Converted Lands. Many rivers take shape in the higher regions and flow into the basin, attracting many different peoples and fauna as well as giving rise to a wide range of flora. Hule itself – the Nine Kingdoms, the eastern side of the basin – consists mainly of flat rolling hills and large valleys. The arable lands are plenty but many are a little more



than steppes as they are devoted to semi-nomadic herding and small-scale cultures. The valleys tend to be heavily settled, while the higher lands are left to the semi-nomadic humans and to the humanoid tribes.

The climate is drier in the southern part of the country, where the Great Escarpment reaches its highest point, than the northern part, which receives the cold and humid winds of Brun's hinterland during winters. Due to the lack of rain during the winter months and the porous bedrock, the southern part of Hule is distinguished from the rest of the land by its rocky steppes and semi-deserted badlands.

The Mountains

The Black Mountains dominate Hule's eastern frontier. They are some of the most dangerous and highest mountains of Mystara. Many of the mountain range's peaks are permanently snow covered, and large glaciers fill the higher valleys. The Hulean side's foothills are heavily forested in contrast to the side facing the Sind Desert. However, at altitudes of over 12,000 feet, only the grasses and lichens of tundra terrain survive. Peaks reaching higher than 15,000 feet in altitude (of which there are many in the Black Mountains) present nothing but bare rock to wind and sky.

The Karapazçkoy and Deraglū Daglari (Ranges) are small westward extensions of the Black Mountains. These ranges are smaller and have eroded more than the main chain since they are more exposed to the winds coming from southern Hulean steppes and to the heavy rainfalls rolling in from the Gulf of Hule during summers. The highest peaks of these ranges can reach 15,000 feet, but the average is around 7,500


feet. Like the rest of the Black Mountains, the Karapazçkoy and the Deraglū Daglari, are made mostly of gneiss even though the erosion has brought the underlying granite back to the surface. The two ranges are embedded in forested hills, which give way to the precipitous Ghörez and Filça River valleys.

The Yözbek Daglari is like a row of swords planted into the foothills of the Black Mountains. It forms the western wall of the River Saryaz canyon and its peaks are as high as they are in the rest of Black Mountain Chain. The Yözbek Daglari is a common sight for anybody leaving Hule since it closes the northern side of the Great Pass.

Climate: The Hulean side of the Black Mountains is much more humid than the eastern side facing the Sind Desert. If the foothills have a temperate climate, the higher valleys are icy cold during much of the year as temperatures drop approximately 4°F for every 1,000 feet increase in altitude. One could say that there are only two seasons in these harsh regions: spring and winter. Indeed, the Mountains' autumn, winter and spring are all very cold and snowy while summer, which may last only two or three weeks around the highest summits, is mild at best.

Terrain: The high mountains, steep cliffs, and rocky slopes of the Black Mountains make them uninhabitable for most living creatures. Travel through the Black Mountains is nearly impossible, except via certain passes and trails. Travellers confront food scarcity, snow-covered crevasses, avalanches, cunning monsters, freezing cold, and air so thin it makes breathing difficult.

Few mineral resources have been found on this side of the Black Mountains, and if



there were, their exploitation would be more than risky and would turn back even the hardest dwarf.

Population: Orcs, ogres, kobolds, goblins, hobgoblins, gnolls and bugbears all live in the caves and wild lands of the mountains and foothills. Less common intelligent inhabitants include mountain giants, a few scattered and beleaguered dwarven colonies and some dragons. Monsters and creatures with some affection for cold or arid territories can be found throughout the Black Mountains. Only, in the southern part of the range, will one find human settlements, and those settlements are confined to the valleys cutting into the Black Mountains.

Hills and Foothills

Most of Hule's frontiers are in hilly terrain, some of them forested, others semi-arid or cultivated. They are mostly covered by primeval vegetation but many expose bare summits. Numerous small streams cut through the landscape of the Black Mountains' foothills where they merge into bigger rivers flowing toward the centre of the Hulean Basin. Those small streams and rivers flow into mighty canyons with precipitous cliffs and only near the basin's edge do the valleys widen.

The Karcij Tepe, at the southwestern end of Hule are completely different, they are small rolling hills covered with leafy trees, with a thick cover of pine near the summits. Small rivers and streams flowing from the natural sources of the region are common and flow peacefully toward the bigger rivers of the Savage Baronies.


The Çuyak Tepe, at the border of Dvinzina and Hule are formed by the conjunction of the foothills of the Black Mountains and

those of the Dvinzinian Range. These high hills are rocky, only sparse grass and torn bushes are able to survive in the constant cold wind flowing down the slopes of the northern Black Mountains.

Vapçi and Siyah Tepe are two similar-looking hilly forests. These hills are the westernmost arm of the Black Mountains. They slowly give way to the higher hills of the Zdredanyan Forest. These are generally rolling hills with a higher summit here and there and are covered with a dense mix of primeval and leafy forest.

Climate: The northern hills and foothills mostly have a cold temperate climate with long chilly and humid winters, short and warmer autumns and springs, and fair summers. The southern hills tend to be drier and receive much of their rain only during the heavy downpours in spring. Summers in the southern hills are dry and hot, fall is slightly colder while winter is relatively warm and punctuated by localised rain showers. The Çuyak hills are made more arid than the other northern hills by the constant winds blowing from the Black Mountains higher valleys.

Terrain: The foothills of the Black Mountains are characterised by steep slopes climbing rapidly from narrow forested valleys to bare summits. The streams and small rivers regularly jump from one level to another thus forming charming falls and cataracts, but also deadly sinkholes and cliffs. Travel occurs mainly through these narrow valleys, which are ideal ambush sites for the surrounding humanoid tribes. The Master has forbid human settlement in the foothills and reserves the lands for his humanoid guests and troops. They make their living from trade in furs and timber, fishing and a little grazing.



The Karcij Hills are densely forested and represent a terrain slightly rougher than the neighbouring valleys and plains. However, settling there is made difficult by the dense forest and by the fact that these hills are the frontline between Hule and the Savage Baronies.

The Cuyak Tepe is rocky and inhospitable with steep slopes giving way to semi-desert valleys. The summits of these hills are tormented and eroded by the biting wind blowing from the mountains. Rocks are regularly detached from the highest points and rolls down into the lowest valleys. However, these hills are rich with mineral deposits (silver, copper and tin) that are exploited by small Hulean communities. Travel through the most remote parts of the Çuyak Hills is risky since water and food sources are scarce.

The northern forested hills are uneven and rolling. They do not represent a particular obstacle for anyone willing to cross them. In winter, though, the heavy snowfalls common in the region tend to make them nearly impassable.


Population: All the hills surrounding Hule are considered frontier lands and are placed under the responsibility of the military administration only to be given to the numerous humanoid tribes of Hule. Few humans would try to settle these lands since they are far from being the best lands for farming and the humanoids that hold most of them are far from friendly. Only the Çuyak Hills bear a larger human and dwarven population due to the mining activities carried out in the region. The Siyah hills are rumoured to harbour a small elven community battling the Master's authority in the region. All kinds of humanoids may be encountered in the

Hulean Hills, where they tend to be seen in larger groups than anywhere else since the hills are clearly their territory. Monsters of almost any types can be found in the hills according to the particular type of land (rocky or forested) that they prefer.

The Great Escarpment & Coast

The southern part of the Hulean Basin rises gradually to form a plateau that ends abruptly at the latitude of the Gulf of Hule. There, following a fault line created by the telluric activity brought in the region by the explosion of a Blackmoorian device in modern-days Broken Lands, the altitude drops by nearly 2,000 feet into the lowlands of the Gulf of Hule in its easternmost part or by an average of 1,200 feet into the steppes of the Yazaks in its western portion. Telluric and volcanic activities are quite common along the Great Escarpment and well into the southern part of the Black Mountains. The Great Escarpment is only interrupted at four points: the Kâman River Canyon, the narrow valleys of the Tilkit and Kazâl Rivers, and the wider valley of the Rio Guadiana.

The highest point of the Southern Hulean Plateau that terminates at the Great Escarpment isn't the edge of it. It can be found miles inland in the arid regions of Southern Hule. There, around 3,000', the lands are subject to terrible winds coming from the vast expanse of land known as the Yazak Steppes. The windswept lands found at the top of the Escarpment are not suitable for agriculture given the drastic temperature changes, porous soil unable to retain rain water, and the constantly eroding top soil giving way to bare rock in certain places. The only activity in these regions is herding and grazing, the northern slope of the



plateau being renowned for the exceptional quality of its wool.

The highest regions of the Plateau (Terra Vermelha, and the Deglun and Iskilü Ovari) are particularly arid. There, the joint action of heavy rainfall, porous sedimentary bedrock, and violent winds have carved the plateau into lone rocky towers, deep windy canyons, strangely-shaped hills and immense cave networks. Certain humanoid tribes dwell in this harsh land living like troglodytes in the natural caves or carving their houses directly into the soft rock. Some of them may even attribute supernatural powers to the strangest hills and revere them as sacred ground.

Hule's coastline consists of a small flat peninsula extending below the edge of the Great Escarpment. The Boyâzka Peninsula's altitude varies between sea level and 100 feet at the foot of the Great Escarpment. Small beaches and salty marshes punctuate the Hulean coastline. The shallow waters of the northern Gulf of Hule hinder the construction of deep sea ports and only in a few spots, often along rivers, is the water level deep enough for big vessels to dock directly in the ports. Otherwise, in Boyâzka by example, ships must anchor offshore and shuttles are required to unload cargo and take it into the city.


Climate: The climate of the Southern Hulean Plateau and of the edge of the Great Escarpment is warm and temperate, but extremely windy. Winters are cold and dry but relatively short. Springs bring heavy rainfall from the Izondian Deep and the overall atmosphere is humid although the rain is rapidly absorbed into the water table. Summer days tend to be dry and hot, while the nights remain colder. Autumn is a little colder than summer but it brings more rain.

Hule's coastline is a lot more humid than the interior. It is temperate, with a hot but somewhat dry summer, a warm and damp fall, a temperate winter and a very rainy spring. Springs may bring thunderstorms and hurricanes from the Izondian Deep.

Terrain: The Plateau is mainly covered by prairies. Forested lands may be found around the few rivers that flow in this region of Hule. Eighty percent of the plateau's population (in Hule) are located along the banks of the two main rivers, namely the Kâdan and Kâzal Rivers, where the soil is able to retain some of their water and supplemented by the rich silt of the higher regions. Azurun is the only major town located on the plateau, Iskilü lying at the northern edge of it.

The flat lands facing the Gulf of Hule are densely forested and, only recently, did the Huleans begin to settle and exploit the region. Small fishing hamlets can be found everywhere along the coast while bigger cities can be found at the mouths of the region's rivers. Located on the shore of a large bay, Boyâzka is an exception. The Castle of Yanidir (Yanidir Hisar) is Hule's main military port, the gulf floor has been dredged to permit access to the docks for the huge Hulean war galleys.

Population: From 1–5 people (mainly humanoids) per square mile in the arid highlands to 20–30 people per square mile in the valleys and near the larger towns. In the city of Azurun are many dwarves that added to the other settlements in the region total the impressive number of 32,600 souls. Wandering tribes of humanoids can be found throughout the plateau in the most desolated places, the Master have given them much autonomy on these lands. The lower northern slope of the plateau is



inhabited by semi-nomadic clans of humans that came to Hule in one of the numerous invasions of this country's long history. Many geonid tribes can be found in the caves of the badlands.

The Hulean Coast is among the most densely populated region of the country with well over 20 people per square mile everywhere along the coast. In the deepest forest and in the rivers' delta, however, this proportion may rapidly fall to less than 5 people per square mile. Humanoids are few besides some raiders coming from the heights of the Escarpment. Foreigners are common in the Hulean ports unlike in the rest of the land.

The Dark Wood

The local people fear this large forest for it is rumoured to be haunted. Humans do not live in it and most of the non-human beings (even the evil ones) avoid it. The most common trees of the forest are oak and aspen. The underbrush in this forest is very thick. Thorn bushes abound. Animals found in the wood include bear, boars, deer, small game, owls, crows, ravens, toads, and bats. People going into the wood always have the sense that these creatures watch them as they travel. Watercourses in the forest are enchanted. There is a cumulative chance that anyone drinking this water will be transformed into a boar or a deer (the transformation occurs after four failed Saving Throws vs. Spells consecutive or not), if this water is drunk. Groups of skeletons patrol the skies of the forest aboard flying barges.

At the centre of the Dark Wood is the Tros Lake, a large (4,500 sq. mi.) and seemingly bottomless freshwater lake. Greatrealm, the Master's capital city, lies on the shore of this

lake. Greatrealm consists mainly of a vast temple complex built inside a walled compound. Fields tended by the temples' novices surround the land around the temple. A large path lined by the statues of the different deities revered by the Huleans links the Temple to the shore of Lake Tros. All the buildings are heavily decorated with statues, friezes, elaborate eaves, towers, banners, and paintings.

The Basin

The biggest share of Hule's territory is located on the western side of the Hulean Basin. In fact, it is made up of the large hydrographic basin of the Rosin River and its numerous tributaries. These rivers have carved out large valleys converging towards the centre of Hule where the Rosin River funnels toward Lake Tros. The lands of Hule are among the best agricultural lands on Brun, the valleys are enriched by tons of sediment torn out of the Black Mountains and Zdredanyan Hills. This basin is made up of five main valleys: The Boycegiz and Gree River valleys in the north, the Rosin and Gezrâde River valleys in the east, and the Thanat River valley to the south.

Climate: The climate of Hule's basin regions is temperate and made up of four distinct and equally long seasons. Spring is mild and humid from the rain carried from the Izondian Deep by the strong southern winds and from the snow thawing on the slopes of the Black Mountains. Summer is drier but regular thundershowers may form when temperatures stay high for long periods. Autumn is wetter than summer, as the northern airflow brings the colder humid winds of Brun's hinterland. Winter is cold and wet while the northern winds blow, snow is rare in the south but common in the north.

Terrain: The basin is a region of large rivers and valleys with some flat hills and many small woods. 70 percent of all Hulean humans live along the rivers. The highlands surrounding the valleys (depicted in yellowish green on the map) are dedicated to the semi-nomadic human tribes of Hule. A multitude of villages and small towns dot the landscape of the Basin and a few much bigger cities have bloomed at strategic locations. Most of Hule's trade and travel are done along the rivers either on small barges or on the paved roads that link the major Hulean cities. Almost every kind of cereal and vegetable are cultivated in Hule's irrigated fields and the rivers also provide plenty of freshwater fish.

Population: Human population ranges from 20–30 people per square mile in the valleys to 10–15 in the highlands. Many large towns can be found along the mighty rivers of Hule. Jandak, Hule's bustling metropolis, with 52,600 inhabitants and Khuur at 22,600 are the

Basin's biggest centres. Many humanoids live in the basin, but unlike to their brethren in the remoter regions of Hule, they do not



administer their own lands and are seldom organised in tribes.

Hagiarchy of Great Hule


Located to the north of the Baronies of the Savage Coast and the Gulf of Hule, to the south of the Midlands and to the west of the Great Waste and Sind. With a population of about 1,000,000 inhabitants, 65% human, 35% humanoid and 5% dwarf, elf and halfling, it is a mosaic of cultures that have been assimilated over the years. Its economy is based on agriculture, textiles, glasswork, trade and conquest. It imports common metals, fish, salt, spices, silk, and when possible Red Steel. It exports grain, vegetables, timber, textiles, glass and gems. Hule, also known as "Great Hule" and "The Sanctified Land", is a large nation that lies between the western Black Mountains and the eastern edge of the Dravish Steppes. It stretches from the City States of the Savage Coast in the south to the Midlands in the north. This large nation controls a small coastline to the north of Slagovich, through which it carries out important trade, most of the territory is composed of low hills, and there are many scattered small farms and nomadic shepherds, collections of small farms that become villages and true communities. There are several great cities that act as distribution points for the agricultural products and as great centres for commerce in general. Merchants from Sind and Yavdlom occasionally end up here but the cost is always the great risks involved. Western Hule comprises the ancient great and dark oak forest known as Niwhelm, within which extending for about 45 miles in diameter, is a lake, Tros, apparently of clear freshwater, also known as the Lake of the Deeps. Hule is a collection of races and species, but only the humans have an active role in the government, although humans can delegate non-humans to officially act for

them. Hule is a hagiarchy, and is ruled by "Holy Men" and a clergy. Any person who turns out to be an enlightened of Bozdogan can play an important role in the government and not only its clerics. The people of Hule are divided into classes, holy men, diviners, hermits, prophets, clergy, and commoners.

The Classes

Holy Men are the rulers, individuals who – if not actually clergy – have been somehow touched by the Immortals. The Holy Men make up the nation's bureaucracy and administration. There are an inordinate number of thieves among the Holy Men, too. Holy Men are especially favoured of Bozdogan, and they occupy official positions in Hule's ruling class. Unmistakable signs help determine who is favoured, such as being incapable of ever uttering the words "yes" and "no", "black" and "white", or "is" and "have", or the inability to use the letter "e" or numbers of any kind, etc.

Diviners are similar to police. They travel the country freely, often in disguise. When not disguised, they wear uniforms that consist of a red robe and black mask, a mace, and carry a crystal amulet. These officials have two important duties. First, they search for criminals. Criminals include not only thieves and murderers, but also those who have "wrong thoughts". Wrong thoughts are considered to be those against the state religion or those who cast doubt on the "miracles" of the holy men. All clerics who do not belong to the state religion are "wrong thinkers". All people who follow other Immortals, or no Immortal are



“wrong thinkers”. All magic-users are “wrong thinkers”, except those working for the Diviners or the clergy. The Diviner’s second duty is to find worthy candidates for government service. If they find a particularly holy person, they take him before the leaders of Hule for testing. As the Diviners are both dangerous and rewarding, the common people both fear and respect them greatly.

Hermits are those people who claim to have had a vision from Bozdogan, instructing them to live alone in the wilderness. Hermits may live under all manner of conditions – sleeping on thorn beds, living with beasts, or eating no meat. As a custom, they do not shave or cut their hair. Peasants sometimes seek out hermits for guidance.


Prophets travel the countryside, and while not government officials, are recognised for their great wisdom and judgment; acting as judges in important cases that cannot be judged by the local authorities. However, like the common people, they can be arrested or rewarded by the Diviners. As a custom, all prophets travel with a dog and a young boy who carries a lamp.

Clerics operate the local temples and shrines. It is their duty to guide and instruct the people. They try to draw out the holiness in each person. They are the normal clerics of D&D and can be arrested or rewarded by the Diviners.

Commoners are just that, farmers, soldiers, merchants, or craftsmen. Most follow the state religion and lead peaceful lives – until called to war – and strive towards greater “holiness”. Almost all are of Chaotic alignment. A smaller number of people are Neutral, and an even smaller (and shrinking) number are Lawful. The latter

two are generally labourers, servants, or foreign traders and are looked down on.

Clerics of other religions, mages and bandits are seen as traitors of the society. Non-humans don’t figure in the class system. The humanoids, although they find it convenient and lucrative allying themselves with the great priests of Hule, live in nominally independent tribes within Hule’s borders. It seems that all the humanoids live together peacefully although from time to time they raid each other. The ruler of Hule is a mysterious individual known only as the Master, absolute dictator of the land. The Master leads the Holy Men of Hule in preaching a unusual philosophy of lies and deceit. Loki has manipulated the people of Hule to create a bureaucracy of thieves and liars. Political intrigue is common in Hule and to unite the nation the Master from time to time finds necessary to find a conflict external, this has brought Hule to war with all its neighbours. The Holy Men’s true aim is acquiring as many followers as possible for Bozdogan (Loki), this is done through skillful deceits which are holy acts in themselves. It is believed that Bozdogan has found a way to feed off the deceptions and frauds of his followers, each time that someone deceives someone else Loki earns some sort of arcane power; the more people involved and the more underhand the deceit the more Bozdogan gains. Small lies and swindles are of scant interest. The Holy Men maintain civil order and the orthodoxy of thoughts and rule over the land through deception. To be considered holy a lie must perform one of the following functions: bring new followers to Bozdogan, improve Hule’s expansion, further the aims of the Holy Men, bring about the downfall of foreigners, infidels or wrong thinkers or acquire wealth in the Temple of Hule’s



name, through theft, fraud and extortion. According to the dictates of the laws of Hule if a person can prove that a lie was perpetrated for one of the above reasons, it is perfectly legal – indeed rewarded. However, the wise don't lie unthinkingly as a lie is a double-edged weapon, it is not advised to lie to a Holy Man and it is heretical among Holy Men to lie to a superior. A great deception that involves a large number of unaware people can give a person a place in the history of Hule and create a legend.

Customs

The people of Hule aren't very different to the others of the region, religious services are held each night and the peasants usually attend them twice a week, once a week the local cleric leads a procession through the settlement looking for miracles – which go beyond normal magic, these processions include drink, dance and music. Animals are treated with respect as they could be Holy Men in a miraculous disguise, wrong thinkers are condemned to instruction which generally consists of being used for hard labour. Any person convicted of a crime other than wrong thinking can be declared innocent if he shows that his actions were guided by Bozdogan or if the judge has a vision from Bozdogan. Humanoids are treated with respect and fear as the peasants don't want to provoke raids.

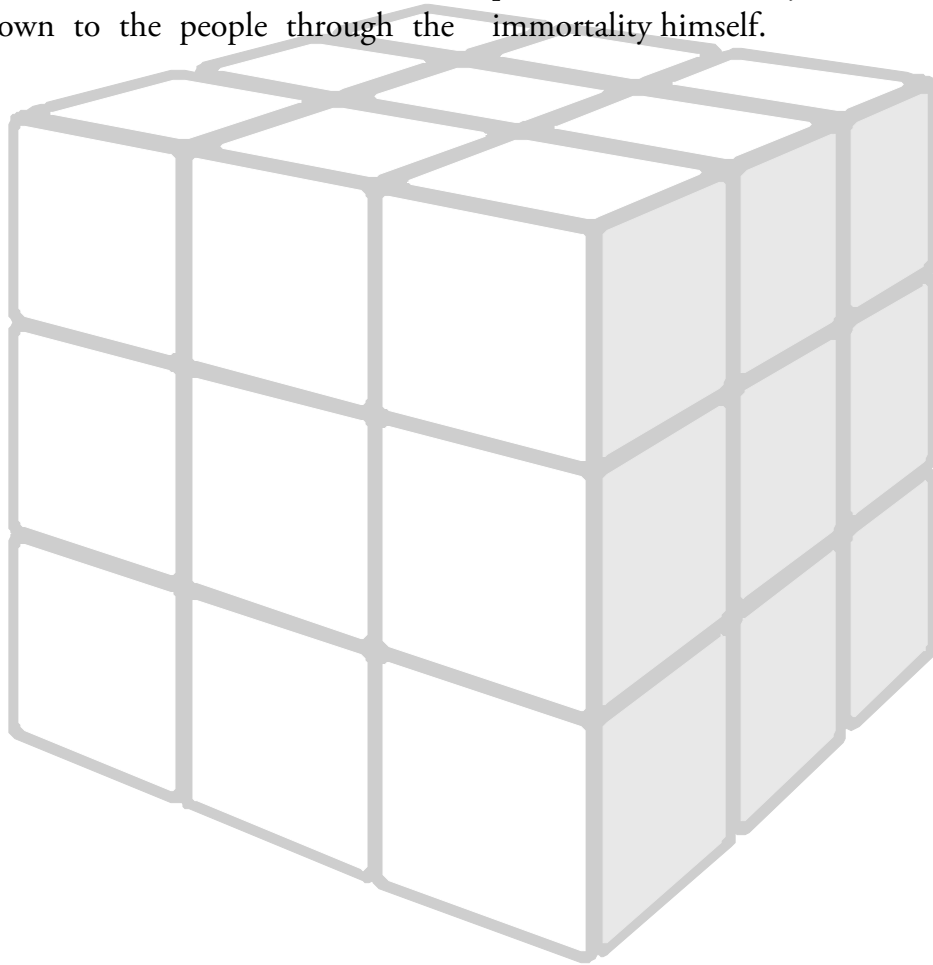
History

The origins of Hule are mostly surrounded by mystery. According to the dictates of the Holy Men Hule was founded by followers of Bozdogan around 1500 BC, he told them all they needed to know to fulfil their destiny: spread the philosophy and prosperity of Hule throughout the world.

Hule's borders are slowly expanding and the Holy Men assisted by the warriors of Hule have helped the neighbouring cultures join them and become assimilated to the Hulean way of life forming a mosaic of micro cultures, only the northern barbarians resist it. For centuries the people of Hule prospered and expanded their borders, in 1271 BC however the great horde of Wogar finally arrived in Hule, raging through central Hule massacring many and enslaving others. Among them was a young Holy Man named Hosadus who having accidentally heard about the humanoids' search for a mysterious blue dagger, magically enchanted a sword with *continual light* and passing himself off as a messenger of the Immortals sent the humanoids from Hule in search of the elusive dagger. Two thirds of the horde continued the search for the dagger beyond the borders while the rest who remained in Hule as followers of Hosadus are the ancestors of Hosadus's honour guard; the horde is composed of wolf riding goblins. Over time, other humanoid tribes settled within Hule's borders, there were skirmishes with the humans but generally, they lived in peace. In 600 AC the northern barbarians united in a tremendous army that were close to destroying Hule, but Bozdogan reincarnated the legendary hero Hosadus who this time combined the art of war with trickery and deceit and drove the barbarians out, built the great Temple of Death in the Dark Wood and reconquered all the lost lands and beyond, restarting the expansion. Currently Hule is at peace with the nations of the Savage Coast. In Hule the army is composed mainly of humanoids particularly goblins but the temple-city, Greatrealm, in which the Master lives is defended by a large group of Dervishes. The Dervishes are a

group of elite, light infantry armed with red steel scimitars, are often tasked with repulsing the barbarian invasions from the north. Another elite group is the Hulean cavalry, the Janissaries. The Grand Master lives in the "Temple of Death" a large complex of temples on the shores of Lake Tros, far from the cities from where pilgrims sometimes depart. From here he controls the nation's progress and the development of its armies, his wishes are made known to the people through the

Diviners or other messengers, for adventurers the temple-city is place to be avoided at all costs. Bozdogan who is no other than Loki, the prince of lies, his symbol is a mechanical puzzle cube, has manipulated the people of Hule creating a bureaucracy of thieves and liars, subterfuges and political intrigues are woven to hold this great nation together. The Grand Master's aim is to acquire as many followers as possible for his diety and thereby earn immortality himself.



The Nine Kingdoms (Hule)

When Hosadus saved Hule from the invasions of the barbarian populations, he found a kingdom divided into a multitude of small entities, which he decided to reconstruct before all of the internal structure. It therefore created nine military departments, whose borders were superimposed over the borders of the old Nine Kingdoms. The idea was to recreate that spirit of union that marked the peoples of the Hulean kingdoms. Now after some centuries the originality of each single kingdom is still in its early days but the internal competition has given new stimulus to the initiative.

Yozgulak

Area: 1,695 sq.mi.

Location: Extreme south of the Nine Kingdoms

Population: 82,031 (70% human, 10% humanoid, 20% demi-human).

Government Type: Local Governor

Capital: Azurun

Industries: Trade, agriculture

Flora & fauna: Typical of central Brun

The Kingdom of Yozgulak suffers greatly due to its proximity to the Baronies of the Savage Coast and their culture. In competition with the latter it doesn't hesitate to measure itself in the arts and culture as well as in trade. Home to Hule's navies, both commercial and military, it is one of the kingdoms that is growing both demographically and economically. Its political weight within the Nine Kingdoms continues to grow and it is already thinking about a new war against the Baronies or a new attempt to colonise Davania.

Jandir

Area: 17,500 sq.mi.

Location: Southeast, west of the Black Mountains

Population: 68,359 (80% human, 10% humanoid, 10% demi-human).

Government Type: Local Governor

Capital: Jehrom

Industries: Trade, agriculture, textile

Flora & fauna: Typical of central Brun

The Kingdom of Jandir is within the Hulean basin and its only external border faces the Black Mountains. Like its location the character of its population is also closed and reticent. They are not open to what comes from outside, aren't interested in the outside and don't hold with having their affairs known on the outside. They only trade with the other kingdoms of Hule.

Bojudir

Area: 42,000 sq.mi.

Location: At the centre of the Nine Kingdoms

Population: 164,063 (90% human, 7% humanoid, 3% demi-human).

Government Type: Local Governor

Capital: Khuur

Industries: Agriculture, textile

Flora & fauna: Typical of central Brun

The Kingdom of Bojudir (Boludir in the local dialect) has a central position in Hule, unlike the neighbouring Jandir however its population have a totally opposite character. Being a way of passage between the southern and northern kingdoms of Hule, it has assimilated ideas and cultures from throughout the empire. At Khuur it has

rebuilt the Great Temple of Chaos with the intent of acquiring power in the religious field. Bojudir's clergy is very active both politically and religiously and doesn't hide its ambition to gain more power in the Master's hierarchy.

Kuliye

Area: 23,000 sq.mi.

Location: Southwest of the Nine Kingdoms

Population: 89,844 (65% human, 30% humanoid, 5% demi-human).

Government Type: Local Governor

Capital: Iskilu

Industries: Metallurgy, mining, agriculture

Flora & fauna: Typical of central Brun

The Kingdom of Kuliye has a population very dedicated to work. The hard life of the miner and the farmer doesn't leave much time to develop a culture that goes beyond those that are the kingdom's main interests. Suspicious and silent they prefer to mind their own business. The Holy Men watch outsiders with suspicion fearing that they will damage the quiet life of the country.

Birgidir

Area: 38,000 sq.mi.

Location: East of the Nine Kingdoms, west of the Black Mountains

Population: 148,438 (70% human, 25% humanoid, 5% demi-human).

Government Type: Local Governor

Capital: Magden

Industries: Mining, handicrafts, logging

Flora & fauna: Typical of central Brun

The Kingdom of Birgidir is a very active kingdom from all viewpoints, industrial, commercial and military. It controls the Great Pass to the east from which pass all the caravans that head to or come from the

Great Waste and the kingdoms even further to the east. It is home to a considerable military force of both humanoids and humans.

Huyule

Area: 20,500 sq.mi.

Location: At the centre of the Nine Kingdoms, east of the Sanctified Lands, and west of Birgidir

Population: 80,078 (95% human, 3% humanoid, 2% demi-human).

Government Type: Local Governor

Capital: Jandak

Industries: Agriculture, textile

Flora & fauna: Typical of central Brun

The Kingdom of Huyule has been, and particularly for many Huyulians still is, the heart of Hule. Home of the ancient Great Temple of Chaos of which after the great fire only ruins remain it can still boast the presence of the Mausoleum of Hosadus on its territory. It has however great weight in Hule's religious hierarchy and boasts the largest number of Holy Men. Also its military forces are considerable and quick to act in aid of all the Empire's kingdoms if it is needed.

Karsile

Area: 25,000 sq.mi.

Location: Northeast of the Nine Kingdoms, west of Dvinzina, south of Sardjikjian

Population: 97,656 (75% human, 20% humanoid, 5% demi-human).

Government Type: Local Governor

Capital: Erzmin

Industries: Logging, agriculture

Flora & fauna: Typical of central Brun

The Kingdom of Karsile has the great burden of controlling the border with Dvinzina with which in the past it has had frequent wars, as well as watching the northern border. As well as this, it has been able to establish a flourishing trade both within Hule and with external populations.

EIVANJAN

Area: 17,000 sq.mi.

Location: At the centre of the Nine Kingdoms, south of Karsile.

Population: 66,406 (80% human, 10% humanoid, 10% demi-human).

Government Type: Local Governor

Capital: Cirkara

Industries: Agriculture, textile

Flora & fauna: Typical of central Brun

The Kingdom of Eivanjan has no external borders; its population is dedicated to the agricultural and textile industries. Simple-souled folk but with a great cultural vein. Music and other theatrical and visual arts are very developed. It has kept the cultural traditions of the ancient populations of the Hulean basin, some suspect that it secretly still hides some followers of the old religion.

KARSUN

Area: 52,000 sq.mi.

Location: Northwest of the Nine Kingdoms, east of Monzag, south of the Great Forest.

Population: 203,125 (95% human, 3% humanoid, 2% demi-human).

Government Type: Local Governor

Capital: Seyvan

Industries: Agriculture, herding, conquest, metallurgy

Flora & fauna: Typical of central Brun

The Kingdom of Karsun is perhaps the one most like an independent kingdom, able to support itself, defend itself and practically always at war. Indeed, it provides military support for the neighbouring Monzagian Banat, quick to intervene if the independence aims of the Monzag people are ever put into practice. Home of the most significant military force in the Nine Kingdoms, it also controls the northern border with the great forest.



Other Territories

For the first human colonists of the Great Valley and the Yazak Plain, Niwhelm supplied most of the food and timber needed for those primitive societies. But, as the human populations surrounding the great forest grew in number and evolved technologically the constant axe blows caused the forest to slowly shrink to its current size. Continued wars in one part or another of the forest have forced folk ever deeper into the forest and closer to its original inhabitants: the woodland folk. After some small clashes between the two groups of beings a more or less peaceful cohabitation was established, and cooperation even developed.

For centuries, the fragile balance was kept until the rise of the Master in Hule. When the Master decided to move his capital to the heart of the Dark Wood in 603 AC everything suddenly changed. This decision was justified by the wish to better protect the heart of the Empire from external aggression, but also to hide the Master's own secrets and experiments. Greatrealm, his temple and capital, was constructed in a way that it radiates evil throughout the entire forest. Hence, most of the woodland creatures uncomfortable with the new presence moved to the colder Zdredanyan Forest or to the smaller woods south or west of Niwhelm. Since then, only a few creatures still live in the Dark Wood, they are mostly animals or evil creatures allied to the Master. Even the animals are part of the Master's magic control over the forest since he can see and hear what most of them see or hear.

For administrative purposes, the Dark Wood was separated in two different units.

The first part, is the largest and situated around Tros Lake, is called the Sanctified Lands and is the Master's personal dominion. This is a restricted place where strangers are watched and captured at the first occasion, it also serves as a test ground for government candidates. The second part, is the southwestern part of the Dark Wood, is in turn divided in two, the northern Janizary Lands, which is totally occupied by the Rockwater swamps, and the southern Janizary Lands that are mostly covered by forests, and considered a great reserve for the humanoid populations.

The Sanctified Lands

Area: 60,000 sq.mi.

Location: S of Monzag, E of the Janizary Lands, W of the Nine Kingdoms

Population: 25,000 (10% human, 65% humanoid, 25% other (spirits, fey, demi-human)).

Government Type: Empire, various Clans.

Capital: Greatrealm, in the Sanctified Lands, is the Empire's capital, and also home to the Master.

Industries: none.

Flora & fauna: Typical of the forests of central Brun

In ancient times, the Dark Wood was the centre of the great forest that covered most of central Brun from the Yalu Sea to the Gulf of Hule. Niwhelm, as it was known in ancient times, was a dense temperate forest inhabited by strange woodland beings and avoided by most humans.

The locals fear this large forest as it is rumoured to be haunted. Humans do not live in it and most non-humans (even the

evil ones) avoid it. The most common trees of the forest are the oak and the poplar. The underbrush in this forest is very thick making passage difficult. Thorn bushes abound. Animals found in the wood include bears, boars, deer, small game, owls, crows, ravens, toads, and bats. People entering the wood always have the sense that these creatures are watching them as they travel. The watercourses in the forest are enchanted. There is a cumulative that one drinking this water will be transformed into a boar or a deer (the transformation occurs after four failed Saving Throws vs. Spells consecutive or not). Groups of skeletons patrol the forest's skies on flying barges.

At the centre of the Dark Wood is the Tros Lake, a freshwater lake of great size (4,500 sq. mi.). It is apparently bottomless. Greatrealm, the Master's capital, lies on the shores of this lake. Greatrealm mainly consists of a huge complex of temples, built inside a walled compound. Fields tended by the temples' novices surround the land around the temple. An imposing path flanked by statues of the Immortals revered by the Huleans leads to the Great Temple on the shores of Tros Lake. All the buildings are heavily decorated with statues, friezes, elaborate eaves, towers, banners, and paintings.

The Janizary Lands

Area: 55,000 sq.mi.

Location: S of Antasyn, E of Bulzan and Olgah, W of the Sanctified Lands

Population: 65,000 (10% human, 85% humanoid, 5% demi-human).

Government Type: Empire, various Clans.


Capital: The Janizary Lands have no true capital.

Industries: Hunting, fishing, handicrafts, logging.

Flora & fauna: Typical of central Brun

The Master created the administrative region of the Janizary Lands in 651 AC. The Greatrealm Declaration as the Empire's new capital and the creation of the new region of the Janizary Lands was a move to control the western part of the Dark Wood and thus put more pressure on the western kingdoms to abide to the Master's rule. The first concrete result of this declaration was that scores of humanoids, invited by the Master, settled in the region and forced the local human populations (Huleans and Bulzanians) into exile. It has also further encouraged the woodland folk to leave the area.

Two major castles were built to increase Hule's military control over the region: Castle Üskedoz is responsible of the Northern Janizary Lands and is the key to the Central Military Route which directly links Greatrealm to the Western part of the Hulean Empire, it is one of the biggest military works west of Darokin; Castle Karçil, was built on an older Hulean military construction, it controls the Southern Military Route, which skirts the Dark Wood to the south. It is also a key position at the source of Rio Tuntos; in



short it overlooks all of the Savage Baronies river system.

Another important inhabitant of the Janizary Lands is the great Voysava, a huge green dragon that is one of the only living beings in the Dark Wood beside the Master and his close minions. Voysava is known to like gratuitous destruction and terror, however it hasn't been seen for years, and rumours want it dead, killed by a group of Torreónese adventurers or asleep.

The northernmost part of the Janizary Lands consists of a large bog called Rockwater. This marsh was formed 25 centuries ago, when the great Gree River change its course towards Tros Lake instead of the Gulf of Hule following major telluric activity. Rockwater is home to a large Troll community. Their ancestors were magically brought there by the Master about 400 years ago to serve in his armies. Since then they have grown in number and are a constant threat to the surrounding human communities.

The only human communities that still live in the Janizary Lands are concentrated in the central plain near Rockwater and on the border with Olgar. These Hulean and Bulzian communities have chosen to live

under the threat of the humanoids in exchange for the personal protection guaranteed by the Master himself. They are involved in agriculture and herding and are responsible for the supply of the region's garrisons and reserves.

The southern part of the Janizary Lands sees the presence of various humanoid tribes, some with fixed camps and others of a nomadic spirit are forever moving. In 800 AC, part of the western Dark Wood, on the border with Olgar, was given to a population of Caracasta from Davania. There they had supported the attempt of Hulean colonisation which had been realised with the construction of the city of Garganin. When the Hulean and Caracasta forces were defeated the Master, to save the Caracasta from the vengeance of the local populations, invited them to move to Hule. Here the Caracasta reorganised themselves in that part of the Southern Janizary Lands. Hidden by the forest they have rebuilt a partially underground city. The Caracasta population however only spend brief periods in this land, indeed the Master uses their ability as spies and secret agents throughout the Empire and surrounding lands.

CONVERTED KINGDOMS

MONZAGIAN BANAT

Area: 59,500 sq.mi.

Location: Central Brun, in the Converted Lands N of the Dark Wood, S of the Zdrednayan forest

Population: 96,000 (85% human [50% Monzagian, 40% Antasynian, 10% Hulean], 10% humanoid, 5% demi-human).

Government Type: Hulean Protectorate. Monzag is strictly run by the Hulean military admin, parts of the territory are under martial law.

Capital: Debredladany

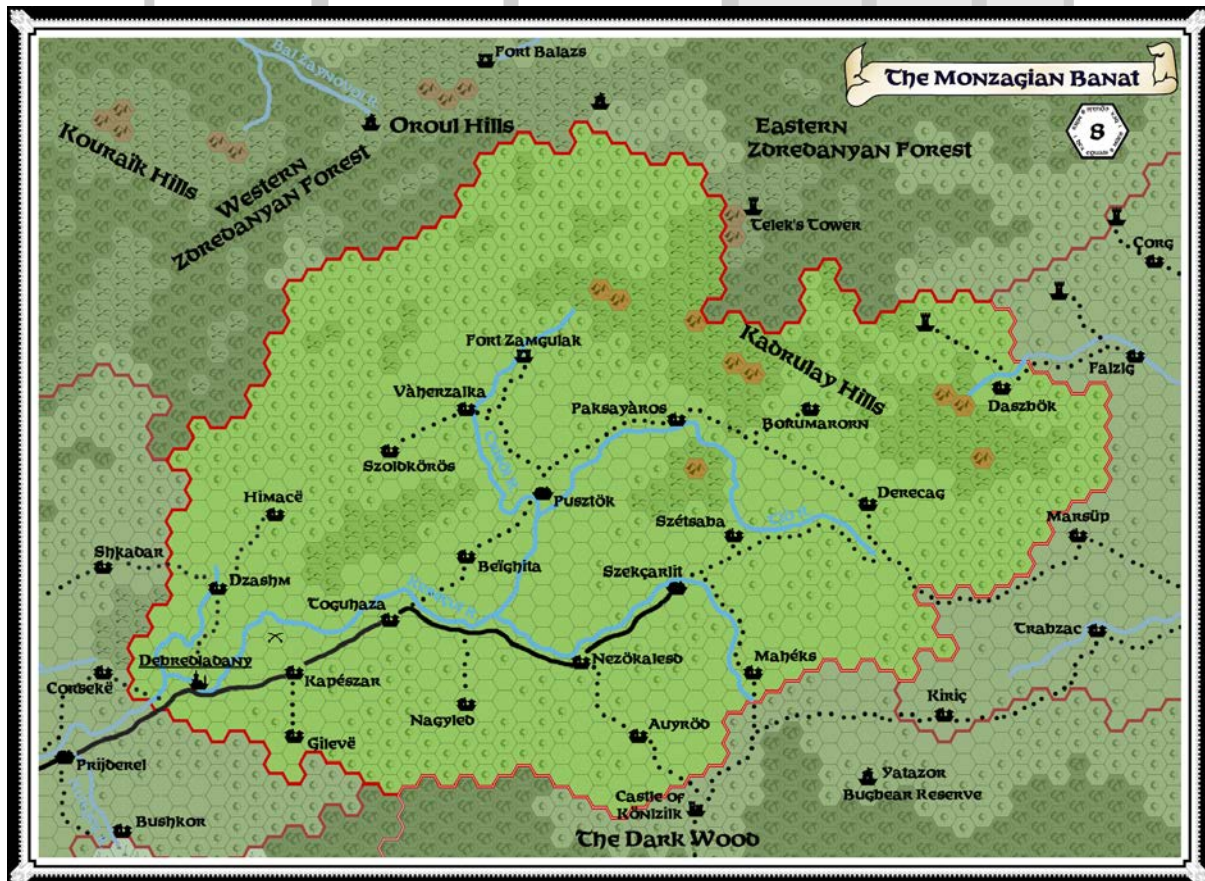
Industries: Fur, logging, breeding of animals.

Languages: Monzag, Shqradër and Hulean.

Coinage: Antasynian and Hulean coins.


Flora & fauna: Typical of central Brun

Important Figures: Döskender Sengor (C23, of Orcus), Hulean governor of Monzag; Balázs Khuen (M7), exiled king of Monzag; Etrit Verkunj (M17), head of the Antasynian Reunification Front; Piri Gazdag (C21, of Freyja), head of the Lawful Brotherhood in Monzag



Description: It is difficult to see Monzag as a homogenous and unitary state, in fact, it can be seen as the superposition of two cultures, one urban, Antasynian, and the second rural, semi-nomadic, made of the Monzags. The first culture is concentrated

in the Kereçul River valley and in the westernmost countryside of Monzag, the second is found mostly on the fringes of the Zdrednayan Forest and in the valleys of the smaller Crisöl and Tio rivers.



Geographically, Monzag can also be divided in two: in the north, the wooded hills that progressively give way to the great Zdredanyan Forest, and, in the south, the large valleys blooming with crops and densely populated. In the north, the hills are the hideouts of the last semi-nomadic Monzag tribes and the small valleys protect the Monzag camps. Along the Kereçul River, larger settlements are home to a mixed Antasynian and Monzag population, the former making up a larger percentage of the population as one goes west.


Most of Monzag's borders were drawn up by the Hulean administration in an attempt to simplify the running of the territory. However, besides the eastern border with Hule, which roughly represents the historical western border of Karsun, the other frontiers don't truly represent the real borders. Firstly, the western border with Antasyn is constantly disputed by the local Antasynian population, who seek to reintegrate all their people inside just one territory. Secondly, the southern border with the Dark Wood doesn't represent any historical reality, but just the desire of the Master to create a buffer zone around his Greatrealm temple complex. And, thirdly, no Monzag, at least among the semi-nomadic population, has accepted that Monzag could be separated from the people of the Zdredanyan Forest, who are close cousins to the Monzags. In fact, the northern frontier as seen on Hulean maps is more representative of the extent of the Hulean control than of the land the Monzags see as theirs.

On average, Monzag is a wet but cold place. It shares the same climate as the Zdredanyan Forest: in winter, cold and humid winds charged with snow come from central Brun. Spring and autumn are rainy with mild to

cold temperatures; fog isn't uncommon in these seasons. Summers are hot, but the humidity level remains high, although the sun is more present in Monzag during summers heavy showers usually follow a long period of warm and humid. These weather patterns helped the development of a large variety of insects (mosquitoes, flies of every type, etc), which are common in the forests and the northern valleys.

The two peoples in Monzag come from very different stocks. The Antasynians share the same Yazak origins with their western brethren. The Monzags, on the other hand, are of Neathar/proto-Ethengar descent and have the same pale complexion and hair and slightly slit eyes as their Sendaryan cousins. Both peoples don't dress the same way, or eat the same food, so even a stranger can easily distinguish a Monzag from an Antasynian.

For the Monzags the forests are like homes: supplying food, shelter and revenue (from the fur trade). Few of the Monzags have accepted the Antasynian way of life of settling and cultivating the land. Preferring a semi-nomadic lifestyle rearing livestock (reindeer, ponies, buffalo) in the forests and fishing keeping a small open area to grow crops in. Although the forest way of life stills holds most of its appeal to the Monzags, things are slowly changing. The younger generations seem to prefer a slower way of life, the lifestyle of farmers and peasants. Many Monzags now live in cities, be they of Antasynian origin like Debredladany or Szekçarlit or of pure Monzag foundation like Pusztök. As people prefer to stay away from the foresters' life, the links with the Sendaryan tribes are cut one by one. The most pessimistic of Monzag herders say that in one or two generations only the clan elders and a few other people will remember



that the people to the north are the cousins of the Monzags.


It could be said that the two cultures are clashing in Monzag: the old urban and feudal culture of Antasyn and the more flexible and anarchic way of the forest herders. This oversimplifies the situation. Indeed, many Monzags have decided to settle down and leave behind their small ponies, but haven't accepted all of the Antasynian culture. In fact, the urban population is slowly building a new culture made up of both Antasynian traditions and the traditions and superstitions of the Nomads. The Monzags have adopted most of the Antasynian farming techniques and have developed an urban culture that resembles the one that they nearly destroyed when they came to the region. They haven't, however, adopted the rural customs of the Antasynians (like the division of the land in Bratjrak or the Code of Lek), instead, the rural populations have kept most of the ways of the nomad populations of the Zdredanyan Forest.

For the Antasynians, the real alien is the people of Monzag, and Hule is only a minor problem. Also, throughout history the relations between the Huleans and the Antasynians were far better than the relations between the Huleans and the tribes of the Zdredanyan Forest who for most of the time raided the farms of Northern Hule. These two facts help to explain why the Huleans have granted much more rights to the Antasynians of Monzag than to the Monzags themselves. Indeed, for the Antasynians, the administration is laxer here in Monzag than in neighbouring Antasyn. Timars are granted to loyal Antasynians, their children are sent to Jandák through the devshirme and a large autonomy has been

given to the municipal councils of the major cities.

The situation in the northern lands, populated mainly by Monzags, is the opposite: The Huleans administer the lands as their possessions, having ousted the traditional Monzag landlords and nearly enslaving the local population. Herders are forced to settle down, so that the Holy Men can keep control of them, contact with the northern tribes is strongly discouraged, a policy that doesn't hinder the Monzags from crossing the border more or less freely. At the religious level, the Holy Men haven't followed a mass conversion policy toward the Monzag people as it would probably trigger a confrontation with the followers of the Way of the Law (most of whom are Monzags), but they closely monitor any relations between the Monzag clerics and the outer world.

During the period of the Monzag monarchy, which was the only time when Monzag looked like a modern state, in which the Monzag King, Ibrany, made decisions helped by a council of nobles – clan chiefs who had distinguished themselves in the fight against the Antasynians and the Huleans – which met regularly at Debredladany. Naturally, when the Huleans invaded Monzag territory, this Council was disbanded and most of the nobles were beheaded or forced into exile. Most of these nobles' descendents now form the main resistance body in Monzag. The Huleans are in a permanent state of war against them and most of the province's production is allocated to the low-scale war. Currently, the rebels hold most of the Kadrulay Hills and maintain some strongholds in the Tio River Valley. The rebels have crowned Balázs Khuen, a young mage who, according to the oracles, is




supposed to lead a victorious war against Hule as the King of the Monzags. His kingdom is, in fact composed by little more than the Oroul Hills and his capital is a fortified camp situated deeper in the Zdredanyan Forest than any Hulean soldier ever dared to go. Twice in the last 30 years the rebels have besieged Fort Zamgulak, though they haven't been able to shake Hule's grip over the region, nor have they been able to stir up a significant rebellion among the Hulean-controlled Monzags. Recently, the arrival of a group of Dvinzinian missionaries has promoted religious zeal among the Monzag patriots. Intolerance toward faiths other than the Way of the Law is growing among the members of King Balàz's court and calls for a crusade erupt more and more frequently.

History: Compared to its southern neighbours Antasyn and Bulzan, Monzag's history as an autonomous state has been brief, plagued by wars and marked by the grandiose reign of King Ibrany the Wise. Monzag's history begins in 576 AC, when a dozen eastern Sendaryan tribes united under the rule of the Monzags. For a long time the Monzags, who were living on the southern edge of the Zdredanyan Forest, had been looking southwards at the riches of the lands of Antasyn and Hule. But they knew that, if they wanted to benefit from these riches they needed to ally themselves with the other tribes and gather many warriors. The impetus to unify the forest tribes arrived in 571 AC, when the united tribes of northern nomad invaded the Midlands. The invasion was seen as an opportunity for the Monzags and they quickly built an alliance with their cousins from the northern steppes. Strengthened by their new alliance, the Monzags used it to defeat the tribes that opposed them or

submit them to their rule. The union of the Monzag tribes was made easier thanks to the action of the Lawful Brotherhood, which used the religion to bring the tribes together and foment even more hatred towards Hule's Temple of Chaos.

When, in 578 AC, the nomads of the Midlands launched their assault against Hule, the Monzags headed a confederation of tribes that numbered more than forty thousand warriors in its ranks. Unlike most of the northern nomads that penetrated deep into the Hulean Basin, the Monzags chose to advance towards the heart of Antasyn. There, they sacked the Antasynian cities and wrecked havoc in most of the valleys. For about 35 years, the Antasyn army conducted an all-out war against the Monzags only to be defeated in 613 AC when the Monzags after the siege of Gjitra sacked the Antasynian capital, thus destroying the heart of the monarchy's power. The death of the Antasyn king during the siege destroyed the Antasynians' will to defend their homeland as they descended into a fight over the succession.

From 613 to 629 AC, the new rulers of the eastern part of the Antasynian lands established a relative peace. During this period, the Monzags ruled their new possessions with an iron fist. Most of the indigenous Antasynian population was kept as slaves and the Monzags were merciless when they encountered resistance or protest. The confederation of the tribes that made the conquest of Antasyn possible didn't survive long, however in 618 AC, the new possessions were split into a dozen smaller states and soon old conflicts developed along the lines of centuries-old rivalries of the tribes.




Exploiting the Monzags' internal divisions, Migen Xhul, the king of Antasyn tried to free the territories lost to the Monzags' yoke. In 629 AC, he launched a great offensive against the Monzags' principalities. At first, met with great success, and Prijderel was retaken in less than six months. Soon the Monzags knew that, if they weren't able to overcome their dispute, they would lose most of their new possessions. A council of the tribes was hastily organised in 630 AC and Ibrany Svarcz, chief of the Varganz, was elected as the leader of the newly united Monzag tribes. This decision brought rapid success to the Monzags who were able to turn the tide of the war at the siege of Debredladany. The Antasynians were unable to retake their ancient capital. This siege lasted for more than a year, but, aware of the fact that in Hule a new empire was slowly expanding under the Master's rule, both the Monzags and the Antasynians realised that a peace treaty would be better than a war that would make them easy prey for their large neighbour.

Impressed by Ibrany's exceptional leadership skills, the Monzags' chiefs placed themselves under his authority, thereby bringing to Monzag an era of peace and prosperity that lasted the 30 years. A Hulean plot brought an end to what could have been one of the most enlightened Kingdoms of the modern Converted Lands. In 662 AC, the daughter of the Antasynian king was murdered while in Debredladany for diplomatic reasons. Agents of the Master managed to make it seem to the Antasynians that the Monzags' actions were behind her murder. Out of rage, the king of Antasyn declares war on Monzag. Both countries quickly find themselves stuck in a war of position, with neither of the two states able to gain the upper hand. This situation

continues for over eighty years of more or less intense conflict. It was clear, however, that the Antasynians couldn't win and, in fact, were losing ground. Seeing his armies losing on most fronts, King Migen II of Antasyn asked the Master for help, help that was happily granted by the Master who had been looking for any pretext to intervene in the region's affairs.

In 746 AC, the Monzags for the first time faced the despised Huleans when they entered Monzag territory in response to Antasyn's request. The war that took place over the next 130 years left Monzag bloodless and exhausted. Initially the Monzags were able to hold the Huleans at bay, but it became clear that they were no match for the Master's hordes. It took 15 years for the Huleans to take control of the main cities of Monzag, but quickly discovered that taking the cities was the easy part. For years the conflict continued with the Monzags conducting a rather effective guerrilla war against the invaders. Only in 873 AC did the last Monzag warlord surrender. So that was the way the Huleans saw it as many nobles had fled into the forest and united their forces in the Zdredanyan Forest. For awhile the new rebellion was too weak and divided to inflict great damage on the Empire, but about a century later a new generation of leaders were able to create a new united front. This new generation also actively sought alliances abroad and built up a new resistance network throughout Monzag society.

In 873 AC, nearly a century and a half after their intervention in Monzag, the place became a province of the Hukean Empire ruled by the Holy Men sent to Debredladany. Since then the Huleans' only interest has been to secure their hold on the territory. The Master has become the only



sovereign and his administration manages about 20 percent of the territory for its own benefit, apportioning the rest among Antasynian and Hulean soldiers and civil servants. These new landholders are mainly interested in squeezing as much wealth from the land as quickly as possible and most of them don't live on their land leaving it to the locals to administer. Wars, slavery, and the emigration of the nobles who lost their lands depopulated much of the countryside.


Over the last thirty years, the exiled nobles and rebels have been much more active and Monzag has once again become a major thorn in the Master's side. Their raids against Hulean positions have claimed many victims among the Master's troops and have more than once disrupted the communications between Hule and the Converted Lands along the Northern Military road. However, even though they have gained in strength and organisation, the rebels don't as yet represent a significant threat to Hule's control over Monzag. However, the Hulean troops haven't been able to crush the rebels and many punitive expeditions haven't returned from the Forest.

Religion: The Monzags, at least in the countryside, are very devout people. As they have only been recently converted, rigorously follow the Way of the Law. Their faith is, however, somewhat different to the Way of the Law in radical societies like Dvinzina. Many beliefs of the old shamans are still present in today's cult in Monzag. Also, the deities of this pantheon who are normally associated with the forests or nature tend to be worshipped more in Monzag than in other places that follow the Way of the Law. Moreover, Ordana is seen by the local clergy as a legitimate member of the Pantheon, something that would be

seen as a heresy by fellow members of the Lawful Brotherhood outside Monzag.

Even though, the Monzags follow the rigid discipline of the Way of the Law, their cult is somehow less organised in other countries where it is the major religion. There isn't an all-powerful clergy like in Dvinzina or Sardjikjian. Most of the priests move from one community to another preaching the Teaching of the Righteous. There isn't a strict line of command between the church's head and the local clerics. Naturally the link between the religious orders and the state is nonexistent as the Hulean code of law is applied in this colony as well as in the other converted kingdoms, but, even before the Hulean conquest, there was a clear separation between the political/judiciary and the religious power. Naturally, in these times, the clerics are invited to give their advice during trials, but their word isn't binding, as it can be in other places.

This cultural dilution of the religious power in the Monzag's society might be changing. Indeed, in the free lands and in Balázs' court missionaries from Dvinzina are gaining more followers and power. They tend to teach a more radical brand of the Way of the Law than the traditional Monzag clergy did. They have also tried to expel the clerics of Ordana and druids from the courts, though they face growing opposition from the natives. With them the worship of Odin and Thor has appealed to the Monzag population more than ever before. They also keep a tighter control over their cleric and their followers. Because of this evolution toward a more radical of seeing the Way of the Law, it is quite possible that the rebels will have difficulties imposing themselves as the legitimate rulers of their own people, if their rebellion is to ever succeed.



Notable Sites: The capital, Debredladany, was once known as Gjitra, the jewel of Antasyn, centuries of war and numerous sieges have destroyed most of its beauty. The ancient royal palace of the Antasynian king serves the same purpose under Ibrany's rule. However, it was partially destroyed when Monzag's armies took the city and, since then, the remaining wings have been used as barracks and stables by the Huleans. Now, Debrldadany's most impressive building is the Fortress, a castle entirely built from black sandstone that towers above Debredladany slums. It is the seat of the Hulean military administration of Monzag, but it also houses the Antasynian city council, which is under constant threat from the local Monzags.

Szekçarlit is in an even worse shape than Debredladany. It is a city without much history, but has become an important Hulean stronghold in Monzag. Most of its population were forced in when the Huleans cleansed the countryside of any signs of the rebellion. From 815 to 860 AC, hundreds of Monzags were displaced from their homes and villages of the northern valleys to what then was only a castle at the end of a paved road. Initially, the city was no more than a large camp, but now, the Monzags have been able to adapt and the city benefits from its strategic location.

Besides being a major centre for the trade in furs, Pusztøk is little more than a big village. It used to be the capital of one of the principalities during the first years of the Monzags' reign, but now it is a city located far from most of Monzag's economic or political activity. Also, Pusztøk is the last stop for the Hulean armies heading north and many humanoid groups have ravaged it over the years of Hulean control. However,

this city is the hub of the new network of patriots that the rebels are trying to build.

The Kadrulay hills are high hills covered with evergreens. They are the main entry points for the rebels and the Sendaryan tribes when they raid the region. It is also the home of the self-named count, Belà Telek, a powerful Monzag noble who didn't give up the fight against Hule. He is mostly known for his habit of impaling all the Hulean prisoners he takes. For a while, most people thought that he had died, but he has recently made a comeback on the Monzag scene. The Huleans tend to leave him and his army alone. He has had contact with the rebels, but the latter stopped using to mount expeditions into the Hulean possessions as many became vampires after a short stay in the count's lands.

Even deeper in the forest, is the capital of the rebellion: Fort Balazs. It is there that the young king holds his court. It is also the headquarters of the resistance. Currently, more than 5,000 peoples live around the castle and in the neighbouring valleys. Relations between the rebels and the natives are rather lively, previous attempts to convert them to the Way of the Law as taught by the Dvinzinians have resulted in disputes. However, the common hatred of the Master stops both sides from being aggressive against each other.

Sandjak of Antasyn

Area: 59,500 sq.mi.

Location: Central Brun, in the Converted Lands NW of Hule, and S of the Sdrednayan Forest.

Population: 135,000 (90% human [80 Antasynian, 10% Bulzanian, 5% Hulean, 5% Monzagian], 10% demi-human).

Languages: Shqradër, Hulean and Bulzanian.

Government Type: Hulean Protectorate. Formerly a loose monarchy built upon a confederacy of clans, Antasyn is in a state of anarchy where the Hulean administration is the only official centralised political power.

Capital: Prijderel

Coinage: Lek (gp), Kuru (sp), Qintar (cp), barter.

Industries: Mining (copper, tin, iron and silver), logging, animal breeding.

Flora & fauna: Typical of central Brun.


Important Figures: Ilnur Baykurt (C26, of Bozdogan), governor of Antasyn; Shkum Rogaji (T18), Bajraktar of Prizvo, Sali Luzaj (M15), Bajraktar of Zar, Kandon Ristani (F21), Bey of Leqan; Leke Bey or “The Sloth” (14HD wurmling), head of the Bleak League.



Description: The land of the Antasynians, or Shqradërs, as they called themselves, was once quite larger than the current Hulean sandjak. The Antasynians were once the only human society in the northern part of the Converted Lands, centuries of invasions from the outside and internal division have left to the Antasynians just a small part of what was their kingdom in their golden age. The Shqradërs still see their motherland as extending far beyond the current borders of the Hulean province where they now live. If nowadays the lands recognised as belonging to them are centred on the Kurqës River, the Antasynians traditionally claim the Kereçul Valley (in Monzag) up to the Crisol River as theirs and consider that most of Oltania

(Bulzan’s northernmost province) as part of Antasyn. The regions are mainly populated by Antasynians and are seen as stolen territories.

The current land of Antasyn (Shqradëria) consists of a large well-irrigated plain in the east and of mildly high hills in the west. Northern Antasyn is characterised by dense forested hills that slowly gives way to the Great Zoredanyan Forest. This geographic division (hills versus plains) is also mirrored at the social level between the people of the hills, the Gurs; and the people of the plains and valleys, the Dasks. Both peoples have different traditions, economic activities, social relations, and relations with Hule. When travelling in the hills, one is most



likely to see small villages of cattle herders (goats, sheep) at the top of a rocky hill (west) or hidden in a small clearing (north), but in the valley the most common sights are larger hamlets surrounded by crops of many kinds. In the Sandjak the borders are more or less defined by the following geographic features: in the north and west, the Hulean Basin watershed; to the east, the forested areas of the Kereçul mid-valley; and, in the south, the hills of the Zorab Gur.

Weather varies according to the terrain types (winters are colder in the hills while summers are a little milder than the average). In general, however, the Antasynian year is clearly divided into four seasons: a cold and wet winter with heavy snowfalls; a short rainy and temperate spring; a long dry and hot summer and a colder but still dry autumn. Western Antasyn tends to be much drier than the eastern part of the country because the winds blowing in the region come more often from the arid southwest than from the wetter hinterland of Brun.

The Bylot (Bileot in Thyatian) Hills are the geographical feature that is the most important for the Antasynians. This is because because, firstly, it is from those hills that the ancestors of the current Antasynians came, but, also, because the hills provide most of Antasyn's riches. As Antasyn is a country whose primary industry is mining, the hills and their riches are the economic lung of an otherwise poor country. The hills are also the place where the Shqradèrs go in times of war or penury; they provide a good shelter when invasions rock the lower lands. However, if the Bylot Hills are of vital importance to the Antasynians at the same time they are also extremely deadly as a multitude of creatures have chosen to move into in the abandoned

ruins of the region's first settlements, and because they are on the fringes of the Zdredanyan Forest, home of the dreadful Sendarya tribes.

The Antasynians are the ancient cousins of the Bulzanians with whom they share the same origins: the Blackmoorian colony of Yazak. The people of Yazak were already a mix of several cultures of the Blackmoor era, but they later merged with people of Oltec and Neathar descent. This explains the variety of physiological features that the Antasynians may bear. However, generally, the Antasynians tend to have a light brown to olive complexion and dark brown to black hair. The people of the hills are normally of lighter complexion than those of the plain and valleys.

As already said, the Antasynian society is divided in two different groups: the Gurs and the Dasks. The Gurs have a society organized along clan ties. The clans of the Gurs group in larger coalitions based on geographic proximity. These associations of clans are called bajrak, which are headed by a hereditary bajraktar. Gurs' bajraktars exercise patriarchal powers, arrange marriages, mediate quarrels, and mete out punishments. The clansmen of the Antasyn hills recognise no law but the Code of Lek, a collection of tribal laws that regulates a variety of subjects, including blood vengeance. Taxes on the clansmen are difficult if not impossible for the Huleans to collect because of the rough terrain and fierceness of the Antasynian highlanders. Some tribes of the hills have managed to defend their independence through the centuries of the Master's rule, they are regularly engaged in intermittent guerrilla warfare with the Hulean troops, who don't deem it worthwhile to subjugate them as

long as they don't disrupt the metal supplies from the western hills.


The Dasks have been so influenced by the Hulean and Bulzarian societies that the Antasynian tribal system has disappeared in the lower valleys. The Hulean administration of the Master has imposed a system of military fiefs under which the Hagiarchy grants soldiers and cavalymen, temporary landholdings, or timars, in exchange for military service. The practice of the timars has divided the lower lands into small holdings headed by a bey who performs most of the administrative and military duties at the local level. Over time, however, many military fiefs have effectively become the hereditary landholdings of economically and politically powerful families who squeeze wealth from their hard-strapped tenant farmers. The beys, like the clan chiefs of the hills, have become virtually independent rulers in their own provinces, have their own military contingents, and often wage low-scale war against each other to increase their landholdings and power.

Between the brajraktars and the beys the Hulean administration basically administers the major urban centres and the exploitation of the mineral deposits of the Bylot hills, the remaining administrative chores are the business of the Antasynian local rulers. To guarantee the loyalty of the local rulers, the Hulean administration has recourse to two different means of coercion: the devshirme, or the children tribute, and religion. With the devshirme, the most promising children of the Antasynian rulers are sent to Greatrealm or Jandak to be trained for military, administrative or religious services and to be converted to the Temple of Chaos. Now, these young Antasynians are among the most prominent

officers of the Hulean troops. The other way is to impose lower taxes on the families following the Temple of Chaos than on the rest of the Antasynian families who must pay the Cizye. The Master thinks that, by increasing the number of his religion's followers in Antasyn, this people will be easier to control and more loyal to Hule. Finally, the wild card that the Master is using to secure the mineral supplies from the Bylot Hills is the Bleak League, a mainly criminal organisation whose head is Leke Bey, a wurmling allied to the Master. In fact, if one was to name the real central ruler of Antasyn, this wurmling, also named "The Sloth", would probably be at the top of the list, ahead of the Hulean governor Inur Baykurt.

History: the history of the Antasynians can be traced back as far as the zenith of the Blackmoorian culture. It was during those times of widespread technology and magic that the colony of Yazak was founded by settlers from Blackmoor and Thonia. When the Great Rain of Fire destroyed these ancient civilisations, Yazak was miraculously saved due to its remote location, on the edge of the Arctic Circle. As a matter of fact, Yazak even profited from this cataclysm as the Mysteran axis shift brought it more temperate weather. However, as Yazak was totally dependent on Blackmoor for its technology, the colony rapidly fell back to some kind of Iron Age.

For more than two millennia the city thrived and expanded its influence across most of the region that is now known as the Savage Coast: new settlements were founded nearby, colonies were developed in the Bylot Hills where rare minerals could be found and cooperation with the neighbouring post-Oltec and Neathar tribes grew. The Antasynians are the



children of these mining colonies of the Yazak era. Their destiny closely followed that of the great city of Yazak, until the assassination of a mining administrator and his family's quest for vengeance led the different cities of the hills into a civil war, which raged from 1914 to 1909 BC.

After this civil war, which completely destroyed the colonies in the hills, the Yazak people of the Bylot colony split, one faction returned to the original city of Yazak while the other fled to the eastern forested lowlands. There they met the nomads of southern Niwhelm (the great forest that once stretched from the Yalu Sea to the Western Sea of Dread). Initially the cohabitation of the two peoples was far from easy: the ways of the Bylot settlers and the druidic nomads conflicted in many ways, but in the end the two peoples merged to form just a single people.


The new settlers brought in a new form of government: monarchy and Kajoshaj was crowned by a group of warrior as the first Antasynian king. The nomads influence grew as their druidic cults became the principal religious belief of most of the newcomers. This didn't stop Kajoshaj from embracing the religion of Hule, the Temple of Chaos, when a group of missionaries from the Great Valley met the new king in 1884 BC. The new religion penetrated deeply into Antasynian aristocracy, but the population mainly kept its druidic and shamanistic beliefs.

For about two centuries, Antasyn remained at peace. The monarchy rules from the small centre of Gjitra (now Debredladany), but it more or less only has control over the local clansmen hierarchy who obey the king but administer local issues independently. In 1756 BC, the Shah of Sardjikjian sent

missionaries to the land of the Antasynians, and the Way of the Law slowly took root in the Antasynian population.

This period of peace and calm of the Antasynians ended in 1712 BC when the Beastmen of Urzud coming from the overpopulated steppes arrived in the region. King Kajoshaj VIII organised the country's defence, but division among the clans over tactical decisions weakened the Antasynian army to the point that the beastmen finally defeated the Antasynians in 1709 BC. Most of the population of the lowland clans fled the approaching hordes and hid in remote forested valleys and in desolated hills. The Way of the Law found fertile ground in these refugee communities as an opposing force to the chaotic habits of the beastmen. Many clansmen didn't accept the beastmen's rule and kept the war going for a century. The beastmen were never able to harvest the fruits of their conquest of Antasyn, as they never saw peace in the region. The major contribution of the period to Antasynian society was the writing of the Code of Lek by Sardjikjian missionaries of the Lawful Brotherhood in around 1685 BC.

In 1624 BC, the exhausted military leaders of the beastmen fled south and tried to enslave the people of Bulzan, but were defeated two years later. This victory over the beastmen didn't do the Antasynians any good as the various victorious clan leaders entered a military struggle to lead the entire nation. So, when, in 1619 BC, the Bulzanians invaded the Antasynians' land all they confronted was a loose confederation of military leaders who are more interested in fighting each other than in uniting against Bulzan. The Bulzanians officially annexed Antasyn to their Bulzano–Antasynian Kingdom. However,



the Antasynians' participation in the kingdom remained sparse and the Bulzanians' control over the country remained limited to the urban centres of the valleys and to some of the mining towns of the Bylot Hills.


The entire Bulzano–Antasynian Kingdom (1619–1297 BC) was a period of peace for the Antasynians. It was also the period in which the division of the society slowly appeared. This era brought prosperity to the urban centres of Gjitra and Prijderel, but left the highlands in their backwardness. The corporation's system blossomed in both the Antasynian and Bulzanian cities, but never reached Antasyn's rural areas.

In 1300 BC, the humanoids of King Wogar reached the Yazak Steppes, forcing the beastmen of the steppes to attack the Bulzano–Antasynian kingdom. This attack couldn't have happened at a worst time: the kingdom's administration was locked in internal conflict and unable to organise an effective resistance. The invaders quickly conquered the kingdom's centre, but stopped short of crossing the Zorab Gur, giving de facto independence to the Antasynians. At that time, however, Antasyn was far from being a coherent country, the cities of the valleys were deeply integrated in the Bulzanian network of corporation, but the hills and most of the rural areas were still divided into numerous brajraks. Civil disorder quickly developed in the cities, where the power of the corporations was severed from its Bulzan bases. In 1267 BC, after about 30 years of problems and disorder, Zymer Carjeki, the Brajraktar of Kuranë, managed to unite the western clans under his rule. In nine years he conquered most of the Antasynian countryside and was able to establish a centralised power in Antasyn. He stopped

short of his goal of creating a new monarchy, as he died prematurely whilst besieging the city of Prijderel. His son, Luka, completed his work three years later and was elected the Sacred King of all the Antasynians in the royal palace of Gjitra (the Bulzano–Antasynian king's summer residence) in 1255 BC. Luka Cajerki took the name Zymer II in respect of his father's achievements.

The period of peace and centralisation of power in Antasyn didn't survive too long though. The son of Luka, Zymer III, had to face the nostalgic Bulzanians just freed of half a century of beastmen domination. In 1212 BC, the Bulzanians declared war on Antasyn to revive the Bulzano–Antasynian kingdom. During the next fourteen years, the Antasynians slowly lost ground to the invaders and, in a desperate move to thwart the Bulzanians' military progression, the King Zymer III asked the Holy Empire of Hule for military support. The result of his request was far from what he asked for: The Hulean forces conquered Antasyn's enemy in 8 years. Antasyn's autonomy was saved, but the influence of the Temple of Chaos spread rapidly in the Antasynian urban society, as the Holy Men developed their influence at the political level.

The military alliance between the Antasynians and Hule gradually transformed the organisation of Antasyn's military administration. The militaries adopted many of the more centralised Hulean military structures. As their administration became more centralised, the military increasingly found resistance among the local Antasynian leaders. The Antasyn king found himself between the two opposing factions. In 1124 BC, King Zymer V decided to purge the administration of the Holy Men's influence,



a decision that brought him closer to the local leaders against his own military administration. With the aid of the Holy Men, General Sakir Frasheri overthrew the king in a bloody coup d'État in the summer of 1123 BC. Hated by the population and the local lords, Frasheri's administration was constantly contested and survived only due to the support of the Hulean troops sent to Antasyn. Over the next fifty years, Antasyn's status in the Hulean Empire evolved from this simple military alliance to a military administration under the direct control of Jandak.


The three hundred years of Hulean administration that followed Frasheri's coup led to the destruction of most of Antasyn's traditional economic and social institutions. The Hulean administration centralised the exploitation of the mineral and timber resources. The Antasynians that worked in those industries were treated as little more than slaves. The remnants of the corporations were obliterated during this first imperial era. The religious polarisation between the city dwellers, worshipping the Temple of Chaos, and the rural communities that still following the old druidic ways or believed in the Way of the Law was exacerbated by conversion campaigns forcefully held throughout the Antasynian population. These campaigns bore fruit only in the more developed regions of the valleys though, the more remote hills community were never totally affected by the Holy Men faith. As for religion, the Hulean Empire wasn't able to transform the rural leadership of the brajraktars who continued to rule their fiefs along ancestral ways.

Numerous attempts to destroy the power of the brajraktars by the Holy Men administration was met by strong resistance

that culminated in 868 BC in the great rebellion of the western brajraks. The Hulean militaries were sent to quell the rebellion, but their only positive result was to stop the brajraktars' militias from raiding in the valleys. A dispute over tactical decisions deepened the growing gap between the religious and military administration.

The Hulean control over the Empire's western possessions was increasingly threatened throughout the eighth century BC as the Sendaryan tribes multiplied their raids on the Northern Military Route between Hule and Antasyn. Finally, as contact between the central Hulean administration and the Antasynian troops grew more infrequent, General Hersek Çamak, head of the Hulean military hierarchy in Antasyn, declared himself ruler of the Antasynians in 702 BC, thus seceding from the Empire. Camak and the Hulean masters of Antasyn stayed away from the Hulean politics during the period of trouble that ensued from the Empire's fragmentation. They kept most of the Empire's administrative structures put in place during the Empire Era, but managed them to enrich themselves. In less than four generations, however, they were assimilated into the Antasynian society and, in fact, looked more like the traditional king of Antasyn: remote and dependent on their vassals' power.

The period following the collapse of the first Hulean Empire was a period of relative prosperity for the Antasynians. Despite regular raids from the nomads of the Sendaryan tribes, trade in minerals with the Hulean warlords boomed to meet their needs of weapons. The exhaustion of the old mines of the Shlèzer Gur forced the Antasynians to progressively settle the



farther highlands of the Bylot Hills alongside the Kurqès River. However, this period of development and expansion was halted by the plague of the sixth century BC, which claimed a high toll on the cities and valleys' populations. The balance between the Gurs and the Dasks was strongly tipped towards the Gurs, which accelerated the decentralisation of the country and reduced the king's power.


The fourth and third century BC in Antasyn were characterised by the fragmentation of the country and the shallowness of the central administration. The kingdom fell into a state of semi-anarchy, local wars erupted between different brajraktars, and the élites of Prijderel and Gjitra increasingly competed to be the country's economic and political centre. When, in 186 BC Bulzan was conquered by Hule, the Antasynians were completely caught off guard and soon saw themselves as the most probable next victim of the new Empire. In order to keep a relative autonomy for his country, King Kulaj II accepted becoming Hule's vassal in 183 BC, a decision that many Antasynians disputed. Kulaj II was the principal victim of that decision, as some young radicals assassinated him in 150 BC. Antasyn, however, remained under Hule's suzerainty, as his successor, Baron Kulaj III, refrained from legitimising the rampant rebellion against Hule.

The rebellion in Antasyn was kept underground until the reign of Kulaj VII, who, taking advantage of a wave of unrest in Bulzan, openly took the side of the insurgents and revoked the suzerainty link in 25 AC. The new Antasynian monarchy remained independent for about 14 years, as the Hulean forces weren't able to retake the lost lands until 38AC. However, the

crushing of the rebellion was one of the bloodiest events in Antasyn's history as scores of Dasks were killed by the Hulean troops and their allies of the Yazak Steppes. The Dasks' nobility was all but annihilated, many Antasynians were sent as slaves to Hule and the Yazak Steppes, and the highlands population swelled with refugees coming from the more populated lands of the valleys. This ushered in an era of terror and violence in Antasyn under the strict rule of the Huleans in which the Antasynians were of less value than a goblin. This period of terror ended with the destruction of the second Hulean Empire after the Hulean defeat at the hands of the Crystal Pact's armies in 291 AC.

From 291 to 295 AC, the Antasynians struggled to shake Hule's domination. Unable, however, to designate a new ruling family, the different brajraktars kept fighting among themselves until 353 AC, the year when Vidian Muju, Brajraktar of Bushkor, defeated his last adversary on the way to total power in the country. These 50 years of war among the brajraktars following the Hulean rule, left Antasyn with most of its political hierarchy decapitated, which allowed Vidian Muju to establish the first centralised monarchy that Antasyn ever knew.

For two hundred years of strong monarchic rule, Antasyn lived a kind of renaissance. A council of the brajraktars both of the hills and valley was set to advise the king, trade was developed to link Bulzan with the northern countries and Hule, secular vendettas between clans or families were toned down, new valleys became settled, mining in the Bylot Hills was expanded to new deposit far from the valleys and religious tolerance reached its peak albeit the druidic beliefs began to loose ground in



the rural communities. It was during this period that the Kingdom of Antasyn reached its greatest expansion, stretching from valley of the Zaynovoi River, deep in the Zdredanyan forest, to the Kadrulay Hills. Also, the northern military road, as the Huleans call it, was paved from Leqan to Töpi (now Toguhaza) under the monarchy.


This “Golden Age” of the Antasynians was abruptly ended in 578 AC when the barbarian tribes of the north invaded most of eastern Antasyn on their way to Hule. Although most of the nomadic tribes of the northern steppes of Borea and Hyborea only used Antasyn’s territory as a springboard to attack Hule, a confederation of small tribes, the Monzags, from the Zdredanyan Forest stopped their advance in the valleys of eastern Antasyn. There, they sacked the Antasynian cities and wrecked havoc in most of the valleys. For about 35 years, the Antasyn army waged an all-out war against the invader only to be beaten in 613 AC when the barbarians won the siege of Gjitra and sacked the capital of the kingdom, thus destroying the heart of the monarchy’s power. Since, King Gezar IV was killed while defending his palace; the rest of Antasyn found itself locked in a war of succession among the local nobles as soon as the nomads had stopped their advance.

In 629 AC, Migen Xhul, Brajrak of Dehrid, unified the Antasynians under his banner. Strong due to the support of most of the brajraktars and of the urban élite, he launched an offensive to take back the territories lost to the divided Monzag tribes. Initially, this offensive met with great success, and Prijderel was retaken in less than six months. However, the marching armies of the Antasynians awoke the Monzags’ solidarity and resistance soon began to intensify. The siege of Gjitra,

renamed Debredladany by the Monzags, was the turning point in this war of reconquest: The Antasynians were never able to take back their ancient capital. This siege lasted for over a year, but, aware that Hule was slowly building the roots of a new empire under the rule of the Master, both the Monzag and the Antasynians found that a peace treaty would be better than a war that would make them easier prey for their large neighbour.

The wisdom of Migen wasn’t to last though. In 662 AC, agents of the Master successfully disguised the murder of King Migen’s daughter as the act of the Monzags. Out of rage, the king declared war on his neighbour, a war that couldn’t be won according to his generals. Both countries rapidly found themselves locked in a war of position where neither could gain the upper hand. This stalemate continued for more than eighty years of more or less intense conflict. It became clear, however, to Migen’s son that the Antasynians couldn’t win and, in fact, were losing ground. This is why, in 662 AC, in spite of most of the brajraktars’ advice, King Migen II asked the Master for help, help that was more than happily granted by the Master who was waiting for any pretext to intervene in the region’s affairs.

This help first appeared as a quick relief for the Antasynians who were able to regain territories lost long ago to the Monzags. Also, as Hule painfully conquered all of Antasyn’s neighbours (Monzag, Bulzan and Olgar), the country enjoyed an era of relative peace and good relation with the Master. However, as soon as the Master had finished with Monzag, in 873 AC, his troops entered Antasyn and threw away the Antasynian monarchy, replacing it with a military administration.



From 876 to 889 AC, the Hulean military faced constant agitation in the Antasynian lands. Initially, they tried to quell it by force with few results. But, in 893 AC, the Master decided to take a different approach: the timar system of military fiefs was established to reward the Hulean officers and the loyal Antasynians who received the title of Bey. The same year, the practice of the devshirme was also set in place and missionaries from the Temple of Chaos were sent to convert the Antasynians to the Hulean faith.

Since then, Antasyn has been a quiet possession of the Huleans. Even though much of the Antasynian territory is somewhat out of the Master's control, the Holy Men strictly administer the most productive parts of the country. In the latter case, to increase the taxes coming from the province, the Master struck a deal with Leke Bey, the wurmling at the head of the Bleak League in 963 AC. Since the Master's takeover of Antasyn, many Antasynians have preferred to risk living in the wildernesses of the western Bylot Hills and of the southern Zdredanyan Forest instead of abiding to the Master's law.

Religion: Like their southern neighbours, the Antasynians tend to be very tolerant when it comes to religion. In fact, the geographic separation between the highlanders and the townspeople is probably responsible for the religious division of the country. So, if there is opposition between Antasynians on the religious ground, this opposition finds its sources more in the socio-historic process than in theological consideration. Basically, there are two main religions in Antasyn: The Way of the Law, which is followed by most of the Gurs; and the Temple of Chaos, which has been imposed on the Dasks by successive Hulean imperial eras. There has

never been any armed conflict generated by religion in Antasyn, but the Huleans still try to impose, sometimes through the use of force, their faith on the people of the hills and forests.

Besides these two main pantheons, one can also find the remains of the druidic beliefs or the shamanistic faith of the Sendaryan tribes in remote communities deep in the forests of Antasyn. Also, some of the smaller Bulzarian sects can be found in Antasyn, the most important being the Patriarchs and the People's Temple.

Notable Sites: Prijderel is the seat of the Hulean government in Antasyn, but it isn't recognised as the Antasyn's capital by most of the population who still claim Gjitra (Debredladany) as being their historical capital. Prijderel is little more than a trade centre, but it also is a major military stronghold of the Huleans. Its location, on a small island at the confluence of the Kereçul and Kurqès rivers, has always been of strategic importance. This city is packed with hundreds of small houses made of brick and dominated by the impressive silhouette of Antasün hasari, a citadel built by the Huleans to strengthen their control of the region.

Leqan is the second most important town of Antasyn and also the last centre before the highlands of the Bylot Hills. This town's main industries are the trade and processing of the raw minerals coming from the hills. As it is the last stop before the Antasynian outback, Leqan is also known for being a major den for every kind of bandit and good-for-nothing on their way to the semi-legal exploitation of the hills. If Prijderel is the home of the Hulean administration in Antasyn, Leqan is clearly a town ruled by the Bleak League. The most impressive

building of the small city is the palace of Leke Bey along the shore of the Kurqès River. The underground portion of this mansion is said to be at least as big as the upper complex. From his mansion, the wurling oversees most of his organisation's criminal operations.

If Leqan is a major rat hole, the village of Prizvo is really the perfect town for the Antasynian crooks and criminals. The local brajraktar, Shkum Rogaji, is one of the closest lieutenants of Leke Bey, and a prominent bandit. The Hulean code of law is seen here as a mere illusion and the tax collectors are the only sign of the Hulean presence, even the Holy Men don't go that far in the highlands of Antasyn. Nevertheless, Prizvo still remain the last civilised outpost before the rough terrain of the Bylot hills. There, the only law is the Code of Lek and the Law of the Jungle; violence in the mining colonies is every day's bread. People going to this small outpost are normally attracted by the quest for riches, a quest that may be achieved through the discovery of new mineral bonanza, through the exploration of the ruins dating back to the Yazak era, or that may be ended by the sudden encountered of one of the numerous creatures who roamed the hills.

Further north is a land of even greater anarchy: the valley of the Zaynovoi River. There, deep in this dense network of smaller river and lakes surrounded by a thick evergreen forest, gold was found in 988 AC by some Antasynian prospectors. Since then hundreds of Antasynians, Bulzianians and Huleans have flocked the region and built villages out of nothing. Rumours of marvellous fortunes made by the first colonists encouraged the new prospectors to

brave the harsh winters and the constant threat of the neighbouring Sendaryan tribes. This threat has forced people of different origins and background to overcome their historical antagonisms and cooperate against the nomads. Maybe are we looking at the birth of a new nation deep in the forests...

Brami's Court and Jaja's realm are two fairy realms founded some years after the Master's Greatrealm Declaration, which forced the Woodland Folk of the Dark Wood in exile. These areas of legends are magically protected against human intrusions and are also guarded by many treants.

The Bulzan Voivodina

Area: 48,000 sq.mi.

Location: Central Brun, in the Converted Lands W of Hule, and S of the Bylot Hills.

Population: 125,000 (85% human [75% Bulzianian, 15% Olgarian, 10% Hulean], 5% demi-human, 10% humanoid).

Languages: Bulzianian, Olgarian and Hulean.

Coinage: Lei (gp), Kuru (sp), Bani (cp).

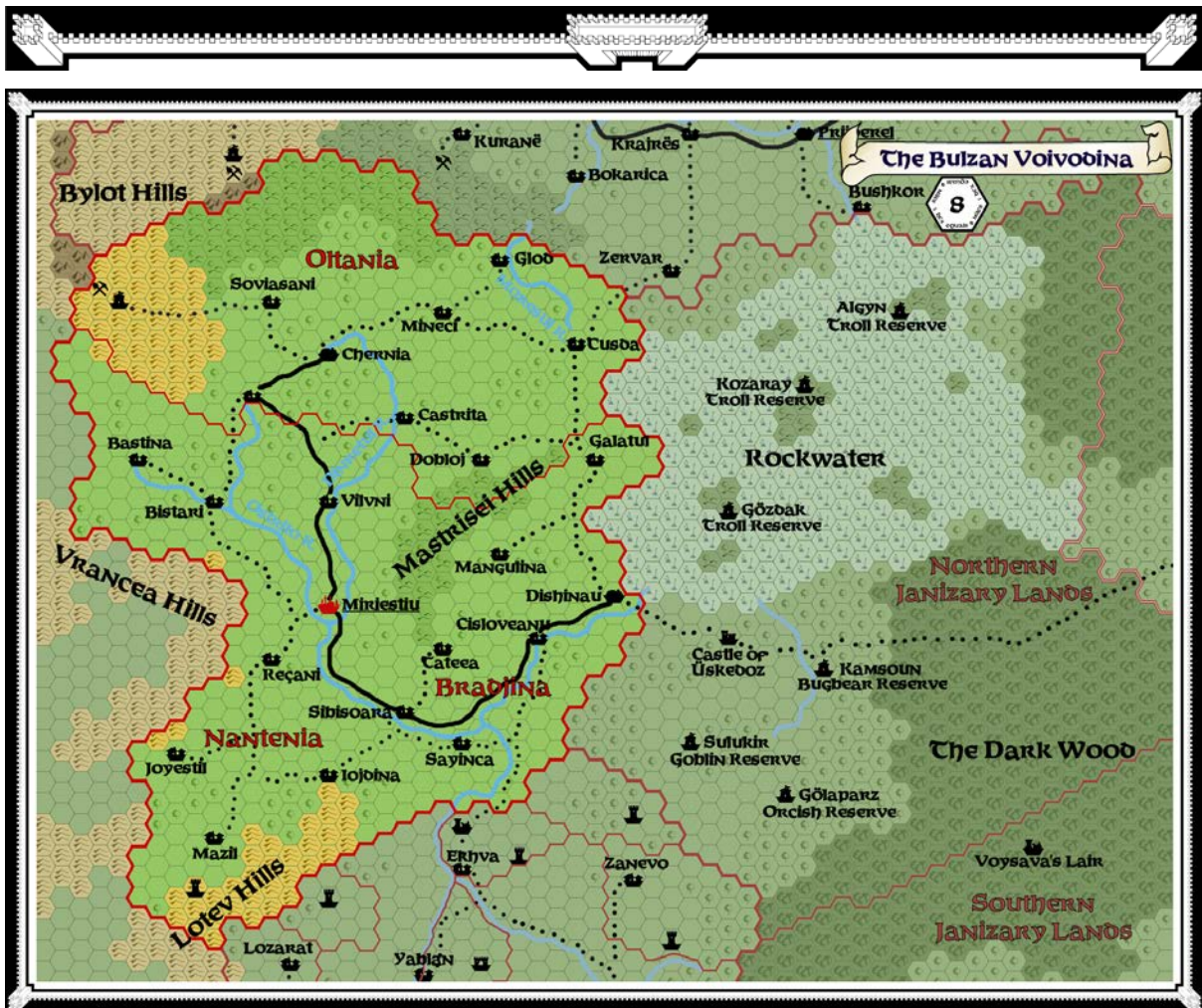
Government Type: Oligarchic council headed by a Hulean representative.

Capital: Miriestiu

Industries: Handicrafts, agriculture, animal breeding, metalworking, and woodcutting.

Flora & fauna: Typical of central Brun.

Important Figures: Dogut Zaganos (C23, of Masauwu), The Master's delegate to the Bulzianian Council; Sorin Cardei (M31), secretive wizard of the Lotev Hills, head of a network of Bulzianian resistance against the Master (other important figures are mentioned in the section on Bulzianian sects).




Description: Bulzan is a land made mainly of large valleys separated by rolling forested hills. Numerous small villages and hamlets dot these large valleys. People of these rural communities live mainly from agriculture and animal breeding, almost any kind of crops or herds can be found in the rich and fertile Bulzanian lands. The country is divided in three historical provinces, Oltania (north), Nantenia (southwest) and Bradjina, each of these marked by specific religious, cultural and economical traits. The largest human communities are also the three provincial capitals: Miriestiu (which is also the historical capital), Dishinau and Chetniu.

The Bulzanian lands extend northwards to the southern edge of the mineral rich Bylot Hills where some mining occurs. To the east, the main natural border of Bulzan

consists of the large marshes of Rockwater and the western edge of the Dark Wood. The southern and western borders of Bulzan are a little less clearly defined as the southern border with Olgar is still somewhat in dispute and as there is some remote Bulzanian communities at the fringes of the Yazak Steppes outside the reach of the Hulean Empire.

Weather in Bulzan is temperate and wetter than in the southern parts of the Hulean Empire. In winter the cold winds of inner Brun brings heavy snowfalls and cold rain. Spring is characterised by the collision of the northern cold winds and the atmospheric systems coming from the Western Sea of Dread, which result in violent thunderstorms and heavy rain. Summer is somewhat drier, although the country keeps most spring's humidity thanks to the shelter




provided by the Lotev and Bylot Hills which insulate the valleys from the strong dry winds coming from the Yazak Steppes. Autumn is similar to spring, but less rainy as the southern hot winds reach the region more rarely.

An important landmark of Bulzan is the Rockwater marshes. Even though that, since the Master's Greatrealm Declaration, this bog is part of the Janizary Lands and infested with Troll, it remains an important feature geographically as well as economically and culturally. Indeed, dozens of small communities live on the resources taken from these inundated lands: peat is taken from its shallow waters as strange fish can be caught in the deeper regions, the hides from the several reptilian species living in the Rockwater microclimate is prized throughout the Hulean Empire as are the various types of medicinal, hallucinogens or poisonous flowers and mushrooms that are found in Rockwater. Petrified wood and amber are also rarer riches that this march provides to the surrounding peoples. Also, as the Bulzanians usually give their dead to the mighty Dinretul River, which empties into the bog, it is believed that the spirits of the dead Bulzanians haunt this land. So, for the people of Bulzan, this march is both the symbol of the country's riches and the places where a lot of frightening stories or epic legends take place.

The origins of the Bulzanian people are responsible for the different types of people that can be found in Bulzan. The Bulzanians descend from the Yazak colonists that settled the region prior to the cataclysm that brought about Blackmoor's end. As these colonists came mainly from the distant realms of Blackmoor and Thonia, people of Bulzan are of lighter complexion and hair than their southern

neighbours of Traladaran ascent. However, as the original Yazak people had to interact with the surrounding Neathar and post-Oltec tribes, most of these "pure Blackmoorian" traits were altered over the centuries. This is even truer since waves of Hulean colonists have been assimilated by the Bulzanian society throughout the different Hulean Imperial era and since the Traladarans have arrived in the region some four centuries ago. Thus, Bulzan is a land of varied looks, customs, religious beliefs, and cultures.

One of the few traits that the Bulzanians have retained from their Yazak ancestors is a very rigid social division of labour. Indeed, the Bulzanian society is characterised by the importance of the various "corporatie" (corporations) that structure the society. Those corporations are active in most sectors of the society: every recognised trade (masonry, woodcutting, mining, military, landowners, etc.) has its own corporation representing its interest and protecting its advantages. Each religious sect can also become a corporation if it represents a fair number of followers, but the only members that form a religious corporation are the priests of this faith. Only the members of these corporations are allowed to own a land or a business. People that are not members of those corporations (roughly 75% of the population) can only work for someone who is member in exchange of a (normally) ridiculous wage. The only advantage of being a "Proscris" (outcast) is that they are not taxed as only the members of the corporations are required to pay the (tithe) to their corporation, which, in exchange, provides for the state budget. This situation is responsible for abnormal number of "Proscris" involved in semi-legal activities like adventuring.



There is a multitude of small corporations in Bulzan in each specific activity sector. These corporations are all involved to different degrees in the politics of the country. However, as some of them only number a few dozen people and others may represent thousands of members, corporations usually amalgamate in fronts called “Frunte”. These “Frunte” normally group companies with similar political aims or interests, they are not as tightly knit as the corporations, so it is not rare that tactical alliances are made between corporations of different or even antagonist fronts. There have been 6 traditional “Frunte” in the Bulzanian society:

The “Armata” (military): This “Frunte” comprises the military and administrative corporations of Bulzan. Historically, it has represented the interests of both the military and civil servants of the central states. However, in times of strong political power, when the military was needed less, or when the military corporations were detached from the state (as mercenaries), this “Frunte” have proved to be divided by conflicting interests. Actually, the Huleans have been able to co-opt most of the corporations represented by this front.


The “Sectar” (religious sects): This “Frunte” is more a useful grouping than the Bulzanians use than a front in itself as, throughout most of Bulzanian history, the religious groups were opposed and sought allies in other corporations to increase their power over the Bulzanian society. Nowadays, some Bulzanian sects are allied with the Hagiarchy as other are outlawed, however, none (except, of course, the Bulzanian Temple of Chaos) as real power in the Hulean dominated society.

The “Voivod” (Landowners): this front represents several regional corporations of rural landowners; it is a real power in the Bulzanian society as it provides most of the jobs and taxes in Bulzan. This front was responsible for the annexation of Bulzan by the Master’s empire as it decided, in 732AC, to pay its taxes to Greatrealm instead of Miriestiu, thus leaving the militaries without any resources.

The “Mestesugar” (Craftsmen): this is one of the biggest corporation unions in Bulzan due to the number of members. It comprises all the different types of crafts and is, thus, the real power in Bulzanian cities. The corporations it represents could be as disparate as the Carpenter Corporation and the Rockwater marshes Fishers Corporation. Initially opposed to the Hulean invasion they chose to live with it as long as the Master’s doesn’t intervene too much in the council decision process. The merchants’ corporation (Negustor) is usually allied with this “Frunte”, however, since Hule has closed the Converted Lands frontiers with the outer world the merchants are somewhat in opposition with the front’s policy to accept the Hulean control.

The Shadow Corporations (Umbrar): Although, this “Frunte” is recognised by the others, it is a well-known secret that the criminal corporations active throughout the country have an important weight in the political process in the Bulzanian council. They ordinarily do so by bribing the other corporations’ delegates to the council.

The “Generos” (liberal professions): this is probably the weakest “Frunte” in Bulzan as it only numbers a few dozen corporate members like the academicians’ corporation, the judges’ guild and the Magicians’ syndicate. However, since they



provide most of the civil intelligentsia, their influence over the council tends to be bigger than their handful number of members would let think.

The different Bulzian corporations and fronts interact in the Council, a centuries-old political institution. Even though the council has sometimes been abolished when a single corporation (usually of military or religious origin) was strong enough to hold to power without the help of other corporations, the council has been a regular political manifestation of the Bulzian society. In the council every corporation is supposed to be equal, but at some point of the Bulzian history some corporations have held far more power than others. This shifting balance of power have led to various types of government in Bulzan: there have been times when a single corporation held so much power that it was able to impose it's will on the council (resulting in Monarchy, when the civil or military servants of the states were in control; in theocracy when a sect was able to impose its view over the council; and even in plutocracy, at times when the merchants or landlords were in power), other times in Bulzian history have been characterised by an oligarchic system (when a few corporations allied to govern the country; finally, the council sometimes gave way to some kind of limited democracy when all the forces were balanced. The current political system is of oligarchic essence as the craftsmen and landlords corporations hold most weight in the council with the support of the civil servants, the traditional religious or military counterweight being inhibited by the Hulean domination of the country. However, the landlords and craftsmen aren't in a position of complete oligarchy since the Master's delegate to the Bulzian

council can veto any law or rules adopted by the council.

The council is made of a varying number of delegates (the maximum number was reached in the fifth century BC when the council is said to have counted more than five hundred delegates, currently the council counts 125 members). Each corporation is represented proportionally of its number of members or elections of delegates take place inside the different "Frunte".

History: the history of the Bulzians can be traced back as far as the zenith of the Blackmoorian culture. It was during those times of widespread technology and magic that the colony of Yazak was founded by settlers from Blackmoor and Thonia. When the Great Rain of Fire destroyed those ancient civilisations, Yazak was miraculously saved by its remote localisation on the edge of the Arctic Circle. As a matter of fact, Yazak even profited from this cataclysm as the Mystaran axis shift brought it more temperate weather. However, as Yazak was totally dependent on Blackmoor for its technology, the colony rapidly fell back to some kind of Iron Age.

For more than two millennia the city thrived and expanded its influence across most of the region that is now known as the Savage Coast: new settlements were founded nearby, colonies were developed in the Bylot Hills where rare minerals could be found and cooperation with the neighbouring post-Oltec and Neathar tribes expands. This golden age of the Yazak civilisation was abruptly put to an end after the repeated humanoid invasions of the late eighteenth century BC that preceded the cataclysmic earthquakes that rocked the region in response to the activation of a



powerful Blackmoorian device in faraway Glantri.


Over the ensuing decades, survivors of the Yazak civilisation migrated to the dense Midland forest where they found shelter from the humanoids among the woodland folks (elves, centaurs, and fairies). There they learned how to revere the woodland creatures and how to exploit the riches of the forming Rockwater. As new waves of refugees arrived in the valleys bordering the edge of the great forest however, keepers of the Yazak customs preferred to reject the forest cults for an agrarian pantheon and decided to found new agriculture-based communities.

The first human civilisation encountered by the Bulzian then was the people of Antasyn, who in fact were their long-lost cousins of the Bylot colonies. These first encounters weren't peaceful as, then, the Antasynians were dominated by beastmen rulers and because both people were competing for the same fertile valleys and hunting grounds. When the Antasynians rejected their beastmen tyrants, they were military expelled into the lands of the Bulzians, who quickly organized a military force to resist and defeat the beastmen and, finally, conquered the Antasynians' lands in 1619 BC. Vasile Serbanescu, a village chief, was the instigator of the united Bulzian resistance and the head of the militias that annexed Antasynian; he was designated king of Bulzan by the other villages' leaders as a reward for these great achievements. It was under his rule and the rule of his heirs that the current socio-political structures of Bulzan were forged. The first corporation to appear was his own: the state servants' corporation, which was rapidly followed by the military organisation and some city-

based craftsmen corporations. However, during this epoch, the counsellors were only there to provide the king with military or economic advice and didn't own any intrinsic power. This social organisation was able to transcend the split between the Antasynians and the Bulzians and proved itself superior to the Hulean kingdoms when, in 1502 BC, the Bulzano-Antasynian Kingdom invaded the kingdom of Kuliye in the southwestern part of the Great Valley.

The rise of the Bulzano-Antasynian Kingdom reached its peak after the decisive victory over the humanoids of the Yazak Steppes in 1391 BC. However, the growing complexity of the Bulzian administration and multiplying conflicts between the king and the corporations weakened the kingdom on the eve of a new influx of humanoids. So, in 1300 BC, when the hordes of Wogar arrived in the region, they found a divided country and easily conquered the Bulzian heartland, leaving the northern Antasynian forests free of their former masters. The humanoid domination of Bulzan didn't last very long, in 1245 BC, a rebellion led by Anton Lupescu, forced them out of Bulzan and the monarchy was re-established, although the corporations demanded that more power to be given to the council.

If the humanoid domination over Bulzan was short, this new period of independence was engaged in a new conflict to regain control over the Antasynians, in 1212 BC, the Bulzians faced a new threat in the form of a unified Hule answering the king of Antasyn's call for aid. In 1142 BC, Bulzan was integrated in the first Hulean Empire after decades of resistance. Hule's iron fist was only challenged in 890 BC when religious restriction pushed most of




the Bulzanians into open revolt against the Empire. It was during this first period of Hulean domination that the Temple of Chaos was introduced into Bulzan for the first time.

In 702 BC, the Hulean military administration of Bulzan, under the direction of Mehmet Kasparoglu, decided to secede from the crumbling empire. The Bulzanian land was given to his closest lieutenants, who were allowed to join into a political union but were forbidden to operate autonomous armies. To prevent unrest in the Bulzanian population, the new administration accepted granting the other religious congregations, a political status equal to that the Temple of Chaos already had: the right to incorporate themselves and to send delegates to a new council. Twenty years later, the old Church of Bulzan (the agrarian pantheon, and the largest Bulzanian sect) was accepted as a new pantheon, from then this sect was called “the Patriarchs” as the delegates they will send to the Council were only the oldest clerics of this faith. The fading power of the military administration over the Council forced the abdication of the Hulean dynasty in 578 BC. The new head of the council was called the Regent and was elected from among the members of the council for a 3-year term.

In 515 BC, after 45 years of growing influence and corruption among the member of the council the Regent was, for the first time, chosen from among the Patriarchs delegates notwithstanding strong opposition from the other religious corporations. In 509 BC, the Church of Bulzan was elected as the national faith; the other sects were stripped of their corporate title. In response to the religious takeover of the council, a new sect named the People’s

temple began to advocate an end to the Patriarchs’ power, an end of the corporate system and the democratic designation of the Council. From 497 to 474 BC the adherents of this new politico–religious group rapidly grew in number recruiting mainly from the dissatisfied “Proscris” of the countryside and cities but also among the young generation from the ranks of the craftsmen corporation eager to make their own life. In 473 BC, after weeks of mass protest and the public support given to the People’s Temple by the craftsmen and scholars fronts, the Patriarchs, backed by the Landlords Association, asked the military corporations to put an end to the civil disorder. A divided Bulzan was thus engulfed in a 75 years long civil war, at the end of which the conservative forces kept their privileges.

After the 10-month long siege of Chetniu, which signalled the end of the progressive forces, the Patriarchs were able to consolidate their power into an oligarchy of three groupings together with the military and the landowners. The growing land owned by the Patriarchs and the forming of religious militia undermined the cohesion of this alliance. Growing discontent among the landowners over territory issues and losing important military operations against the humanoids of the Yazak Steppes were answered by the dissolution of the Council (in 342 BC) and the abolition of the national army. Soldiers and officers were forced to join the ranks of the Patriarchs militia or to choose the mercenary life. Unfortunately for Bulzan, the Patriarchs weren’t able to keep the country in order; as they sank into internal disputes, the mercenary bands evolved into open banditism, leaving the country to chaos.




Profiting from the Bulzian chaos, the Hulean armies, helped by their Yazak allies, invaded Bulzan in 199 BC; there they met little or no resistance and were even cheered in some parts of the country as they put a halt to the widespread banditism. The Patriarchs kept most of their privileges, since their internal divisions impeded them from being a real threat to the Hulean control of the country but the religious paramilitaries were disbanded. As the Patriarchs continued to sink into their disputes, the Temple of Chaos rose in power thanks to the help of the new administration and the influx of new Hulean settlers. Meanwhile, as the influence of the Temple of Chaos grew in the Bulzian society, the Patriarchs slowly overcame their divisions and united with other sects to counter this new threat. From 20 to 38 BC, the challenge posed by the rise in importance of the Temple of Chaos and the response of the other Bulzian sects erupted into a full-fledged religious revolt against Hule and the Holy Men. Trying to end the religious conflict, the Hulean authorities forged an alliance with the other segments of the Bulzian society by taking away the political power wielded by the religious sects and by creating a new council made of representatives of the civil corporations. This move proved to be beneficial to the Hulean administration as the revolts slowly settled down because the Bulzian civil society got its traditional structures of power back. The next two centuries were marked by prosperity under an effaced Hulean domination represented by the corporation's rule.

This period of peace and prosperity gave way to discontentment from 231 to 291 AC. The problems mainly derived from the war that took place between the Hulean

Empire and the Crystal Pact. Even though this war didn't directly affect the Bulzian region, the growing need for funds to finance the war pressurised the Bulzian economy to the point that the locals revolted against the increasing taxes. Even worse for the Hulean Empire, in 256 AC missionaries of the Lawful Brotherhood sent by the Crystal Pact founded a new sect in Bulzan and attracted dozens of Bulzians. As Hule was slowly losing its war against the Crystal Pact, the ranks of the new sect swelled with new adherents until 292 AC when Cyril Zayetscu, a follower of the Way of the Law, triggered an uprising that easily defeated the crumbling Hulean army.

As the new Bulzian army won over the former allies of Hule, the Yazak humanoids, in 297 AC, Cyril Zayetscu was crowned King of the Bulzans and a new Council open to all type of corporations was formed. Over the ensuing years, the Patriarchs tried to regain their influence in the Council in a struggle against the Lawful Brotherhood. They finally won in 334 AC when Zayetscu's grandson adopted the Patriarchs' faith. Both as the Patriarchs' power in the Council was reinforced and as the civil servants' corporation was pushed to the margins of the political spectrum, corruption became widespread in all the state's apparatus and led to the paralysis of the Council.

From 454 to 512 AC, waves of Traladaran migrants arrived in the southern Bulzian province of Valkhia. With them came the Church of Traladara, which was initially accepted as a new sect among others. But, as its number of followers grew in the Bulzian population, the King of Bulzan, Adrian II, and some corporations welcomed this new faith as a means to counterbalance the Patriarchs' control over the Council.




Adrian II dies mysteriously in 514 AC without an heir to take his place, politico-religious struggles among the divided Council led to the abolition of the kingdom. The King's army was disbanded, and the military corporations transformed into mercenary units. The followers of the Church of Traladara installed in the southern province used this period of disorganisation to revolt and establish a new kingdom, Olgar, out of Bulzanian lands. In 527 AC, an army made of the Patriarchs' paramilitaries and mercenaries financed by the landlords was defeated by Milko Levtsky's militia during the siege of the Castle Venestiu, the Patriarchs' stronghold in southern Bulzan.

This defeat opened an era of chaos in Bulzan. The loss of the rich and religious southern province forced a realignment of the forces at the Council between those who wanted large-scale retaliations against the Olgarian insurgents and those who wanted peace and the development of economic relations with the new country. During this period the council only served as a tribunal for the different factions' disputes thus becoming an ineffective legal body. Its power was further eroded as the disputes extended beyond the strict political arena into street fights and even into open military actions between the factions' paramilitary units. The division of the Bulzanian forces was so deep that no one was able to react to the Master's Greatrealm Declaration of 651 AC. And, when a dispute over woodcutting rights on the fringe of the Dark Wood arose between Hule and the Woodcutters Corporation, no unified Bulzanian army was able to face the Master's troops. Nevertheless, the Hulean troops had a hard time against the Bulzanian population and corporations unwilling to abdicate their

independence. So, it was only when the Landowners and Craftsmen agreed to send their taxes to Greatrealm in 732 AC that the resistance was finally crushed. A new council was established during the following year, a council in which the Landowners and the craft-oriented corporations had the upper hand.

Since the creation of the new council, Bulzan has been mainly peaceful. Some corporations hostile to the Master are still trying to stir the discontentment of the Bulzanians, but most of them recognise that the Hulean administration has been discreet and that the current council have been able to bring stability and prosperity into the Bulzanian lands.

Religion: The religious landscape of Bulzan is one of the most diversified west of Sind. No religion has been able to establish its cult over the entire population. Instead numerous sects cohabit in the population. Normally, a given Bulzanian will only follow the teachings of one of the sects, but it is not rare to see someone change his obedience more than once in a lifetime. This somewhat original religious behaviour is thought to date back to the times of the Blackmoorian Yazak colony when numerous religious and philosophical beliefs were observed without one being superior to the others. The Bulzanian society has also been traditionally open to alien religious influence as every new cult is accepted as a new sect among others. Each sect has its own pantheon and, sometimes, the same Immortal may be revered by people of different sects under different names. The agrarian cult of the Patriarchs is the predominant cult among the Bulzanian population, however, it never has been able to impose itself over the other faiths for more than a few years in a row. Every faith



with more than 500 followers can claim the title of a corporation, which provides it with the right to send delegates to the Council. Here is a short list of the Bulzanian religious corporation in order of importance:

The Patriarchs: also called the Church of Bulzan or the Agrarian Faith the Patriarchs' corporation is the largest faith in Bulzan and one of the oldest. It is characterised by the emphasis put on the respect due to elders and the acceptance of the woes that life brings upon everyone.

The Cult of the Builders: This is a genuine urban Bulzanian cult dedicated to the immortals that favour creative activities, crafts or arts. Most of the followers of this sect are found in the craftsmen corporations.

The Woodland Cult: this is one of the oldest sects of Bulzan. Its followers are found particularly in forested areas and around Rockwater. It reveres the woodland creatures and seeks a perfect integration of the human society with the nature.

The Temple of Chaos: Brought into Bulzan by Hulean settlers and armies, this faith is important among the Hulean population of Bulzan and in the criminal organisations throughout the country.

The Way of the Law: Brought in by wandering missionaries from the Northern Plains and by Sardjik merchants, this cult has the favour of some city-dwellers mainly in the administrative circles and of the semi-nomadic Bulzanian communities of the Yazak Steppes border. The followers of the Way of the Law and of the Temple of Chaos are always opposed in, sometime violent, conflicts.

The People's Temple: this sect is dedicated to the goal of establishing more equality in

the Bulzanian society. It encourages learning as a mean of political emancipation and the end of the strict corporate system. It is particularly active when it comes to help the poorest Bulzanian. It is sometimes found in the Dasarian's shelters educating people. Many Bulzanian scholars are part of this sect.

The Church of Traladara: Found mainly in southern Bulzan, this faith was brought by the Traladaran settlers during the fifth century AC. Its tolerance and the belief of a Golden Age to come for the Traladarans and their allies characterise it. Since 983 AC, when the troubles initiated by the Church of Traladara in Olgar were quelled, the Church of Traladara is also outlawed in Bulzan.

The Dasarian: This philosophy comes from a now semi-extinct western civilisation. It seeks the ultimate victory of Good over the evil forces. This is a minor cult in Bulzan but it provides shelter and care for the poorest Bulzanians. It is particularly opposed to the Fiendish Cult.

The Fiendish Cult: This sect would probably be hunted down in many other society as its followers put their faith into the hands of the worst immortal creatures, but in the Bulzanian society they are seen as a part of the natural balance of the world as long as they do not bring to much destruction. This sect has its roots in the belief of the tribes that demons had once been in conflict with the Yazak cities.

Notable Sites: The city of Miriestiu is the historical capital of Bulzan, it is also the biggest and the richest city of the converted lands. Miriestiu is build atop a steep cliff where the Ostrito River drops in the Dinretul 250 feet below. The most impressive parts of the city are the Council

neighbourhood, the Market and the university quarter. The quarter surrounding the massive granite building of the Council is dotted with the official representation of the Bulzianian corporations. All of these official buildings are made in a way to represent in the best of their corporation. It is there that you can find the biggest temples of all Bulzan, you can also see the best realisation of all the corporations: The Carpenter Hall is some kind of airy cathedral made entirely of wood, the Sculptors Guild is a tower in which every stone is sculpted in a way to represent the entire history of Bulzan, the Engineers Mansion is a massive round building rotating around a central axe with its main door always indicating the hours on a paved clock. The Market is Miriestiu's most populous area, there you can find the exquisite Bulzianian productions, be it automatons, clocks, fine cloth, jewels, artwork, etc. The Market is also the place where the sects try to recruit new member, there always is somebody standing on a box or a chair trying to attract the attention of the population on its cult's beliefs or perpetrating miracles of any sort. The University is also a major attraction of the city. It is a succession of big towers harbouring the different fields of study where the courses are given in the lower floors and the scholars and libraries lie in the upper parts. The city in itself is renowned for its granite buildings topped by copper roofs.

Chetniu, Bulzan's second most populated city, is built among a hilly landscape. It is renowned for its numerous thermal sources of supposedly miraculous properties. Beside this, Chetniu is an agreeable city to live in even though its municipal council is always in conflict with the neighbouring landlords.

It isn't so rare to see centaurs and other woodland beings in this city.

Dishinau, the capital of the province of Bradjina, is probably the worst place to live in Bulzan, located at the edge of Rockwater this a humid city infested by mosquitoes and always under the threat of being attacked by the trolls. There, people are among the poorest of all Bulzan as they thrive to survive in this harsh environment and toiled to ripe the Rockwater's riches. Many people of Dishinau are the descents of the Huleans and Bulzianians that were expelled from the Janizary Lands following the Greatrealm Declaration.

The Olgarian Levija

Area: 42,500 sq.mi.

Location: Central Brun, in the Converted Lands southwest of Hule.

Population: 55,000 (85% human [45% Traladaran, 40% Bulzianian, 15% Hulean], 10% humanoid, 5% demi-human).

Government Type: Hulean Protectorate. Formerly a feudal monarchy, the levija is now headed by Hule's governor to whom the feudals owe allegiance. Traditionally the Church of Traladara has a strong influence over the course of politics in Olgar.

Capital: Kulnovo

Languages: Olgarian, Hulean and Bulzianian.

Coinage: Hulean coinage.

Industries: Agriculture (wheat, barley, vegetables), breeding of animals, religious artwork

Flora & fauna: Typical of central Brun.

Important Figures: Durul Özergan (C18, of Bozdogan), governor of the Hagiarchy in Olgar; Dimitur Yotov (C22, of Halav), head of the Church of Traladara in Olgar


(currently held hostage by the Hulean administration); Rahil Venevanova (F15), Viscountess of Ossamva; Toder Ginchev “The Traitor” (T16), Viscount of Bartsja.



Description: The Olgarian Levija or Olgar is situated in a region of plains and rolling hills dotted with small patch of temperate forest and rivers. Most of the population is located along the three main rivers and in the plain between the Sarja and Rositska Rivers. The eastern part of the country is more forested than the western part, which tend to be more arid and hillier. The boundaries of this country are made somewhat by the natural features of the region: to the west Olgar extends to the Lotev Hills and the Yazak Steppes, the Dark Wood forms the eastern frontier and the south one is made mostly by the Syoutja Hills. The Olgarian climate is temperate but dry and marked by four clearly distinguishable seasons. In winter the northwestern cold winds blow from the heartland of Brun bringing with them some snow or cold rain. In spring and fall the climate is somewhat drier as the western winds cross the vast expenses of the Yazak Steppes; however, it is not unusual that those seasons bring heavy showers coming

from the Western Sea of Dread. Summer is hot and dry, with sparse rain.

The population of this country is made up of three main ethnic groups that came to the region in different epochs. The first settlers were the Bulzianians, the descendents of the surviving Yazaks of the cities destroyed by the beastmen’s invasion and the heavy telluric activity that took place in 1700 BC. They settled mainly along the eastern rivers and in the northern part of current Olgar, but the largest group of them decided to continue their migration northwards to where the dense forest would hide them from the beastmen. The second group came from the first wave of Hulean colonists. They entered the southeastern part of the country during the era of the second Hulean Empire (300 BC–300 AC) as the then Overking of Hule was eager to reinforce his control over the southwestern border of the Empire and keep his humanoid allies of the Yazak Steppes out of the region. The third group came from far to the east; they were led by a group of religious radicals from




Traladara looking for a place to build a new golden age (see history). Their religious zeal and ideals were highly respected by the locals who slowly adopted both religious and cultural customs. Now, even though most of them are of mixed blood, this group forms the biggest part of the population. Finally, a smaller fourth group was formed by a new wave of Hulean population brought into the country by the Master's decision to give the region known as the Janizary Lands to the humanoids in his service. But, since most of them are now part of the military and administrative structures of the Master's empire they aren't that much integrated in the Olgarian society and are regarded as invaders even by the older Hulean population.

If the Olgarian levtya is currently a Hulean protectorate it has still retained most of the traditional institution and customs of Olgarian society. Politically, Olgar is organised by a feudal system in which the feudal must swear allegiance to the king (currently to the Master represented by his governor). Historically, the Church hierarchy chose the king among the feudals or the king's family, now the governor is simply dispatched by the Master. Durul Özergan, the current governor, is a pure product of the Hagiarchy's administration and was nominated in 983 AC to put an end to the religious troubles undermining the Hulean control over the region. Since then he has done all that is in his power to break the Church of Traladara, in so doing he was responsible for the destruction of the Cathedral of Zotchevo (the holiest site in the country) a move that forced the Church to become clandestine. Although, under the Hulean rule titles are hereditary (to ensure the loyalty of the Olgarian rulers), the titles of the vassals are normally given by the

Church or the king to reflect the devotion or the loyalty of the fiefs' rulers. New fiefs may also be given from the royal lands to a particularly brave or loyal subject, the Hulean administration has refrain to use this power since their first attempt to grant a new fief to a loyal Hulean (Viscounty of Bratsja) triggered a period of social unrest in 832 AC.

The Traladaran customs are now well integrated by most of the population regardless of their origins. The Shearing Ceremony (in which a young adult is forced to prove their aptitude to survive independently from the family by leaving it for a year) is common among both the Traladarans and Bulzanians, but less so in the Hulean families of the first wave. The traditional Traladaran social classes (freemen, Lord/Lady of the court, knight, noble (with a fief), king) have mostly replaced the old Bulzaniast castes and the Hulean religion-based hierarchy. However, the Hulean administration and military are considered as a distinct class higher in the social hierarchy than the rest of the population. Divination and palm reading are widespread and specialists in those disciplines are highly esteemed.

The majority of Olgarians live in numerous small rural communities made of adobe or mud bricks and protected by a wooden wall. The custom is that the agricultural production of the village is put in common and shared to meet the needs of the different families. Taxes are taken on the village's total production and given to the local lord (if in a fief) or directly to the state treasury (if in the royal lands). Surpluses are usually sold to travelling merchants who bring them to the country's major markets of Kulnovo and Irdzhygrad.



History: The modern history of Olgar began with the arrival of Zhan Olgar in Slagovich in 442 AC. He had to leave the distant land of Traladara because of his extreme religious beliefs. It is said that he received an omen from Halav himself telling him to go to the West where the Golden Age of the Traladaran was supposed to happen. He was forced into exile, because his preaching of the new Golden Age to come was taking the young Traladarans far from their original faith. When he arrived in Slagovich, he saw that the first wave of Traladaran colonists were suffering harsh conditions and that this region was too desolate for a new Golden Age to happen. So he and a couple of hundred followers began the Grand Move toward the western lands where he thought his visions were leading him.


In 454 AC, after six years of a long journey across the western coast of the Gulf of Hule and along the Great Escarpment's edge, the pilgrims arrived in a Bulzanian village near present day Kulnovo. Exhausted by the long journey, they've asked the local inhabitants for some food and permission to build a camp near their village. The inhabitants agreed, but asked, in exchange, that the warriors protecting the pilgrims help them in fight a group of goblins from the Yazak Steppes. Olgar took this invitation as a sign from the Immortals that his journey was near its end and that the region's beastmen had to be eliminated for the new Golden Age to occur. When the humanoid were defeated, Olgar told the Bulzanian leader the prophecy of the Western Golden Age and invited the Bulzانيين to participate in the foundation of the perfect society that would be the Golden Age. Charmed by the loose principles of the Church of Traladara and the hope of a happy future the local

Bulzانيين accepted that Olgar's group stay with them.

From 454 to 512 AC, more Traladarans arrived in the region and more Bulzانيين from the southern province converted to the Church of Traladara. However, as the influence of the Church grew its precepts and the ideal of a future Golden Age increasingly clashed with the principles of the Bulzanian pantheon and the interests of the Patriarchs and of the King of Bulzan. In 482 AC, Olgar is imprisoned on accusations of heresy and subversion. He is tried and condemned to the stake. This decision proved highly divisive in Bulzanian society because of the allegation that the rich Bulzanian clergy corrupted the king's representative in the religious court. In fact, most of the secular power was happy to see a growing rivalry between the two faiths, as it would limit the power of the Patriarchs in the Bulzanian society. The king was also in favour of the arrival of new well-trained subjects ready to defend the southern border.

The divisions and conflicts between the secular and religious power in the Bulzanian society provided the opportunity for Milko Levtsky to stir an uprising of the Church of Traladara followers against the Kingdom of Bulzan. In 512 AC, he was proclaimed king of Olgar, a tiny kingdom on the edge of the Yazak Steppes but that controlled the trade routes between Bulzan and the Savage Coast.

From 512 to 527 AC, as the military power of Bulzan was locked in the struggle between the Patriarchs and the King, punitive expeditions were organised by the rich Bulzanian families looking for a way to restore trade. Their mercenaries (mostly made up of the Bulzanian royal troops)



failed to regain control over the lost territories and, even worse, lost control of most of the southern province to the hands of the Church of Traladara defenders. The war ended with the failure of the Bulzian mercenaries to defend Castle Venestiu, stronghold of the Patriarchs in the southern province.

For King Levtsky I, this victory was the sign that the Golden Age was coming to his new country. To facilitate the success of this politico-religious project he created most of the current political structures of Olgar: the first fiefs were given to the heroes of the recent war against Bulzan and the construction of the Cathedral of Zotchevo was ordered. The next fifty years were marked by peace and prosperity with only some troubles coming from the humanoid of the Yazak or the refugees fleeing the conflicts in Bulzan.

In 580 AC, King Levtsky II invited the northern nomads who were invading Hule to sign a treaty of peace and friendship. Some of them adopted the faith of the Church of Traladara and were assimilated into the Olgarian society. Later, when the reincarnation of Hosad drove them out of the Hulean Valley, more northern nomads settled in Olgar and in the plains to the west.


In 651 AC, the Master's declaration of Greatrealm transformed the sparsely populated lands at the east of Olgar into a military province of Hule. The Janizary Lands, as they were called, were transformed into a huge humanoid reserve. Many Huleans of the region joined the Hulean community of Bulzan.

Between 662 and 685 AC, Hulean agents stirred up discontent and envy among the Olgarian nobility. In the meantime, a

conflict over woodcutting rights near the Dark Wood led to an open conflict between Hule and Olgar's northern neighbour. In 685 AC, a group of Olgarian nobles, influenced by the Hulean promises of wealth and power switched their allegiance to the Master. Manojan I, King of Olgar, suppressed their status, a civil war between the Master's allies and the King's loyal vassals ensued from this decision. 688 AC marked the start of the Hulean participation in the conflict as the Master's forces went to the rescue of the rebel nobles. Nineteen years later, Manojan I was forced to abdicate, the Church of Traladara was outlawed and the cult of the Temple of Chaos was brought in forcefully.

For fourteen years the Hulean armies had to fight to keep their control over the country as enraged Olgarians still fought against the Hulean domination. Finally, in 722 AC, in a move to appease the population, the Master ordered that the Church of Traladara was to regain its privileges and punished his former allies, the seditious nobles: all of them were publicly put to the axe... Calm is established in the new protectorate. Wishing to divide the Olgarian society along ethnic lines, the Hulean administration of the Olgarian levtya decided to create a new fief, the viscounty of Bratsja to gather the Olgarians of Hulean origin. This decision provoked major discontent among the population. To cool down the situation, the authorities decided to give the new fief to an Olgarian of Traladaran origin renowned for his loyalty toward the Master. Thanks to the Church of Traladara the troubles were put to an end.

The change of generations in the high clergy of the Church of Traladara brought in some younger cleric eager to shake off the Hulean




domination over the country. Between 953 and 983 AC, tensions slowly built up as the old hope for the Golden Age reappeared and because it meant the end of the Hulean Empire built upon an army made up mainly of humanoids. However, as the Church was more and more involved in the struggle against Hule, the majority of the nobility preferred to keep a low profile in the face of the Master's armies. In 983 AC, Durul Özergan was sent to put an end to the troubles, he chose the violent way: Churches were closed, the clerical hierarchy was outlawed, shrines and temples dedicated to the Hulean Temple of Chaos were erected everywhere, books referring to the Golden Age were banned and, the final blow, the Cathedral of Zotchevo (holiest site of Olgar and coronation site of the kings of Olgar) was destroyed. In 984 BC, following the treachery of Toder Ginchev, Viscount of Bratsja, the high clergy's hideout was uncovered and its members were slaughtered. Since those events, the Church of Traladara has been an underground movement supported by most of the population and the Hulean repression of any sign of rebellion is systematic; the population lives in the constant fear of Hulean retaliation while the nobles enjoy some autonomy.

Religion: In general, the population of Olgaria share the principles of tolerance and harmony preached by the Church of Traladara even though it is currently forbidden throughout the country. The Hulean administration is trying to extend the Temple of Chaos' philosophy and pantheon as a counterweight to the Church's influence, but they have had little success in implanting it outside the Hulean community. Some Bulzanian communities near the Bulzan border still revere the

Bulzanian pantheon but the expectation of a future golden age through the Church of Traladara has made the Church more appealing than the old Bulzanian pantheon.

The Church of Traladara in Olgar is a little more radical than its Karameikan counterpart. Even though it stands on the same six principles, some of them are more important than the others. The sixth principle is in fact more important than in Karameikos because the Traladaran settlers of Olgar were looking for a place to build a new kingdom where the Golden Age of the Traladarans could once again blossom. What is the Golden Age? Most of the people wouldn't be able to tell, but, according to the local Church of Traladara, several requirements must be met: first, a wise and just king will bring riches and harmony into the country; second, all humanoids must be driven out of the lands of the Traladarans; third, the Golden Age will cause many peoples and cultures to adopt the Church of Traladara faith. When the Church of Traladara is the greatest faith of all, Halav, Petra and Zirchev will return to Mystara and they will help humanity to progress to harmony and tolerance.

Notable Sites: Even though the current political situation is dire Olgar is still a nice place. There are lots of nice villages where the population are particularly hospitable. The region is renowned for its nice flowers that can be seen nearly everywhere in the windows of houses and for the multitude of cats, which are particularly respected for their freedom and independence and supposed to protect the soul of the people unfairly killed. In fact, it is better to stay in the countryside whilst in Olgar as the two major cities are under tough Hulean control.



Kulnovo is a nice looking city but the closing of the frontier to trade implemented by the Hulean authorities and the martial law that is severely imposed over the historical capital has brought hard economic conditions and a general impression of despair over the entire city. Once a prosperous city dotted with inns and taverns, it is now somewhat deserted as many of its inhabitants fled to the countryside where life is easier. Once a thriving trade centre, Irdzhygrad is nearly a ghost town nowadays. The city is totally under the control of a troop of orcs that has done much damage and plundering. Definitely a place to avoid actually. The Lotev and Syoutja Hills and the neighbouring fiefs harbour the main groups of Olgarian rebels. In spite of regular Hulean military interventions in the region, the rebels (from Olgar and Bulzan) haven't been dislodged. It is in villages like Lozarat

or Halavgrad that the traditional Olgarian society may be seen at its best. The tower of Ossamva in the eponymous viscounty is the headquarters of the Olgarian resistance and the current shelter of the remnant of the Church of Traladara high clergy.

Once the architectural jewel of Olgar the Cathedral of Zotchevo, is now a pile of ruins rumoured to be haunted by the souls of the slaughtered cleric of the Church of Traladara but also filled with religious treasures. Located in the southwestern portion of the Dark Wood is the lair of the great Voysava, a huge green dragon that is the only living being in this evil forest beside the Master and his close minions. Voysava is known to like gratuitous destruction and terror, however it hasn't been seen for years, rumours want it dead, killed by a group of Torreónese adventurers or asleep.

Subjugated City States

Following the phases of conflict between the City–States and the Baronies of the Savage Coast on the one hand and the Empire of Hule on the other, it could be thought that the Empire will never successfully impose its control over the Gulf’s populations. In fact, in the last period the Empire was able to

take control of both a Barony, The Barony of Babosas (now Boyarski), and one of the City States, Gonica (now Ayskudag and Yanidir). These are important conquests from the strategic point of view as they allowed a more secure access to the Gulf and the development of the imperial fleet.



GONICA

Area: 1,545 sq.mi.

Location: Extreme S of the Hulean Empire between Zagora and Zvornik.

Population: 6,700 inhabitants – mostly humans and lupins.

Government Type: under a Hulean military governor

Capital: Ayskudag.

Industries: Agriculture, fishing and trade.

Flora & fauna: Standard for the climate

In 453 AC the old ruling family of Svoga (the Zvornik family), with the help of Hojah founded the city state near to a dwarven mining outpost. The Fortress outpost (the oldest Lawful Brotherhood outpost in the Gulf of Hule) and the neighbouring lupin village (of the Gonic race) received a large number of Traladaran immigrants. The local Lupin leader imitates his neighbours, claiming the title of marquis. Both the village (Gonica) and the outpost (Ostrozac) received Traladaran names as they become a new city state. Unlike the other city-states, however, Gonica became known for its religious freedom, the religious freedom that also signals its end. In 950 AC the Master of Hule decided to invade the city-state. While it is occupied elsewhere, the Cult of Bogdan (another name for Bozdogan) slowly infiltrates Gonica. The cultists rebelled, helped by Hulean forces, pushing the gonic army (and the majority of the gonic population) from the area. The lupin refugees migrated to Zvornik (and are now known as “Zvornikian Gonic”). Gonica and Ostrozac are conquered and are newly renamed, as Ayskudag and Yanidir.

BOYARSKI

Area: 3,668 sq.mi.

Location: Extreme S of the Hulean Empire, W of Vilaverde.

Population: 5,300 inhabitants – mostly human, some halflings.

Government Type: under a Hulean military governor.

Capital: Boyarski.

Industries: Agriculture, fishing and trade.

Flora & fauna: Standard for the climate

In 456 AC, Andrej Dalibor and a small Traladaran army conquered a Hulean village in the far south of the empire, founding the city-state of Boyarski there. In 951 AC Boyarski fell into anarchy when fear of a Hulean invasion struck the Traladaran population. A powerful Verdan merchant became the new ruler, and modelled the city-state after his neighbouring Verdan. Boyarski became the “Baronato de Babosas” (Barony of Babosas), and the name of its capital was translated into Verdan as Porto Cavalcante (meaning “port of the knight”). In the final war for the conquest of the city state (971 AC) Hule conquered Babosas.

Kavkaz

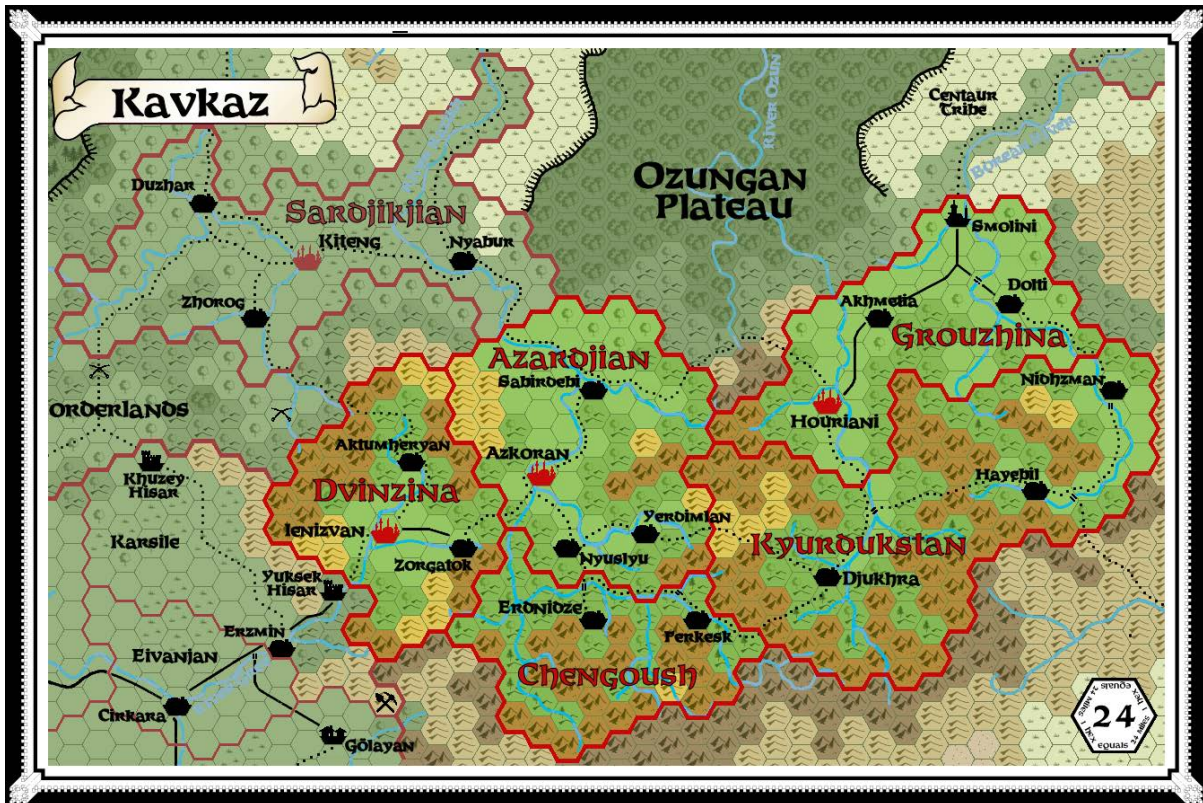
Area: 203,862 sq.mi.

Location: Central Brun, NE of Hule, N of the Great Waste, W of Adri Varma.

Population: 814,000 – (85% human, 10% demi-human, 5% humanoid).


Government Type: Federation of Monarchies

Flora & fauna: Typical of central Brun



The religious persecutions perpetrated within the Nine Kingdoms have caused some of the population to flee, at different times, to the Black Mountains “Kavkaz”. Originally it was those who weren’t followers of Chaotic Immortals that fled from the forces of the Temple of Chaos which united the followers of the Chaotic Immortals. These settled in Kavkaz where they organised themselves into the Iraklita Kingdom. Afterwards was the founding of the Lawful Brotherhood which united the followers of the Lawful Immortals, in contrast with the Temple of Chaos. This however brought division to the Iraklita

population between the followers of the Brotherhood and the followers of the old religions. This fracture split the Iraklita Kingdom into two distinct kingdoms – Dvinzina and Grouzhina, although the split didn’t prevent an alliance against the forces of Hule. The alliance against the common enemy however didn’t prevent armed clashes between the two new kingdoms. In 1695 BC refugees driven from the Nine Kingdoms by the beastmen invasion sought refuge in the Black Mountains. Both the Dvinzinians and the Grouzhinians demonstrated extreme hostility, the survivors settled on the edge of the



Kavkazian land and began to carve out their own territory. The Dvinzian city of Stepanazor was taken by the refugees and was renamed Azkoran by them. Later on the Kingdom of Azardjian was founded with Azkoran as its capital and elected King Tevrat as the first ruler of the new kingdom. Various clashes occurred between the two historic states and the new one, with changing fortunes while the army of Azardjian wasn't definitively defeated and its population started on the Way of the Law. A period of about two centuries followed in which Dvinzina and Grouzhina were united in an attempt to revive the old Iraklita Kingdom. The Urduks of the Black Mountains (ky-Urduk) slowly lost contact with their desert cousins as the latter expanded. An epidemic breaks out in Grouzhina. The native population is decimated while the Ky-Urduk proved more resistant to the disease and used the occasion to declare the independence of the land of the Ky-Urduk (Kyurdukstan). The survivors of the Black Dagger Sect arrived in Se-Goush (high valleys of south Azardjian). A new kingdom was violently forged out of the Azardjian lands. The wave of Aradjian refugees flee from the high valleys, changing the balance of power and starting a new period of conflict between Dvinzina, Azardjian and Grouzhina. Members of the Inner Circle of the Black Dagger Society become members of the Lawful Brotherhood. The Way of the Law spread to all levels of Sen-Goush society. The new faith had an adhesive effect for Sen-Goush society. The Black Dagger Society slowly goes underground. The people of Sen-Goush are saved from the curse cast against the Nithians as their culture had evolved to become clearly separate from that of the Nithians, but their memories were

manipulated to make them believe that they had originally come from a kingdom that had been destroyed by a horde of humanoids. From then they were known as the Chengoush. This in short is the history of the five nations that make up Kavkaz, more details and information is given in the Hulean chronology section.

The Mountains

Kavkaz is set in the northern part of the Black Mountains; here numerous rivers begin to flow that over time have dug fertile valleys. The peaks reach heights of 15,000 feet although the average is about 10,000. The air is also rarefied in the high valleys where the rivers flow. The mountain slopes are covered by thick forests that break into the fertile plains of the plateaus and towards plains interrupted by rolling hills.

The Climate

The climate is very harsh in winter; snow covers the peaks and sometimes also blankets the valley bottoms, the rivers tend to freeze over. Winter if also harsh is shorter as however the valleys are sheltered from the cold winds, spring arrives suddenly to sweep away winter and is long which also shortens summer. Extremely hot periods are rare even in summer and the passage from summer to autumn is gradual and marked more by the colours than by the temperature. Winter is characterised by a brutal temperature range. The climate is moderated by the large amount of rivers that create warm, wet areas in the valleys that slow down the arrival of the cold and assist the beneficial effects of spring.

Dvinzina

Area: 37,838 sq.mi.

Location: E of Karsile and W of Azardjian and Chengouch.

Population: 180,000 (90% human, 10% demi-human).

Government Type: Monarchy (Council of Law).

Capital: Ienizvan

Industries: Mining, handicrafts.

Flora & fauna: Typical of mountainous central Brun.

Description: Dvinzina is a natural basin among the Black Mountains, at its centre is the union of the two rivers that form the Gree River which then continues its course southwards. The capital rises at the junction of the two water courses, another two cities (Aktumheryan and Zorgatok) are along the course of the two rivers so they are used as water ways for trade and transport. Numerous fortresses rise on the mountains that encircle the natural basin, initially built by the first refugees to protect themselves from the persecutions of Hule, now represent the Kingdom's means of defence. An enemy that tries to enter the valley would in time find itself encircled by the Dvinzina forces. In the capital resides the Council of Law, composed of high clerics, nobles and great merchants, which acts as the Senate, acts alongside the King in the decision making, and on the King's death it selects the new ruler. Each noble family of the kingdom tries to increase its weight in the Council of Law; as such the members of the families mainly choose to become clerics or paladins which can bring power and prestige to their family. The government although not a theocracy like Hule is profoundly influenced by the religious leaders. The military Academy of the Sacred

Order situated in the capital shapes the fighters who later present themselves at the Temples to take their vows and become paladins. Here the arts of war are taught from childhood along with the principles of Law and Honour.

Another important Dvinzina city is Aktumberyan which is home to the Monastery of the Missionary, where volunteer monks are trained to be sent throughout the region to convert the people to the Way of the Law. While for the Academy of the Sacred Order a certain status is needed, here anyone is accepted, in truth it is members of the lower classes who are usually trained as Missionaries. The role of the Missionaries is very important for the security of the kingdom, Kavkaz and the other neighbouring kingdoms that follow the Way of the Law. The Missionaries with their concentrate the converted peoples' hate on the Master of Hule and operate around the Empire's borders as well as within the Empire itself.

Grouzhina

Area: 38,610 sq.mi.

Location: N of Kyurdukstan, W of Adri Varma and E of Azardjian.

Population: 161,000 (90% human, 2% humanoid, 8% demi-human).

Government Type: Monarchy.

Capital: Houriani

Industries: Agriculture, herding.

Flora & fauna: Typical of mountainous central Brun.

Thriving territory, dedicated to agriculture and herding, it can be defined along with Azardjian as the granary of Kavkaz. It is affected by the influence of the Elves of Ozungan who although mistrusted entertain profitable trade deals. The more

liberal religious mentality has allowed the assimilation of diverse groups of people, here the old religion of Hule, which reveres all the Immortals regardless of alignment is still followed. The noble lineages hold the local power but must answer to the King during the periodic meetings of the grand council that gathers all the representatives of the noble lineages in front of the king. The nobles must also occupy themselves with collecting the taxes and supplying the army, put money in the state's coffers and place it at the disposition of the military forces if needed. On the king's death, the new king is chosen from amongst the representatives of the lineages for election and each lineage has a number of votes to express equal to its political, military and economic importance. In each case during the elections there are frenetic diplomatic exchanges to establish alliances between the various lineages. Other important cities of the kingdom are: Smojini, great trading centre on the river's delta, on the kingdom's border is the distribution centre of all the goods that come from outside Kavkaz. Dojti and Akhmetia are agricultural cities that exploit the land, made fertile by the seasonal flooding of the rivers, for their crops.

Azardjian

Area: 42,857 sq.mi.

Location: S of Sardjikjian, E of Dvinzina, W of Grouzhina and Kyurdukstan, N of Chengouch.

Population: 173,000 (85% human, 5% humanoid, 10% demi-human).

Government Type: Monarchy.

Capital: Azkoran

Industries: Agriculture, herding, logging, trade.

Flora & fauna: Typical of mountainous central Brun.

Fertile land and rich in water, also here the water ways represent important ways of communication. Very developed agriculture and herding. Its central location makes it a strategic node for commerce. The cities are flat and extensive and use the disposition of the houses, similarly with the city walls, as a form of defence to stop or channel any enemies. It is an absolute and hereditary monarchy. The capital is very extensive and most of the kingdom's economic, political and religious activity is centered here. Another three urban centres (Sahirdehi, Yerdimjan and Nyusiyu) are being developed and seek to take some of the influence from the overburdened capital. The society is based on healthy agricultural activities and herding, their great traders are little by little expanding their activity transforming these cities importing from the capital cultural events and spectacles of various natures.

Kyurdukstan

Area: 72,201 sq.mi.

Location: S of Grouzhina, W of Adri Varma, N of the Great Waste and E of Azardjian and Chengouch.

Population: 185,000 (75% human, 15% humanoid, 10% demi-human).

Government Type: Monarchy.

Capital: Djukhra

Industries: Mining, logging.

Flora & fauna: Typical of mountainous central Brun.

Kyurdukstan is the largest Kingdom of Kavkaz, very mountainous, which stretch between valleys and mountain passes. The population is very varied, evolved in the cities, in the countryside they still hold to

the more rural traditions. They aren't very interested in agriculture preferring trade in logging and hunting. Between the mountains are the mines that supply the Kingdom with the riches needed to buy resources from neighbouring states. The monarchy listens to the noble and mercantile classes. The society of this kingdom is the least developed in all of Kavkaz, in the cities the wealthier part of society has acquired the more evolved ways and traditions imported from the neighbouring kingdoms but most of the kingdom still follow traditions and beliefs of the Urduk and desert nomad populations. The most important families of the kingdom contend for the control of the various mines and their activity stimulates the entire economy of the kingdom. The rural populations are dedicated to hunting and thanks to the Missionaries of the Way of the Law, are attempting to develop their primitive agriculture. In the kingdom there are three main cities, Djukhra, the capital, Nidzhman and Hayehil, in fact the difference between the capital and the latter two resides in the presence of the King and that cannot be said if in the future the King has to change the capital.

CHENGOUCH

Area: 772 sq.mi.

Location: N of the Great Waste, E of Dvinzina, S of Azardjian, W of Kyurdukstan.

Population: 115,000 – (90% human, 5% humanoid, 5% demi-human.)

Government Type: Monarchy.

Capital: Erdnidze

Industries: Mining, agriculture.

Flora & fauna: Typical of mountainous central Brun.

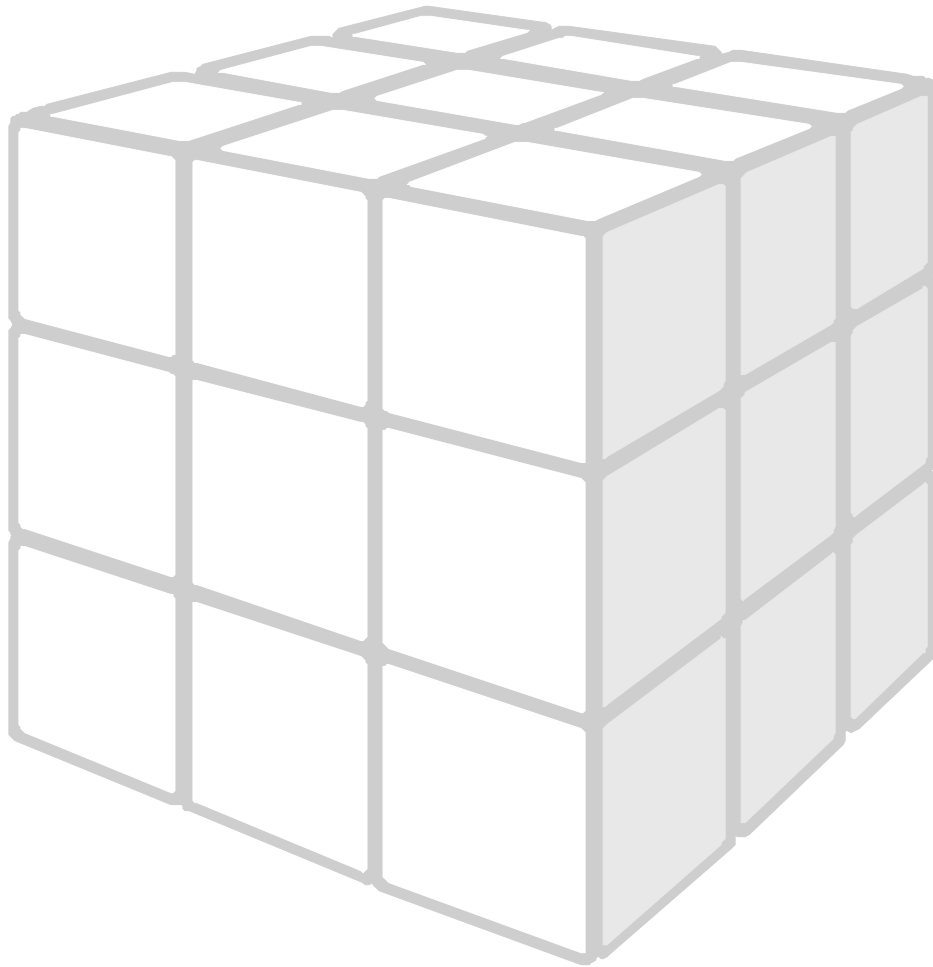
Numerous valleys, excavated by the passage of the many rivers of the region, are studded



with small villages dedicated to herding. Among the mountains the mines produce precious. Even though they no longer have any memories of their Nithian origins, their city, particularly in the oldest part, shows architectural traits very different from that of the surrounding peoples. Obelisks, whose decorations have eroded over time, are present in several parts of the kingdom acting as points of reference. The low, square buildings that are more suited to hotter climates and flat lands have over time been joined by buildings more suited to the harsh climate creating a unique architectural mix. Even the locals' skin colour is darker than those of the region's other populations. The hereditary Monarchy still follows the ancient blood line. In spite of their (known) history, they are a greatly organised people, who love art and have a great respect for religion. This has brought about the creation of sculptures, temples and obelisks that unites their two tendencies. They are the foremost of Kavkaz's original

populations that are slowly importing their neighbours' traditions and at the same time influencing them in regards to the arts, and particularly sculpture. As well as their minerals, their sophisticated craftsmen and artists are greatly valued. There are only two important cities, the capital Erdnidze and the twin city Ferkesk, although here it is

difficult to see a major difference but for the fact that both have a very neat architectural aspect that makes them look smaller than the other capitals of the neighbouring kingdoms.



CHRONOLOGY OF HULE & THE NEIGHBOURING LANDS

- 2400 BC: Foundation of the Temple of Chaos. Old faith begin to fight anyone that doesn't follow their faith in the Iraklita Empire.
- 2372–2338 BC: Period of religious persecution against the followers of the Lawful Immortals. Some of these seek refuge on the Black Mountains, Kavkaz, in Hulean dialect. 2011 BC: Treaty of the Two Faiths. The Iraklita Empire splits. Creating Dvinzina to the west, ruled by followers of the Way of the Law, and Grouzhina to the east, ruled by followers of the Old pre-Hulean Temple of Chaos faith.
- 2350 BC: The elves of Ilsundal pass through the Great Valley and the Black Mountains. Some settle in the forest of Ozungan. 2122 BC: Karsile attacks Dvinzina.
- 2335 BC: The refugees on the Black Mountains select Iraklit I as the first Sovereign of the Kingdom of the Just, later known as Iraklita. 1983 BC: The Temple of Chaos converts the Khaghaz tribe.
- 2334–2312 BC: A war of religion breaks out between the Kingdom and the Kingdom of the Great Valley. The Iraklitan army is defeated in the Battle of the Sunless Day and driven back to the Black Mountains. 1982–1963 BC: War between the Sardjik clan and the Khaghaz tribe. The Khaghaz are decimated and their survivors flee to the Great Valley. The Sardjik clan abandons its nomadic way of life.
- THE NINE KINGDOMS PERIOD 2312-1700 BC** 1951 BC: Foundation of the Sublime Order of the Octagon in Dvinzina.
- 2197 BC: Missionaries of the temple of Chaos are sent to convert the barbarous populations to the north of the Yalu coast, none of them return. 1927–1921 BC: Construction of the Blue Temple on the shores of the Yalu Sea. The city of Kiteng will develop around it.
- 2100 BC: Foundation of the Lawful Brotherhood. It is the Immortal Ixion's answer to the dominion of the Temple of Chaos in the Great Valley. 1918 BC: Union of the Sardjik clans and cities. Foundation of the Shazirate (Holy Kingdom) of Sardjikjian.
- 2063 BC: Conversion of the Sardjik Clan of the northern hills to the Way of the Law. 1914–1909 BC: Civil war in the Yazak colonies of Bylot "Bileot in Thyatian" Hills. The colony is destroyed, one faction settles in the forested valleys north of the Darkwood, the other joins the Yazak cities of the steppes.
- 2057 BC: First Lawful Brotherhood missionaries in the Iraklita Empire. 1909 BC: Kajoshaj I is crowned king of the new Kingdom of Antasyn to the northwest of the Dark Wood.
- 2035–2012 BC: The War of Purification. Followers of the Way of the Law and of the 1884 BC: Kajoshaj II is converted to the Temple of Chaos.
- 1883–1872 BC: First War of the Nine Kingdoms in the Great Valley.

1853 BC: Houriani is the first Grouzhinian colony on the shores of the Borean River.

1847 BC: The nomadic Balits are converted to the Way of the Law.

1836–1823 BC: Second War of the Nine Kingdoms.

1834 BC: Grouzhinian explorers meet the beastmen of Urzud in the the Borean Valley.

1825 BC: Dvinzina, Sardjikjian and the Balitan tribes unite in the Bright Alliance.

1823 BC: The Bright Alliance invades Karsile and wages war against Eivanjan and Karsun.

1812 BC: The Bright Alliance is defeated by an alliance of Huyule, Karsun and Boludir.

1810 BC: Grouzhina attacks Dvinzina. Help from the Bright Alliance is asked for but not granted. The Alliance is dissolved.

1807–1790 BC: Third War of the Nine Kingdoms.

1800 BC: Steel Wars in Urzud.

1796 BC: The Douzbak tribe of the Bazdayan hills is converted to the Way of the Law.

1787 BC: Kiteng becomes a major learning centre for physics and mathematics.

1784 BC: The capital of Grouzhina, Mingrel, is burned down by the Dvinzian army. A peace agreement is agreed between the two countries.

1774 BC: Grouzhina and Dvinzina are sacked by the passage of Urzud beastmen migrating to the Black Mountains. They manage to keep their freedom through fierce fighting.

1750 BC: A new wave of beastmen from Urzud arrives on the Yalu Sea southern

coast, they are expelled from the Ozungan Forest by the elves and settle in the western part of Sardjikjian.

1749 BC: The Shah of Sardjikjian declares a holy war against the beastmen.

1729 BC: A new wave of beastmen end the holy war as the Sardjiks are outnumbered. The Blue Temple is destroyed.

1717–1715 BC: New migrants from Urzud put pressure on the Sardjikjian beastmen. The Great Valley is invaded by the beastmen; the realms are conquered one after the other as each try to keep its own independence regardless of the fate of the others.

1709 BC: The army of Antasyn is defeated by the beastmen, the way to the Yazak Steppes is open to the hordes of beastmen.

1707 BC: The Rakasta city of Plaktur is destroyed and occupied by the beastmen.


1703 BC: The Yazak cities are invaded.

1700 BC: Explosion of a Blackmoorian device in the eastern lands (Broken Lands). A great earthquake strikes the Great Valley region destroying the Yazak cities. The River Gree no longer empties into the Gulf of Hule but rather into Lake Tros. The Yalu Sea accelerates its shrinking.

THE TIMES OF CRISIS 1700-1300 BC

1698 BC: Most of the survivors from the Yazak cities settle down near the Rockwater swamp. Calling this land Bulzan. A smaller group find refuge in the caves of the Great Escarpment.

1695 BC: Fleeing the destruction brought by the beastmen in the Great Valley the peoples of Birgidir, Karsile and Eivanjan seek refuge in the Black Mountains. Both the Dvinzians and the Grouzhinians show



them extreme hostility, the survivors settle outside the Kavkazian lands and begin to carve out their own land

1693 BC: The Dvinzian city of Stepanazor is taken by the survivors and renamed Azkoran.

1689 BC: Founding of the Kingdom of Azardjian with Azkoran as its capital and King Tevrat is elected as the new country's first ruler.

1675 BC: End of the beastmen's assimilation of the Great Valley.

1664 BC: Askar Selimbayev, leader of the Kazmeni, receives an omen, he must free Kiteng from the beastmen and for his people to receive the gift of large plains to herd their cattle.

1663–1662 BC: The nomads join the Kazmens of Askar. Helped by the union of Kazmens and nomads, the Sardjikajans revolt against the beastmen's tyranny. Kiteng is liberated and the beastmen flee to the Nine Kingdoms.

1660–1647 BC: Reconstruction of the Blue Temple of Kiteng.

1659–1656 BC: The Dry Years. A sudden drought affects the entire region. The Nine Kingdoms are struck by famine. The beastmen are hunted down because they are associated with the famine. The level and extent of the Yalu Sea recedes to its current size giving way to the Yalu marsh which will rapidly transform into the modern Midlands Grasslands. The Kazmens are converted to the Way of the Law.

1643 BC: New Immortals rise in popularity among the followers of the Temple of Chaos.

1640–1587 BC: Religious problems within the Temple of Chaos triggering the first

wave of political conflict within the Nine Kingdoms.

1624 BC: The Antasynians revolt against the beastmen which are expelled into Bulzan.

1622 BC: The Bulzianians defeat the beastmen and declare war on the new Kingdom of Antasyn.

1619 BC: The Antasynian army is defeated by the forces of Bulzan. Antasyn is annexed. Vasile Serbanescu is crowned King of the Bulzan and Antasyn.

1593–1587 BC: Religious revolution in Huyule. Bozdogan "Loki" replaces Kraliche "Hel" as the head of the local Pantheon. Huyule's heretics are crushed by a coalition of their neighbours.

1558 BC: The Night of the Red Clouds. Pogroms of Sevigunesh's "Valerias" followers in most of the Great Valley's cities.

1545–1498 BC: The Bozdogan Crusade. The Kingdoms of the Great Valley are once again pitted against each other in a religious frenzy.

1537 BC: Secret alliance between Dvinzina and Grouzhina against the Azardjians.

1526 BC: Followers of Yangunesh "Rathanos" in a mad rage set fire to the Great Library of the Temple of Chaos in Khuur.

1521 BC: An Azardjian plot to assassinate King Kitavili III of Grouzhina supplies the long-awaited Casus Belli.

1502 BC: Taking advantage of the Nine Kingdoms' internal struggles, the Bulzan army invades Kuliye.

1489 BC: Battle of the Two Efreeties. A step from defeat by Dvinzina and Grouzhina, the Azardjian mages unite their forces to

summon creatures from other planes. The enemy is routed. After more than 30 years of war, the status quo preceding the war is re-established.

1442–1414 BC: War between the Sardjikjians and Azardjians erupts. The Azardjians establish their current northern border.

1395–1391 BC: The humanoids of the Yazak Steppes attack the Kingdoms of Bulzan and Antasyn. The humanoids are defeated and the two kingdoms extend their borders to the edge of the Great Escarpment. The next century is regarded as Bulzan's Golden Age.

1378 BC: The Way of the Law is introduced into Karsile by missionaries of the Lawful Brotherhood that exploits the fact that the Holy Men are distracted by the various religious encounters that flare up throughout the Great Valley.

1360–1250 BC: Religious revolution in Huyule triggers a new wave of religious war in the Great Valley at the end of which Bozdogan takes the leadership of the Temple of Chaos.

1339 BC: The Sardjikjian and Dvinzina armies invade Karsile.

1313 BC: The humanoid Tribes of Wogar invade the lands of Douzbak.

1310 BC: The Sardjikjian army is forced to recall its forces back home to protect it from the threat of Wogar's tribes of humanoids on its northern border.

1305 BC: The prophecy of King Wogar's shaman. The humanoid tribes of Wogar move south following the Yalu River leaving destruction behind them in the Douzbak lands and on the northern border of Sardjikjian.

1300 BC: Wogar's tribes march into the Yazak Steppes, forcing the native humanoids to invade the Kingdoms of Bulzan and Antasyn.

FIRST IMPERIAL ERA 1300-700 BC

1297 BC: The capital of Bulzan, Miriestiu, falls into the hands of the Tribe of Wogar. Antasyn and Kuliye recover their independence.

1296–1263 BC: Conquest and domination of the Great Valley by Wogar.

1263 BC: Death of Wogar.

1261 BC: Dream of the Blue Knife. The humanoid tribes begin to migrate eastwards. Hosad "Hasadus in Thyatian" suddenly takes power in Huyule.

1250–1243 BC: Council of Jandak. Celebration of the unity of the Temple of Chaos under the patronage of Bozdogan. The Nine Kingdoms are united in Great Hule. Hosad proclaims the King of Huyule as the Overking of Hule. Consolidation of the power of the Hagiarchy.

1245 BC: Revolt in Bulzan. The humanoids are driven from the region, Anton Lupescu, head of the rebels, is crowned Sacred King.

1241 BC: Battle of the Gree River. Forces of the Lawful Brotherhood are forced to retire back to the Great Valley.

1239–1170 BC: The Dark Age of Kavkaz. Internal conflict in the region sees the expansion of Azardjian.

1235 BC: The Holy Men kill Hosad. Their bureaucracy takes the real power in Hule.

1227 BC: The humanoids of the Yazak Steppes leave the region to join the tribes of Wogar. The people of the caves of the Great Escarpment gradually emerge and settle the upper Kizil Arzat "Rio Copos" valley.

1212 BC: War is declared between Bulzan and Antasyn.

1205 BC: The city of Korgüt is founded at the mouth of the Throat River by Hulean settlers. It rapidly becomes a major trade centre between Hule, the Urduk tribes of the Great Waste and the peoples of the Serpent Peninsula.

1198 BC: Antasyn is slowly losing the war, King Zymer III of Antasyn asked Hule for aid.

1192 BC: The Bulzans are defeated at the Battle of the Marsh. The Holy Men progressively take power in Antasynian politics and society.

1173 BC: First diplomatic contact between Hule and the Nithian Empire.

1153 BC: First conversions of the Urduk tribe to the Temple of Chaos. Korgüt is thrives as trade with the Nithian Empire booms.

1141 BC: Miriestiu falls; Hule establishes the protectorate over Bulzan.

1138–1115 BC: Invasion of the Midlands by tribes from Borea and Hiborea, led by Dorfin chief of the Dormiak.

1123 BC: A military coup sponsored by the Holy Men overthrows the young King Zymer V of Antasyn. General Sakir Frasher is crowned king. His power remains linked to Hulean military support.

1107 BC: Dorfin is elected chief of all the tribes. Tashgoun becomes the capital of the Yalu River Empire. The empire stretches from the Borean Valley to the Yalu Sea, to the east it reaches the Adri Varma Plateau. The heart of the Empire develops in the land surrounding Yalu Sea.

1105 BC: Non–Aggression Pact between the Yalu River Empire and the elves of the Ozungan Forest.

1098 BC: Dorfin adopts Way of the Law.

1088 BC: Some nomadic tribes that represent the vanguard of the empire of Dorfin arrive at the mouth of the Yalu River and sack the city of Dravya. The most important of these tribes is the Dars.

1084 BC: The Hulean military outpost of Edecul is founded at the conjunction of the Kizil Arzat “Rio Copos” with the Kizil Alacan “Rio Guadiana”, where it develops trade with the Ksars people of the upper Kizil Arzat valley.

1076 BC: Dorfin (who has begun his path to immortality) declares a holy war against Hule.

1073 BC: Alliance between Dvinzina and the Yalu River Empire.

1066 BC: The Azardjian army is defeated by the Alliance. The population, although reticent, is initiated in the Way of the Law.

1065–1034 BC: The War of the Two Temples. Hule and the alliance of the Yalu River Empire fight a pitiless war on the border between the two Empires.

1052 BC: Karsan, head of the Amarzazat Ksars begins to unite the peoples of the Great Escarpment.

1050 BC: A tribe of human horse archers, the Talmav, travels the path of the tribes of the Yalu River Empire. As they don't accept the authority of Dorfin, the Talmav are forced southwest along the northern bank of the Yalu River. They settle in the area that is now Kharkav, a valley at the slopes of the cordillera at the end of the world to the north of the mouth of the Yalu River.

1047 BC: Founding of the Karsanita Kingdom.

1034 BC: The Hulean army is defeated by the forces of the alliance of the Yalu River Empire. The emperor Dorfin disappears mysteriously. His brother didn't have the charisma needed to keep such a vast empire united. The tribes of the Empire that settled on the south bank of the Yalu Sea (Balit, Kazmen, Douzbak and Sardjik) remain loyal to the Dorfin dynasty. The far eastern provinces that stretch from the Borean valleys to the south skirting the eastern side of the Ozungan Forest became independent. Likewise, the tribes of the northern bank of the Yalu Sea, while recognising the dynasty of Dorfin, declared their autonomy.

1032 BC: Following the fragmentation of the Empire of Dorfin, the Visneskaya follow the Talmav southwest settling to the east of the Talmav lands and founded the kingdom of Visneskaya.

1030 BC: Under constant threat from the humanoids of the Yazak Steppes, the main nomad tribe, the Dars, retired beyond the protection of the Yalu River's mouth in the Jyar Plain northwest of Yalu Bay.

1021 BC: Missionaries of the Temple of Chaos build a religious outpost at the mouth of the Kizil Emetrya "Hope River" to convert the region's natives.

1000 BC: The Dars finally, settle in the valleys of the Jyar Plain, were they found Darsagades (the future capital of the Zatrapp of Darsi of the future Yezchamenid Empire.

984 BC: Internal conflict among the Urduks of the Throat River valley. Hulean troops are sent to quell the unrest. Hulean law is imposed in the region.

978–951 BC: Dvinzina forces conquer Grouzhina; the old Iraklita Kingdom is revived.

945 BC: Worried by Dvinzinian's growing power. Hule begins to sow the seeds of rebellion in Azardjian.

942 BC: Contact is lost with a plenipotentiary expedition sent by King Dorfin IV to the Nithian Empire. (It was destroyed by a green dragon near modern day Selenica. It was only 2000 years later that some adventurers discovered the remains of the expedition and the treasure it carried which they later revealed to a gnome of Threshold who later published information about a mythical Empire (Dragon 153)).

933 BC: First victories of the Azardian rebels in their war against Dvinzina. This began a period of 200 years in which the Dvinzinians with hard work hold the new united Iraklita Kingdom.

921 BC: First expansion of the Hulean Empire towards the western coast of the Gulf of Yule. The valley of the Kizil Alacan "Rio Guadiana" is incorporated into the empire. The military take ever more power in Hulean society as the Hagiarchy is riddled with bureaucratic disease.

912 BC: Dorfin IV's death gives birth to conflict within the royal family for the succession, the dynasty splits its control of the kingdom in two: a northern part and a southern part. The south proclaims itself the new kingdom of Sardjikjian while in the north all the Bouzbak cities recover their independence. The Balit tribe and the Kazmens loosen their ties with the new dynasties.

890 BC: An insurrection in Bulzan is crushed by the Hulean army.

873 BC: Expanding southwards, along the western coast of the Gulf of Hule, the Hulean army encounters armed bands of the Karsanita Kingdom.

868 BC: Rebellion of the Antasyrian Barons. Hulean military is sent by the Hagiarchy. Tension between the military and the Hagiarchy grow.

861–734 BC: Regular skirmishes between the Hulean and Karsanita armies.

806 BC: The Nithian colony of Senta–ni–Tep is founded on the coast to the south of the Great Waste. The valley of the Nuvia River “modern Silt River” is quickly absorbed into the colony’s territory. Some Urduk tribes adopt Nithian customs. The majority of the colonists are Nithians discontent with the religious evolution that has happened in their homeland and who hope to build a new life in the colonies.

800 BC: Humanoid tribes raid the territories of the former Yalu River Empire in the lower Borean valleys, unable to resist the humanoid tribes’ numerical superiority the people retire eastwards into the Principality of Galadar and westwards towards the Duchies of the northern coast of the Yule Sea.

795 BC: To face the threat of the humanoid tribes the Principality of Galadar and the last three counties, survivors of the humanoids’ attack join the new Kingdom of Galannor which also takes under its protection that which is considered the fourth county, Hinshire, inhabited by halflings.

793 BC: Revolt of the Hulean military administrators, the Holy Men of the central government reach a compromise recognising the military’s jurisdiction in the land surrounding the strongholds. The

Overking is the last bastion of central power in Hule. The Hagiarchy tends to decadence and internal divisions.

779 BC: Dying from old age the last member of the southern branch of the Dorfin dynasty begins a power struggle in Sardjikjian.

777 BC: Humanoid attacks in the Borean Steppes forcing the last tribes of the former empire of law southeast where they settle in the land north of the Ozungan Forest which separates the Kingdom of Galannor from the Seven Duchies.

775 BC: The increase of Nithian influence in Korgut creates tension between the Nithian Empire and the Empire of Hule.


753 BC: Raids and pillaging of the humanoids of the Borean Steppes strike the Seven Duchies and the northern Baronies, giving rise to the Alliance of the Duchies.

751 BC: The army of the Alliance of the Duchies after some some victories near the border, was heavily defeated as soon as it tried to advance into the Borean Steppes.

749 BC: News of a humanoid clan chief named Vaprak who has been able to gather other clans around him preoccupies the Seven Duchies.

746 BC: The Urduk tribe allied itself with Hule, holding the Nithians responsible for the meteorological changes in the region, attacking the Nithian settlements along the coast.

746–728 BC: First Hulean–Nithian War. In response to the aggression of the Urduk tribe, the Nithian army invaded the Throat valley and besieged Korgut. In one of their last united actions, the Hulean Warlords overcome their rivalry and respond to the call of the Overking. However, the Hulean



forces were defeated in 728 BC. The borders of Hule shrink back to the foothills of the Black Mountains.

745 BC: Helped by the priests of the Way of the Law the Seven Duchies and the Kingdom of Galannor found the Council of Order. Five of the various human tribes join the Council; seven of them declare themselves neutral; five declare themselves opposed to the alliance and prefer to deal with the humanoids. Other small tribes use their nomadic nature and, at least temporarily, leave the region.

736 BC: At the end of lower Borean Steppes is the fortified citadel of law where the combined army of the Council of Order is based, with the aim of intercept the humanoid threat before the latter could advance into the territories of Duchies and Galannor.

734 BC: Dispute over the demarcation of the Huleo–Karsanita border developed into a true war.

732 BC: The growing rivalry among the Hulean warlords weakened the central power. Multiplication of the Sendarian tribes' raids also take a heavy toll on the Hulean military forces and disrupt the lines of communication between the Great Valley and the western territories. (Bulzan and Antasyn).

726 BC: Founding of the organization called “Black Dagger Society” that fought for the independence of the western Nithian territories.

725 BC: The Citadel of Law was besieged by the horde of Vaparak and the five allied human tribes. The siege lasted a year during which both the humanoids' attempts to assault the citadel and the attempts to bring reinforcements to the citadel failed. The

Citadel fell in 724 BC; mystery hides the final events of the battle; the only information speaks of a great chasm in place of the citadel. To the humanoids of Varpak the victory has a dear cost, most of the horde is lost; some clans leave the horde as do the five human tribes.

725–706 BC: In response to the request for aid from the Karsanita Kingdom against the army of Hule, the Nithians invaded the territories of the western coast of the Gulf of Hule. The Nithian forces faced strong resistance, but not from the Hulean military forces but from the Hulean colonies and the local populations. The routing Hulean army retreat to the Great Escarpment.

704 BC: Forced to abdicate the Overking of Halu, Haluk VI, sought refuge among the rebels of Azard.

702 BC: Declaration of independence by the military administrations of Bulzan and Antasyn. They were quickly copied by the other Warlords of the Great Valley. The first Hulean Empire shattered.

THE AGE OF CHAOS (FIRST INTERREGNUM) 700–300 BC

700–300 BC: The dark age of Hule. Political struggles in this epoch are characterised by intrigue, treachery and assassination, the various Hulean warlords sought to increase their personal power. The Temple of Chaos was divided by internal conflicts.

Bulzan and Antasyn remain neutral; their Hulean governors are assimilated by the local societies.

Climatic conditions in the Great Waste continue to change, the steppes transform into the Sind Desert.

686 BC: Led by the ex Hulean Overking the rebels of Azard are able to break the grip of the Sublime Octagon Order of Dvinzina. The Iraklita kindom fragments into its three historic components.

664 BC: Rakhman Nabiley of Nabila reunited the Sardjikian clans. As he favoured mercantile interests over religious preoccupations, his reign was marked by prosperity and peace. A bustling trade developed as the Sardjiks became the intermediaries between the Dvinzinian iron mines and the Hulean warlords.

655–633 BC: Fleeing the droughts happening in their steppes, several Urduk tribes settle in the southern Grouzhinian valleys. Tensions erupt sporadically between the nomads and the region's farmers.

653 BC: Nithian military forces take control of the upper Kizil Alacan "Rio Guadiana". In these times the Karsanita Kingdom is totally integrated, both culturally and economically, in the Nithian Empire, although it maintains its independence.

621 BC: First wave of disorder in the Nithian colonies of the eastern coast of the Gulf of Hule. The revolt is violently repressed by Nithian forces. The Black Dagger Society is forced underground.

619–605 BC: The mountain Urduks (ky-Urduk) slowly lost contact with their desert cousins as the latter expanded. Nithian colonists and Urduks from the Throat and Silt River Valleys, are forced to emigrate along the coast of the Gulf of Hule and in the City of Korgut. Senta-ni-Tep is now a desert.

597 BC: A plague epidemic in the overpopulated city of Korgut. In five years the

region lost two-fifths of its original population.

585 BC: The epidemic reaches Grouzhina. The native population is decimated while the hardier Ky-Urduk resist the disease. The land of the Ky-Urduk (Kyurdukstan) gains independence.

579 BC: The Black Dagger Society emerges from the shadows, exploiting the interruption of contact with the empire – due to attempts to prevent the epidemic from spreading.

578–564 BC: War of Liberation. The Black Dagger Society becomes a resistance movement and begins a true armed rebellion. The empire defeats the rebels.

564–551 BC: The Long Journey to Freedom. The survivors of the independence movement flee to the Black Mountains. Fighting for fifteen years to find a way through the lands controlled by the humanoids in the southwest of the Black Mountains. During these years the Black Dagger Society transforms itself in to the survivors' only centre of political and military.

550–537 BC: The survivors arrive in Se-Goush (upper valleys of south Azardjian). A new kingdom is violently forged out of the Azrdjian lands. The wave of Aradjian refugees fleeing the high valleys, change the balance of power and begin a new period of conflict between Dvinzina, Azardjian and Grouzhina.

526 BC: Members of the inner circle of the Black Dagger Society become members of the Lawful Brotherhood. The Way of the Law spreads to all levels of Sen-Goush society. The new faith has an adhesive effect on Sen-Goush society. The Black Dagger Society slowly returns underground.

500 BC: The Nithian culture and Empire are annihilated by the Immortals. The Nithian colonies of the Gulf of Hule share the same fate as do the Hulean and Urduk populations that share the same region. The Karsanita Kingdom is erased altogether. The few survivors lose all their memories and return to the Stone Age. Some Karsanites that still live in the caves of the Great Escarpment are spared. An immortal spell instils a strong fear of the outside in these people. The people of Sen-Goush were spared as their culture had evolved and clearly separated from that of the Nithians, but their memories have been changed to make them believe that they originally came from a kingdom that was destroyed by a horde of humanoids. By now they are known as the Chengoush.

482 BC: Missionaries of the Lawful Brotherhood from Sardjikjian and Dvinzina arrive in the Gulf of Hule region.

444 BC: The Peace of the Five Peoples. After years of armed conflict in Kavkaz, the five kingdoms choose to send emissaries to Kiteng with the will to negotiate an acceptable peace agreement. The agreed borders are set roughly to their modern locations. As Hule is still convulsing from its reoccurring internal conflicts many of the northern refugees in Sardjikjian and Douzbakjian were introduced to the Way of the Law. Some refugees were pushed up into the Duchies on the northern bank of the Hule Sea. Tashgoun becomes the major commercial centre of the Yalu River and Yalu Sea. The Borean and Hyborean barbarian tribes that in the time of the Yalu River Empire settled in the region, remain peaceful but divided.

418 BC: In north Dvinzina, the Great Abbey on Mount Nedarat is completed,

becoming the religious centre of the Sublime Order of the Octagon.

371 BC: Inspired by the peace reached by the five kingdoms, Cem Ipekci ruler of Azurun, convokes a Hulean council. All the major warlords are invited to discuss a peace treaty. However instead of negotiating, Cem holds all the warlords in a room where he kills them with a powerful Poisonous Cloud spell. This isn't enough to automatically make him the King of all the territories, but without their lords the military forces are too disorganised to be able to resist the military forces of the new lord, in many they submit without fighting.

369–324 BC: The Great Unifying Campaign. Çem Ipekçi gradually conquered all of the Great Valley. The main resistance came from the Holy Men, who believe that he isn't religious enough. Indeed, Çem strongly favoured the development of magic in Hule and he was quite critical about the way the Hagiarchy had ruled the country throughout the centuries. His military campaign evolved into an overt revolution against the religious bureaucracy. The climax was reached with the destruction of the main city of the Temple of Chaos, Jandir and the elimination of the upper ranks of the Holy Men's hierarchy.

323 BC: Çem is crowned Overking in Hule.

302 BC: Çem disappears mysteriously. It is said that Bozdogan himself came to enact his vengeance. His lieutenant, Galip Ertoglü, is selected by the Hagiarchy to be the next Overking.

SECOND IMPERIAL ERA 300 BC – 300 AC

300–280 BC: Unrest in northeast Hule is crushed by the Overking.

280–250 BC: The Years of Reconstruction. Hulean unity is slowly rebuilt after past controversies. A new generation of Holy Men is actively occupied in the process. The cult of Bozdogan begins to eclipse the other cults of the Temple of Chaos. The great Temple of Chaos in Jandak is rebuilt.

213 BC: Alliance between the Empire of Hule and the humanoids of the Yazak Steppes.

199–186 BC: A joint operation of the Hulean military forces and the Yazak humanoids conquer Bulzan.

183 BC: Under the threat of seeing his kingdom annexed by Hule, Kulaj II of Antasyn accepts becoming a vassal of Hule.

160–300 AC: Numerous attempts to impose Hulean law on the coast of the Gulf of Hule encounter fierce resistance from the local dwarf, elf and human populations. The influence of the missionaries of the Lawful Brotherhood grows in the region and a key component of the resistance.

143 BC: The Dark Alliance. Azardjian and Hule sign an alliance to fight their religious enemies in Kavkaz.

138–126 BC: First Kavkaziana War. Hule and its Azardjian ally invade Dvinzina. The intervention of Grouzhina and Chengoush prevent the forces of Chaos from occupying the whole territory. Most of southern Dvinzina is in the hands of the Dark Alliance.

99–53 BC: Colonisation of the Bylot Hills forces the Huleans to intervene against the raiding Sendaryan Tribes.

34–7 BC: Second Kavkaziana War. Helped by Grouzhina and Chengoush, Dvinzina tries to retake its southern territories. The forces of Law are defeated in the Battle of

the Hammer Pass. Sardjikjian breaks its neutrality to avoid the total conquest of Kavkaz by Hule. Only Dvinzina and the lands next to the border are incorporated into the territories of Hule.

25 AC: Insurrection in Bulzan threatens Hule's control of the western territories. Baron Kulaj VI of Antasyn exploits the situation and declares independence from Hule.

33–38 AC: Rebellions in Bulzan and Antasyn are violently crushed by Hule and its Yazak allies. Many of the rebels are deported to the Great Valley and the Yazak Steppes to serve as slaves.

44–62 AC: The various attempts by Hule to subjugate the peoples of the caves of the Great Escarpment fail one after the other.

83–114 AC: Conquest of the east coast of the Gulf of Hule. The fortress of the dwarves of Slago fell in 85 AC. The Lawful Brotherhood organises a clandestine resistance.

120–135 AC: The Hulean expansion in the southeast is stopped by the tribes of Urduk nomads.

150–158 AC: Insurrections in the southeast and the increase in Urduk raids force Hule to retreat to the north of the Black Mountains.

175 AC: A snowstorm of unusual intensity devastates the northern land of lower Hyborea, the lack of food caused by the death of the livestock and from the devastation of the crops, forces the population of Yevo to embark on their long canoes and follow the course of the Yalu River until they reached the prairies north of the river's mouth where they quickly conquered the young but prosperous dominion of Vyatka.

184–207 AC: Third Kavkaziana War. The armies of the kingdoms of the Way of the Law are defeated at the siege of Duzhar (southeast of Sardjikjian), Sardjikjian and western Grouzhina are occupied by the forces of Hule and Azardjian. The situation becomes desperate for the Way of the Law and Hule looks further north for new conquests.

211–216 AC: The Northern Offensive. The armies of the Kazmens and Balit tribe are defeated by the marching Hulean army. The city of Tashgoun is besieged. Queen Tursanay II of the Dorfin dynasty is ready to surrender. Help come from the most unexpected side. Cymorakk, an elven prince of the Ozungan Forest is able to break the elves' traditional isolationism and conclude an alliance with the Order of the Law (The Seven Duchies, the five tribes of law and the Kingdom of Galannor). Just when the queen was about to sign the treaty handing over Tashgoun to the emissaries of Hule, thousands of elven archers and cavalry flow onto the battlefield. The Hulean forces are defeated in what is remembered as the legendary Battle of the Lost Hope. (Cymorakk is the reincarnation of Dorfin I in his path of the Dynast).

217–231 AC: Period of military reconstruction on both sides.

226 AC: The Crystal Dagger is smelted in the lava of the revered Mount Tcharski. It is the symbol of unity between The Midlands and the Kingdoms of Kavkaz.

231–295 AC: The Sixty Years War. Following the leadership of Cymorakk, the armies of the Crystal Pact gradually erode the military power of Hule and its allies. Kavkaz and Sardjikjian are liberated and Azrdjian is occupied from 231–263 AC. The Sendarian tribes join the Pact in 274

AC. Hule's territory is invaded. In 291 AC the Great Temple of Chaos in Jandak is burnt down. The second Empire of Hule falls.

291–295 AC: Revolt in Bulzan and Antasyn giving power to the local dynasties.

297 AC: The humanoids of the Yazak Steppes are defeated by the army of Bulzan. The humanoid tribes separate.

THE YEARS OF DIVISION (SECOND INTERREGNUM) 300–600 AC

291–307 AC: Increase in the divisions between the various members of the Crystal Pact. The major bone of contention is the future of Azardjian: Dvinzina, Grouzhina and Chengoush are unable to find an accord.

308 AC: In a heated discussion, the emissary of Dvinzina declares war on Grouzhina. An infuriated Cymorakk breaks the Crystal Dagger and leaves. The Pact is dismantled. The elves of Ozungan return to their traditional isolationism more disillusioned than ever with the humans. Even the Order of the Law recalls its military forces back home as they suffer pressure in the north from the humanoids of the Borean Steppes. Most of the northern barbarians stay in Hule to hold some territories. However, the blow received by the Hagiarchy is such that the Holy Men won't be able to re-establish themselves as an important political force before the beginning of the VI century AC.

308–327 AC: Fourth Kavkaziana War. Dvinzina and Grouzhina fight over the Aradjian territory. The threat that this conflict brings to the local population is such that it causes an insurrection that frees the territory of Aradjian.

328 AC: The Treaty of Erdnidze. Recognising the pre-war borders as the borders of the Kavkaz lands.

330–433 AC: The century of peace. Hule is split into a multitude of small dominions. Small scale conflicts occur between the dominions. A peace holds between the Kavkaz states. Sardjik caravan trade between Sardjikjian, the Great Valley, Sind, Glantri and the distant realms of the lower Yalu River and Hyborea.

429–445 AC: Minrothad's merchants, Sardjik traders and Traladaran immigrants, introduce lycanthropy in the region.

433 AC: Major epidemics of lycanthropy hit Kavkaz and force the authorities to organise hunts in the region.

434–482 AC: Erroneously, the Kyurduks thought responsible for the epidemic. This triggers a new round of war in Kavkaz.

438–454 AC: Traladaran immigrants arrive in the Great Valley. They establish a settlement on the western coast of the Gulf of Hule, their number allows them to be assimilated by the local population. The Olgar clan move north along the Kizil Alacan (Rio Guadiana) and to the west along the Great Escarpment. They stop in the south of Bulzan. The Hulean and Bulzan natives quickly adopt the costumes and traditions, as well as the faith and language, of the Olgar clan. Birthing a new nation.

443–469 AC: Demographic pressures force the Borean tribes to migrate south. They ravage Midlands, the Great Valley and the western lands; their journey will bring them to the lands of the Savage Coast (modern Esudria and Robrenn).

458 AC: Missionaries of the Lawful Brotherhood of the Sendaryan tribes, convert the Monzags to the Way of the Law.

369–600 AC: Tension increases in the Temple of Chaos. The followers of Orumjek "Korotiku" try to gain control after centuries of domination of Bozdogan. These tensions degenerate into an open religious conflict that pits the smaller Huleans against each other.

502 AC: The dominion of Vyatka after assimilating the neighbouring populations is now known as the Kingdom of Zuyevo. It declares war on the kingdom of Visneskaya to the north.

512 AC: Milko Levski leads a revolt of Olgarians against the kingdom of Bulzan plagued by internal political division and corruption. He is proclaimed Levski I of Olgar.

517 AC: Empire of Zuyevo. After 15 years of war with mixed results Zuyevo with the help of the Talmav – former allies of Visneskaya – is able to defeat the opposition. Miska Gureyivich crowns himself Tsar, Emperor of the united kingdoms of Zuyevo and Visneskaya but not of the Talmav lands.

543 AC: Kelsonath Primerider, chief of the Guymir unites the Borean and Hiborean tribes with the intent of invading the rich lands of the south.

571 AC: Invasion of the Midlands by the northern barbarians. The tribes go around Yalu Sea from the west, sacking the Duozbak and Sardjik cities. The Blue Temple in Kiteng is mysteriously spared.

575 AC: The Sendaryan tribes, united with the northern barbarian tribes, invade Hule.

578–600 AC: The army of the united tribes pour into Hule. Realms after realms, cities after cities fall along the invaders' path. The Hulean civilisation itself is threatened. The Monzag tribe founds a new kingdom out of the Hulean and Antasyn territories.

600–603 AC: Reincarnation of Hosad. The return of Hosad stimulates the Hulean's pride and sense of unity. The barbarian hordes are defeated by Hosad's army in the Battle of the Black Lord. The survivors of the northern barbarian tribes are followed and killed. Only a few are able to flee to Monzag, and only a few are assimilated by Hulean society. As the followers of Orumjek tried to use the barbarians in their religious conflict against Bozdogan, Hosad declares their faith illegal. They seek shelter in Azardjian.

THE THIRD IMPERIAL ERA (THE MASTER'S REIGN) 600 AC – PRESENT

603–629 AC: Construction of the Temple of Chaos at Greatrealm in the depths of the Darkwood forest. Consolidation of Hosad's power. Restoration of the Hagiarchy in the great valley, 9 new administrations were created taking the 9 names of the ancient kingdoms.

651 AC: Declaration of the Greatrealm. Hosad proclaims that all the Darkwood and Rockwater (mostly uninhabited) are part of Hule. The new region, called the Janizary Lands, is under military control and will be the new home for humanoids that are to be assimilated into the Hulean Empire.

662 AC: Hulean agents assassinate the sister of King Migen of Antasyn and make it seem the responsibility of the Kingdom of Monzag. King Migen declared war on Monzag.

669–732 AC: The Hulean armies conquer Bulzan and Olgar.

700 AC: The Hulean expansionism in Davania brings about the founding of some colonies (among which is Garganin) on the Davanian coast opposite the Serpent Peninsula. Many Caracasta clans that dwell in this area immediately ally with the Huleans, seeking to conquer new land from the Simbasta and Pardasta tribes.


745 AC: King Migen II asked Hule for aid in his war against Monzag.

746–873 AC: The Long Conquest. The Monzagians fight with all their energy to defend their freedom. The request for aid from the other kingdoms of the Lawful Brotherhood isn't heard as the other kingdoms are occupied strengthening their defences in fear that they will be the next objective of the reunited Hulean forces.

753 AC: The Empire of Zuyevø conquers the tribes of the Tunguska forest.

800 AC: The Hulean colonies on Davania are for the most part destroyed or abandoned following the war against the Simbasta and the neighbouring human city-states. The survivors return to Hule taking with them most of the Caracasta of Davania who were their allies in the past wars. These Caracasta are authorised to settle in the Hulean lands and very soon they begin to represent a valid addition to the Huleans armies.

889 AC: Borderlands Declaration. The Master claims the forested region stretching between Hule and Sardjikjian as part of Hule. This means the end of the western kingdoms of Kavkaz, Dvinzina and Sardjikjian ally to keep this region out of Hule's control.



891 AC: Battle of the Screaming Vale. Hule is defeated, the borders remain unchanged.

913 AC: First tensions between the Empire of Zuyevo and the Yezchamenid Empire that explodes in war with the defeat of the Yezchian forces.

915 AC: A Hulean detachment is sent to invade Dvinzina, the military force is held in check in the hills by the forces of Dvinzina and Sardjikjian.

935–967 AC: Zuyevo's first campaign against the humanoids of the Yazak Steppes. The Tsar hopes to compete with Hule for its mineral riches of the Bylot hills region.

949 AC: A Hulean military expedition was sent to Chengoush, all which returned from the mountains was a cart full of the soldiers' heads. The Master's army will never try to go in there again.

967–976 AC: Zuyevo's second campaign of against the humanoids of the Yazak Steppes.

968–992 AC: The invasion of the Savage Coast encounters resistance from the peoples of the baronies. The Master's army is regularly defeated by soldiers armed with red steel weapons.

975 AC: The Hulean navy is decimated by the fleets of the Savage Baronies and City–States of the Gulf of Hule.

979–981 AC: Zuyevo's third disastrous campaign against the humanoids of the Yazak Steppes, which ends with the retreat of Zuyevo's army due to rebellions within the empire.

998 AC: The Master begins to look to the east beyond the Great Waste for his conquests.

Appendix 1 – The Bleak League

The Bleak League is the largest and best criminal organisation of the Hulean Empire. This organisation is the heir of an old Antasynian thieves' guild based in Leqan. It would probably have stayed a small underground association of Antasynian scum, if not for Leke "The Sloth", a wurmling who assumed leadership of the guild in 893 AC. This wurmling at first organized the guild as one of the principal protagonists in the the Converted Lands by defeating most of his opponents and taking over their organisations. He built a military-like organisation with officers, troops, goals and strategy. His entire underground Empire already put his fingers into every lucrative activity when the Master came into contact with Leke in 963 AC.

When they first met, the two leaders knew that they would be in constant conflict if they didn't strike a deal fixing the borders of each other's activities. After days of intense negotiations, the two reached an agreement that delimits their spheres of activity, the Master promised Leke the exclusivity of all organized criminal activities in the Empire and granted the wurmling the title of Bey of Leqan; in exchange, Leke agreed to give a portion of his revenue to the Empire and provide the Master the use of his criminal network for intelligence purposes. According to the accord, an emissary of the Master was sent to Leqan and a representative of Leke Bey was assigned to Greatrealm, these were to guarantee a permanent contact between the two leaders, but also to gather information on the other's activities. From the day of the accord, Leke was able to expand his underground empire to all of the Hulean Empire and also

beyond, in the Savage Coast, Kavkaz and the City States.

Hierarchy of the League

The Bleak League's structure is of a pyramidal type. The top of the organisation, is composed of a small council headed, obviously, by Leke Bey. Each Council member is himself at the top of a regional pyramid. Each regional sub-organisation is named a wing, they are semi-autonomous, but must follow the general guide lines established by the Head. Each leader of a wing is also a Council member. The wings are composed of small criminal or semi-legal organisations called pawns in the League's nomenclature. These are responsible for the everyday activities. Each of them is autonomous in its territory, but must obey the Council's orders and respect the internal rules when trying to develop new activities or territories.

Conflicts between wings or between pawns are common and concern territory attribution in most cases. When a solution to a dispute can't be negotiated at local or regional level, it is up to the Council to impose a settlement. A pawn or wing leader who doesn't abide to a council decision is most likely to receive the highest punishment: death.

If a pawn or wing leader disappears, the Council chooses who will replace the leader. Usually, it's a close lieutenant or at least someone from the region. In extreme cases, when Leke Bey isn't satisfied with anybody in the local organisation, someone from outside maybe appointed to replace the former head. Leke Bey also has the power to form new wings. Normally, he grants the

Wing status to a well-established family or to someone who has proved his loyalty. This happens on rare occasions and the Council has no power to oppose this type, or another, of decision made by the wurmling. Trusted

The Head & his Stalwarts in Leqan:

Leke Bey “The Sloth” (14HD wurmling),
Head of the League
Gülcin Kasapoglu (C17, of Bozdogan),
Emissary of the Master
Abas “Swiftfingers” Strakosha (T28),
Leke Bey’s right hand man
Pjerin “The Mule” Nuhiji (F27),
Captain of Leke’s private guard
Bozsidan Hrutka (M23),
Leke’s special adviser

The Council

Artan “Digger” Kiuprili (T24),
Head of the Bylot Wing
Ugron “Two Lives” Czobor (T28),
Head of the Kereçul Wing
Corina “The Mistress” Iagar (T26),
Head of the Bradjina Wing
Durukan “The Marmureg Tiger” Soylu (T30),
Head of the Marmureg Wing
Nazöm “The Pestilent” (Orc16),
Head of the Gulf Wing
Mahzun “Ratbone” Zafer (T24),
Head of the Khuur Wing
Bashkim “The Boar” Velo (T22),
Head of the Rosin Wing
Piyar “The Sheep” Waqar (T28),
Head of the Halli Wing
Ezник “Blackblade” Deghtsunian (T32),
Head of the Kavkaz Wing
Sayed “Goldfeathers” Kharsay (officially T25, but 19HD gold dragon),
Head of the Northern Wing

The Wings

Bylot Wing

Headquarters: “The Lucky Vein Tavern” in Zar

Guild Master: Artan “Digger” Kiuprili (T24)

Principal pawns: Krexjà “The Happy Maiden” Tzeka (T15), Head of The Shadow Guild in Chetniu; Sokol “Goldeater” (Goblin 11), Chief of the Sokol’s Raiders” in the southern Bylot Hills; Kogor Markare (Dwarf 10), Head of the Zainovoi illegal mining colonies; Fisnik Thaxhi (F13), Head of the border patrol of Zervar;

Description: The Bylot Wing is among the most loyal wings, it is tightly monitored by Abas “Swiftfingers” Strakosha, the closest lieutenant of Leke Bey, who was the Wing’s former head. Now, Artan “Digger” Kiuprili is trying to get a little more breathing space from his former patron but will refrain from any frontal attack against Leke’s right hand. This wing once was in open conflict with the Bradjina Wing over the control of Chetniu, but Leke Bey entrusted the Bylot Wing with the control of the cities illegal activities in 993, a decision that is still badly felt by Corina “The Mistress” Iagar.

Activities: This Wing’s profits derive principally from the exploitation of illegal mining sites and from the protection of the legal ones. Another important source of revenue is the administration of numerous small casinos and brothels around the mining towns and in Chetniu.

Distinctive Feature: A rune tattooed at the back of the neck

Kereçul Wing

Headquarters: The underground complex under the ruins of the Antasyanian royal palace in Debredladany.

Guild Master: Ugron “Two lives” Czobor (T28)

Principal pawns: Bãnos “By the Book” Szokefaguy (T18), head of the thieves’ guild of Pusztòk; Istok “Rawbeard” Pandy (T15), chief of the Ratpack in Szķarlit; Nexhmije “The Black Rose” Hisari (T17), head of the Prijderel thugs; Csepeł Snowlion (M16), chief of the Oroul tribe; Zeki “Ironmouth” Gencebay (T18), head of the Kolköy connection; Byrta “The Bastard” Ohran (F17), chief of the Tiò Raiders.

Description: The Kereçul wing, also known as the “Monzag Bandits”, has just been recently granted full autonomy. Before, the pawns of Leke Bey in Monzag were divided between the Bylot Wing and the Rosen Wing. But since many local organisations were out of the reach of the Bleak League, Leke Bey decided to strike a deal with Debredladany’s guild master, Ugron “Twolives” Czobor, giving him a much wider area to rule for the profit of the League. Since then, Ugron is a close ally of Leke Bey. Despite his animosity toward the Master who nearly killed him when he was young, Ugron accepts to give information about the rebels of northern Monzag. He hopes, however that somebody will destroy the Master one day even though he wouldn’t risk getting involved in such a scheme.

Ugron’s alliance with a Sendaryan chief is of great value for the Master, since he may use this tribe to attack the others thus diverting them from attacking the northern possession of his Empire. In exchange,

Ugron is allowed to ask for a special tax on any caravan going through his territory.

Activities: The main resources of this wing come from the taxes levied on the commercial activities taking place around the Northern Military Road. Another major source of revenues is the racket industry in the five major cities that the Wing controls (Prijderel, Debredladany, Pusztòk, Szekçarlit and Kolkoy). Finally, a small surplus comes from the illegal trading in furs with the Sendaryan tribes and the raids on remote villages around the Tiò River.

Distinctive Feature: the little finger of the left hand is amputated.

Bradjina Wing

Headquarters: The Fishermen’s Corporation Headquarter in Dishinau

Guild Master: Corina “The Mistress” Iagar (T26)

Principal pawns: Cincinel “One Arrow” Trelles (T20), head of the Umbrar Corporatie in Miriestiu; Aarag Stoneclaws (9HD Hill Giant), leader of the Lotev Hill Band; Gorroz Tornfeet (Orc 14), captain of the Hulean garrison in Irdzhygrad; Count Vulko Batchev (nosferatu, M21), head of the undead fief of Vrancea in the Hills; Oktav Marga (F6, merchant 14), Head of the Negustor Corporation.

Description: The Bradjina Wing once was a autonomous criminal organisation standing on Bulzan’s corporations system, only recently has it been integrated in Leke’s underground empire (in 987). To subjugate the independent organisation, Leke’s thugs have had to kill the head of the Shadow corporation, Adrian Kobori, who also was Corina’s secret lover. She hasn’t forgot about Leke’s order but has avoided truth

from getting to the ears of the wurmling. Only, two “living” beings know about the verity: Count Batchev and Cincinel Trelles. The first prefer to keep the secret since he shares the same hate against the League’s boss, the second is planning to use the secret at the right time to take Corina’s place in the League’s hierarchy.

Currently the relations of this wing with the rest of the Bleak League are cold at best. The loss of Chetniu to the Bylot Wing has been felt like a major reversal and many believe that Leke’s power has been built on the ruins of the once mighty Shadow Corporation of Bulzan. Any kind of means is good to undermine the League’s power. Among those is the secret alliance between Corina and the Olgarian rebels, which she helps with information and intelligence countermeasures against the Master. She hopes that once the Master will be down, Leke will follow short. She also encourages Gorroz Tornfeet to pressurise as most as possible the city of Irdzhygrad so that the local population’s hate of the Huleans will be increased.

The wing is always in a state of semi conflict with its closest neighbours. First, even though the question of Chetniu’s status has been settled, the Bradjina Wing still claim it. Also, there is a rampant conflict between the Wing and its eastern neighbour, the Marmureg Wing, which would like to have sole control over Olgar’s criminal milieu.

Activities: The Bradjina Wing gets its revenues from many sources. Owning the mighty Umbrar and Negustor Corporations guarantees a regular flow of money inside the Wing’s chests. The wing also owns many inns, tavern, brothels, and banks in Olgar and Antasyn. The Wing also controls most of the humanoid raiders of the Yazak

Steppes’ edges through alliance with some of their chiefs. In addition, all the fishermen of the Rockwater Marsh pay a special “protection” tax to their syndicate. Another source of income is somewhat unknown to the rest of the League, since Count Batchev has his own network of alliances with other prominent undead of the Savage Coast, some trade in magical components and human parts is ignored by the Head of the League. However, some agents of “The Marmureg Tiger” have been reported to investigate this trade, if they find that some criminal activities of the Wing aren’t reported, it may trigger another round of conflict inside the League.

Distinctive Feature: Extensive tattoos of dragons or tigers on their back.

Marmureg Wing

Headquarters: “The Castle of Karçij” in the Janizary Lands

Guild Master: Durukan “The Marmureg Tiger” Soylu (T30)

Principal pawns: Tzanko Paskalev (T22), head of the Kulnovo’s Daggers; Ponce “Torero” Linares (F23), Leader of Los Banditos de La Pineda; Toder “The Traitor” Ginchev (T16), Viscount of Bartsja; Durrak “Big Belly” (Goblin 13), chief of the Bayatgal Raiders; Xavier “The Rapier” Marreras (T24), head of the thieves’ guild of Ciudad Morales; Fadöl “Sneak” Çandarli (T22), master of the Iskilü Demons.

Description: The Wing’s leader is the kind of lone wolf who always has been able to achieve what he wanted to without the help of anyone. He had federated most of the actual wing’s possession by himself years before Leke took contact with his organisation. However, Durukan knew

that, alone, he was no match for the League, so he decided to accept Leke Bey's control over his activities, silently wishing to find allies once inside the League. What he has found, though, were more enemies than allies. His wing was rapidly confronted to the Bulzanians of the Shadow Corporation, who already had bought out the Olgarian orcs, thus dividing the control over Olgar's territory. Since then, The Marmureg Tiger has tried to plea his point in front of Leke Bey, who prefers to see this wing's power getting out of hand. Another conflict arose when Nazöm "The Pestilent" founded his own wing independent of the Khuur wing. Problems over the repartition of the control over the Gulf of Hule's pirates appeared and are still to be solved, even though the Marmureg Wing has lost most of its fleet to the Texeiran navy.

Currently, this wing is secretly trying to expand its influence further south along the Savage Coast. The local thieves' guild of Ciudad de Leon and Boa Mansão are already under the wing's influence. Leke Bey keeps a close eye on this evolution, even though Durukan Soylyu, the wing's head, is trying to expand without his approval.

Activities: Most of the wing's income comes from the control of the Southern Military Road linking Hule and Olgar: a high toll is required to pass through the Viscounty of Bratsja. Also, the Wing is involved in some smuggling activities through the Ksars' tunnels. Besides the traditional racket, prostitution and gambling in the cities of Iskilü, Ciudad Morales and Kulnovo, the wing regularly raids the neighbouring villages of the Savage Coast.

Distinctive Feature: A black cloak with a red lining.

Gulf Wing

Headquarters: Galibolü Orcish Reserve

Guild Master: Nazöm "The Pestilent" (Orc16)

Principal pawns: Gökay "Ironheart" Basgil (T22), head of the Basgil family in Azurun; Zeren "Blackbeard" Tural (F18), head of Boyazka's pirates; Mucip "The Humble Lord" Basgil (T16), Yenigaz's guild master; Mehe'rizar Shinerretin (goatmen patriarch), head of the Yehemehertarr clan near Budavik; Radan Vlidanovic (T16), head of the bank of Zagora and Nova-Svoga

Description: The Gulf Wing was created by Leke Bey in a move to thwart the Khuur and Marmureg wings growing influence. It has been given to Nazöm "The Pestilent" to give the Master the impression that his "men" had a word to say in the League's businesses. However, the true power in this wing lies in the hands of the Basgil family. A tightly knit Hulean clan that manages most of the criminal activities in southern Hule. This family has a long history of blood feud with the Zafer family of Khuur and they were never able to work together even under the wurmling's rule. Now that they are in different wings their conflict is less frequent, but the animosity can still be felt.

The Gulf Wing is trying to expand its activity on both shores of the Gulf of Hule but it has to avoid open confrontation with the Marmureg Wing, even though, they are increasingly in competition for the rich Guilds of the Savage Coast.

The current situation of this wing, locked between two hostile and bigger wings, make them totally loyal to Leke Bey whom they need to survive. Actually, the Basgil family is probably the most reliable group of

thieves that “The Sloth” has found in southern Hule.

Activities: The Basgils are the lords of the docks in all the Hulean ports, they control and racket most of the ports’ commercial activities. Also, with their ally, Zeren “Blackbeard” Tural, they can control much of the freight going through the northern part of the Gulf of Hule. Finally, the Wing protect and harbour many humanoids raiders of the southern Black Mountains; in exchange, these groups pay a part of the bounty they plunder in the City-States’ hinterland.

Distinctive Feature: Ear and nose piercing.

Khuur Wing

Headquarters: Khuur’s Catacombs

Guild Master: Mahzun “Ratbone” Zafer (T24)

Principal pawns: Ayfer “The Fairy” Uzunoglu (T18), head of Duskilü’s Guild; Vedat “Stick” Zafer (M17), head of the Zafer family in Jandak; Tosun “Lighthouse” Zafer (T15), head of the Zafer family in Jehrom; Gazrad “Scimitar” Koorzar (Orc 12), chief of the Black Scimitars band near Nuzayre in the Black Mountains; Ejder “The Minion” Çölasan (C16, of Talitha), head of the Assassin Syndicate in Jandak.

Description: The Khuur Wing, also known as the Zafer family, has a long tradition in Hule underground businesses. It has been at the head of most of the criminal operations at least since the Master’s takeover of the Empire. Since then it has been loyal to him and only him. However, it was part of the deal passed between the Master and Leke Bey that this great family should obey to the wurmling’s order instead of being on their own. Since then the family has accepted the

Master’s will but still try to remain as autonomous as possible. However, The Sloth is trying to do all he can to curb this family’s independence. His latest plot has been to have the youngest member of the family, Tosun Zafer, magically subjugated. Young Tosun is now climbing rapidly in the Wing’s hierarchy, and, strangely, his closest parents are all dying from unexplained reasons.

The Master sees his special ties with this family as the best way to monitor Leke Bey’s activities, this is in part why he has put one his most dangerous man, Ejder Çölasan, at the service of the Zafer Family. This is also why the control of the commercial transit through The Great Pass is at the hand of the family through their control of the Black Scimitars’ orcs.

The Khuur Wing is strongly opposed to the Gulf Wing because it harbours the rival Basgil family, it also has had some territorial disputes with the Rosin Wing even though they are at peace right now. The family has strong ties with the Halli Wing with whom they share the profits coming from the control of the Hule to Sind road.

Activities: The families’ revenue comes from many legal, semi-legal and clandestine activities. They are involved in trade, smuggling, gambling, prostitution, banking, racket, production of cloth and glassware, murder, protection; in brief, everything that can bring quick profits might be of interest to them. One of the most paying activities still is the racket and plundering of the caravans at the exit of the Great Pass.

Distinctive Feature: A rune tattooed inside the right ear.

Rosin Wing

Headquarters: Cirkara's Necropolis

Guild Master: Bashkim "The Boar" Velo (T22)

Principal pawns: Meryem "Laura" Coskun (T15), chief of Seyvan's Minstrel of the Night; Ulugh "Crow" Saglam (T18), Magden's guild master; Yurtsev "Lonshadow" Arikan (F18), chief of the Gree River Bandits; Feriha "Velvet Sword" Birand (T14), head of Gölayam's underground society; Yonça "The Black Sister" Killiç (C26, of Korotiku), head of the Underground Temple of Korotiku in Karsun, Eivanjan and Karsile.

Description: This wing is pretty recent if compare with most of Hule's old families. It has been created by Leke Bey to curb the power of the Zafer family. This wasn't done easily however; many succession and territorial wars have taken place before the current guild masters found their way to the top. Most of this wing's higher hierarchical ranks are filled with younger thief who own most of what they to Leke's will. Accordingly, they are, at first sight loyal to the wurmling and to his representative, Artan "Digger" Kiuprili. This is, however, the first impression that these young wolves give to the rest of the League and many of them have greater ambition than staying mere pawns under the order of an Antasyinian leader.

Accordingly, many of them are looking outside their wing to forge secret alliances with other wings, principally with the Zafer family. Also, Eznik "Blackblade" Deghtsunian, of the Kavkaz wing has been known to do some recruitment among the lower ranks of the wing's acolyte, a situation, which has, more than once, nearly

degenerated into an open conflict between the two wings.

The Rosin Wing is currently at peace with most of its neighbours, even though its strongest neighbours are plotting to divide it into several spheres of influence if not direct control.

The Rosin Wing as few direct contacts with the Master and they prefer to avoid the Holy Men since they are clearly closer to the Zafer family than to the young and since some of them have strong ties with the banished cult of Korotiku.

Activities: This wing's activities are under a long process of reconstruction. Years of destructive internal conflicts have left the guilds without too many underground infrastructures left. New criminal networks are to be established, new recruits are to be trained and new communication links are to be set. Only the Temple of Korotiku currently brings some profits in exchange of the Bleak League's protection. Leke Bey is working hard to give the wing more financial autonomy and to build back profitable activities.

Distinctive Feature: A spider tattooed on the left hand.

Halli Wing

Headquarters: The ruins of Chudrapandra's palace south of the Kesret Oasis in the Sind Desert

Guild Master: Piyan "The Sheep" Waqar (T28), chief of the Kesret Camels

Principal pawns: Aamir "Red Dune" Rana (F15), chief of the Desert Pirates; Mudasar "Gerbil" Sajjad (T19), head of the Sajjad clan; Rizwan "Threearms" Younis (F23), head of the Younis clan.

Description: The halli wing is one of the smallest wings of the Bleak League. It is more a collection of brigands of the Sind desert than an organized crime syndicate. But, since their chiefs have found ground for mutually beneficial agreements with Leke Bey, they have accepted to give a little portion of their revenue to the League. Albeit, the control of Leke Bey remains mainly honorific in the region, his allies of the desert, respectful of the desert's customs, will never betray their given word as long as the wurmling respect his own engagements.

This wing is among the most useful for the Master's intelligence operation since it can provide cover for the Master's agents almost everywhere in Sind.

Activities: Most of the activities of this wing are legal under the desert rule, but would be outlawed in most "civilised" country. Their profits come mainly from the bounty taken during raids against the caravans travelling from Sind to Hule or Slagovich.

Distinctive Feature: Urduk desert nomads

Kavkaz Wing

Headquarters: The Sole Tower in Azkora
Guild Master: Eznik "Blackblade" Deghtsunian (T32), Head of the Kavkaz Wing

Principal pawns: Varuzhan "The Black Monk" Trozian (Mystic 13), head of the Poisoners Guild in Ienizvan; Zviad "Hellhound" Chikradze (T18), chief of the Chikradze clan in Houriani; Kamarnik "Kamo" Sezer (F15), leader of the Mountains Skulls in southern Azardjian; Haykush "The Lone Mage" Bozinian (M23), head of the School of Thaumaturgical Arts in Sabirdebi; Ghamil

Saviniev (T16), Member of the Eight in Erdnidze; Irfan "Red Turban" Fadarkan (F18), chief of the Fadarkan family in Bjukhra; Yurdagül "The Widow" Cömert (T22), head of the thieves guild in Erzmin.

Description: Once one of Leke Bey fiercest enemies, Eznik Deghtsunian is now one of his closest allies. The two of them have sign a truce in 996 AC, and, since then, their relations is cloudless in appearance. In fact, the wurmling will never trust his former adversary, but, for the moment, he finds this cooperation beneficent and doesn't own the power basis in Kavkaz necessary to oust the Dvinzinaian from his leading position. From Eznik's point of view, his agreement with The Sloth was only a tactical move, his strategic interest lie into the hands of Remindan, a Kyurduk leader who has sworn to destroy the Master and Hule power. Eznik see in this man an opportunity to increase his own power if Hule is ever to crumble. He is looking forward to take over Leke's organisation in a post-Master Midlands.

The cooperation between Eznik and Remindan isn't known to anyone beside them, in fact, in 1000 AC, few have even heard of Remindan or of his quest. The Master has seen the inclusion of the Kavkazian Wing into the Bleak League as an effective way to monitor the political evolution of the Black Mountains' countries. The Master hasn't been able to find any charges against Eznik and the Holy Men see him as a reliable instrument of power in the region.

Most of the relations between the Kavkaz Wing and the rest of the Bleak League are peaceful. Only with the Rosin Wing did the Kavkazians have had some dispute over the status of Erzmin. It is also said that

problems have aroused between them and the Northern Wing, but if these rumours are right, then, the dispute were settled locally and didn't involve Leke Bey's intervention.

Activities: The Kavkasian wing is involved in a multitude of activities throughout the region, but its most productive activities are the smuggling of magical items and the trade of rare magical components. Since this wing is far more decentralised than its counterpart, many local criminal activities are left at the hands of the pawns and are rarely reported back to the head (sometimes due to the Wing's leadership interference, but sometimes simply because no one but the local thugs know about these activities).

Distinctive Feature: all members of the wing wear a golden curved dagger at their belt.

Northern Wing

Headquarters: The Bazaar in Kiteng

Guild Master: Sayed "Goldfeathers" Kharsay (officially T25, but 19HD gold dragon)

Principal pawns: Immedin Gosbodar (F9, Merchant12), head of the Gosbodar family in Durfan; Khardan Abimelik (T12, Merchant 9), head of the Bazaar in Zhorog; Alishaer "Camel Breath" Niyazi (T19), head of the Special Guard in Tachgoun; Oraz "Sharp Sabre" Shtoïk (F20), leader of the Midlands' Rovers; Kamil "Darokin" Djaev (T9, Merchant 15), head of the Djaev family in Nyabur

Description: The Northern Wing is more a merchant guild than a criminal syndicate. However, given that the Sardjik merchants' activities are always at the edge of legality, they were the one that Leke Bey called when

he decided to extend his League Northward. The Sardjik merchants viewed this alliance as an opportunity to enhance their business security throughout the Hulean region, and they did. Not only did this alliance help them to oust the local concurrence in the region, but it also protected them of the ban on foreign trade decided by the Master. This is why the Sardjik merchants recently acquired a near monopoly over the trade industry in the Midlands.

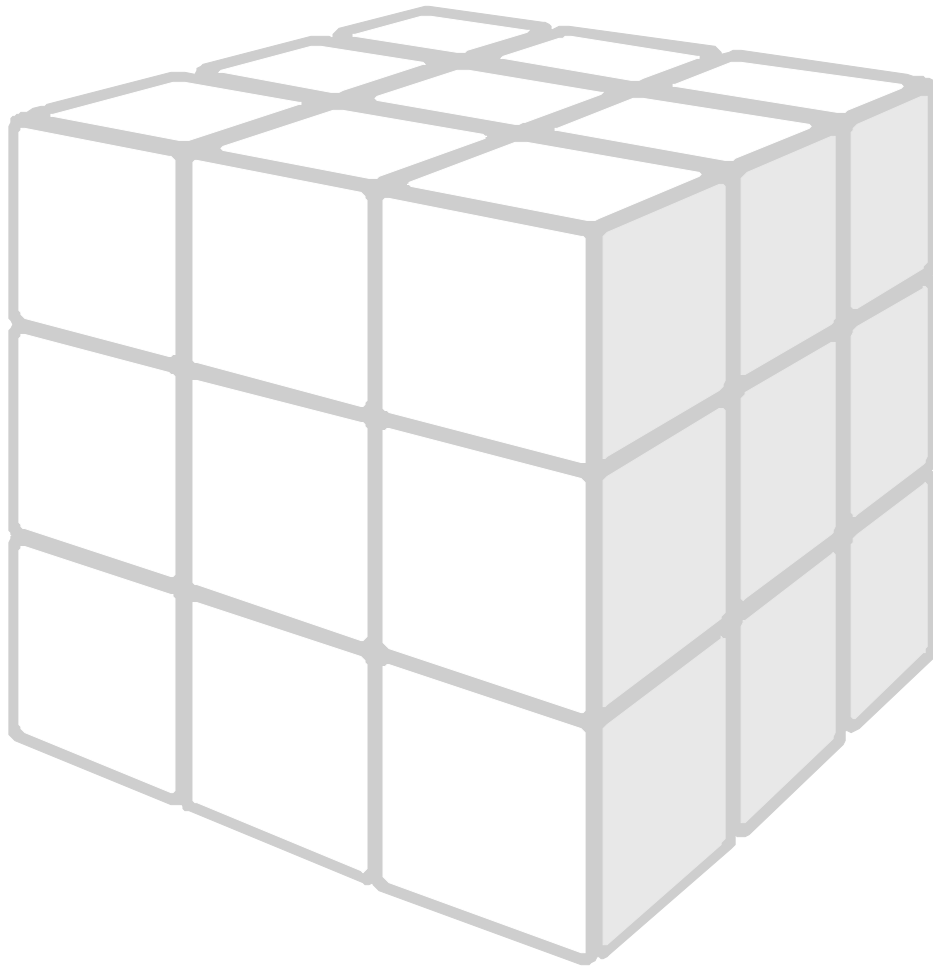
Changes at the head of the Bazaar in Kiteng, have brought change to the nature of the relations between the Northern Wing and the Bleak League. The election of the prominent merchant Sayed Kharsay at the head of the Bazaar, has brought a strong opponent of the Master – although he isn't openly- at the head of both the Bazaar and the Northern Wing. Sayed Kharsay is, in fact, Kharsay a powerful dragon ruler who has set his own kingdom near Sardjikjan. Kharsay has been contacted by Hartok Stormrider, a tribe leader who is trying to confederate the Northern Nomads into a new invasion force, they have discussed the possibility of an alliance that would protect Sardjikjan against the nomads when they will attack Hule, which is the official goal of the nomad leader.

The two weren't able to keep their alliance secret, however, Leke Bey has learned about the deal and has informed the Master about it. For the moment both are waiting to see if Kharsay is going to deepen his alliance, they are also preparing to try to subjugate him, a task that the Master has successfully done with lesser dragons, but Kharsay is another kind of game.

Activities: Most of the Northern Wing activities revolve around trade and banking. Some brigands are used to discourage

competition from alien merchants in the territory of the wing, but such criminal activities are sparse. Every kind of activities involving violence are the task of the assassins' guild of Kiteng or Tachgoun who are held under permanent contract by the Wing.

Distinctive Feature: Each member of the wing wears the same engraved ring on the left hand's middle finger. On the ring is inscribed the person's rank in the Wing's hierarchy as well as the name of that person's family or sub-organisation.



Appendix 2 – Bulzanian Religious Sects

The Patriarchs

(Church of Bulzan, the Agrarian Faith)

The Patriarchs' is the largest order among the faiths in Bulzan and one of the oldest. Its principal aim is the respect of the old Bulzanian ways and the development of the Bulzanian nation through procreation, colonisation and war. Its ultimate objective would be to revive the power that represented Bulzan during the fourth century BC. The Patriarchs spread a philosophy of respect for the elders and encourage the cult of the ancestors. They hold that all people should be able to increase their happiness through hard work and the respect of the established institutions. For them, the only way for anybody to grow is by facing the obstacles that are always sown on the path to happiness. People must accept these obstacles and try to succeed by their own means without seeking outside help. The Patriarchs believe that religion is so important in everybody's life that it should have a more important place in Bulzanian politics. It ignores the other sects and considers them a distraction that takes the Bulzanians from the rightful path and this puts them in conflict with the majority of the other sects.

Immortals revered:

- Dazhbog (Ixion) – Perun (Odin)
- Gozhar (Razud) – Taras (Tarastia)
- Matka (Terra) – Jarila (Valeria)
- Forsetta–Dzarovit (Thor)
- Striborg (Cretia)

Delegates to the Council: Dragos Iorgan (C28, of Razud), Tibor Mazilu (C25, of Odin) and Felicia Torok (C18, of Terra)

The Cult of the Builders

(The Craftsmen Church)

This is a genuine urban Bulzanian cult dedicated to the Immortals that favour creative activities, crafts or arts. Most of the sect's followers are found in the craftsmen organisations. Its philosophy strongly supports creative activities and sees creation as the only way to avoid living an absurd and senseless life. Creation is viewed as a divine act that brings humans closer to the Immortals and give them a part of immortality as their creation will survive their mortal end. This cult is animated by the idea that, if all the people in the world create just one thing the human race will regain their lost time and demigod status [a reference to the technological age of Blackmoor]. The Cult of the Builders is strongly opposed to all the chaotic or evil faiths that seek to destroy or change any type of creation.

Immortals revered:

- Steriag (Asterius) – Svarog (Kagyar)
- Svarozhic (Rathanos) – Karzelek (Garl)
- Weles (Tiresia) – Doregar (12 Watchers)
- Palarok (Palartarkan)

Delegates to the Council: Steliana Kobori (C25, of the 12 Watchers), Emil Vulpes (C21, of Tiresia) and Virgilio Toda (C16, of Kagyar)

The Woodland Cult

(The Way of Nature, the Forest Church)

This is one of the oldest sects of Bulzan. Its followers are found mainly in the forested areas and around Rockwater. The followers of the Forest Church place a particular

importance in the conservation of the forests and their inhabitants. The sect's philosophy enjoins to live in a way that will not disrupt the balance between man and nature. It is seen as a peaceful Church where war is viewed as a threat towards nature. However, its followers are quick to fight to protect the forests. This sect is secretly opposed to the Master and sees his Greatrealm declaration as the first step towards the destruction of the great forest of Niwhelm (the Dark Wood). It is also opposed to the Patriarchs and the Cult of the Builders as these two faiths represent for them a threat to the balance between humans and nature.

Immortals revered:

- Bilbog (Djaea) – Yarilo (Faunus)
- Svaroz (Ka) – Simargl (Ordana)
- Mati (Terra) – Simorg (Zirchev)
- Chiron – Lado (Frey) / Lada (Freyja)

Delegates to the Council: Mattias Dobre (C27, of Ordana), Tibor Bojin (C24, of Zirchev) and Zaharia Osadci (C17, of Djaea)

The Temple of Chaos

Brought to Bulzan by the Hulean armies and settlers, this faith is important among the Hulean population of Bulzan and in the criminal organisations throughout the country. This faith is in open conflict with the Way of the Law. It is also against the Fiendish Cult that seeks to take its place in Bulzanian society. The relationship with Patriarchs is also rather tense.

Immortals revered:

- Bozdogan (Loki) – Yalamenek (Masauwu)
- Savashan (Orcus) – Veleketer (Alphaks)

– Eylenmek (Faunus) – Yazibali (Talitha)

– Buyulome (Thanatos) – Guzelik (Pearl)

Delegates to the Council: Dilara Kazaz (C22, of Loki), Ekber “The Choleric” Nursel (C22, of Alphaks) and Harika Lacusta (C17, of Talitha)

The Way of the Law

Brought in by missionaries that wander the northern plains and by Sardjik merchants, this cult has the favour of some city-dwellers mainly in the administrative circles and of the semi-nomadic Bulzanian communities on the border with the Yazak Steppes. The followers of the Way of the Law and of the Temple of Chaos are always opposed, at times with violent conflict.

Immortals revered:

- Odin – Thor
- Terra – Frey
- Ka – Diamond
- Freyja – Ostara

Delegates to the Council: Magda Beklea (C20, of Freyja) and Vlad Mazilu (C18, of Odin)

The People's Temple

(The Church of the Scriptures)

This sect is dedicated to the goal of establishing a greater equality in Bulzanian society. It encourages learning as an instrument of political emancipation and the end of the strict corporative system. It is particularly active when it comes to helping the poorest Bulzanians and it is possible to find its members in the Dasarian shelters committed to teaching the people. For them everybody is equal at birth and should have the same chance to develop through learning. For the followers of this sect, the

only thing that distinguishes the sentient races from animals is their capacity to learn. The ultimate life goal for this religion is to add to the world knowledge by one's experiences, studies or achievements. Many Bulzian scholars are part of this sect. This sect is opposed to the conservatism forces in Bulzian society, be it the Patriarchs or the Corporations. It has good relations with the forces that seek to aid the Bulzian poor like the "Proscris" of the Dasarian shelters.

Immortals revered:

- Dodola (Diulanna) - Bilbog (Djaea)
- Swaroz (Ka) - Khoron (Khoronus)
- Volos (Koryis) - Taras (Tarastia)
- Dvorov (Ssu-Ma)

Delegates to the Council: Mihas Grul (C22, di Ssu-Ma) and Adelina Ilie (M19)

The Church of Traladara

Found mainly in southern Bulzan, this faith was brought by the Traladaran colonists during the fifth century AC. Its tolerance and the belief of a Golden Age to come for the Traladarans and their allies characterise it. Since 983 AC, when the troubles started by the Church of Traladara in Olgar were quelled, the Church of Traladara was outlawed in Bulzan.

Immortals revered:

- Halav - Petra
- Zirchev

The Dasarian

This philosophy comes from a by now semi-extinct western civilisation. It seeks the ultimate victory of good against the forces of evil. It is a minor cult in Bulzan but

it provides shelter and care for the poorest Bulzians. It is particularly opposed to the Fiendish Cult.

Immortals revered:

- Chardastes - Tarastia
- Patura - Terra

Delegates to the Council: Janos Troester (C19, of Chardastes)

The Fiendish Cult

This sect would probably be hunted down in many other societies, as its followers place their faith in the hands of the worst immortal creatures. But, in Bulzian society, they are seen as a part of the natural balance of the world as long as they don't cause too much destruction. This sect has its roots in the belief of the tribes that demons, were once in conflict with the Yazak cities. It is dedicated to the goal of destroying all living things. It despises everything that can extend the reign of the living in the world. Its philosophy is somewhat nihilistic views the destruction of everything as a legitimate life goal. Usually this sect is torn apart by internecine rivalry, but, as currently a cleric of Swiatonid (Atzanteotl) is the head of the sect, their approach is more methodical and clever.

Immortals revered:

- Swiatonid (Atzanteotl) - Baba Jaga (Nyx)
- Triglav (Demogorgon) - Chernobog (Bartziluth)
- Rugievit (Bagni) - Leptar

Delegates to the Council: Aurel Paraska (C23, of Atzanteotl)

Appendix 3 – The Guardian Spirits of the Converted Lands

Guardian spirits are ethereal creatures found everywhere in the Converted Lands' rural areas. People tend to respect them and give offerings to appease them or to bring their protection upon the household. The worshippers of the Bulzanian Agrarian Cult (The Patriarchs' sect) are particularly disciplined when it come to the respect due to the different kind of spirits. Guardian spirits of the Converted lands are helpful if correctly respected but can become annoying or even deadly if someone's behaviour offend them.

The way to get a guardian spirit to watch over an area is somewhat the same for all kind of spirit, though the nature of the offerings and the ritual may change a little. The oldest family member to the next generation usually tells the rituals. The daily offerings needed to get a guardian spirit in a specific area are usually made of goods worth between of 10 sp per day, for a peasant family, and 10 gp per day, for a rich family. Each day in which the correct rituals are made brings 1% of chance that a spirit will come with a maximum of 60%. Every skipped day reduce the chances of getting a spirit by the same 1%. If somebody fails to do the correct rituals during a week or more, his chances are brought back to 0%, and the entire process must be redone from the beginning.

Once a guardian spirit decides to live in a building or area, offerings of the correct nature to the spirits must still be made daily, otherwise some of the bad aspects of the spirits may materialise. As for the offerings needed to bring a guardian spirit, the

standard daily offering needed to keep a spirit varies in function of the wealth of the household or person doing the ritual. Failure to do the offerings and rituals brings a daily cumulative 5% chance that the spirit will leave or be angered (the spirit will leave on a roll of 1-4 on 1d6, and be angered on a roll of 5 or 6). There is no way to keep a guardian spirit from leaving once it has decided to do so and a new one must be summoned. An angry spirit won't leave on the spot, he will try to play tricks against his former masters or even hurt them, his protection against evil will disappear and it won't give any great power. There is two ways to get rid of an angry spirit: to destroy him in combat (their combat statistics are given at the end of the description) or to appease him. To appease a guardian spirit, one must give two times more offering to him during at least a week, after this lapse of time the spirit may simply leave, he may be appeased and will grant back its powers, or he may stay angry, then the only way to get rid of it would be to destroy it.

Normally, an angered spirit won't attack on the spot, it will prefer to play malicious tricks to the entire household. However, if someone tries to destroy it, it will materialise and defend itself with the last of the energies. In combat, only magical weapons can reach the guardian spirit ethereal substance. Also, spirits are immunised from any mind-controlling spells.

All guardian spirits have two kind of magical powers. Their common power is to protect from evil (the same way as the clerical spell Protection from Evil 10' radius) the entire

building or area in which they live. This common power is in effect as long as they stay in the building or area that they have to protect or as long as they aren't angered. The second, the greater power differs from one kind of guardian spirit to the other and is not automatically granted to the summoner or to the area where the spirit lives. For it to be used, the summoner of the spirit must prove his total worship by giving additional offerings and rituals. For the guardian spirit to accept to use its greater power offerings must be multiplied by three as should be the time allowed for the rituals. This must go on for at least a month, after which there is a cumulative 5% per day that the spirit will accept to use its greater power. Usually, guardian spirits can't use more than four times their greater power in a given year.

As ethereal creatures, they are invisible most of the time, however, each spirit has its own preferred material manifestation, which it will utilise to reward or to punish people. The presence of a guardian spirit in a particular place can always be discovered by a Detect Magic spell. There are currently four different types of guardian spirits, each of which inhabiting a different place and interacting with human in different ways.

Bannik: Bathhouse spirit. In the Converted Lands, bathhouses are like saunas with an inner steaming room and an outer room for changing. They are dark and frightening and like many scary places, are considered perfect for divinations. They are also the place most often used for child-bearing. No newborn is left there long, though, lest the fairies would steal him. No religious icons are allowed in the bathhouse, neither, as they may offend its true occupant - the Bannik. It is customary to offer every third

firing of the sauna, or sometimes the fourth to the Bannik. One did not want to disturb him while bathing, though, or he might just throw hot water on them. Other times he would use his sharp claws to flay his victim alive. Besides a firing of the sauna, they like offerings of soap, and fir branches. The Bannik usually takes on the ethereal appearance of a member or friend of the family.

The Bannik is responsible for the protection of the bathing house and of its users; its Protection from Evil power extends to the entire building and may be enjoyed by any of its occupants if they do the required offerings and rituals. It manifests himself in times of danger to warn people using the bath. The greater power the Bannik may grant to somebody is the ability to Commune, as with the clerical spell. The person must ask three questions, which the Bannik will answer to by yes or no.



In combat the Bannik will take the material form of a big dog with steam coming out of its ears. A successful attack made by the bannik will result by the paralysis of its victim (for 2-8 turns), Fortitude DC 14.

HD: 6d6+6, hp: 30, Spd: 20 feet, fly 60 feet, AC: 14 (11 nat + 3 Dex) touch 14, flat-footed 11, attacks: 2 claws (1d6/1d6 + paralysis Fortitude DC 14), Chaotic, Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 13.

Domovoi and Kikimora: Male and female house spirits. The Domovik and kikimora are the commonest spirit to be found in the Converted Lands. They usually live in the attic, behind the stove, under the threshold or in the stables or cattle barn. They are thought to be responsible for all domestic prosperity and tranquillity and finish chores when family members forget. They will howl and moan to warn of approaching trouble, and pull hair to warn a woman in danger of abuse from a man. He can be heard laughing if good times are ahead, and if you hear him strumming a comb, there is a wedding in the future. The Domovoi should be fed nightly or he may cause trouble, much like a poltergeist. Usually, if neglected, he will simply leave. To attract a domovoi, one should put on his finest clothing, go outside and say “Dedushka Dobrokhhot (grandfather well-wisher), come live with us and tend the flocks.”

Special care is taken in the Converted Lands to only obtain pets and farm animals in the Domovoi’s favourite colour. Each new horse is introduced formally to the Domovoi for the spirit took especially good care of the animals he liked but tormented the ones he didn’t.

When a new house is built, the owner would put a piece of bread down before the stove



went in, to attract the domovoi. When a person moved, the coals from the stove were taken with them and the formal invitation “Domovoi, Domovoi, don’t stay here. Come with our family” is recited to ensure that the Domovoi came along to the new home. Salted bread, wrapped in a white cloth will appease the domovoi as will putting clean white linen in his favourite room - an invitation to eat with the family. You can also hang your old shoes in the yard to brighten the Domovik’s mood. The domovik and kikimora usually resembles in their material form as a male or female head of household, living or dead. If he shows himself, it is usually to warn of death. He can also be heard weeping when death approaches a member of the household.

In addition to their power to protect the entire household from evil, Domovoi may also use its *Cureall* greater power on any member of the household four times a year. Also, any food or water brought into a building inhabited by a Domovoi will be purified as with the clerical spell *Purify Food and Water*.

In combat, the Domovoi will keep its human appearance and throw anything at hand (pots, pans, utensils, chairs, etc) against its opponent. One gaze of the angered Domovoi is enough to get a mental disease (-2 to Intelligence, the character will feel down and desperate, there is even a risk that he may try to commit suicide, until the disease is magically cured) Fortitude DC 13.

HD: 5d6+5, hp: 26, Spd: 20 feet, fly 60 feet, AC: 13 (10 nat + 3 Dex) touch 13, flat-footed 10, attacks: 2 missiles or gaze (1d8/1d8 or disease), Neutral, Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 13.

The Kikimora dislikes lazy women and protect good housewives, rocking their babies during the night. In a house where neglect reigns the kikimora subjects its inhabitants to every type of harrasment and she spins at night making the spindle whistle. It is said that a person that sees a kikimora spin at the house's entrance is destined to die soon. To placate the kikimora's wrath you have to wash all the pots and dishes with male fern. A pierced stone or a bunch of juniper twigs, hung over the hen house, would be the remedies needed to protect the eggs.

The kikimora is portrayed as an old woman with a long nose like a bird's beak and with chicken legs. The word kikimora means evil mora spirit, this latter indentifiable as a sort of nightmare. When the Kikimora inhabits a house, it lives behind the stove or in the cellar, and usually produces noises similar to those made by mice to obtain food. The normal Kikimora is usually accompanied by her male counterpart the Domovoi, of particular note is the Kikimore of the swamps which instead are the mates of the Leshii.



As well as the power of *protection from evil* the Kikimora can *cure disease* in a family member 3 times a year. Kikimoras don't attack openly, preferring to cast *sleep* spells and tormenting the sleeoing victim.

HD: 5d6+5, hp: 26, Spd: 20 feet, fly 60 feet, AC: 13 (10 nat + 3 Dex) touch 13, flat-footed 10, attacks: 2 claws (1d6/1d6 + paralysis Fortitude DC 13), Chaotic, Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 13.

Dvorovoi: Yard spirits. Like the domovoi, his material form usually resembles the male head of household and has preferences as to the colour of pets and livestock. He is usually malicious and sometimes, but not often, deadly. Placing a shiny object appeases him, slice of bread and piece of sheep's wool in the stables while saying "Master Dvorovik, I offer you this gift in gratitude. Please look after the cattle and feed them well."

The dvorovoi protect the entire yard or field from evil. If correctly and rigorously served he can also accept to use its powers of *Growth of Plant*, as the magic-user spell and of *Growth of Animals* as the clerical spell (each of which may be ask and granted up to for times a year).

In combat, the dvorovoi keeps its human manifestation attacking with bare hands. However, its blows are so powerful that they may even affect the best-protected person. Also, a successful hit will paralyse the victim if they fail their saving throw (Fortitude DC 14).

HD: 7d6+7, hp: 35, Spd: 30 feet, fly 90 feet, AC: 15 (12 nat + 3 Dex) touch 15, flat-footed 12, attacks: 2 fists (1d10+2/1d10+2 + paralysis Fortitude DC 14), Chaotic, Str 14, Dex 16, Con 12, Int 12, Wis 13, Cha 13.

Ovinnik: Barn spirit. The threshing barn of the Converted Lands is a 2 story building with a furnace entrenched in earth on the first floor and the second floor for drying the grain. It is ruled by the ovinnik. You could sometimes hear him laughing or barking like a dog from the corner of the barn in which he lived. Offerings of blini or the last sheaf were left to him. If angered, he is



known to burn down the barn, usually with its owner or the owner's children in it.

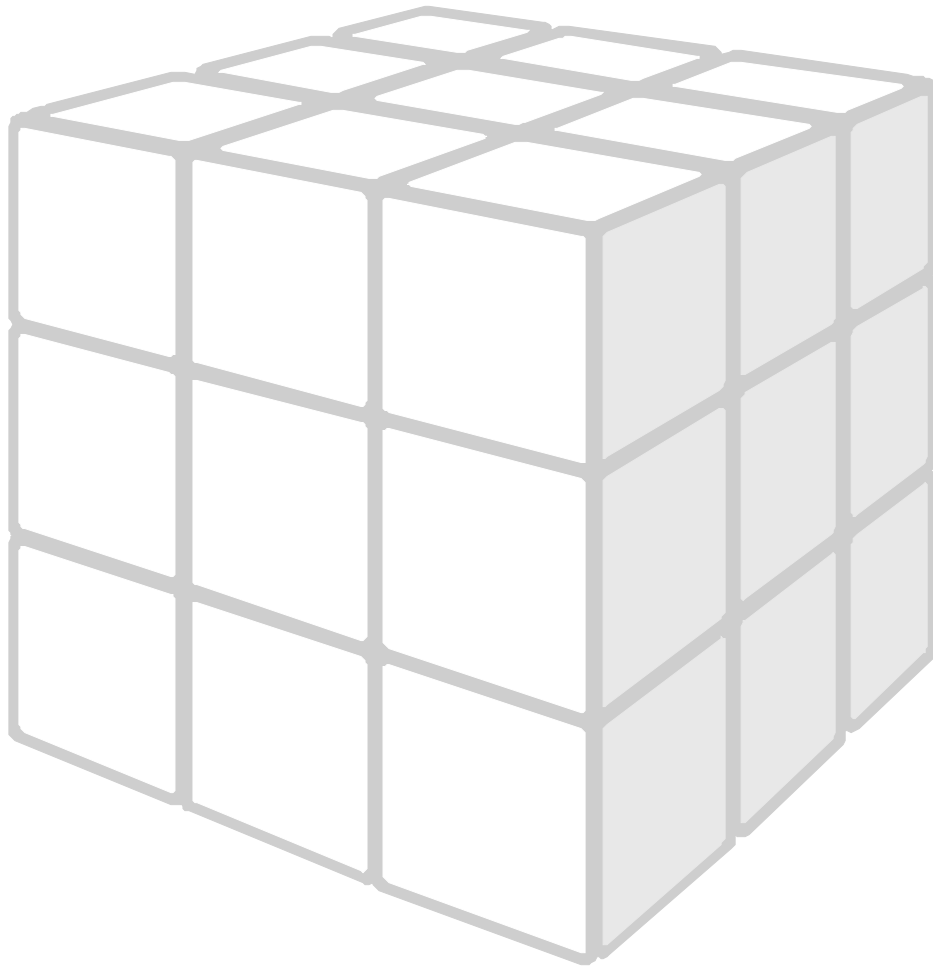
The ovinnik protect the barn and the people inside it from evil, it also grants the building the power to Resist Fire as the clerical spell does. The greater power of the ovinnik is the

power to Create Food as a cleric of the ninth level.

An angered ovinnik will appear as a huge dishevelled black cat with burning eyes. It will attack with its claws, but can also breath fire once every two rounds. The fire breath causes only 1d10 damage but will ignite any kind of paper, cloth, wood or straw that it touches, thus adding 1d2 damage per round

to the bearer of such an item unless the fire is brought down.

HD: 5d6+6, hp: 25, Spd: 30 feet, fly 90 feet, AC: 13 (10 nat + 3 Dex) touch 13, flat-footed 10, attacks: 2 claws or breath (1d6+1/1d6+1 + fire breath), neutral, Str 12, Dex 16, Con 12, Int 12, Wis 13, Cha 13.



Appendix 4 – Woodland Folk and Spirits and Guardians of the Fields



The Hulean region known as the Converted Lands comprise the western kingdoms that surround the Janizary Lands, is a region full of magical creatures who were forced out of the Dark Wood by the power of the Master's evil. The woodland creatures were forced to seek hideouts throughout the region, with the hope of returning to their land once the Master has been defeated. As most of the forest-covered southern region had been deforested to create fields for the human agrarian societies, these woodland creatures had no choice but to interact with the region's humans.

This constant interaction between humans and woodland creatures and spirits has forged the rural culture into one of deep superstitious beliefs based on the constant use of small magical rituals. If, initially,

these rituals would make any serious magic user laugh, they shouldn't be taken lightly and can have important effects on the everyday lives of the region's common folk. When travelling in the Converted Lands, it is important to remember that magic is everywhere and that the simplest ritual can hide a significant spell or summon magical entities.

The Woodland Folk

The woodland creatures of Niwhelm were forced to abandon their forest when the Master took control of Hule four centuries ago. Since then they have been forced to merge into the surrounding human societies or flee into the cold Zdredanyan Forest. All kinds of woodland creatures can be found in the Converted Lands, some are highly

integrated into human society, while others, more secretive, have preferred to remain hidden in the smaller woods that dot the entire region.

Centaurs: The more popular man-horse people are probably the Niwhelm inhabitants that have most easily melded with the surrounding human communities. Although this cohabitation isn't always problem free, centaurs can be found around most of the villages that are close to a wood or forest and also, in rarer occasions, in cities. The largest community of centaurs in the Converted Lands can be found near Chetniu in Bulzan, in the forested hills of Gur Zorab in Antasyn and in northern Monzag, where they collaborate with the rebels fighting the Huleans.

Wila (Dryads): Adventuring dryads are present throughout the entire region mixing with humans whilst keeping their secret identity hidden from their human counterparts. Hamadryads, or dryads attached to a soul-tree, can, however, only be seen in the deepest forests of northern Antasyn and Monzag.

Satyrs (Fauns): Satyrs usually don't interact too much with the human communities of

the Converted Lands. Their chaotic behaviour usually doesn't help them to integrate into some of the more "civilised" areas. However, the Master's control over Niwhelm has forced them to flee to safer areas, closer to human communities. Many of them have found refuge in the part of the Dark Wood on the border with Olgar, others fled to La Pineda or to the Marmureg Wood to the south of the Empire, and a final group decided to brave the climate of the Zdredanyan Forest in northern Antasyn and Monzag. A small group of satyrs to settle in the Antasynian communities near Leqan and Gur Zorab, there, they were able to mix into the local population and adopt some of their customs even though animosity is still palpable between the two races, particularly in the evening, after the closing of the local taverns.

Kurin (Hsiao): the legendary Sage-Owl of the Converted Lands is a respected and revered creature throughout the region. Although there are few in the region (the Master has ordered his army to eliminate them on sight) they are very important in the region's customs and beliefs. People usually visit them in their hideouts to ask for advice or for their great knowledge. Some of



them are known to be among the most powerful magic-users in the Converted Lands.

Leshii: A Leshy usually appears as a tall human (large size), but is able to change their size from that of a blade of grass (Diminutive size) to that of the tallest tree (Gargantuan size). It has long hair and beards made of living grass and vines, and it is sometimes shown with a tail, hooves and horns. It has palid white skin that contrasts with its bright green eyes. A Leshy has a close bond with the grey wolf, the king of beasts in the folklore of the Converted Lands. It is also said that they are often seen in the company of bears. They are the Lords of the forest and carry a club to convey their status. It has blue blood, which gives its cheeks a bluish hue. Legend describes it as having a red scarf and their left shoe on their right foot when taking the semblance of a common human. They are also known for having no shadow. At times they are said to have wings and a tail and are covered in black hairs. Many describe them with goat hooves and horns like fauns. They are usually described as having green eyes. The Leshii can assume the form of a familiar person and seduce them with the sound of their voice. Once in their domain, they could tickle their victims to death. They can also become a hare, a wolf, a bear, a raven, hog, horse, cockerel, a fir or a mushroom. The Leshii

love trees and it is said that they have been heard weeping after a tree has been felled. They are the protectors of the forest and all its creatures.

The Leshy is the wood's evil spirit. No one exactly knows their original appearance, but it is said that they look like particularly ugly and big winged fauns. The Leshii are able to use *Polymorph Self* at will into any type of non-magical forest being (plants and animals) or humanoid form. They can also use a charm similar to *mass charm* once per day. They are usually accompanied by a small pack of wolves (1–8, normal) or, in rarer occasions, with one or two bears (black or grizzly). They are opposed to treants and challenge them if they are found in the



Leshy's territory. Their preferred food is young fairies and dryads, although they don't dislike grabbing a human for dinner or just for the fun of seeing it suffer.

The Leshii are the traditional adversaries of the treants for the control of Niwhelm. With the arrival of the Master of Hule, they reached an agreement with him, the Dark Wood would be protected from further human expansion in exchange for the Leshii's alliance with the Master. Leshii can be found mainly in the Dark Wood and in the surrounding woods and, less frequently, in the Zdredanyan Forest or in the wooded valleys of the Black Mountains.

They are masters of shapechanging but have two main forms, a large sized winged satyr and a large sized humanoid with a club. The transformations work like the *alter self* spell, the change in size like the enlarge person or reduce person spells except for the second they can only change their size by up to three categories.

HD: 8d10, hp: 90, Spd: 30 feet, fly 60 feet, AC: 15 (-1 size + 4 nat + 2 Dex) touch 15, flat-footed 13, attacks: 2 fists or club (1d8+7/1d8+7 or club), Chaotic, Str 21, Dex 14, Con 15, Int 6, Wis 10, Cha 7.

Musail (Treant): Before the arrival of the Master, Niwhelm (Dark Wood) had been a great forest full of treants who protected the forest's smaller beings. Now, it is rumoured that some of them stayed in the Dark Wood to fight the evil forces brought in by the Master, but most of them had been


destroyed or forced into exile in the northern Zdredanyan Forest by the growing power of the Leshii. Surviving treants of the Converted Lands tend to be quite angry about their situation and protect more jealously than everywhere else their territories. They can be seen mainly in the forests stretching from northern Monzag down to Zorab Gur in Antasyn.

Poludnik (Wood Imp): Wood Imps are rare in the Converted Lands since, unlike the rest of the Woodland Folk, they accepted the Master's Rule and even cooperated with him like the Leshii. As they revere the same entropic Immortals as the Huleans, they agreed to serve the Master as long as the Dark Wood is protected from excessive development. It is said that they, with the Leshii, now rule the entire forest of the Dark Wood as agents of the Master.

The Fair Folk: Pixies, sprites, pooka, and the rest of the Fair Folk aren't usually seen near human settlements. However, as the number of undead and humanoids grew in the Dark Wood they were also forced to flee from Niwhelm. Before the Master's arrival in the forest, there were three great fairy kingdoms in Niwhelm: Bram, Ja and Minuar. The first two were forced to leave in hurry to the Zdredanyan Forest in northern Antasyn, the third one caught off guard by the sudden arrival of skeletons and goblins on its territory was decimated and its population was forced to merge with the dwindling Fey Kingdom in La Pineda.

Appendix 5 – The Grand Master of Hule





There are many rumours about the true identity of this mysterious character, surely the most well-known that is spread on purpose by his Holy Men is about Hosad's reincarnation but in secret the legends on his true identity have spread and many of his opponents engage adventurers to enquire about every single clue. In fact, acting purely from the Empire's capital, Greatrealm, few have seen the Master's appearance but those few describe him as a man of about 50 years with a hard face and eyes that shine with an inner light that express wisdom but also scorn. He always wears a dark cloak that he decorates in glowing magic runes with a long mage tunic underneath. It isn't known if his powers are clerical, as may be thought as he is at the head of Bozdogan's faith or if he is a powerful mage as many others suppose. But the wilder myths describe him as a monster that has taken human appearance or even an undead. In Slagovic they recount a story, a caravan travelling from Sind during a sandstorm found refuge in some ancient ruins, managed to find the way into what looked like an ancient pyramid of which only the truncated base remained, every writing or symbol was irreparably ruined. Desperate because of the storm's increase they forced entry and sought refuge inside. Inside they found a wide hall, statues and columns were destroyed only an inscription, incised on the only dor within the hall seemed salvageable. Spending a night and the following morning they found that only

door open, at roll call 5 of their companions were missing and in particular one of these had last been seen near the closed door. Within the room they found a sarcophagus, broken pots, some traces of cloth similar to pieces of bandage and a parchment on which their companion had evidently copied the inscription. As soon as the storm calmed they left the ruins which were never found again. It may be asked what all this has to do with the Master of Hule, well as soon as he arrived in Slagovich the caravan leader wanted to enquire about what was written on the parchment, found an elder of the Ksars people who was abducted as a child by humanoids and later luckily freed and taken to Slagovich. The elder knew how to read the strange language or it was at least similar to his. The writing told the story of a man who had rebelled against the laws of his state to profess the faith of another Immortal, had for years wove deceptions and plots to increase his followers and revolted against the authorities. His plan was discovered and he and his followers condemned, who committed suicide before the sentence was executed and because of this he was cursed to suffer his punishment in undeath and underwent the process of mummification, was known and called by his followers by the title of Grand Master. Now that this ancient people have disappeared and nobody remembers anything about them. Whether or not this story refers to the Master of Hule nobody knows.

GAZETTEER

GREAT HULE & KAVKAZ

This module describes the populations that live in the regions to the south of the Midlands, to the west of the Great Waste, to the north of the Savage Coast and to the east of the Yazak Steppes.

This huge territory has always been fought over by the various populations that have passed through it and that have chosen to settle down there, sees two large countries today. Most of the region is called Great Hule, the expanding Empire that controls the Great Valley of the Nine Kingdoms and the western kingdoms that fall under its shadow.

To the east on the Black Mountains is Kavkaz where five proud Kingdoms resist Great Hule's expanding Empire.

Religious wars and barbarian invasions have marked this territory for millennia and while peace seems far off, war seems only to awaiting a trigger and this time the objective seems to be to the east.