

Gaz F10

VAULTS OF PANDIUS

0803

Frosthaven

GAZETTEER



Unofficial Game Accessory

The Kingdom of Kaarjala

The Norzee



WHAT PEOPLE SAY ABOUT KAARJALA

“When a man remembers the land, the land remembers him.”

– **common Saamari saying**

“The elk and the bear – the king of the forest – are prized and respected by my kinsmen, but they are to be hunted. But woe befalls he who harms the swan, in righteous, divine wrath.”

– **Lasse Aaltonen,
Saamari expatriate,
speaking before a group of
adventurers in Gaudavpils**

“The land is not cruel, Aipaloovik; it is what it is, and what matters is what we can see. Men and animals were placed here to live and die as they might. We take what we need, and do what we must, to survive another day. Good hunters and women may go to either Agelermiut or Agneriartarfik, and the lazy will go to Noqumiut, where they will always be hungry. It has always been this way.

“Before the white men came over the mountains, life was better. But they took the south from us, and made their lands hot. The life flow of the land changed, and many of us died as our old hunting grounds became no more. But still they were not done with us. Some came north riding great reindeer, and took many of our remaining lands for their own. They do not fight as we do, but we learned their ways to survive. One day, we will go south again.”

– **Tornarsuk,
Shonak warrior,
speaking to his son**

“You can keep your cities and castles! For me, there’s nothing better than the open road and a village inn for the night! That’s where you’ll meet the real people, the ones who built this land and keep it going. They live close to the land, work hard, and help their communities. The cityfolk in Kaarja, secure behind their walls and obsessed with deal-making, are forgetting what it means to be Kaarjalan. Ilmarinen help us if we all end up like them!”

**Pekka Outinen,
Saamari warrior,
chatting with an Oceansender**

“They say Kaarjala is ‘a land apart’...they don’t know the half of it! More like ‘a land 1,000 years in the past!’ Seriously, the place is just a mass of wild forests and half-frozen bogs, and you can travel for days without seeing anyone! Decent pubs or inns are scarcer than a sunny day in Littonia, too. There’s really not much of anything that would draw a person.

“But there’s something about the place that keeps me here. It’s more than the chance to roam a land that’s still fairly pristine, and it’s more than the prospect of finding some ancient hoard of treasure that predates the kingdom itself.

“It’s the people. They may not have much more than a roof over their heads and a plot of land, but they seem at peace – both with themselves and what they do have. They know who they are and they’re content, and that’s good enough for them. Maybe it’s because the nobles leave them alone for the most part.

“Anyhow, I think they know something we could all afford to learn, ourselves.”

– **Carwen Berdelhin
Darokinian adventurer,
speaking to a friend in Kaarja**

“If Kaarjala is distant, its people are doubly so. The founding of their kingdom, despite great adversity, is one of their main sagas; this is a window into their soul. Please understand that they see their realm as purely the work of their own hands, and consequently they feel they owe allegiance to no one. To them, Alpha is just as distant as the Sea of Dread – so distant that it is not even considered.

“I do think that they may yet be brought into the fold, if you think of them as a lone animal in the midst of an open field – exposed, and having to rely on itself for survival. One must shelter the animal, and possibly show it where to find more food, thus satisfying needs of which the creature may have been unaware. Render them aid and guidance, convince them of their need for such, and they may come to you.”

**Tarn Oakleaf,
Druid Representative to Alpha,
speaking to King Ericall**

“It was a thing most bizarre and frightening, brother Hiram. Upon the cold night prairie did I espy one of those nomadic shamans engaged in gruesome enterprise – the butchering and devouring of a reindeer for some foul purpose.

“It reminded me very much of that which we do not speak, so complete was the devourment. Brother Samuel must be mad to want to trade with the Kaarjalans, if these are the things the overland route will encounter.”

– **Laradril, Leehan Explorer,
writing to his brother**

Using Kaarjala with Other Game Systems

The product that you are now holding was written with the Classic version of Dungeons & Dragons™ in mind; however, Kaarjala is fully usable as a campaign setting for other game systems.

For First Edition AD&D, demihumans must hail from lands outside of Kaarjala. The magic-user is rare, and the paladin unheard of. The barbarian class is founded among some Vaarana as well as the surrounding fringe cultures. The kanteleer may be treated either as a bard or a fighter/magic-user dual class. The noaid could be treated as a druid/magic-user dual class. The monk and cavalier classes, as well as psionics, are incompatible with the setting.

Under Second Edition AD&D, the following kits are appropriate: barbarian (Icereach, Shonak and Viaskaland), outlaw, peasant hero, wilderness warrior (mainly Vaarana), noble warrior, adventurer, all thief kits (save buccaneer) – especially beggar, bounty hunter and thug, all priest kits (save fighting-monk) with the most popular being the “dwarven” kit of craftpriest. Rangers can be explorers, giant killers, guardians, pathfinders and wardens. Wizards are most likely witches or astrologers. Druids typically take the adviser, avenger, lost druid, or wanderer kit.

Specialist wizards are external to Kaarjala proper and are limited to Illusionists, Necromancers, or Invokers.

For campaigns under 3.xE, the sorcerer is permitted as a character choice among the Vaarana, Shonak, and Viaskodans.

GAZETTEER

Unofficial Game Accessory

The Kingdom of Kaarjala

Geoff Gander

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INTRODUCTION

Foreword

Welcome to *The Kingdom of Kaarjala*, the tenth region of the Classic Dungeons & Dragons™ game world of Mystara to receive the “Gazetteer” treatment under the fan-produced GazF line.

The Kingdom of Kaarjala signals an important point in the Norwold-cycle of gazetteers, as the attention shifts to the lands around and to the north of the Great Bay. *Kaarjala* explores one of the northernmost realms of humanity – a nation on the very fringes of the world setting faced with its own unique challenges and adversaries.

In addition to the standard features of the gazetteers, this product provides optional information for adventuring in the freezing wilderness and introduces the *noaid* character class, a druid-like group unique to the people of Kaarjala, and the *kanteleer*, a zither-strumming warrior. This work particularly complements the 2007 release *Gaz F6 The Amber Shores of Littonia*, which also was written by Geoff Gander.

It has been my privilege to serve as editor for this gazetteer, and Geoff and I hope you enjoy reading *The Kingdom of Kaarjala* and using it in your own campaigns.

A Refuge in the Frozen North

To those who even know of it, Kaarjala is considered a land apart. The nation lies around the waters of the Landsplit River far north of Norwold’s Great Bay. It shares no common border with any other nation that could be called “civilized.” Instead, tiny barbarian bands and other tribal groups following centuries-old, annual paths trek across the dangerous, half-frozen plains and bogs contained within the Arctic Circle.

Yet in the midst of all this tundra waste, Kaarjala stands as a land of wonder. It is inhabited by a people whose stubborn and straightforward nature have allowed them to carve a strong realm out of the wilderness, and the land is protected by the warmth of a magical artifact, the *Great Sampo*. Two peoples comprise the Kaarjalan nation – the settled Saamari who reside within the nation’s warm

confines, and the semi-nomadic Vaarana who spend much of their time beyond the *Sampo*’s reach. The kingdom is also a land in need of heroes, for the perils of the north are ancient and powerful, and the kingdom is in many ways the frontier of civilization. So, too, do the legacies of Norwold’s ancient past lurk beneath the embrace of snow and permafrost.

The Final Goal of the Campaign

Kaarjala lends itself to a number of campaign styles, but characters – especially those hailing from the more civilized Known World – should get the feeling that they are in a realm far removed from the affairs of their homelands, with its own dynamics, challenges, and opportunities. The atmosphere is applicable to campaigns centering on native-born Kaarjalans or mixed parties, too, but natives should develop a sense that what affects their land may also have an impact on the region as a whole.

Wilderness aspects – be it monster encounters, sustenance needs or inclement weather – are a recurrent element to adventures in Kaarjala. This land is a veritable island of civilization in a region that is very much untamed – wild animals and monsters abound, and one does not have to venture very far to run into something.

Traditional adventures centering on hunting monsters and locating lost treasures are setting appropriate. This is an old land that has seen many conflicts during a history that pre-dates its current residents, and remainders of those troubled periods – such as haunted battlefields, tombs, and ruins – await exploration.

Players can enmesh their characters in a Kaarjalan political campaign either as native characters or as representatives of outside interests. Kaarjala’s closest neighbor, Littonia, is hoping to establish itself internationally, and the halfings of the Leehashire are expanding their trading ventures, while King Ericall of Alpha strives to bring the disparate petty kingdoms of Norwold under his authority.

For those interested in epic campaigning, there is the potential for war with the frost giants of Frosthaven or western humanoids, but the major, overarching antagonist of the setting is the Rimal Hag, an ancient adversary to the Kaarjalans and now the Littonians. The Rimal Hag is an intelligent and powerful opponent, so parties must slowly work through her numerous minions before drawing out the Rimal Hag directly. The featured campaign arc of this book presents just such a scenario that culminates in a final encounter with the Rimal Hag once the characters have reached the highest levels.

Finally, Kaarjala can serve as the setting for a few stop-over adventures as parties make their way to Frosthaven, the strange western peaks, or the Borean Valley beyond them.

Who Should Play in Kaarjala?

Kaarjala is an overwhelmingly human nation, and most characters should be human, too. The demihuman races are very rare, having only recently arrived from the south as adventurers or from the constellation of small communities below the Great Bay.

Kudos and Corrections

James (“Mystaros”) Mishler is credited with the creation of the nation of Kaarjala, which was tied, in part, to his Taymor corpus. To ensure continuity within the *GazF* product line, some details of its history and of its people have been changed. The Shonak tribes, who also appeared in *Gaz F5*, have roots in Mishler’s work on the Midlands. In writing this product, the impressive work on Norwold by the Italian MMB was consulted, particularly where geography is concerned.

Kaarjala is loosely inspired by the Finnish *Kalevala* epic. Marco Dalmonte’s work on Ilmarinen – a central figure of the *Kalevala* that appeared as an Immortal in the original Master’s Set – was also incorporated into this work. The author is indebted to all of the aforementioned individuals.

HISTORY AS THE IMMORTALS KNOW IT

Although some details of their early history survive in folklore, most Kaarjalans can speak only from the founding of the modern kingdom onwards (BC 105). Forgotten with the passage of time, their history began at a great distance from modern Norwold.

Ancient History and The Great Rain of Fire

The Kaarjalans' ancestors were pastoral Neathar tribesmen that inhabited what is now Hyborea and the northwestern Midlands, then a cool, temperate region. They dwelt in relative isolation for ages and avoided the conflicts that embroiled the outside world until Blackmoor's Second Beastman Crusade pushed the protean humanoids into their lands. The tribesmen were hard-pressed, but they held their territories with the aid of newly-arrived Blackmoorian colonists. Unaware of the Blackmoorians' indirect role in their misfortune, the tribesmen openly welcomed the newcomers and fell under their sway with the promise of wondrous technomantic devices to improve their lives.

The influence was short-lived, for the Great Rain of Fire destroyed the old order, and poisonous energies bathed the north. Blackmoor-era settlements in upper Norwold were lost, as were those of Hyborea. Only those tribesmen that had clung to their ancestral ways in the western Midlands survived, but they, too carried with them a fascination with magical artifacts over the millennia.

The Peoples of Kainuu

The Rain had shifted the planetary axis, and the tribesmen were forced to seek out a new home whose climate was more compatible with their lifestyle. They followed cold-clime wildlife and migrated eastward to the taiga along the hills of the Borean Tier. Over the course of their journey, they battled many beastman tribes and interacted with other peoples – Neathar, Blackmoorian, and Oltec alike – who were themselves in the process of migrating in the ever-changing landscape. Among these groups were the ancestors of the Shonaks, a tribe that would figure prominently in the future.

The climate remained unsettled for centuries in the far north, and glaciers advanced and retreated periodically. This prevented the tribesmen from creating any lasting settlements prior to 2400 BC, when they established a firm hold over a stretch of foothills and swamps along the eastern Borean Tier. This land sat between the Borean Valley proper and the western reaches of the lands now known as the Hill and Dale.

The tribesmen called their land *Kainuu*, or “swampy land,” and took the name Saamari for themselves. Over the next four centuries, some of the Saamari grew increasingly settled, herding animals, and raising crops, and they progressed technologically from the Neolithic to the Bronze Age. Others, however, preserved their semi-nomadic lifestyle; these then were the ancestors of the Vaarana.

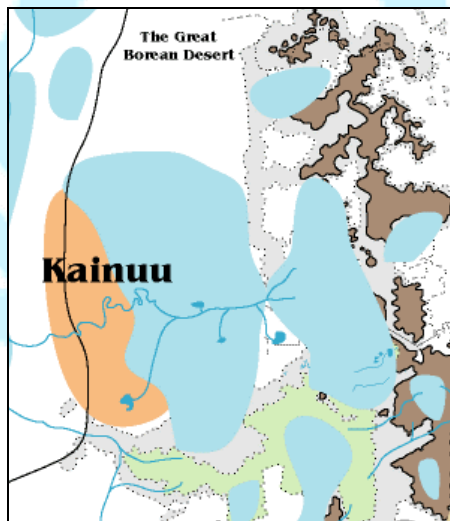


Figure 1 Kainuu, BC 2400

Ilmarinen and the Maiden of Pojaara

Around 1800 BC, an inventive craftsman named Ilmarinen discovered a cache of ancient Blackmoor technology. After experimenting with it for a time, he discovered a means of tapping into the forces of nature to assist in his work. His creations were already considered works of art, but they soon acquired magical properties. In the process of this tinkering, Ilmarinen developed a system of runic magic that is still practiced today by the *noaide*.

Ilmarinen's skill grew, and his creations became ever more wondrous. The smith presented his best works to the Saamari chiefs for the benefit of all. This included a number of weapons that were employed to good effect against their enemies.

During one of his many travels across the land of Kainuu, the craftsman encountered a woman of incredible beauty – a fey creature known as the Maiden of Pojaara – and had his heart stolen from him. Ilmarinen followed her back to her magical domain, where he spent centuries in a state of unending bliss with the object of his new-found affections.

The Fall of Kainuu and the Birth of Isanmaa

During the craftsman's absence and a period of renewed glacial migrations, the Saamari and the Vaarana were sorely tested by the humanoids of King Loark's Great Horde. The Horde's arrival caught the people of Kainuu by surprise and overran many settlements. The Kainuu chiefs banded together and nominated one man – Mikko, a seasoned warrior and hunter – to lead them. Mikko organized his people and called upon the rune mages. The people weathered the initial onslaught, but it became clear that Kainuu eventually would be lost. Mikko led his people east, through a newly-opened gap in the glaciers, into the lands just north of what is now known as the Hill and Dale.

The bulk of Loark's Horde had passed on to the south and east, but portions remained in the region and continued to trouble the Saamari and Vaarana. Mikko embarked on an aggressive campaign to secure a new homeland for his people.

By the time of his death in BC 1696, Mikko's people had carved out a new domain for themselves between two separating glacial expanses. The site was roughly northeast of the Borean Valley and west of the Iceeach Range. Forests had rapidly filled the uncovered uplands, the valleys were taken over by swamps, and steep mountains could be seen piercing the eastern ice. The newcomers named the land *Isanmaa*, or “homeland”.

HISTORY AS THE IMMORTALS KNOW IT

Ilmarinen's Return

Throughout the ordeals of the Saamari and Vaarana, Ilmarinen remained with the Maiden of Pojaara and was unaware of all that was transpiring beyond the borders of her semi-mythical realm. His eternal reverie only ended when, one day, an old man entered the Maiden's hall praising the young man's skill and asking his help to repair a wagon. Ilmarinen accompanied the old man outside and followed him down a path that led beyond the limits of Pojaara. Repairing the wagon reignited Ilmarinen's passion to build and invent, and the Maiden's enchantment over him broke.

Ilmarinen recalled his people and returned to Kainuu, but he found it only a desolate land. The old man reappeared, and guided the smith to Isanmaa, now embroiled in conflict with the humanoid. The craftsman presented himself to Isanmaa's King Maunu, and proved his own legendary identity by revealing details about Kainuu and Isanmaa's founder, King Mikko. A convinced Maunu welcomed the inventor, and the young man set himself to creating weapons and other devices that would turn the tide of the war in Isanmaa's favor.

In the halcyon days of victory, Ilmarinen found himself pining for the Maiden of Pojaara. Eager to regain the happiness he enjoyed, yet unable to leave Isanmaa, Ilmarinen turned his talents to fashioning a lover to replace her. After years of toil, he built the Automaton, a golem made from gold and silver shaped in the Maiden's likeness, but no matter how beautiful his creation was, it could never satisfy his emotional needs. Crestfallen, Ilmarinen presented the Automaton to King Maunu and retreated to his private workshop.

During his long period of reflection, the old man that he had befriended years earlier returned and revealed himself as Kagyar the Artisan, an Immortal patron to craftsmen. Kagyar showed Ilmarinen horizons undreamt and inventions inconceivable. Realizing that there was little left for him in his current life, but eager to expand his knowledge and skills, Ilmarinen gratefully accepted the Immortal's offer to walk a new path.

The Golden Age of Vainamoinen

Ilmarinen returned to Isanmaa in BC 1070 as Prince Vainamoinen, the only child of the aged King Saku. The prince displayed remarkable skill in leadership and combat from an early age on, but his impulsive nature aroused concern at the court in Kuusamo. By the time he was 20, Vainamoinen was already a famed adventurer in his own right and had led many victorious campaigns against the neighboring humanoids. During one of his journeys the prince encountered the Maiden of Pojaara, and like Ilmarinen before him, Vainamoinen was lovestruck and followed her back to her domain.

Months passed without a clue as to the prince's fate, and King Saku was increasingly anxious. The frontiers of Isanmaa grew unsettled – the humanoids displayed increasing organization and wrought havoc in Isanmaa. The king pleaded with the Automaton to find and safely retrieve his son.

Lacking a soul of its own, the construct was not fooled by the magical defenses the Maiden had erected to shield Pojaara from unwelcome mortal eyes. It located the hall in which Vainamoinen was staying, but the enthralled prince was unwilling to leave. In the confrontation that ensued, the Automaton killed the Maiden. This broke her spell over the prince, and Vainamoinen returned to Isanmaa.

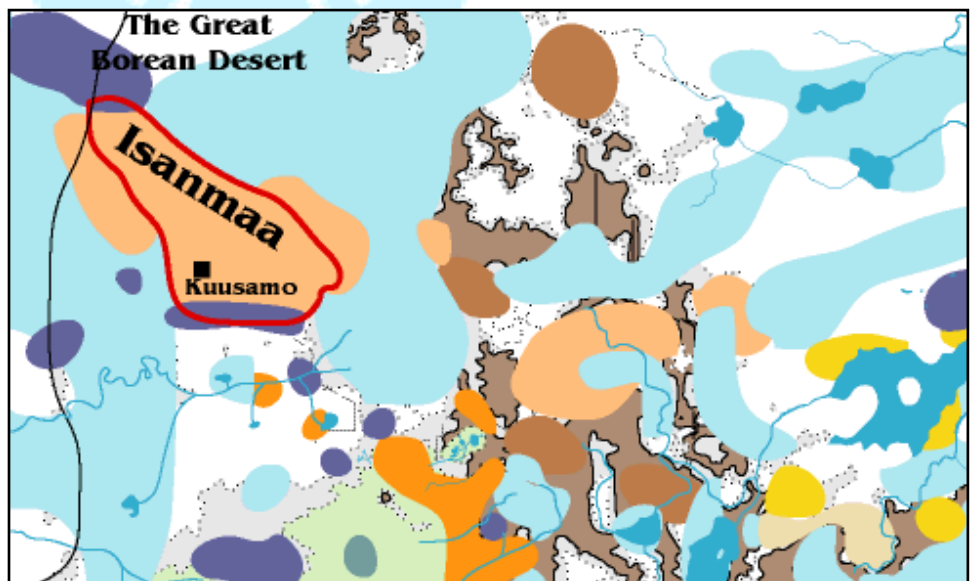
By that time, the humanoid raiding had progressed to a concerted campaign to destroy Isanmaa. King Saku fell in battle in BC 1035, elevating Vainamoinen to the throne. The young king personally led his troops in a determined counter-offensive that regained all previously lost territory by BC 1030. He then carried the war to his enemies' lands. In the year that followed, Isanmaa's army broke a horde numbering more than 15,000 with a combination of strategy, the weapons and runic magic devised by Ilmarinen, and the king's personal charisma.

Even after this victory, Vainamoinen pursued remnants of the horde for the next 20 years. When he died in BC 998, there were no humanoids anywhere in Isanmaa, and few in the surrounding region. His legacy survived to the present among many northern humanoid tribes, who use Vainamoinen as a bogeyman of sorts with their young.

The Expansion of Isanmaa

After the successful campaigns of King Vainamoinen, Isanmaa became a regional power in northern Brun. Successive kings mounted ever more extensive campaigns against the neighboring humanoid tribes, exterminating many and forcing the remainder into submission. By BC 800, Isanmaa was at its zenith, receiving tribute from many tribes and culturally influencing other peoples.

Figure 2 Isanmaa, BC 800



HISTORY AS THE IMMORTALS KNOW IT

Eventually the Saamari grew accustomed to their position of absolute dominance and became complacent. The ambitions of their kings, however, continued to grow unchecked.

In BC 591, King Ville mounted a grand campaign to conquer the Borean Valley, home to humanoid tribes on Isanmaa's frontiers. At first highly successful, the king's armies soon became bogged down in vicious guerrilla warfare and had to expend considerable resources defending the conquered lands. Progress stalled, and King Ville's resolve crumbled after a surprise counterattack by a coalition of 15 tribes (BC 572). The action claimed many lives, including that of Ville's heir, Aarne. The army withdrew in good order, but the defeat and the subsequent period of intense border raids signaled the end of Isanmaa's expansionism and its golden age.

The Decline of Isanmaa and Lovaara's Shadow

Surrounding humanoid tribes were emboldened in the decades that followed, and raids became commonplace. By BC 500, large sections of Isanmaa's borderlands had been laid to waste, with entire towns and villages razed. Thousands fled to Isanmaa's heartland, while heroes and rune mages made repeated forays to regain control over the border regions.

Isanmaa also faced difficulties within its borders – many recalled the past glory of the Saamari and bitterly blamed the king for the nation's current state. Some began to place greater faith in Isanmaa's adventuring heroes, but these were few in number and could only delay the humanoid advance. Others suspected the rune mages of hoarding Ilmarinen's secrets for themselves. The mages withdrew from the public in response to this charge, which only reinforced popular beliefs. Seeing their cousins' kingdom crumble, the Vaarana withdrew further north.

Isanmaa's declining power might have stabilized or even resurged were it not for the ambitions of a young sorceress named Lovaara. Lovaara resented the loss of esteem that she and her colleagues had

enjoyed. She questioned the policies of King Tuomo and drew to her side like-minded rune mages. Her own powers rapidly grew – unnaturally so – and she enjoyed dark dreams that showed her a path by which all of her desires could be fulfilled. As the visions' enticement grew, so, too, did her powers.

The sorceress and her followers staged a revolt in BC 390. They had drawn many of the discontented – and a large host of humanoids – to her banner. Nine years later, their army descended on Kuusamo, the capital. The city held for a time, but ultimately the gates were breached. Nearly the entire population was put to the sword – including the royal family.

With the royal line extinguished and the capital in ruins, Lovaara conquered many towns across the heartland and destroyed even more. Thousands of Saamari fled northwards to join their Vaarana cousins in safety; Lovaara, busy consolidating her own realm, was content to leave them alone for a time.

The bulk of Isanmaa was transformed into a wasteland populated by humanoids, restless spirits, and corrupted souls who had sworn service to Lovaara and the dark powers into which she tapped. As the land twisted into a parody of what it had once been, Lovaara evolved into a monster. She remained a beautiful woman, but her eyes mirrored the evil in her soul as all compassion and empathy drained away, and the coldness in her heart took on a physical reality. Everything she touched became coated with frost. Among the Vaarana and the surviving Saamari in the north, she became known as Lovaara the Ice Witch.

Lovaara was not long content with her dominion, and she attacked the holdouts to the north, which had since become more organized. Her crusades slowly pressed northward. Ilmarinen returned once more to his people, this time as a Vaarana hunter named Lemminkainen. Lemminkainen regrouped the faltering Saamari and Vaarana, and led them on a series of aggressive ambushes and sneak attacks to assassinate Lovaara's generals. The resulting chaos stalled the enemy's advance and diverted the Ice Witch's attention.

Accompanied by a small group of heroes, Lemminkainen sped through the enemy territory, entered Lovaara's citadel, and attacked her there. The Ice Witch turned her considerable powers against the heroes and killed many of her assailants, but she was gravely wounded and fled her domain in disgrace. Lemminkainen and his surviving companions razed the citadel and took as many of Lovaara's treasures as they could.

In doing so, the victors unknowingly severed many of the mystical links through which Lovaara had accessed her powers. She lost many of them and was left unprotected from their unwholesome magics. The energy quickly corrupted her physical form, and she vowed vengeance on her former people for her fall from grace.

The Great Flight

With the destruction of Lovaara's citadel and her elimination as a unifying force, the humanoid hordes fell into disarray and feuded amongst themselves. The Saamari entertained thoughts of restoring Isanmaa, but over 300 years of brutal occupation and warfare had destroyed far too much, and they themselves were sickened of conflict. The Vaarana had suffered less, however, and they were eager to push back the humanoids. The gulf widened between the two peoples despite Lemminkainen's diplomatic efforts.

Just as it appeared that the people of Isanmaa would fall upon each other in battle, the Automaton reappeared before Lemminkainen and delivered its counsel. It told him that Isanmaa was too gravely wounded to sustain her people, and that the humanoids would eventually regroup under their own leaders, against which the Saamari and Vaarana would not long endure. If he wished his people to survive, Lemminkainen would lead them to a new home.

He presented the Automaton before the chiefs and instructed them of what was needed. The Saamari chiefs agreed to undertake the journey, but those of the Vaarana opted to reclaim their lands. In BC 275, Lemminkainen led a great host north into the mountains. The way was

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perilous, with many skirmishes with bands of humanoids and barbarians, but eventually the Saamari reached sanctuary in the fabled land of Pojaara.

Lemminkainen revealed to the chiefs that the lands on the eastern side of a great mountain range would be their new home. There they would prosper so long as they upheld their spirit and fought valiantly for all they held dear. Yet it was not time for their passage to the east to begin, and Lemminkainen commanded the Saamari to rest in Pojaara until their grief over the loss of Isanmaa had subsided; a sign would be given when the time was right to leave. Lemminkainen named as his successor Eino, widely regarded as the bravest of the chiefs, and then departed with the Automaton.

The Saamari enjoyed fifteen years of peace in Pojaara, during which their morale and health improved greatly. One day, a great tremor shook the land, and the people saw a swath of hills – mountains, actually – fall away in the east, revealing a clear path running through a wide gap. After another three years of preparation, the people emerged from Pojaara but found themselves in the northern reaches of the Borean Valley. They followed a circuitous route across the north, guided by beacons laid down by Lemminkainen. They stopped several times to regroup on the modern Shonak Tribal Lands and the highlands north of the Hill and Dale, but external forces always forced them to continue their journey before long. Finally, the Saamari reached the western foothills of a great mountain range – the Ice reach – and made their way through several passes. A hidden forest in the northern range protected another generation of the Saamari before their odyssey continued.

On the other side of the peaks, they beheld a great, marshy plain stretching into the east, lightly populated by two quarreling peoples – a stocky, nomadic people who followed herds of reindeer called the Shonaks; and the fair-skinned Littonians, who herded, farmed meagerly, and mined. Eino's great-grandson, Risto, decreed that the plains were meant for the Saamari, and he led his people on a campaign to expel the other peoples quickly.

The Birth of Kaarjala

The promises made by Lemminkainen, which had been repeated by successive chiefs, soon seemed to ring hollow. The Saamari were in the midst of a frigid bog, whipped by fierce storms from the north. The few regions of dry land they could find had thin soil, and the summer was simply too short to grow anything but the most meager crops. Morale fell, and before long people began to question the intentions of the seemingly legendary man who had led them out of Isanmaa.

The environment would prove to be only one of several adversaries. This desolate region was the winter hunting ground of the nomadic Shonaks, who resented the arrival of the Saamari and sought to drive them out. Conflict also arose with the Littonians to the south, for they also had claims to the region.

The Saamari were not unprepared, and used the tactics they employed against the humanoids in Isanmaa to their advantage, but they were unfamiliar with the territory and relatively few in number. Within twenty years of leaving the Ice reach Range, the Saamari were confined to a belt of open land sandwiched between Pohjanjärvi and Isojärvi Lakes. They maintained their defensive lines, but food stores and the resources of the land would not adequately support them indefinitely. Meanwhile their adversaries hunted and gathered with impunity.

In the aftermath of a ferocious Shonak assault, Ilmarinen the Smith reappeared with many legendary devices. With his weapons, the skills he acquired in his previous incarnations, and capitalizing on Littonian-Shonak hostility, Ilmarinen

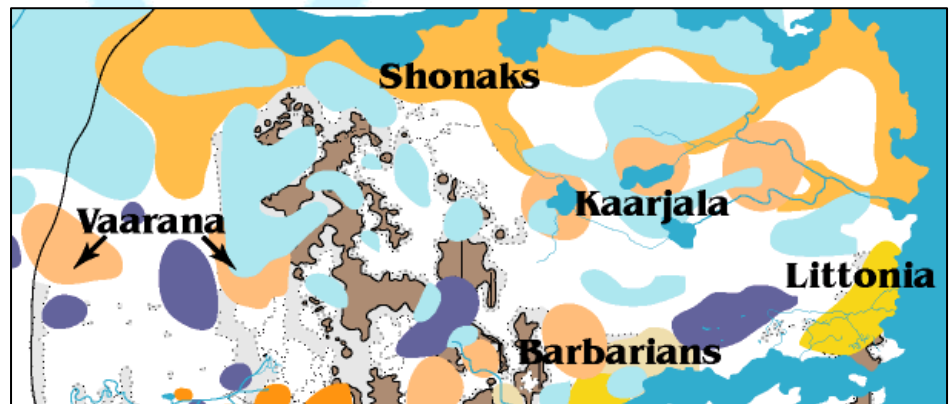
helped Risto transform the Saamari's defensive campaign into an offensive one. Ten years out, the Shonaks had been driven north, and the Littonians had retreated to the southeast after their king fell near Lake Isojärvi. The successor to the Littonian throne, Maris, offered to acknowledge the Saamari presence in the north in exchange for peace. Both people signed the Treaty of Valmiera in BC 105, and the nation of Kaarjala was proclaimed with Risto as its first king.

Rise of the New Kingdom

With their frontiers secure, the Saamari began the slow, backbreaking process of taming their land. Ilmarinen built a new workshop and withdrew into its sanctum. Five years later, the Saamari were buffeted by a series of gales, and local temperatures began to rise as a wave of sudden warmth washed over the region. The Saamari chiefs traced the source of the changes to Ilmarinen's workshop, where a great golden windmill, glowing with its own light, dominated the structure. Ilmarinen emerged and formally unveiled the *Great Sampo*, his lasting gift to his people that would make their land bountiful so long as they stayed true to their spirit. His life's work finally complete, Ilmarinen disappeared to receive the rewards of Immortality.

Risto constructed a fortress to protect the *Great Sampo*, around which grew the future capital, Kaarja, as more people settled the area to be close to the artifact and its gifts. Contact with Littonia continued, and relations slowly eased and became friendly.

Figure 3 The North 0 AC



HISTORY AS THE IMMORTALS KNOW IT

The centuries following the foundation of Kaarjala were marked by frequent skirmishes with the Shonaks and the occasional frost giant raid. Unknown to all, the sorceress Lovaara – now the Rimal Hag – had located the Saamari, and she quietly established a dominion of her own south of Kaarjala, from which the Ice Witch intended to bring down this new kingdom and destroy her former countrymen at last.

The Vaarana Reunited

In AC 630, the Saamari's long sundered kin, the Vaarana, traversed the Ice reach Range in haste. They reached Kaarjala and brought with them tales of a great humanoid host on the march. Their goal of reclaiming their lands in Isanmaa had been met for a time, but the Automaton's prophecies had come true – the humanoids had unified once more and swept the Vaarana aside.

Recalling the legendary devastation wrought by Loark's Horde and the forces of Lovaara, King Markus called upon his nobles to muster arms and sent word to his Littonian allies and to the barbarians of the southern plains. While he awaited their replies, the king ordered the fortification of the largest mountain passes and called upon the Vaarana to patrol the hinterlands. Such was the sheer scale of the work that the better part of a decade was spent readying for the assault, while bands of heroes went west to scout and harry the invaders. Few of those brave souls returned.

When the attack finally came in AC 637, the Kaarjalans and Littonians were prepared but still hard-pressed. The assaults died down in winter; but humanoid losses were easily replaced, and after three years the defenders had withdrawn to their secondary lines. The northern frontier was also unquiet: the Shonak tribes, hearing of events to the south and goaded by the Rimal Hag, mounted campaigns of their own to reclaim their lost territories. The north would surely have been lost, were it not for the sudden arrival of a host of mammoth-riding goblins from the south and the legendary figures of Littonia's Namejs and Lemminkainen. Heartened once more, the defenders struck back and

broke the invading hordes on the Plain of Skulls. Remnant groups were driven back into the Ice reach Range. Their descendants, the Hillbans, would go on to trouble the Hill and Dale of the west.

The warriors of Kaarjala and Littonia turned their attention northwards and aided the Vaarana in driving back the Shonaks. King Markus, who fought at the front lines during the entire campaign, was known ever after as “the Steadfast.”

Nearly bled dry by years of warfare, Kaarjala turned inward to bury its dead and rebuild; however, the kingdom's most implacable enemies – the Shonaks – were not idle. Spurred by their chieftains and shamans, the Shonaks banded together into a great host to reclaim their lands. Numerous Kaarjalan villages fell in AC 654, and hundreds fled south and west in search of shelter.

King Markus, then an old man, fell in battle when he met the Shonaks near Kaarja that summer. His heir, the middle-aged Pirkka, led a counterattack that blunted the invasion, but the northern regions remained in Shonak hands. Littonia – itself worn down from conflicts – could contribute only a handful of adventurers.

For seven years, Kaarjala recovered while the northern Vaarana pressed on. But the kingdom eventually returned to the fight against the Shonaks. The war was marked by slow progress until AC 663 and the final battle at the White Siedi. King Pirkka would succumb to his wounds, and many of his soldiers would fall, but the ferocity of the Kaarjalans dispersed the Shonaks. Today, White Siedi is held as a sacred site to the northern Vaarana.

The Age of Emperors

Pirkka's daughter, Kaisa, assumed leadership of the nation and nursed her people back to strength, but where incursions arose, she reacted swiftly. Her leadership earned her title of the Lioness, or Keisa (lit. “the Cat”). Meanwhile, Kaarjalans settled to the south and east.

The crown then went to her son Arttu, an ambitious man determined to ensure that his kingdom would never again be as hard-pressed as it was during his

mother's youth. He allotted land-grants and sent his soldiers to formally claim Koleamaa and Itämaa, and styled himself an emperor of the north (Keisari, or lit. the “Eagle-Cat” or griffon).

The efforts met resistance from humanoids, barbarians, Littonians, and Qeodhans – even earlier Kaarjalan settlers. In the end, Arttu's armies were overstretched, and Kaarjala made minimal gains. He quit the southern campaign after the Battle of Saltborg, a heavily fortified Viaskodan holding. The Itämaa campaign ended two years later.

Before his reign ended, Arttu had constructed fortifications in strategic locations, which ensured that Kaarjala would never again be so open to invasion. Their completion was left to his son, Toivo.

When Toivo's grandson, Paavo, came to power in AC 765, tensions seemed to be mounting between the Saamari and Vaarana. Spurred on by the noaide, the nomads were bent on reigniting a war with the Shonaks. To bring their impulses to heel, Paavo ordered the creation of a national church and strengthened the royal prerogative, but he conceded limits on the external authority of Kaarjala. Paavo renounced the title of *Keisari* in favor of the traditional *Kuningas*.

Kaarjala Today

Since the formation of the Church of Kaarjala, the kingdom has remained a relatively tranquil realm. It was not directly involved with the events in the south during the reign of Akra the Ice-Witch, but the *Sampo*'s abilities were occasionally defeated by the regional freeze. Forays by the frost giants were a common occurrence during this era, too.

Today, tensions persist with the northern Shonaks and the frost giants of Frosthaven. The Vaarana have carved out a stable buffer zone on the frontiers, and so these threats have receded somewhat. With their survival no longer imperiled on a regular basis, some Kaarjalans have turned their attention to the wider world – and in particular to the populous lands to the south.

A trickle of Kaarjalans had been venturing south for centuries, first to

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Littonia, and then to the lands of the Great Bay, in search of adventure and opportunities. This trickle became a small stream after AC 974, when Thyatian and Minrothaddan interests reached Littonia, and began the process of opening that kingdom to the Known World.

Wishing to emulate Littonia's apparent success on his own terms, King Kaarlo Taavinen formally opened Kaarjala to the outside world in AC 990, but little has resulted thus far. The king's detractors have used this as proof that Kaarjala can stand alone; but others have pointed to ominous political developments in Norwold, as well as strange activity in the unsavory region of Tuonela, as signs that Kaarjala may soon need the assistance of the outside world if it is to survive.

Kaarjalan Timeline

BC 3000: The Great Rain of Fire destroyed Old World settlements in what is now upper Norwold.

BC 2400: The Saamari, a nomadic people of the tundra and taiga, settled Kainuu in eastern Borea.

BC 2000: The Saamari progressed to Bronze Age technology. Those that retained their nomadic lifestyles became the Vaarana.

BC 1800: Ilmarinen discovered a system of runic magic, with which he built many useful magic items. Ilmarinen presented these items to the chiefs of his people.

BC 1787: The beautiful Maiden of Pojaara enchanted Ilmarinen, and the craftsman left for her secret realm.

BC 1725: The Great Horde exited from the Borean Valley and entered Kainuu. The overwhelmed Saamari and Vaarana fled eastwards.

BC 1696: The Saamari and Vaarana established Isanmaa in the foothills north of the modern Hill and Dale.

BC 1390: Repairing a wagon broke the Maiden's hold over Ilmarinen and reignited his passion for building and inventing. He located Isanmaa, then beset by humanoids, and lent his skills to that realm's defense.

BC 1385: A lovelorn Ilmarinen created the Automaton, a golden golem in the likeness of the Maiden of Pojaara, but gave it away to Isanmaa's king.

BC 1380: The craftsman sloughed off his mortal form to embark upon a path to Immortality under Kagyar.

BC 1050: While adventuring, the young Prince Vainamoinen swooned for the Maiden of Pojaara.

BC 1048: The Automaton, sent by Isanmaa's king to rescue the prince, killed the Maiden and returned with Vainamoinen.

BC 1035: Humanoids attacked Isanmaa, and King Saku fell in battle. The newly-crowned Vainamoinen led the defense.

BC 1000: The Shonaks reached the northern shores of Norwold.

BC 1029: Vainamoinen defeated the humanoids through a combination of battle prowess, runic lore, and the magical devices of Ilmarinen. He spent the remainder of his reign cleansing Isanmaa.

BC 800: The Kingdom of Isanmaa was at its peak, and humanoid tribes paid tribute to the Saamari kings.

BC 572: The Borean Campaign ended with the rout of Isanmaa's army and the death of Prince Aarne.

BC 550: Humanoids tribes rose up against the Saamari and sowed dissension within the realm.

BC 500: Isanmaa's power waned in the face of resurgent humanoid attacks.

BC 400: Lovaara, a beautiful but resentful sorceress, was swayed by the promises within her dark dreams. She developed additional powers and formed a fellowship.

BC 390: Lovaara and her followers staged a revolt in southern Isanmaa.

BC 381: Isanmaa's armies were already embroiled in numerous border wars, and they were caught off guard when Lovaara's followers staged a revolt with the aid of humanoids. King Tuomo fell in battle soon afterwards.

BC 375: Lovaara consolidated much of Isanmaa into her own dark realm. She ignored the thousands of refugees that fled north with the help of the Vaarana.

BC 350: Lovaara attacked the remaining Saamari and Vaarana holdings in the north.

BC 315: Ilmarinen was reborn into one of the Vaarana clans as the great hunter, Lemminkainen. Lovaara's reach crept steadily northwards.

BC 285: Lemminkainen led the remnants of Isanmaa in a stealthy campaign to hinder Lovaara. The counter-attack killed many humanoids and checked Lovaara's advances.

BC 277: Lemminkainen breached Lovaara's citadel in a costly raid that wounded the sorceress, stripped her of many of her powers, and put her to flight. The humanoids fell into quarreling disarray.

BC 275: The Automaton reappeared and counseled Lemminkainen to lead the Saamari to a new home in the east. They stumbled into the hidden realm of Pojaara, but the Vaarana remained behind to protect their lands. After issuing prophetic orders, the hero and the Automaton disappeared.

BC 260: The Saamari interpreted the destruction of Alinor as a sign and left Pojaara.

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- BC 257-210:** The Saamari dwelt in a succession of camps in the western tundra.
- BC 207-182:** The Saamari dwelt at Pyhäkköpunki above the Roaguncal.
- BC175-140:** The Saamari took sanctuary in the Pohjoskätkettymetsä within the northern mountains.
- BC 140:** The Saamari traversed the Icereach and continued west through the gaps in the Winter Peaks.
- BC 135:** The Saamari entered the lands above the Great Bay, but resulting conflicts slowly hemmed them into the central frozen marshlands.
- BC 115:** Ilmarinen returned and gave the Saamari great weapons. They went on the offensive against the Littonians and Shonak nomads. King Uldis of Littonia raised an army to reclaim their stolen territory.
- BC 105:** King Uldis died at Isojärvi. His successor, Maris, drafted the Treaty of Valmiera. Kaarjala, the nation of the Saamari, was formed as a result.
- BC 100:** Ilmarinen appeared before the Saamari at Kaarja and presented them with the *Great Sampo*. Once activated, the device began to transform the surrounding land into a more temperate region.
- BC 50:** The Vaarana retook part of Isanmaa from the humanoids.
- BC 15:** Frost giants wrought considerable havoc in Kaarjala.
- AC 90:** Several dark champions arose among the embattled humanoids of Isanmaa.
- AC 120:** The humanoids pushed back against the Vaarana in Isanmaa.
- AC 132:** Kaarjalans intercepted frost giants invading northern Norwold at the Maanselkä River.
- AC 200:** Vaarana heroes killed the most powerful of the humanoids' dark champions, and a stalemate ensued between the two groups.
- AC 320:** Constant, low-level skirmishing with the Shonaks and neighboring humanoid tribes leads King Hanno to institute reforms that exempt those who can finance and support soldiers from land taxes. Those with the means to do so become the progenitors of the modern nobility; the king's role as defender of the land is reduced.
- AC 625:** The Vaarana of Isanmaa were again beset by humanoids. Lemminkainen appeared before them and instructed them to follow their long-departed cousins eastwards.
- AC 630:** The Vaarana arrived in Kaarjala, telling tales of humanoid hordes from the west.
- AC 637:** The humanoid hordes invaded the east.
- AC 640:** A massive coalition of Littonians, Kaarjalans, Vaarana, barbarians, and pygmy mammoth-riding goblins turned back the humanoids at the Battle of Skulls. As a consequence of casualties and land-rewards, the Kaarjala's dual noble-chieftain system gave way to noblemen only.
- AC 654:** Several Shonak tribes banded together to drive out the Kaarjalans, who are still recovering from the war. Several villages were destroyed.
- AC 661-663:** The Kaarjalans' retaliatory war against the Shonak culminated at the Battle of the White Siedi.
- AC 663-684:** Under the reign of the Lioness, *Kuningatar* Kaisa, the nation slowly recovered. Vaarana nomads ventured south into Koleamaa, and some Saamari joined the freeholds of Itämaa.
- AC 684:** *Kuningas* Arttu styled himself the *Keisari* of Kaarjala and embarked upon an ambitious expansion.
- AC 690:** Humanoids and Viaskodans defeated the Kaarjalans at Saltborg.
- AC 692:** Kaarjalan soldiers retreated from Itämaa.
- AC 694-712:** Arttu commissioned a series of fortresses before dying. His heir, *Keisari* Toivo, oversaw their completion.
- AC 750:** By this time, the Vaarana were expanding their territories, pushing back the Shonaks still further.
- AC 770:** Paavo created the Church of Kaarjala as a means to stop rising religious tensions between the Saamari and Vaarana. This development strengthened the royal prerogative but at the cost of the title of *Keisari*; the influence of the *noaide* was reduced.
- AC 860-874:** The Age of Akra. A massive freeze throughout Norwold periodically overwhelmed the heating of the *Great Sampo*. Shonak herders left for the western tundra, while frost giants made annual forays into the Autuasmaa and beyond.
- AC 893:** Shonak nomads returned to upper Norwold.
- AC 961:** Deposits of bog iron were discovered in the half-frozen swamps near the village of Lovajärvi. Many people relocated to the region.
- AC 973:** Lovajärvi was destroyed by a small horde of undead originating from deep within the swamps. The region was abandoned afterwards.
- AC 990:** King Kaarlo Taavinen, in an effort to replicate the apparent success experienced by Littonia, officially opened his kingdom to outsiders. Few immediate changes resulted.
- AC 1000:** Time of the gazetteers.

GEOGRAPHY

The Land

Kaarjala is located north of the Arctic Circle, with much of its territory nestled in the **Autuasmaa**, a broad swampy river plain between the Rivers Maanselkä (Landsplit) and Tukkiyoki. The land slopes slightly from the northern spur of the **Icereach Range** in the west until it reaches the coast. A more distinct, fluted shape emerges along the north-south transect, for the **Autuasmaa** sits slightly below both the **Everwinter Lands** and the **Viaskaland**. West to east, the region has an average height above sea level falling from 600 feet to 200 feet.

The **Autuasmaa** is still undergoing extensive post-glacial rebound, with a current average rise of two inches per century around Kaarja and points west, and one inch per century at the coast. This process will accelerate in the next few centuries, and it is plausible that the coastline will extend an additional four to eight miles after another 800 years.

Kaarjala's most abundant natural resources are iron, peat, and wood; other resource needs are generally met through trade with **Littonia**.

Mountains and Hills

Although Kaarjala is not significantly elevated above sea level, there are a number of hills and mountain ranges in the wider region that merit description.

The **Raatovaarat Mountains** are actually a line of steep hills ranging between 500 and 800 feet above the local baseline. They run southwest from Lake **Hämäräjärvi** beyond Kaarjala's western borders. The mountains are comprised primarily of sandstone that was folded and uplifted millions of years ago, and then subsequently battered by the elements. The recent glaciation period cut several steep valleys through them, which were then enlarged by explosive watershed events and tremors following the destruction of the **Alphatian Kingdom** of **Alinor**.

Although much of the resulting water flows made their way to **Hämäräjärvi**, a considerable quantity was redirected underground, where they carved out numerous caverns. Many of these caves have since dried, but they have not been

extensively explored. Persistent rumors state that deposits of silver are abundant in the caverns' lower levels, but that the metal recoils from the touch of men. Mercury hazards abound around lodes of silver and titanium.

Also significant are the **Pallastunturi Hills**, which constitute the northern foothills of the **Icereach Range**. They range in height from 150 feet above the baseline at their northernmost extent, to more than 1,000 feet where they meet the mountains proper. This region is exceedingly bleak, being fully exposed to the prevailing arctic climate.

The closest true mountains are the **Raanivaara Mounts**, or **Winter Peaks**, an isolated segment of the **Icereach** that was cut off by random aftershocks of the earthquake that destroyed **Alinor**. The Peaks average 12,000 feet in height, and are igneous (granite) like much of the **Icereach**. Over the years a handful of **Kaarjalans** and others have visited the mountains in search of precious metals and other deposits, but those who returned did so empty-handed. The less fortunate ran afoul of the local humanoids that dwelled in a series of caves within the eastern foothills.

Immediately south of the **Winter Peaks** are the **Karelides**, another semi-isolated cluster of mountains within the **Icereach** system. All that is presently known of this large massif has come courtesy of adventurers and explorers. There are two primary ridgelines that run north-south in the **Karelides**, but much of the rest seems unstructured. The dominant peak in this group is the ice-covered peak of **Halti** (19,800 feet). The local granite contains untapped veins of silver and iron.

Forest

Roughly half of Kaarjala's territory is covered by coniferous forests – primarily white pine and spruce – and a few stands of birch. The thin, acidic soil of the region – mostly moraine or glacial till covered with a very thin layer of humus – prevent all but the hardiest undergrowth from growing. The most common shrubs and bushes are juniper, cranberry, and dwarf willow. Where there is no soil, the region's granite bedrock is clearly visible.

Beyond the warming effects of the *Great Sampo*, the prevailing arctic climate descends with a vengeance, and the only vegetation that manages to survive are varieties of lichens, mosses, sedge grasses, and low-lying flowering plants adapted to the arctic, such as arctic poppies, purple saxifrage, and whitlow grass. These are fairly widespread south and east of Kaarjala, but vegetation thins out dramatically within forty miles of Kaarjala's northern and western frontiers. This is especially true for the windswept **Pallastunturi Hills**, which are utterly devoid of any vegetation, and the desolate tundra of the **Everwinter Lands**.

The Plains

The central portion of Kaarjala is dominated by the **Autuasmaa (Land of Bliss) Plain**, a region that once lay at the bottom of a great glacial lake. Centuries of sedimentation have given the plain some of the richest soils in the far north, but the land would still be considered marginal by **Known World** standards. Tall grasses are the major vegetation where the land is not being tilled, with frequent patches of natural wildflowers.

Southwest of Kaarjala lies the **Plain of Skulls**, so named because much of the fighting during the **Battle of the Skulls** was conducted here, leaving the bodies of untold numbers of humans and humanoids intermixed with the skeletal remains dating to the **Great Rain of Fire**. This region was bleak to begin with; the addition of the skeletal remains of more than 10,000 humans, giants, and humanoids made it more so. Few people venture here willingly; even the local humanoid tribes give it a wide berth.

Waterways

Towards the end of the last ice age – when the destruction of **Alinor** shattered the northern ice shield – retreating glaciers produced a great lake that dominated what is now central Kaarjala from Lakes **Isojärvi** and **Pohjanjärvi** to the confluence of the **Kesäjoki** River. Lake **Hämäräjärvi** was roughly double its current size, with a marshy peninsula cutting the lake in half where the modern northern lakeshore rests.

GEOGRAPHY

Over the ensuing centuries the waters receded as the glaciers left the region, producing a landscape filled with many lakes and rivers, with margins dominated by fens. Between the region's continuing post-glacial rebound and the warming of the *Great Sampo*, these lakes will be further reduced.

Kaarjala is defined by two major rivers – the **Maanselkä** (better known in the south as the Landsplit River) and the **Tukkijoki**. The headwaters of the Maanselkä are located in Lake Hämäräjärvi, from which it descends rapidly for a few miles before starting to meander along the swampy margins of the Autuasmaa Plain. It flows at a moderate pace until it enters a natural depression currently filled by Lake Isojärvi, where it is joined by hundreds of tiny tributaries. The water is slowed by a natural leveling of the terrain – without which the shallow lake would not exist. The Maanselkä meanders east of the Isojärvi until it merges with the Tukkijoki, after which the river gathers strength and depth for its final stretch to the ocean.

In addition to the two major rivers, there are three sizeable tributaries (the **Kesäjoki**, **Kalajoki**, and **Sinijoki** Rivers) and countless streams and creeks – all of which tend to be very shallow. The primary source of the northern Tukkijoki River is Lake Pohjanjärvi. The early waters slowly strengthen, fed first by the river Kalajoki and then the Kesäjoki. The Kalajoki is relatively strong and fast flowing, and it draws from numerous bogs to the north of Lake Pohjanjärvi. The coldest of Kaarjala's waterways, the Kesäjoki River is fed by seasonal melting of permafrost in the Everwinter Lands. The river is very shallow and slow, and the bed is dry for the winter and much of the fall.

The Tukkijoki suffers a considerable drop in momentum in an eastern depression. The river becomes so sluggish and shallow that it is hard to distinguish it from the surrounding swamps. At the edge of this region, the Tukkijoki meets the faster-flowing Maanselkä River.

The Sinijoki (“Blue River”) is not a direct tributary of the Maanselkä but flows from the Plain of Skulls into Lake Hämäräjärvi. Owing to the unsavory nature of its place of origin, most Kaarjalans do not drink from it, nor will they eat fish caught from the river's waters.

Kaarjala is blessed with over 1,000 freshwater lakes that have been carved out of the underlying bedrock by glacial action. Most are less than ¼ square mile in size, but three lakes – Hämäräjärvi, Isojärvi, and Pohjanjärvi – are numbered among the largest lakes on the continent. Fens dominate the margins of many of these waterways and lakes.

Located in the uplands around the Raatovaarat Mountains, Hämäräjärvi is Kaarjala's highest lake. It is also the deepest, with an average depth of more than 60 feet. Some portions near the western shores are more than twice that measure.

Although Lake Isojärvi is the southernmost of the big lakes, its waters are the coldest. Many people attribute this (correctly) to its proximity to the unsettlingly cold land of Tuonela. For similar reasons, fewer fish live in this lake. The common and giant pike are two such fish that do, but most life consists of worms, small eels and crustaceans, and Kaarjalan crayfish. The average depth of Isojärvi is 25 feet.

Pohjanjärvi, the northern great lake, is considerably deeper than the Isojärvi with an average depth of 40 feet. Of all the lakes, this is the richest in terms of the number and variety of fish. It is also home to the rare Kaarjalan ringed seal.

Surrounding Lands

Located in the sparsely populated north, Kaarjala does not share borders with any other organized state, with the exception of Tuonela, of which the Kaarjalans are unaware that it is the personal domain of the Rimal Hag. Its closest official neighbor, Littonia, lies roughly 300 miles to the southeast, and the civilized lands of the Great Bay are over 350 miles to the south.

The intervening mix of steppes and taiga between the Autuasmaa and the Great Bay – known variously as

Viaskaland (home of the Viaskoda) by the barbarians indigenous to the region, Ziemelniēks teritorija (“northern territory”) by the Littonians, and Koleamaa (“bleak land”) by the Kaarjalans. It is home to a large variety of migratory animals, humanoids, and humans. Viaskoda barbarians live near the northern shores of the Great Bay and wander north only to trade or war with the southern Vaarana clans (the latter usually happens during lean years).

North of Kaarjala are the frigid **Everwinter Lands** (also called Pohjola, or the Land of the North). They are a desolate complex of tundra, snowfields, and rock outcroppings that stretches to the Norzee (also known as the Frosthaven Sea). This region experiences extended polar nights with total darkness during the winter months. Areas to the south typically experience twilight conditions during most of this period with only a few days or a week of complete night.

The arctic willow and species of lichen are the only plants that can survive here – all of these thrive during the brief summer, making the bleak plains intensely colorful for a few weeks. It is during the high summer that the northern Vaarana clans live here, tending their reindeer. Kaarjala makes no claim to the Everwinter Lands, but the nation does pay the territory close heed because of the presence of the nomadic Shonaks and the frost giants of Frosthaven.

The **Frozen Moors** constitute a change of terrain in the Everwinter Lands due south of Frosthaven. This region was far more hospitable during the period prior to the Great Rain of Fire, when it possessed a more southerly latitude. Then it was a cold-temperate marshland near the ancient dwarven holdings. It was inhabited by reclusive spellcasters and others who resisted the technomantic and cultural influence of Blackmoor. The region acquired a decidedly unwholesome aspect following the Great Rain of Fire. The shift in the planetary axis and the deepening freeze made the land less than hospitable. Foolhardy adventurers and Shonak nomads have legends about “The People Before” whose angered spirits flit about the land.

GEOGRAPHY

The watershed for the Maanselkä River's final leg is called **Itämaa** ("east land"). Here, the climatic transition zone created by the *Great Sampo* (see below) is buffeted by the damp air masses moving inland from the coast. The result is a cool region with frequent downpours in summer and heavy blizzards in winter.

Enterprising nobles sought to colonize this territory at various times after Kaarjala's founding, but the climate and periodic incursions by sea raiders, the Qeodhans, prevented any lasting establishment. Less than two thousand freeholders – primarily of mixed Saamari, Littonian, and Qeodhan stock – currently make their homes along the shores of Itämaa. Shonak raids are infrequent, but they pose a sufficient threat to compel the inhabitants to form defensive coalitions in times of need.

Climate and Environmental Notes

Were it not for the moderating effects of the *Great Sampo*, Kaarjala's climate would be truly arctic – frigid winters, short, cool summers, and very little precipitation. Thanks to the artifact, however, the kingdom enjoys a northern temperate climate similar to that of central Littonia. This pocket of warm air has resulted in the creation of a transition zone surrounding it, where it collides with cold air masses circulated by the polar jet stream. Conditions within this zone – which ranges from 10 to 25 miles in width – are truly terrible, with frequent sleet and hailstorms, high winds, and generally damp conditions. The presence of this zone has masked many of the effects of the Rimal Hag's influence over the region of Tuonela.

Kaarjala lies many miles north of the Arctic Circle, and it has long days during the summer, and short ones in winter. Although it does not experience the true polar days and nights of regions further north, the period around the summer solstice is marked by several days during which it is never truly dark; although the sun does not remain fully above the horizon. Likewise, the dead of winter is marked by a period where the sun does not rise and twilight conditions prevail.

Although blessed with numerous rivers and lakes, Kaarjala is too far inland for its climate to be regularly affected by ocean currents on the Alphatian Sea. It receives moderate precipitation, averaging 80 rainy days per year. Thunderstorms are a rare occurrence.

Winter lasts from mid-Eirmont to early Flaurmont (four and half months). Arctic pressure leaks through the Sampo's protective shield, and winter is characterized by moderate snowfalls (6-8 inches per month) and cold temperatures (-25° to -15° C, -13° to 5° F).

Spring is marked by quickly rising temperatures and scant precipitation. The season runs 11 weeks from Flaurmont to late Klarmont. The temperatures range between 0-6° C (32-42° F), but it feels much colder in the transition zone due to the dampness caused by colliding air masses. Planting is done quickly once the snows have cleared.

Summer typically lasts seven to eight weeks with light precipitation punctuating an otherwise dry period. Temperatures range from 14° to 20° C (57° to 68° F).

Autumn begins at the beginning of Ambyrmont, and lasts until early Eirmont. This is a particularly stark and gloomy time of year, as the flowering plants go dormant until spring and deciduous trees are largely unheard-of. Temperatures average 10° to 15° C (50° to 59° F), with frost first appearing in late Ambyrmont.

Communities and Ruins

Most Kaarjalans live in small, rural communities that make use of the available timber for construction. These villages are largely self-sufficient.

The Vaarana who maintain a semi-nomadic lifestyle often have more than one permanent dwelling, typically taking the form of sod huts in the north and frame dwellings in the south and east. When following their reindeer herds, though, the Vaarana live in a circular, tepee-like tent known as a *laavo*, constructed of inward-leaning wooden poles with a floor of birch twigs covered with reindeer fur carpets. All dwellings, whether permanent or temporary, are arranged around a central fire.

Ahmovaara: This bustling farming village (410) is located at the crossroads for routes connecting Kaarja, Rovaniemi, and Polvijärvi. Although most of the people spend their days raising crops, a growing number make a living by serving the needs of the growing number of travelers who use the roads.

Ekola: Most people in this village of 130 occupy themselves with hunting, tanning, farming, or harvesting local herbs. Disquiet has recently fallen over Ekola, due to a string of disappearances in the surrounding forests. No bodies have been recovered, but hunters claim to have seen spirits and other, less savory creatures nearby.

Iisalmi: Many of the 270 inhabitants of Iisalmi are hunters and woodcutters, but a fair number also supplement their diet by catching lake trout and pike in Hämärjärvi. Local tanners have begun to experiment with different treatments for hides, and they have produced leather that is amazingly water resistant. Word of this discovery is making its way to Kaarja.

Kaarja: Kaarja, the capital, is also the largest Kaarjalan settlement with a population of 7,600. It was one of the first permanent settlements established by the Saamari after passing out of the Ice reach, and it is known throughout the far north as the home of the *Great Sampo*. As with many of Kaarjala's larger settlements, Kaarja is protected by a wood and earth palisade, and most of its buildings are wooden. The most notable exception to this construction is the Royal Palace, an imposing structure that doubles as a refuge in times of war.

Lovajärvi: Lovajärvi was a quiet village of woodcutters, until the discovery of bog iron decades ago in the nearby swamp brought unexpected riches. As more people flocked to the village, the locals pressed deeper into the swamp in search of more deposits, and closer to the domain of the Rimal Hag. Angered at the intrusion, she sent a force of undead in AC 973 to eliminate the threat. None escaped the swift slaughter. Now Lovajärvi is shunned, and the wilderness is slowly reclaiming its buildings. Were adventurers to visit, they would find the local temperatures are

GEOGRAPHY

noticeably colder and the undead a regular sight – all signs that the region surrounding the ruins is slowly falling under the Rimal Hag’s sway.

Polvijärvi: The fishermen of Polvijärvi (105) catch pike and salmon from Lake Isojärvi while others log the nearby forests. Several miles to the east, bog iron deposits have been found in a cold and blighted swampland. That area is reputed to be the home of evil spirits, so while some locals are eager to take advantage of the find, older residents point to the disturbing fate of Lovajärvi and urge caution.

Rovaniemi: This moderately prosperous fishing village of 530 lies at the confluence of the Tukkijoki and Maanselkä Rivers, a spawning ground for many salt-water species, including the famed Landsplit salmon. Although many fishermen ply their trade here, some sail downstream to the Alpathian Sea in search of bigger catches. Some villagers have also started selling smoked fish and pickled salmon roe to Kaarjan merchants. Rovaniemi is also frequently used by the Kaarjalan River Fleet as a staging area.

Tainuu: Tainuu is a quiet fishing village that sits on the northern shore of Lake Pohjanjärvi. Most of the 140 inhabitants catch and smoke perch and northern pike, but during the spring calving season the Kaarjalan ringed seal is also hunted. Shonak raids are rare.

Vaasa: This village of 100 is jokingly referred to by many as “the end of the line”, as the road from Kaarja ends here. Vaasa lies within the transition zone between the temperate pocket created by the Great Sampo and the true continental climate of the far north. As such, the villagers eke out a living on the taiga by herding sheep and goats, hunting, and gathering herbs during the brief summer. The local Shonak tribes trouble Vaasa regularly, and as a result there is a permanent military presence here, as well as a small fortress.

Uusimaa: this western region was the first to be settled by the Saamari. Its name roughly translates as “new land” in recognition of this fact. Much of the territory is now under the control of the powerful Saarela family.

Other Sites of Interest

Tuonela: This region lies to the southeast of Kaarjala, and is largely comprised of half-frozen bogs and swamps, with the occasional stand of pines rising out of the mire. Few animals are ever seen here, and the local flora has a decidedly sickly aspect to it. What gives the region a forbidding air is the pall of decay that hangs over it. Sunlight seems muted, as though viewed through a dirty window, and temperatures are five to ten degrees cooler than the surrounding regions, even during the height of summer. The seeming absence of life has led the Kaarjalans to name this region Tuonela (“Land of the Dead”), and it is generally shunned by all.

Tuonela is the domain of the Rimal Hag, and it has been under her control for centuries. Her very presence has corrupted the land, such that no animal will willingly enter the region, and those that pass through almost invariably sicken and die soon afterwards.

The White Siedi: This is a holy place constructed of giant white quartz boulders and decorated with numerous reindeer antlers and other fetishes. It is used by the northern Vaarana clans for their summer ceremonies. A great battle was fought nearby against a small horde of Shonak warriors in AC 663.

Västerånga: This well fortified village of 440 is the largest community in Itämaa. Most of its inhabitants fish, but others gather herbs and hunt. The headman, Tönis Ruus, is the de facto war leader for the entire region, and he would coordinate its defense if Itämaa were invaded.

Turkupunki: Turkupunki (238) is the second largest coastal village of Itämaa. Its population is a quarter Qeodhan. By a centuries-old pact, the regional Shonak do not raid this village, and they can found trading here. Turkupunki is beset by Qeodhan reavers and outlaw bandits in the interior.

Maahlapils: Located 47 miles north of Littonia’s Teci Bog, Maahlapils (216) was originally a Lietuvan community in Itämaa. Today, Lietuvans comprise a bare majority and share the village with the Saamari.

Saltborg: Saltborg is a heavily fortified village of 350 sitting atop a lone hill - actually a very large burial mound - in Viaskaland. Most of its inhabitants herd sheep or work metal traded with other clans living further south. Keisari Arttu’s imperial ambitions were checked here in AC 690.

Aberdon, Benthem, and Utherton: These sites were moderate-sized settlements during the final years of the Blackmoor-era. Today, little remains above ground to testify to their former presence, but ruins do lurk below.

Overall Population

The total population of Kaarjala is roughly 70,000; this figure comprises those living within the boundaries of the kingdom (50,000), as well as approximately 20,000 semi-nomadic Vaarana who have pledged fealty to the throne. Given their seasonal wanderings, many Vaarana will be living outside Kaarjala’s borders at any given time: the northern clans spend the summer months deep in the Everwinter Lands, and some southern clans range as far as the northern fringes of Greater Littonia during the winter.

In addition, roughly 5,000 unaligned Vaarana live in the hospitable valleys located southwest of the Winter Peaks and lands further west. They seldom interact with the Kaarjalans, but trade on occasion with the farther-ranging Vaarana clans loyal to the kingdom.

Itämaa and Koleamaa are home to 1,500 and 7,500 people, respectively. Contact with Kaarjala is sporadic at best. Rounding out the human population of the region are the 7,000 Shonaks who inhabit the eastern Everwinter Lands.

The humanoid population numbers almost 5,000 in the Everwinter Lands, and 10,000 in Koleamaa. Few of these live in the patrolled regions around Kaarjala. The peaks and hills of the Iceeach Range are home to another 8,000 humanoids, but these rarely enter Kaarjalan territory.

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“Bieggolmai makes, and breaks, the best of men.”

– common Vaarana saying

Races

Kaarjala’s population has always been nigh-exclusively human. Most of its people will go through life without ever meeting an elf, dwarf, gnome, or halfling, but humanoids and giants are well-known, and belief in forest spirits is common. If foreign interests continue to expand, these other races could make their presence known in the coming years.

Humans

The Kaarjalans have lived in the far north of Brun for millennia and in the Autuasmaa for over 1100 years. They are divided between the largely settled **Saamari** and the semi-nomadic and less numerous **Vaarana**.

Individuals of both ethnicities tend to be slightly taller than average (6’ for men, 5’9” for women) with fair complexions and moderate builds. Hair color is typically light or dark brown, but blondes are not unknown among those who have some Antalian pedigree. Some Kaarjalans have a slight epicanthic fold over the eyes courtesy of Oltec ancestry – this is more prevalent among the Vaarana. In most respects, though, it would be difficult for a Known Worlder to distinguish a Kaarjalan from a Norwolder or Heldanner.

Men and unmarried women wear their hair long and unbound, while married women braid theirs or tie it in a bun. Traditional Saamari dress for men consists of a linen shirt, a woolen vest and jacket, long wool trousers, wool stockings, and stout leather shoes or boots. Women wear linen blouses with a wool skirt, bodice, coat, socks, and leather boots.

Both sexes wear hats – men don knitted wool caps or brimmed felt hats, while women wear a tanu, or cloth cap, or a shaped bonnet. During the brief summer, men often don knee breeches, and favor shoes over boots; wool coats are set aside in favor of linen.

Fabric is expensive in Kaarjala, and one way in which wealth is signaled is in the generousness of a garment’s cut and the extent of its embroidery. Marks of distinction include clothing made of fine wool as well as the addition of colorful stripes.

The most common form of dress among the Vaarana is the *gakti* (tunic), accompanied by wool trousers for men and skirts for women; all apparel is made of wool or felt – the former for winter and the latter for summer. Clothing tends to be very brightly dyed – dark blue is a common color, with distinctive bands of bright red or yellow on the hems of skirts, the cuffs of tunics, and hats. The way in which clothing is adorned indicates the wearer’s place of origin and their clan.

The most common form of footwear for both sexes is a reindeer skin moccasin, with turned up toes and lined with soft sedge grass to protect against cold and dampness. Women wear brightly colored wool caps decorated with ribbons or lace, while men’s headwear varies by region. Clans in the north favor a conical hat made of wool, while those in the south often wear a four-cornered felt hat (known as a *čiehgapir*, or “four winds hat”) edged with fur. Both men and women wear reindeer skin coats during the cold months.

In addition to the Saamari and Vaarana, there are around 600 people from other nations, most of who live in and around Kaarja. Over half of these are Littonians drawn north in search of opportunities. A full description of the Littonians, their culture, and rules for creating Littonian characters can be found in *Gaz F6 The Amber Shores of Littonia*. Of those Littonians living in Kaarja, three-quarters are of Litoniesu stock.

The remaining foreigners hail from various nations of Norwold – Viaskodans, Norwolders, Alphans and a smattering of folk from even more distant realms. The majority of the foreigners present in Kaarjala have arrived here only within the last ten years in pursuit of adventuring opportunities, and they reached Kaarjala by way of Littonia.

Demihumans

As of AC 1000, there are fewer than one hundred elves, dwarves, gnomes, and halflings living in Kaarjala. Dwarves are the most common group with 43 individuals, all hailing from Stormhaven or the small clanholds in the Icereach and Wyrksteeth Ranges. A small contingent of 22 Leehan halflings made their way to Kaarja four years ago to set up trade and inn-services. The remaining demihumans in Kaarjala are individual adventurers. Most of them live in and around Kaarja, where opportunities for adventure (i.e., patrons with money to spend) are most plentiful; however, the troubled region around Polvijärvi and Lovajärvi is also a locus of adventurer activity, human and demihuman alike.

Other Races

The barren lands north, west, and south of the kingdom are inhabited by several tribes of goblins (known as *hiisi* in both Kaarjalan tongues), the most powerful and organized of which are the **Yrgun**, which receive tribute from several minor tribes. The Yrgun inhabit the northern slopes of the Winter Peaks, and have excavated extensive tunnel complexes deep underground. Most northern goblins dress in cured wolf, reindeer, or polar bear hides, but they are otherwise indistinguishable from their southern cousins. The Yrgun are unique among the northern goblins in that they use cured and dyed human skins for ceremonial dress.

In addition to the goblins, **ice trolls** – a stocky breed, but equally dangerous – can be found on the western slopes of the Winter Peaks. They normally hunt wolves, bears, and reindeer; but the odd goblin or human will do.

Kobolds are numerous in the southwestern mountains. The Kaarjalans know them as the *koirankuonolainen*, and they are the only subspecies of kobold to sport a significant fur coat – black with rust brown markings on the chest and face.

There are also about two dozen “packs” of lupin (known as *lupinkoiranlainen*) in Viaskaland, as well as the eastern and northern foothills of the Icereach Range.

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They are generally reclusive and pursue a hunter-gatherer existence, but at least three packs herd reindeer. The lupins are a very recent arrival to Norwold, coming here from the Hyborean and Borean coasts. Encounters with the packs have been rare thus far, but there have been occurrences of trade with the Viaskoda and the Vaarana clans. Conflicts with the local goblins tribes are infrequent, but exceedingly bloody. The lupins have good relations with the Shonaks in the west, a legacy of being allied Tribes of Law in the old conflicts of the Midlands.

Note: Those who use Bruce Heard's *Dragon Magazine* article on lupin sub-races may consider the lupinkoiranlainen to be a variety of Norwold Malamute, known as the Kaarjalan Lapphund. The Lapphunds sport grey, light brown, or white fur. The Malamute itself will not exist in *GazF* Norwold for another two to three decades.

Social Standing

In comparison to many other nations, Kaarjalan society is not highly stratified. Serfdom never existed; commoners, whether they live in villages or in the countryside, own their own land and are responsible for its productivity. Commoners historically would contribute to the community in the form of goods or labor, but in recent centuries this has evolved into the payment of land taxes.

As in other realms, the commoner class is the largest in Kaarjala. It comprises a broad spectrum of occupations, from farmers, loggers, trappers, and herdsmen in the country to leather-workers, blacksmiths, carpenters, and other craftsmen in the villages and towns.

The townsfolk are overwhelmingly Saamari, and Kaarjalan towns are similar to their southern counterparts with a level of bustle that is largely absent in the rural regions. Nevertheless, crucial differences exist. The largest Kaarjalan settlements are small by the standards of the Known World, and the "professional" class (e.g., scribes, accountants, and highly specialized trades) are largely absent outside of the royal court; although this is slowly changing.

Above the commoners are several ranks of nobility. At the very bottom is the untitled noble, or Aatelinen (literally, "noble"). The most common occupants of this rank are members of fighting orders, but individual heroes have been granted this rank on numerous occasions. In the case of the former, the honorific is generally not hereditary, and its holders are not considered "true" nobles by the nobility. In the latter case, the rank is hereditary, but it does not come attached with a fief.

The greater nobility includes the ranks of: Vapaaherra (baron) or Vapaaherratar (baroness), Kreivi (count) or Kreivitär (countess), and Ruhtinas (prince) or Ruhtinatar (princess). The princes and princesses of the royal house are referred to as Prinssi and Prinsessa, respectively. The king is referred to as the Kuningas, the queen the Kuningatar. In the past, ambitious or simply self-important kings and queens also have referred to themselves as Keisari (emperor) and Keisarinna (empress). Among the higher nobility, a given title is used to address all male members of the title-holder's family.

Kaarjalan nobility arose from a decision by King Hanno that those who could afford to maintain at least one soldier would be exempted from ordinary taxes on one acre of land. Prior to that time the king ruled the realm directly, spending much of his time traveling between his estates and overseeing his army. Land taxes were imposed in order to finance the construction and maintenance of fortifications and the small river fleet. As a result of this decision, wealthier landowners took it upon themselves to maintain more soldiers, in order to secure tax exemptions on larger swaths of land. Thus, the nobility grew from members of the peasantry who had enough wealth, or were able to command enough physical resources, to maintain soldiers.

As the centuries passed, the nobles came to wield considerable economic power, and they now own large tracts of land bought from the commoners. By tradition, they are forbidden from taxing the land of commoners living under their jurisdiction, but they may demand goods or military service in times of crisis.

Language

A number of languages are commonly heard in Kaarjala and the larger northern region.

Alphatian: Although by no means commonly spoken, Alphatian is used by a small group of Alphan expatriates who live and work in Kaarja.

Hymsprach: Commonly known to other races as Giantish, Hymsprach is the language for all true giant-folk in the north (fire and larger).

Litoniesu: The Litoniesu minority in Kaarja is large and vibrant enough that their native tongue is still spoken, and it is the most commonly heard foreign language in Kaarja.

Qamuuq: Qamuuq ("our words") is the language spoken by the Shonaks inhabiting the eastern Everwinter Lands. Due to historical animosities Qamuuq is seldom heard in Kaarjala, but some Vaarana clans make use of it when conflicts are at low ebb. Qamuuq is a slightly variant dialect of the parent Shonak language heard north of the Hill and Dale (*Gaz F5 The Western Alliance*).

Saamari: Saamari is the native tongue of most Kaarjalans, and it is the official language of court. It is unrelated to any other Mystaran language except Vaarsu. A dialect is spoken by the people of Itämaa, which is 90% compatible.

Vaarsu: This is the language spoken by the Vaarana. It has no written form, although a runic system derived from both Ilmarinen and the Antalian is in use. It is related to Saamari, but centuries of separation and a measure of Antalian influence have made them almost mutually unintelligible. There is considerable variation in colloquial Vaarsu, with three main dialects, each of which can be divided into at least two sub-dialects. The slow-spoken western dialects between Kaarja and the Icereach have 30% compatibility with Saamari; whereas the southern dialects have 30% compatibility with Viaskan-Antalian. Northern Vaarsu – spoken north of the Maanselkä River – is characterized by clipped consonants and a quick intonation.

Viaskan: This is the language spoken by the Antalian-descended Viaskodas, commonly called the Northern Bay

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Barbarians. Centuries of separation from the other Antalian populations and intermittent contact with the Littonians and the Kaarjalans have modified their language. Viaskan is 85% compatible with the dialect spoken around the Alphan Peninsula, 65% with Norwoldensian, and less than 60% with the Icereach or Wymsteeth dialects.

Religion

Saamari religious practices have formalized over the centuries, partially as a result of the rise of the Church of Kaarjala. The High Priest of the Church, widely known as the Grand Smith of Ilmarinen, oversees a clerical council comprised of the most senior clergymen (called Smiths) from each community. The council discusses broad administrative and doctrinal matters, but it grants individual priests and itinerants considerable leeway to run their own affairs.

Individual Smiths also act as the spiritual voices of their communities, and they have a level of authority greater than a village council member. In addition to leading regular religious services and other ceremonies, many clerics also offer a limited education for Kaarjalans in exchange for service or generous tithes. In most places, such education encompasses a rudimentary knowledge of the history and legends of Kaarjala (more

of the latter), basic arithmetic, and the inculcation of social values. If the cleric is literate, students may also be taught to read – this is more common in the larger settlements.

The people of Kaarjala – both Saamari and Vaarana – revere legendary figures and personifications of the physical world, as befits a people who arose in the far north and survived its severe climate. The listings for Immortals linked to their beliefs reveal the hidden, convoluted history of the people, with elements borrowed from the (O)ltes, (N)eathar, (T)honians, (L)ittonians, (V)iaskodas, and even the (H)umanoids.

Not every figure of lore corresponds to an actual Immortal, and Ilmarinen, Thor, and Terra (or Djaea) perform multiple roles for different aspects that are venerated separately. The figure of Ukko arose from contact with the Thonians (Blackmoorians) and originally was linked to Odin, but it became increasingly affiliated with Thor over the centuries of Viaskodan contact. Additionally, Hel took over the persona of Tuoni after the apparent demise of Thanatos during Nithia's destruction, but Jabbmeaaakka is tied to the beastmen and humanoids. Immortals whose names are italicized are considered female by the Kaarjalans.

The Vaarana cleave more strongly to the folklore roots and their historic

interactions with humanoids and other tribes, and they follow a shamanistic tradition. Everything – people, animals, and even plants – is thought to be sacred, created by the powers beyond as part of their great work. *Noaide* (shamans) act as mediators between mortals and the Immortals, asking questions on behalf of their people and relaying any responses. Most such communication concerns the sacrifice required to cure an illness, conceive a child, or ensure success on a hunt. *Noaide* also mediate disputes, perform healing, and bestow blessings – thus, they play a critical role in any Vaarana community.

Most Vaarana also believe in the notion of a dualistic soul; people are generally thought to have two souls – one associated with the body and its functions, and one for the mind that departs after death. This belief is held by many Shonak tribes as well.

Holidays and Celebrations

Juhannus: Juhannus is the main Midsummer festival. Great bonfires are burned and drunken revelry is the order of the day. Although there is no set day for the event, Kaarjalan communities normally hold this celebration within seven days of the solstice. During this time, some young women also make bridal wreaths and place them under their beds, after which they are supposed to see their future husbands in their dreams.

Joulu: Joulu is the Kaarjalan Midwinter celebration, an acknowledgment of the old year's passing, and the dawn of the new one. In addition to family feasts with a food spread called the *joulupöytä*, a common practice is to melt a piece of tin and drop it into a bucket of cold water. The shape assumed by the tin is used to predict one's fortunes for the coming year.

Culture

To those who know them, the Kaarjalans have a reputation for being very straightforward and stubborn. Little thought is given to a person's title, what their ancestors did, or what they claim they can do; all that matters is what a person can do right now, and whether

The Common Kaarjalan Patrons

Figure	Immortal	Attribute	Source
Ilmarinen	Ilmarinen	Craftsmanship	Native
Lemminkainen	Ilmarinen	Hunting	Native
Vainamoinen	Ilmarinen	War	Native

The Saamari Patrons

Ahti	Protius	Water, rivers	N
<i>Pekko</i>	Terra	Crops, barley, brewing	N
<i>Pelervo</i>	Terra	Harvests	N
Tapio	Ordana	Forests	L
<i>Tuoni</i>	Hel	Death	O/T
Ukko	Thor	The sky, thunder	T/V

The Vaarana Patrons

<i>Beavi</i>	Ixion	The sun	O
<i>Mattarakka</i>	Terra	Mother Goddess, women, children	H
Hovrenalles	Thor	The sky, thunder	V
<i>Jabbmeaaakka</i>	Hel	Death, the Underworld	H
Bieggolmai	None	Wind, the powers of nature	Native

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they can be depended on to help their family or community. Their attitudes are characteristic of the peoples who live north of the Great Bay, but the Kaarjalans carry it to an even further degree. Cut off from other “civilized” nations and dependent on a magical artifact for their continued prosperity, Kaarjalans feel they have little luxury to dwell on possibilities or be introspective; threats to survival are very real and require quick action.

The everyday perils of life in the far north have inured the Kaarjalans to adversity; the struggle to survive is considered a part of life, just as the seasons’ progression and the weather patterns are seen as elements of existence that cannot be controlled by mortals. This stoic acceptance of the challenges of life, encompassed by the Saamari word *sisu* (“grit and guts”), is often viewed as melancholy by most others, save perhaps for the dwarves whose own attitudes are similar in some respects.

To the Kaarjalans, *sisu* expresses the sheer determination that allowed their ancestors to build their kingdom and to withstand the suffering they endured while driving away invading forces that would take away their hard-won lands. This carries forward into a deep regard for the value of hard work, the importance of the common struggle to survive, and the need to do whatever is necessary to keep what one has.

The Kaarjalans hold a deep reverence for nature in all its forms. This attitude stems in part from their nomadic background – a lifestyle still practiced by most Vaarana – but also from their enduring respect (and fear, to some degree) of the capriciousness of nature. Most Saamari express this reverence by enjoying nature’s bounty whenever they can, and holding festivals to mark the turning of the seasons; the Vaarana, as discussed above, tend towards the direct worship of nature in all its forms.

Another nomadically derived feature of the Vaarana culture is the use of unique “family runes.” These runes serve the same purpose as branding and denote which reindeer belong to whom. Vaarana who still herd reindeer will always recognize another family’s rune on sight.

Jokamiehenoikeus

A commonly-held notion among Kaarjalans is that of jokamiehenoikeus (“everyman’s right”, or more commonly “right to roam”). The people have the right to access all open, uncultivated land, be it public or privately owned. Thus, gardens and farmers’ fields are considered off-limits, while pastureland and forests are not. This right carries with it responsibilities – trespassers are expected to make their passage as trace-free as possible, and those foraging or hunting are expected only to take as much as they need to eat in the now. Those who deny jokamiehenoikeus to others are ostracized.

This practice arose during the kingdom’s early years, when the land was still cold and brutal. Saamari chiefs at the time agreed that their collective survival would be dependent on sharing resources, and property restrictions were loosened. Some of these attitudes persisted even as the realm became more organized. It should be noted, this belief does not extend to personal possessions.

Currency and Trade

Most Kaarjalans conduct their business through barter – this practice is common even in Kaarja – but the kingdom has minted coins for well over a century. The initial purposes of the currency was to pay mercenaries and for the settling of accounts between the noble families that could not be met with livestock or other goods. As trade deepens with Littonia and foreign mercantile interests operating there, currency is becoming more important as a medium of exchange.

The Kaarjalan currency system is based on the markka (gp, plural markkaa), which is subdivided into the penni (sp, plural penniä), and the oren (cp, plural orenissa). Foreign coins – primarily Littonian *santimu* (sp), but also Alphantian mirrors (sp) and judges (cp) – are used in larger Kaarjalan settlements; the former valued by weight, the latter at face value. Where coins are exchanged domestically, it is almost always silver or copper that change hands; few people are wealthy enough to have markkaa. Cutting coins to make change is a common practice.

Due to the beneficial effects of the *Great Sampo*, Kaarjala produces enough basic foodstuffs (primarily grains and potatoes) to feed itself in all but the worst years. There is significant logging and fishing, but most production is for domestic consumption. Growing markets exist in Littonia and Alpha for Kaarjalan hides – particularly reindeer, bear, and ringed seal.

The semi-nomadic Vaarana rely on the herds of reindeer during the winter months and farm ancestral lands in Kaarjala during the summer. They store a portion of their harvests in stone storehouses dug into the ground to help survive the lean times. Other than selling hides or cured meat, they contribute very little to Kaarjala’s economy.

Governance

Although it is an organized kingdom, Kaarjala lacks many of the trappings and institutions, e.g. codified laws, penal codes, and bureaucracies that Known Worlders would expect to see in a nation. The often harsh environment militated against developing more complex social systems. Nevertheless, Kaarjalan society has a stable monarchy with a strong, independent-minded nobility.

The most important locus of authority is the town or village council (the *kärjäoikeus*). Local nobles wield influence with these councils, but communities under their jurisdiction are typically allowed to run their day-to-day affairs themselves. The exception to this arrangement occurs during times of crisis or war, in which case it is understood that the nobility will assume responsibility for protecting the people in exchange for their obedience. The king is a distant figure who figures infrequently in daily life, but his visits to communities are major events, and the details quickly become the stuff of legend as they are retold and embellished.

Traditionally, only the king or his designees may collect taxes. At the time of Kaarjala’s founding, there was only the people and their leader. Even after the nobility arose, this arrangement had remained, but this once-personal connection between liege and subject grew ritualized through the tax collection system.

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At the end of the year, each *käräjäoikeus* levies a tax of one-fifth of estimated income on behalf of the king on all households under its jurisdiction. After local collection, this tax, paid in cash or goods, is delivered to the local noble. Two-thirds of that then passes on to the king, less one markka for each officially listed soldier under the noble's command.

When needed, the king may summon his nobles to court to seek their counsel on various matters. These assemblies, called *rälssi*, function as a loose parliament. The *rälssi* dissolve when the matter at hand has been resolved.

Crime and Punishment

Although Kaarjala has no written legal code, both the Saamari and Vaarana have well-defined standards of proper behavior, with slight variations between communities. Each settlement polices itself, and transgressions are handled by the *käräjäoikeus*. The council also might bring in pertinent citizens to help adjudicate. For example, a council might call upon the community's most senior merchants or craftsmen to help judge a person accused of selling inferior goods. All members of such councils are lay people, with one person nominated as the *laamanni* (literally, lawman), who presides over the proceedings and maintains order but has no additional powers. A *käräjäoikeus* is struck only when there are cases to resolve and there are no other pressing matters for the communities such as harvests or hunts. Consequently, most cases are delayed until winter.

These traditional practices are slowly giving way to a more formalized system in Kaarja, where the King's Council operates year-round. King Kaarlo sees elements worthy of emulation in neighboring Littonia's own evolving legal system. He has upheld tradition by maintaining a *käräjäoikeus*, but the king reserved the right to appoint its members and has ordered officials to draft a legal codification of the traditional system. This move has angered some nobles, who fear that the king's code will one day be the only acceptable version of Kaarjalan law.

Punishment varies according to the crime, but it is usually restitution in the form of goods or indentured servitude for a period of time – this applies both in rural regions and in Kaarja. Serious crimes such as murder are often punishable by death or exile for life. These harsh punishments are commonly carried out immediately after pronouncement. Executions are by hanging in Kaarja, but elsewhere it is done by dragging. In the case of exile, the community drives out the offender with nothing more than what they were carrying at the moment of sentence. Few exiles survive long in the wilderness.

Norwold's druidic order has also interposed in Kaarjalan affairs with their own penal system. Due to the importance of the land for their survival, the Kaarjalans have accepted this. Special three-druid councils exist to adjudicate in matters where a person has inflicted harm on the environment, such as poisoning a river, burning a forest, or rendering farmland unproductive. Once captured, the offender is turned over to the druids responsible for the region affected. If found innocent, or if the council finds that there were mitigating circumstances, the accused is released or ordered to perform minor restitution, e.g. a short quest. Those found guilty are taken into the forest, never to be seen again. Many of these are polymorphed into animals.

Organizations

"He who lies thrice believes he's told the truth."

– Kaarjalan saying

Church of Kaarjala: The Church of Kaarjala was officially formed by King Paavo in AC 770 following a fermenting religious dispute between the Saamari and Vaarana. The Saamari, during their roughly 700-year separation from their cousins, had incorporated the various aspects of Ilmarinen into their faith, and adopted elements from their Littonian and Viaskodan neighbors. In addition, their settled lifestyle led to the increased formalization of rites. The Vaarana had maintained the old rites along with concepts pulled from the western humanoids, and for centuries

they refused to adopt the new Immortals. Successive monarchs let the Church look after its own affairs so long as it continued to support the monarchy and tithings continued to come in.

Requirements: Profess belief in the Kaarjalan pantheon, and attest to the miracles of Ilmarinen's great works.

Cost: Churchgoers pay a tithe of one penni per month (or equivalent value in service or goods) to their local church.

Privileges: Membership in the Church conveys a degree of acceptability in Saamari society.

Brothers (C1-6) receive free room and board at the nearest church, basic education, and enjoy a measure of respect from the citizenry.

Smiths (C7+) further receive a stipend of 10 penniä per month over and above all operating costs, and they have the right to be attended by two Brothers, plus an additional Brother for every five levels attained beyond 10th.

The Grand Smith resides in the church at Kaarja, where he is served by a retinue of ten Brothers and two Smiths. The Grand Smith receives a stipend of 10 markkaa per month.

Responsibilities: Churchgoers must defer to the clergy on religious matters, observe all rites, and pay their tithes. Clergy must defer to those of higher rank, and undertake any task assigned by the Grand Smith.

Hindrances: Poor reaction from *noaide* and some segments of Vaarana society.

Followers of the Forge: The Followers of the Forge are a sect within the Church of Kaarjala that views the political and social changes making their way northwards with concern and fear. Tales told by adventurers have left particularly poor impressions about the Empires of Alphatia and Thyatis. Littonia is considered a fallen realm because it traffics with southerners, and Kaarjala is soon to be under siege.

The Followers envision a strong nation free of these corrupting influences, with a society built along Saamari lines. Their highest-ranking members ponder whether they will have to overthrow the king if he cannot be dissuaded from seeking further contact and ties with the outside world.

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The Vaarana, with their faith in the *noaide*, are considered backward barbarians. The Church of Kaarjala views the Followers with increasing embarrassment, and it is beginning to distance itself from the movement.

After passing through sometimes dangerous rites of initiation, members are grouped into small councils, which meet monthly. Aware that they could be in danger from their own Church and government, the Followers have adopted a rough cell-structure for the group's organization and coordination. Common members typically only know people in their own council, but they can identify one another via their anvil markings (see below). Some councils pursue more excessive measures such as vandalism and assaults against foreigners or those thought to be "cultural traitors," but this is not the norm.

Paralleling the Church, the leaders of the Fellowship are known as Smiths; however, for every five Smiths there is one Forgemaster, all of whom report directly to the Grand Forgemaster of Kaarjala.

The Amber Brotherhood of Littonia (see *Gaz F6*) has begun infiltrating the Followers, viewing the organization as a tool to further its own plots. To date, two councils in Kaarja have been co-opted, yet the Brotherhood is unaware of the Followers' larger objectives.

Requirements: Men of pure Saamari stock only. Members bear a tattoo or brand of an anvil on their left shoulder.

Cost: 2 penniä per month, or 5 hours of work per week.

Privileges: Tacit support from sympathetic nobles and various firebrands in Kaarja. Additional support comes from some of the druid councils that also frown upon the Empires' impact on Norwold.

Responsibilities: Participate in rallies, marches, pamphleteering, and appealing to the king's court, and attend monthly meetings. Members must also support any Follower in distress and never divulge the identities of other Followers.

Hindrances: Poor reaction from the Vaarana, the King, the Church of Kaarjala, and foreigners in the know.

The Northern Union: The Northern Union is a gentlemen's club whose members subscribe to the notion that the north (meaning the lands north of the Great Bay) will prosper if its peoples unite under a common banner, and reject any overtures from any power that would claim sovereignty over the region. Most Kaarjalans, concerned with making ends meet, scoff politely at best when presented with the Northern Union's grand vision. Nevertheless, its members are convinced that they will bring the masses over to their line of thinking if they can find the right argument.

Requirements: Noble, or otherwise have the time or inclination to chat about political ideals.

Cost: None; members are expected to host meetings, which involve large dinners and drinks afterwards, at their homes on a rotating basis – a potentially expensive affair.

Privileges: Access to the liberal intelligentsia of Kaarjala, most of who are highly dedicated to the cause.

Responsibilities: Members contribute to the extent that they wish; however, active participation during meetings is a must, and those with the means are expected to host a function at some point during the year.

Hindrances: Poor reaction from most Kaarjalans (useless fops) and conservative nobles (spineless socialites).

Circle of Druids: The Circle of Druids is an informal grouping of Kaarjala's druids, formed in AC 100 when it became clear that the *Great Sampo* was permanently changing the local environment, and the Saamari were turning away from their traditional, nature-focused faith. Since that time, the Circle has sought to limit the inroads made by civilization into what it considers a unique and magical wilderness habitat.

Although the Circle is unanimous in its desire to protect the Kaarjalan wilderness, other druids in Norwold believe that the influence of the *Great Sampo* should be reduced - or even eliminated – to restore the region to its original state. As a result, many members are torn between their desire to

protect the land that sustains them, and the imperative to respect nature in its virgin form, as advocated by some of their colleagues.

Requirements: Membership is open to druids only.

Cost: None.

Privileges: Support from the Druid Council of Norwold.

Responsibilities: Actively protect the wild regions of Kaarjala from sentient beings that clearly intent on harm, as well as those living in rural regions who coexist peacefully with nature; administer punishments as set forth by druidic law in accord with Kaarjalan tradition.

Hindrances: Possibility of becoming enmeshed in the politics of the Druid Council of Norwold. Many *noaide* see themselves as the upholders of traditional nature-oriented values, and view the druids as interlopers.

Relations with Surrounding Lands

Alpha: No formal relations exist between Kaarjala and Alpha, but each nation has become aware of the other via Littonia. King Ericall entertains the thought of asking King Kaarlo to swear fealty, as southern Kaarjala occupies the northern fringes of his kingdom's current claim, but Kaarjala is so remote that its independence is not a priority problem.

Alphatia: The Alphetian Empire is even less likely to take notice of Kaarjala. Its wizards at Alpha dismiss it as a barbarous realm of little consequence. This view is unlikely to change unless the kingdom develops a more vigorous presence in the region or a naval presence off of Itämaa.

Frosthaven: Kaarjala has suffered countless attacks over the years, including full-scale invasions. Attitudes are hostile towards the giants, but the Kaarjalans do not share the deep hatred felt by their Littonian neighbors.

Heldann: Heldannic warbirds from the Eye of Vanya have flown over Kaarjala a number of times, and the Order has a couple of agents working in Kaarja, but their activities are limited to information gathering only. No plans currently exist to incorporate this isolated

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kingdom into any future Heldannic empire, but that may change if the frost giants become more organized, or if Alphatia strengthens its presence.

Leeha: The halfling traders of Leeha will probably pursue opportunities in Kaarjala with greater energy after they become established in Littonia, but an advance team has already arrived in Kaarja.

Littonia: Kaarjala and Littonia have extensive trade and political ties, given their similar circumstances and shared history. Relations are generally friendly, and Kaarjala depends on Littonia to act as its trading gateway to the south. Littonia is well aware of this fact and may try to compete with foreign interests that want to build any networks this far north.

Oceansend: No contact has been established yet, but an alliance could be formed if King Ericall seeks to expand his influence too vigorously.

Ostland: Ostlanders have been sailing up and down the coast of Norwold for centuries, and on some occasions they have even sailed up the Maanselkä River to raid Kaarjalan settlements. Some of the more forward thinking Ostlanders – typically those allied to Queen Yrsa – are looking at Kaarjala as part of a future northern trading network.

Qeodhar: Baron Norlan considers the Alphatian Sea and the Norzee his private domain, and he would take a dim view of the Kaarjalans establishing a stronger maritime presence – especially when tensions with Littonia are on the rise. For now, however, Kaarjala is rarely mentioned in the halls of Farend.

Shonak Tribes: Shonak tribes once occupied the lands of Kaarjala, but they were driven north after the kingdom's founding. Relations have been hostile ever since, though individual trade does occur.

Thyatis: The Empire has not established diplomatic relations with Kaarjala. The general thinking in Thyatis City is that Kaarjala is simply too remote to be of strategic interest, but this may change as agents operating out of Oceansend and Alpha learn more about the nations of this region.

The Druid Council of Norwold:

Early druids played an important role in Isanmaa, but their influence declined sharply after the fall of the old kingdom. Although the *noaide* are very nature-oriented, they are not true druids and have no representative with the Council, but there is a loose circle of Kaarjalan druids. There is conflict within the Council over Kaarjala. Some are favorably disposed to the Sampo's life-giving warmth, but others – particularly those whose heritage is with the Viaskodas and Shonaks – see the destruction of the Arctic climate and the potential for wider damage caused by the *Sampo's* warming. Other druids, opposed to the arrival of the great empires to Norwold, support the activities of the Followers of the Forge.

The Military

Owing to its relatively decentralized nature, the only standing force that Kaarjala maintains is the king's personal guard. In times of need, they are augmented by the militia resources of the nobles, which are of variable quality. All water-based forces are under the king's direct command, by tradition.

The Vaarana maintain an informal defensive force known as the *Rauhanturvaaja* (Peacekeepers), who watch the frontiers of the kingdom. The *Rauhanturvaaja* are not formally part of the Kaarjalan military; however, they do train extensively with their Saamari cousins.

In the royal and noble forces of Kaarjala, an *alikersantti* (undersergeant, F2-3) leads squads with five soldiers (F1-2). Typically four of these squads are then commanded by a *kersantti* (sergeant, F4-6). Finally a *kapteeni* (captain, F7+) commands four *kersantti*. Thus a unit at full complement will have 101 men. A *kapteeni* normally reports directly to the local governing noble, but in large campaigns a *kenraali* (general, F12+) may perform this role.

Unless noted otherwise, assigned equipment includes: *kapteeni* (plate mail, normal sword), *kersantti* (banded mail, normal or bastard sword), *alikersantti* and soldiers (scale mail, normal sword), and archers (leather, shortbow).

The Royal Army of Kaarjala

Personnel: 2 (F10) mounted *kapteeni*, 8 (F5) mounted *kersantti*, 32 (F3) *alikersantti*, 120 (F1) soldiers, 40 archers

Non-combat Personnel: 50

Leadership: K. Kaarlo Taavinen (F26)

Troop Class: Average

BR 88

Although his soldiers technically serve him as a feudal lord, King Kaarlo's decision to name his forces the Royal Army of Kaarjala has grated on some of the more independent-minded nobles.

The Defenders of Uusimaa

Personnel: 1 (F10) mounted *kapteeni*, 4 (F5) mounted *kersantti* (plate mail, normal or bastard sword, spear), 16 (F3) *alikersantti* (banded mail, normal sword, spear), 60 (F1) soldiers (chain mail, normal sword, spear), 20 (F1) archers

Non-combat Personnel: 25

Leadership: Kreivitär Meeri Saarela (F13)

Troop Class: Average

BR 72

The Defenders of Uusimaa are the personal militia of the Saarela family. They spend much of their time patrolling the western hills, and have fought the Yrgun on many occasions – hence their heavier armor. They train together extensively, and have a reputation for being very steadfast in battle, especially against charges.

The Army of the East

Personnel: 1 (F10) mounted *kapteeni*, 4 (F5) mounted *kersantti*, 16 (F3) mounted *alikersantti*, 30 (F1) light cavalry (as soldier), 30 (F1) soldiers, 20 (F1) archers

Non-combat Personnel: 25

Leadership: Rasmus Varvikko (F18)

Troop Class: Average

BR 84

The Army of the East, led by *Kreivi* Rasmus Varvikko, guards the frontier with Itämaa. Rasmus has structured the army as a rapid response force to raiders.

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Local Militia

Number of such Units: 9
Personnel: 1 (F5) mounted *kersantti*, 4 (F3) mounted *alikersantti*, 15 (F1) soldiers, 5 (F1) archers
Non-combat Personnel: 2
Leadership: Knight or veteran warrior (F10 *kapteeni*)
Troop Class: Below Average
BR 47

Local militias will form for local defense only. The leadership of these units are typically the retinue of various nobles.

Rauhanturvaaja (Peacekeepers)

Number of such Units: 5
Personnel: 20 (F3) mounted light infantry (leather, spear, normal sword), 30 (F3) mounted archers (leather, shortbow, normal sword)
Leadership: Jääkäri (Ranger – F9)
Troop Class: Fair
BR 77

The Rauhanturvaaja are mounted on specially trained reindeer. They are fully capable of living off the land and need no support personnel. There are usually five units active at any given time; should Kaarjala ever be invaded, an additional 10 Rauhanturvaaja units could be mustered from the populace for local defense. During any month, there is a 30% chance that an active Rauhanturvaaja unit will be patrolling with one of the Saamari units above.

Kaarjalan River Fleet

Number of such Units: 6
Personnel: 4 (F1) sailors and 6 (F4) marines (leather, normal sword).
Non-combat Personnel: 14 (NM) rowers (will help repel boarders but will not fight otherwise)
Leadership: *Kapteeni* (F10)
Troop Class: Below Average
BR 42

Kaarjala maintains a small fleet of shallow-bottomed river boats that patrol the major rivers. Their primary purpose is interdiction, but they can be used as light troop transports in times of crisis.

The boats used by the River Fleet should be considered “Large River Boats” (as per the *Rules Cyclopedia*):

Kaarjalan River Fleet Boat

Cost	6,000gp
HP	40-60
AC	7
Crew	14 rowers, 4 sailors, 6 marines
Capacity	60,000cn
Move	24 mi/day or 40ft/rd
Arms	1 fixed ballista (2 sailors)

All told, the Kingdom of Kaarjala has a total troop strength of 893 fighting men and women supported by 108 non-combat personnel. The Kaarjalan River Fleet comprises 6 vessels, 36 marines, 24 sailors, and 84 noncombatant rowers. Should the entire Rauhanturvaaja force ever be mobilized, an additional 510 troops would be added to the total, bringing the kingdom’s total complement up to 1,463.

Other Military Forces

Itämaa Militia

Number of such Units: 3
Personnel: 5 (F4) medium infantry (scale mail), 20 (F1) light infantry (leather armor), 10 (F1) archers
Non-combat Personnel: 4
Leadership: 1 F7 mounted soldier
Troop Class: Below Average
BR 49

Should Itämaa ever be invaded, the locals can muster up to three militia groups for self defense. Tönis Ruus (F10) would coordinate the combined assemblage of the Itämaan host – each militia unit is commanded by one of his trusted companions.

Vaarana Clan Unit

Number of such Units: Unknown
Personnel: 3 (F3) warriors, 15 (F1-2) warriors, 1 senior noaide (No3), dagger, 2 noaide (No1)
Leadership: Clanhead (F5)
Troop Class: Poor
BR: 30

Vaarana warriors carry spears and shortbows and wear leather (hide) armor. The noaide wear leather and wield clubs and daggers. These clan units constitute the men in 3-6 affiliated families within the clan, and are found throughout the Vaarana, particularly among those living outside of Kaarjalan authority. These forces are skirmishing units and do not join with other military forces, such as the Rauhanturvaaja or the Royal Army, without the approval of the *noaide*.

Shonak Horde

Number of such Units: 4
Personnel: 30 (F9) great hunters (leather and bone armor, knife, spear), 60 (F5) veteran warriors (leather, spear, knife), 300 (F1) warriors (leather, spear, knife), 150 (F1) archers (shortbow, knife), 20 (C5) shamans (knife).
Leadership: warleader (F15, leather, spear)
Troop Class: Fair
BR 61

The statistics given above would be used if the eastern Shonak clans ever mustered their full strength and marched into battle. Otherwise, they use clan units similar to the Vaarana. Given their nomadic lifestyle, they do not require non-combat personnel to support them.

Yrgun Marauders

Personnel: 20 (7HD) ice troll brawlers, 100 (2HD) hobgoblin heavy infantry (scale mail, normal sword or axe), 150 (1HD) goblin light infantry (leather amour, normal sword or spear), 100 (1HD) goblin wolf riders (leather amour, spear), 100 (1HD) goblin archers (leather amour, shortbow), 20 (4HD) goblin wokani (dagger).
Leadership: Goblin King Shigath (Go11)
Troop Class: Fair
BR 69

The Yrgun have managed to capture and “domesticate” some of the nearby ice trolls. In times of need, the Yrgun can summon another 200 (1HD) goblin warriors from other tribes.

PERSONALITIES

Royalty

Kaarlo Taavinen, Kuningas of Kaarjala: F26, Str16, Cha16. Kaarlo has been the king of Kaarjala for 15 years and has great dreams for his country, but he is growing increasingly impatient over the pace of change. This frustration has colored his perception of Littonia's progress, making that kingdom seem wealthier and more advanced than it truly is. At the same time, Kaarlo is trying to keep the Saamari and Vaarana together, bridge the gap between the Church of Kaarjala and the *noaide*, and strengthen Kaarjala against its external enemies.

Elina Taavinen, Kuningatar of Kaarjala: NW, Wis 17. Raised in a highly political family, Elina's skill at seeing through the deceptions of others is legendary at court. Her quiet counsel has been a boon to her husband, but her main concern is for the welfare of her children – especially wayward Tuomo. Elina openly respects the *noaide* and consults with them frequently.

Tuomo Taavinen, Prinssi of Kaarjala: F9, Str 13, Con 17. Tuomo is a huge (6'5") man who loves to drink and, in open imitation of Lemminkainen, to lead raiding parties into the wilderness to fight goblins. The king hopes that his heir will get his impulsiveness out of his system before ascending to the throne.

Niklas Taavinen, Prinssi of Kaarjala: F6, Str 16, Wis 7. Unlikely to take the throne, Niklas has focused his energies on becoming a renowned warrior. He is essentially a hero looking for a cause. During his spare time, he wanders the woods near Kaarja in search of monsters to slay. Should the prince encounter adventurers of stature, he will be tempted to accompany them.

Equipment: war hammer +1.

Auli Taavinen, Prinsessa of Kaarjala: F1, Dex 16. Auli is a 15 year-old tomboy who wants to lead the rough-and-tumble lifestyle of her eldest brother, Tuomo, but she knows that her father will likely marry her off. She is quick tempered and proud of her scarred nose – a result from when her nose was broken during a fight with Tuomo. It is probable that she will leave home for a life of adventuring when she is older.

Nobles and Leaders

Pekka Seppanen, Grand Smith of Ilmarinen: C25, Str 15, Wis 17. As Kaarjala's spiritual leader, Pekka strives to balance caring for his flock and guiding the king – duties that sometimes conflict. He has recently experienced vivid dreams about the adventures of Ilmarinen, which he has interpreted as a warning that Kaarjala is threatened by an ancient power of darkness. He is inclined to doubt the *noaide*, who claim that foreign heroes will help win the day.

Rasmus Varvikko, Kreivi of Rovaniemi: F18, Wis 14. Rasmus is a great bear of a man known as the "Count of the East". His family owns a great deal of land near Rovaniemi, and their title was elevated to that of Kreivi for valorous service during the Battle of Skulls. Since that time, the family has crossed blades with Ostlanders and Qeodhans, for whom the family nurtures an abiding dislike. Rasmus believes that the king is not doing enough to stamp out the threats emanating from Tuonela. This has earned the Kreivi the watchful eyes of the agents of the Rimal Hag.

Ilkka Pyysalo, Vapaaherra of Respoo: Kant2. Ilkka is one of the principal organizers of the Northern Union gentlemen's club. Despite holdings in the east, the noble prefers to lounge about Kaarja cracking-wise about the uneducated masses and tradition-bound nobles.

Meeri Saarela, Kreivitär of Uusimaa: F13, Str 14, Dex 16. The Saarela family has long held estates around Hämäräjärvi and the hilly country to the west. The countess is tall and solidly built, and is not shy about pursuing what she wants. When her husband died in battle, it was expected that Meeri would remarry, but she shocked her peers by remaining a widow and taking the occasional lover. She is convinced that there is great mineral wealth to be had in the uplands, and Meeri has ventured there herself in search of it. Although she has been unsuccessful so far, the Kreivitär is hiring dwarves through Kaarja and Littonia to come and survey the land.

Teemu

Kainulainen, Vapaaherra of Iisalmi: F11, Str 15, Cha 15. Teemu's family rules the region surrounding Iisalmi. They have been vassals to the Saarelas of Uusimaa for centuries. Teemu is a jovial man who much prefers hunting moose and other game to governing – he is perfectly happy turning over matters to his younger brother, Risto.

Risto Kainulainen, Vapaaherra: F16, Str 13, Int 15. Unlike his older brother, Risto is a very pragmatic, businesslike man with a reputation for getting things done. On the surface he seems content to run his brother's affairs, but he secretly resents the fact that Teemu holds the ruling title. Some of the Rimal Hag's spies have noted this resentment, and are trying to influence him. When he is not running the dominion, Risto wanders the countryside in search of goblins.

Equipment: normal sword +2.

Kalervo Tuuri, Aatelin: F5, Str7, Int15. As a member of the Order of White Stag, Kalervo is a member of Kaarjala's lower nobility. He is an unlikely warrior who relies on cunning and tactics to succeed. He is a frequent companion of Tuomo and serves as the King's watchful eye where the prince is concerned.

Liisi Jalonen, Aatelin: Amber Mage2, Cha17, C. Liisi is a social climber who spent her youth in Littonia, where she was joined the Amber Brotherhood. Now in Kaarjala, she hides her past, while angling for a landed husband.

Cityfolk

Ásllat the Swift: T7, Dex 17, Cha 14. Ásllat hails from one of the southern Vaarana clans, but he was enthralled by the relative bustle of Kaarja as a young man. Unable to find work he enjoyed, he took up thievery and was "adopted" by a gang. Over the following years he became a skilled thief, and now offers his services as a guide, translator, and scout to anyone with a big enough purse, or an interesting quest.

PERSONALITIES

Eino Mäki: NM. Eino runs the White Swan Inn in Kaarja, which has been a popular stopover for both local and foreign adventurers for several years. A great deal of information comes to his attention.

Iiro Juhala: NM, Int 17, C. Iiro is the king's advisor on political and foreign affairs, but he was swayed by emissaries of the Rimal Hag years ago. He feeds the king false information that makes Kaarjala look backward and unprepared, thus strengthening his impatience and jealousy. He also goads the king into invading Itämaa, while discouraging any moves against Tuonela, describing such an expedition as requiring great effort with no gain. Iiro appears middle-aged, but in truth the man is 137 years old – a gift from the Rimal Hag.

Kalle Päätalo: F16. In his youth, Kalle adventured extensively as far south as Littonia and Alpha, and he now enjoys a comfortable retirement in Kaarja. Although untitled, his reputation as a daring warrior commands considerable respect. Kalle knows a great deal about the lands of the far north, as well as the purported locations of several treasures.

Heroes and Heels

Pekka Outinen: F5, Str 18, AL L. Pekka is a warrior who loves his nation deeply – especially everything outside of Kaarja. He fears that his people will lose their way if they abandon their values, which he suspects is the secret goal of the small foreign presence in the country.

Equipment: battle axe +2, +3 vs. goblins

Tönis Ruus: F10, Str18, Con17, Dex6. Tönis cherishes his freedom and has fought giants, Shonaks, Lietuvans, Qeodhans, and Kaarjalans – anyone who has attempted to take his and his fellows' land. Should war come to Itämaa, it is likely that Tönis would take charge and coordinate the local militia.

Equipment: two-handed sword +3

Mádes of the Broken Skis: F3. Mádes is a Vaarana hunter familiar with the southwestern lands. Two winters ago, his skis broke while enroute to Kaarjala, yet Mádes survived hypothermia and the hoarfrost creatures of Tuonela to reach the protective warmth of the *Sampo*.

Hánno the Eight-Fingered: F16, Str 15, AL C. Hánno lost two of his fingers during a skirmish with Shonak warriors 20 years ago. He was forced to learn to wield his sword with his left hand, yet his injury has not blunted his enthusiasm for battle, nor has it made him more cautious. The Vaarana warrior often wanders the Everwinter Lands in search of worthy opponents and glory.

Gáddjá of the Roaring River: No22, Int 15, Wis 16. Gáddjá is a senior *noaid* of the northern Vaarana clans and keeper of the White Siedi, one of the great holy places of her people. She spends much of her time communing with spirits, and has been warned that an ancient evil that threatened her people long ago is resurging. Gáddjá is now searching for likely heroes.

Heikki Laaksonen, Vapaaherra: 3HD, C. Heikki is a middle-aged man who claims descent from a family that held estates near the lost village of Lovajärvi. He spends much of his time in Kaarja, agitating for greater vigilance in the south. In truth, Heikki was captured shortly after the fall of Lovajärvi, and converted into a zombie by the Rimal Hag. She now uses him as a puppet to stir up strife; she sees and hears everything he does.

Esko Yrjönen, Smith of Polvijärvi: C12, Wis 16. Esko is the secret leader of the Followers of the Forge. He is concerned about the unsavory things stirring in Tuonela; but sees little action from the king, while foreign adventurers tramp about. Convinced by Tove Saikkonen that the continued foreign presence will lead his flock astray, Esko has begun speaking out against them.

Lasse Saikkonen, Vapaaherra: F7. Lasse owns a small, declining estate south of Rovaniemi. His father ran up impressive gambling debts upon his death, forcing Lasse to sell much of the land to pay them; the remainder is too marginal to be of any use, and its proximity to Tuonela has driven many people away. Depressed over his loss of status, he turned to alcohol for solace. His wife, Tove, runs what remains of his estate.

Tove Saikkonen, Vapaaherratar: NW, Int 16, AL C. Tove is a schemer who dreams of power. She is disgusted by her husband's apathy over his reduced circumstances. She was approached by spies of the Rimal Hag, who claimed that their mysterious patron would grant her great power if she served them. Tove now stirs up trouble in the south by spreading rumors about the foreign adventurers' intentions.

Hrah-andurr: Lupin F7, Str18. Hrah-andurr the leader of a lupin pack of reindeer herders in the western tundra. His name – roughly “Bear Dog” – was won by defeating a grizzly bear unarmed.

Shigath: Go11, C. Shigath is the Goblin King of the Yrgun. He dreams of a leading a great goblin nation from the fortified Winter Peaks, and he has done well thus far in unifying the Yrgun. His greatest opponents are the kobolds to his south and the northern Shonaks.

Kwinn: F7, Str18, Con18, Wis18, N. The mighty Kwinn is an outcast Shonak hunter and tracker whose familiarity with the north country has made him a useful mercenary. He has contacts with his own people, Kaarjalans, Littonians, Qeodhans, even Viaskodans and the halflings of Leeha. Kwinn is recognizable in his heavy seal-fur coat and a totemic necklace holding four small skulls.

Equipment: spear+3, +5 vs. seals and whales

Jenna Huusko: Kant5, Cha17, Dex 18. Jenna is a well recognized kanteleer who travels Kaarjala providing song and mirth for food and coin. She is sympathetic to the plight of the Followers of the Forge – and has composed a few songs on their behalf – but she is otherwise unlikely to engage with them at the risk to her career.

Sune: Dr 17. Sune is Norwold's ranking druid for much of the Autuasmaa. She is opposed to the continued existence of the *Great Sampo* and actively lobbies other regional hierophants for a vote of confidence in destroying the device. Her most vocal opponent is Hegan, the Vaarana archdruid over the other half of the Autuasmaa, and the one in which the *Sampo* resides.

CREATURES of the AUTUASMAA

Save for the deepest forests, monstrous creatures are uncommon in Kaarjala, but the surrounding lands abound with them, and these dangerous foes do wander into the nation. Most encounters in the heartland are with normal or large animals. This list of likely monsters includes creatures contained in the *Rules Cyclopedica*, the *Creature Catalog*, and *Gaz F6 The Amber Shores of Littonia*. Some monsters unique to Kaarjala are described afterwards, as are Kaarjalan names for common monsters.

Distributions

Autuasmaa Plain: ajattara, dog, elk, ghost, grab grass, hoarfrost zombie (rare), kratti, owl, normal and giant rat, reindeer, sheep, arctic wolf, insect swarm, rabbit, white griffon

Kaarjalan Forest: ajattara, archer bush (rare), brown bear, crab spider, dog, grey wolf, lynx, elk, ghost, hoarfrost zombie (rare), kratti, moose, owl, owl bear, rabbit, red fox, robber fly, squirrel, skeleton, valkoinen, wild boar, wolverine, crone of chaos

Itämaa: ajattara, brown bear, polar bear (uncommon), crane, frost giant (rare), giant dragonfly, ghost, ghostly horde, giant and normal beaver, giant serpentweed, insect swarm, kratti, moose, northern pike, osprey, perch, rabbit, salmon, skeleton, swan, crone of chaos, wychglow, white dragonfly (summer only)

Lakes: giant and normal beaver, salmon, perch, northern pike, Kaarjalan ringed seal, swan, weed eel

Raatovaraat Mountains: cave bear, frost salamander, cougar, ghostly horde, golden eagle, human (Vaarana, Shonak), lupin (rare), lynx, mountain hare, snow ape, white dragon, frost giant, mek, white dragonfly

Everwinter Lands: ajattara, arctic fox, arctic hare, arctic wolf, bumblebee and giant arctic bee (summer only), frost giant, frost salamander, ghost, ghostly horde, goblin, human (Shonak, Vaarana), ice wolf, kratti, lemming, owl, reindeer (summer only), white dragon, skeleton, spectre, woolly mammoth, yowler, zombie, crone of chaos, mek, white dragonfly (summer only), polar bear

Icereach Range: kokko, mountain goat, mountain lion, red dragon (small), snow ape, white griffon, owl bear, roper, hook horror, hulker, mek, kobold, bugbear

Tuonela: hoarfrost animate, hoarfrost zombie, crone of chaos

Viaskaland: ajattara, arctic hare, giant ant, bison, ghostly horde, goblin, insect swarm, human (Viaskoda, Vaarana), lupin (very rare), musk ox, owl, pygmy mammoth, rabbit, reindeer (winter only), spectral hound, skeleton, white dragon, wight, dire and arctic wolf, woolly mammoth, white griffon, crone of chaos

Winter Peaks: arctic wolf, goblin, hobgoblin ice troll, kokko, mountain goat, crystal and white dragons, mek, white dragonfly

New Creatures

There are a number of creatures indigenous or unique to the Autuasmaa and surrounding lands, including the valkoinen, a curse-originated were-reindeer; hoarfrost animates and zombies, the undead beasts of Tuonela; the kratti, a miserly banshee; and finally the Rimal Hag herself.

Valkoinen (White Reindeer)

AC	1
HD	10***
Move	240'(80')
Attacks	2 kicks or 1 gore of 1 bite
Damage	1d6/1d6 or 1d10 or 2d6
No. Appearing	1 (1)
Save As	MU10
Morale	10
Treasure Type	Nil
Intelligence	High (16)
Alignment	Chaotic
XP Value	3250
Habitat	Woods, swamp

Monster Type: Lycanthrope (Unique)

The valkoinen is created whenever a woman, on the advice of a *noaid*, makes a sacrifice at certain siedi (Vaarana holy sites) in order to secure the love of a man. Unknownst to her, such a *noaid* is in league with dark spirits, furthering their

cause by sowing discord. The victim is directed to cursed siedi, built upon sites where a person was killed by betrayal. Instead of winning love, the woman is turned into a lycanthropic vampire bent on killing men. Her former personality is submerged.

By day, the valkoinen is a beautiful woman who frequents the darker forests and swamps to avoid direct sunlight (suffering one point of damage for every turn spent outside). The creature is charming and will be extremely friendly towards any man whose Charisma is 15 or higher. Should her attentions be reciprocated, the valkoinen will try to seduce her intended victim and draw him away. Once alone, she will seek to overpower him (WR 29) and drain his blood. When feeding, the valkoinen drains six hit points per round.

By night, the valkoinen wanders her territory in the guise of a large white reindeer with glowing red eyes and in search of her favored prey, men. In combat the valkoinen will try to kick and gore, closing in to bite only if the opponent gets too close. When faced with multiple opponents, the preferred target will always be the male with the highest Charisma. If an opponent is overpowered, the valkoinen will seek to flee with her future meal, rather than continue fighting any remaining opponents.

The valkoinen is immune to sleep, charm, and hold spells, and may only be hit by magical weapons. When injured, she regenerates two hit points per round.

The spirit of the woman cursed as a valkoinen can be freed through the death of the creature, killing the *noaide* who directed her to the cursed siedi, or forcing them to lift the curse, or through a wish or remove curse (cast by a spellcaster of 20th level or higher).

According to the rules governing the curse, there can only be one valkoinen at any given time. Should she be killed, or if the curse is lifted, the dark *noaide* will know of it instantly and immediately set about creating another beast. The only way to end the curse forever would be to locate and destroy (or properly sanctify) all of the cursed siedi, and break the circle of dark *noaide*.

CREATURES of the AUTUASMAA

Hoarfrost Animate

AC	5
HD	1*-4*
Move	90'(30')
Attacks	1 bite, 2 claws, 1 gore or 1 kick
Damage	1d6, 1d3/1d3, 1d8 or 1d4+disease
No. Appearing	1 (1-4)
Save As	F1-F4
Morale	12
Treasure Type	Nil
Intelligence	Low (6)
Alignment	Chaotic
XP Value	13, 25, 50 or 125
Habitat	Woods, swamp

Monster Type: Undead (Rare)

Whenever an animal dies in Tuonela, the ambient negative energies produced by the Rimal Hag's influence animate the carcass within 24 hours. The result is a hoarfrost animate, an undead beast that behaves in much the same manner as it did in life – predators attack and kill herbivores, while the latter graze amongst Tuonela's dead vegetation. Whenever a living creature ventures near, however, they will attack. The creature has one-half the hit dice of the live animal (min. 1); saves are adjusted accordingly.

Hoarfrost animates use whatever forms of attack would be available to it in life – bears bite or claw their opponents, deer and elk kick, etc. Most focus on the nearest opponent, but they are intelligent enough to shift their attacks elsewhere if necessary. Unlike living animals, these creatures will fight until destroyed. In addition to standard undead immunities, they are immune to cold-based attacks, but take full damage from fire.

In addition to regular damage, there is a 50% chance that any injury sustained from an attack will become infected, draining one point of Constitution and Strength per day. Should either attribute fall to zero, the victim dies only to rise as a hoarfrost zombie within 24 hours. The infection may be cured magically (as a disease or curse). Alternatively a skilled *noaid* (9th+) may prepare a natural antidote – gathering the ingredients and preparing the mixture takes 1d4 days.

Hoarfrost Zombie

AC	7
HD	3*
Move	60'(20')
Attacks	1 touch
Damage	2d4 + stun
No. Appearing	1-3 (1-8)
Save As	F4
Morale	12
Treasure Type	Nil
Intelligence	Low (6)
Alignment	Chaotic
XP Value	50
Habitat	Woods, swamp

Monster Type: Undead (Rare)

Hoarfrost zombies are the animated remains of people who perished in the region of Tuonela. They are blackened from frostbite with leathery, partially mummified skin, but otherwise look the same as they did in life.

Normally they wander aimlessly throughout the realm of Tuonela and regions that border it, but should they encounter a living creature they will attack instantly.

Due to their connection to the Rimal Hag's magic, she may use a hoarfrost zombie as her personal eyes and ears simply by mentally locating one of them – she knows intuitively where all of them are at all times – and concentrating for one round; after which she will see and hear through the zombie. While doing so, the Rimal Hag may still conduct her normal activities. However, if she concentrates fully on the task, she may speak through the zombie's vocal chords (if it possesses any), and direct its actions like a puppetmaster.

In combat, hoarfrost zombies will touch an opponent. If successful, the intense coldness inflicts 2d4 damage, and stuns the victim for 1d4 rounds. If the Rimal Hag is directing a zombie, it may use any weapons or other equipment still carried – attacks are rolled as though made by a 36th level magic user.

Like hoarfrost animates, hoarfrost zombies are immune to cold-based attacks, but take full damage from fire.

Kratti

AC	-1
HD	4**
Move	180'(60')
Attacks	1 touch or 1 scream
Damage	1d6 + stun
No. Appearing	1 (1)
Save As	MU5
Morale	8
Treasure Type	C
Intelligence	Low (6)
Alignment	Chaotic
XP Value	175
Habitat	Woods, swamp, plains

Monster Type: Undead (Rare)

Kratti are a form of non-corporeal undead that haunt barrows, tombs, and any other burial site where the occupant was so covetous in life that he or she refused to be parted with their wealth in death. It should be noted that they are not the spirit of the deceased per se; but their greed personified, cloaked with some aspects of their former personality. Kratti are translucent and vaguely humanoid in shape, with no discernable facial features aside from a gaping mouth that runs the width of their heads.

This form of undead is strongly tied to the wealth they valued so much in life; they will not venture, on average, more than a thousand yards from their lair. Should a trespasser enter their domain, a kratti will withdraw to the darkest corner or enter the vessel containing its mortal remains and wait. If any move is made to disturb the contents of the tomb, it will try to surprise its opponent.

In combat, a kratti will try to stun its opponent with a piercing scream (save vs. Paralysis or be stunned for 1d6 rounds), after which it will strike, with each successful hit inflicting 1d6 damage. If confronted by several opponents, it will focus on those who remain unstunned after its initial scream. Should it be reduced to 50% or less of its hit points, it will scream again.

The kratti is incorporeal, capable of passing through solid barriers. It may only be hit by magical or silver weapons.

CREATURES of the AUTUASMAA

The Rimal Hag

AC	2
HD	36*****
Move	90'(30')
Attacks	Touch/gaze, or one spell
Damage	3d6/special, or by spell
No. Appearing	1 (1)
Save As	MU36
Morale	10
Treasure Type	See Below
Intelligence	Genius (19)
Alignment	Chaotic
XP Value	46,500

The Rimal Hag was once a Saamari sorceress of great power in the lost realm of Isanmaa. Then named Lovaara, she was among the most skilled of the rune mages in the arts of elementalism and planar magics, but she was not content with the acclaim she received and wanted a land of her own to rule. An entropic emissary taught the sorceress wondrous secrets in exchange for her loyalty. Among the secrets gleaned were the arts of (Nithian) necromancy. Lovaara made a bid to control Isanmaa, but she was ultimately undone by the actions of Lemminkainen and other Saamari and Vaarana heroes.

Left forgotten by the people of Isanmaa and their descendants, Lovaara vowed vengeance against her former kinsmen. It took her many centuries to locate the Saamari – for they moved according to the great path set forth by Lemminkainen – but Lovaara located them and established her own territory near their new home, Kaarjala. She has spent the following centuries rebuilding her magical might. The time to unleash her fury is nigh, and if successful, she will remake the north in her own image.

Once a tall, pleasant-looking woman, with blond hair and amber eyes, Lovaara now resembles a withered corpse caked with frost. The ancient injuries she sustained from the Isanmaa heroes and the subsequent exposure to unwholesome magics have corrupted her into a parody of what she once was. Despite her appearance, the Rimal Hag is not undead, but is a mortal who has prolonged her life with powerful magic.

Whenever possible, she avoids direct confrontation, preferring to work through proxies – either undead pawns or people brought under her control.

If the Rimal Hag is not casting a spell during a round of combat, she may touch one opponent and gaze at that target or another each round.

The touch of the Rimal Hag freezes all of the moisture in the body part affected, inflicting 3d6 damage and stunning the victim with pain (1d6 rounds). She may continue inflicting damage on a person in this way simply by retaining her grip on her opponent. Individuals who perish from this freezing will rise in the next day as undead servants of the Rimal Hag.

Once per round, the Rimal Hag may also gaze at an opponent. The victim must make a saving throw vs. Petrification with a -4 penalty or be partially frozen by a wave of intense cold (treat as affected by a *slow* spell for 1d6 turns). Opponents who attempt to avoid this by not looking at the Rimal Hag suffer a -4 penalty to all attacks. Unlike a medusa, the Rimal Hag is immune to the effects of her own gaze should opponents seek to reflect it.

The Rimal Hag has a vast repertoire of spells at her disposal. Referees may assume that she has access to every magic-user spell in the any standard rule set (e.g., the *Rules Cyclopedica*), and others so desired.

The Rimal Hag is immune to all spells – clerical, druidic, and magical – up to 4h level, and cannot be *feble-minded* or slain by *death* spells. Spells that inflict cold damage instead will heal her, up to her maximum hit points; however, fire-based attacks inflict full damage.

The Rimal Hag is an adversary that the player characters should learn about only later on in their adventuring careers, and one that they should not encounter until they are of very high level.

If encountered outside of her lair, she will be carrying 2d4 magic items of the referee's choice. Inside her lair, the Rimal Hag possesses another 5d8 magic items, plus coins, gems, and jewelry given under Treasure Type H. Her lair contains many magical traps and is filled with powerful servants – both living and undead.

Native Names

Aave, Haamu or Kummitus: ghost, apparition, phantom, or spectre

Ahma: wolverine

Ajattara: vadātājs (see *Gaz F6*)

Akka, Haahka or Harppu: hag

Ankerias: eel

Haltija: fairy, gnome, or spirit

Hämähäkki: spider

Hauki: pike

Hiisi: goblin

Hirvi: elk or moose

Hirviö or Epäsikiö: monster

Ilves: lynx

Jättiläinen: giant

Joutsen: swan (protected by the gods)

Kakkiainen: a nocturnal leprechaun or spirit who appears in one's dreams to reveal the location of treasure

Kani: rabbit

Karhu: bear

Karju: boar

Kehikko, Kehys or Luuranko: skeleton

Keisari: griffon (archaic)

Kettu or Repo: fox

Kissa: cat

Koira: dog

Koirankuonolainen: kobold

Kokko: arctic roc

Kotka: eagle, arctic roc

Kratti: banshee (guarding treasures)

Leijona or Jalopeura: lion

Lupinkoiranlainen: lupin

Lohi: salmon

Lohikäärme: dragon

Majava: beaver

Mammutti: mammoth

Mehiläinen: bee

Mennikäinen: earth elemental

Mörkö: bugbear, bogey, spook

Näkki: a malevolent spirit or dryad-like creature of pools and streams; mostly males (cf. drowned maidens; *Gaz F7*).

Noita: sorcerer

Noita-akka: crone of chaos or witch

Norppa: ringed seal

Paholainen: fiend

Päiväkorento: dragonfly

Pässi or Lammas: sheep

Peikko: hobgoblin

Pöllö or Tarhapöllö: owl

Poro: reindeer

Rallattaa: troll

Susi: wolf

Tonttu: brownie or imp

Vampyyri: vampire

ARTIFACTS, TREASURES, and HIDDEN PLACES

The Great Sampo

(Lesser artifact: Matter, neutral)

Ilmarinen's greatest work is a 100-foot tall post mill built atop a two-story roundhouse – all of which is built of solid granite. The fan blades and tower rotate automatically to face the prevailing winds and are supported by a glowing, ten foot thick rod of iron embedded deep into the ground. The roundhouse protects the support pillar and functions as a storage area for the Great Sampo's products.

The entrance to the roundhouse is flanked by statues – actually 20 HD bronze golems – of Lemminkainen and Vainamoinen. The statues activate when anyone intending to damage the *Sampo* draws near. The main level of the roundhouse contains a number of store rooms and workshops used by senior clerics of the Church of Kaarjala. The second level is open to the inside of the tower and contains three large stone bins, above each of which is suspended a bronze pipe that vanishes into the *Great Sampo's* workings.

Powers: The Great Sampo possesses the following powers:

Create food and water: As per spell, up to five times daily.

Detect magic: 180' range, at will.

ESP: As per spell, up to four times daily.

Dispel evil: As per spell, up to three times daily.

Additional Features: Anyone inside the *Great Sampo* regenerates 1 hp/hr, and any perishable item placed within the store rooms will not spoil. Mundane repairs or crafting done in any of the workshops will be automatically successful; attempts to create enchanted items receive a 10% bonus.

The Great Sampo produces 100 pounds of grain per day, 100 pounds of salt per week, and 100 pounds (or 1,000 markkaa) of gold per month. Only Ilmarinen himself may alter this output.

Handicaps: Anyone who resides within or uses the Great Sampo becomes increasingly driven to build and invent. This change of personality becomes

permanent after one month, after which reaction rolls with dwarves and gnomes will receive a +1 bonus, but encounters with druids, *noaide*, and elves and similar races receive a -2 penalty.

In addition, elvish and druidic magic will have a 15% chance of failure when cast around anyone who has spent more than two months in the *Great Sampo*. This effect is permanent, and once known reactions from the affected groups are penalized an additional -2. Animals, too, sense the person's growing disconnect with nature and are unfriendly or hostile.

Penalties: The spell-like powers draw their strength from the user. *Create food and water* reduces the user's Constitution by two for one hour; all other spell-like powers drain one point. Should one's Constitution score reach zero, he or she dies instantly, and the artifact consumes their spirit (no resurrection possible).

Those using any of the *Sampo's* workshops must save vs. Spells or become compelled to work incessantly for one day (12 hours). At the end of that day, another save must be made, at -2. Or the character must work through the night at the same feverish pace. This process continues, with each subsequent save penalized by an additional -2, until the project is finished; the character makes a save; or he or she literally works themselves to death (fatigue, hunger). The *Great Sampo's* regeneration power will not begin until the project is complete.

Within 120 feet of the Sampo, magic cast by elves, fairies, druids, and *noaide* has a 20% chance of failure. In addition, wild animals will not willingly come within one 1,000 feet of the structure, becoming highly agitated and violent if driven to do so.

Activation and Use: The *Sampo's* powers are available for use at any time. A character learns how to operate one power each time he completes a project.

Destruction: The *Sampo* will shut down if its central mechanisms are touched by an incarnation of Hel, or if the central pillar of iron is ever struck by the Ice Scepter of Pohjola.

Other Magical Items

Voimavyö: This is a girdle of power that grants its wearer Strength 17 and mental powers such as *clairvoyance*, *ESP*, and *mind blank*.

The original Voimavyö was a silver and gold girdle made by Ilmarinen while he resided in Isanmaa. This device also protected against *charm*, *sleep*, *fear*, and *feblemind* spells.

Umpiputki: An umpiputki is a hollow bronze tube that clips onto a person's girdle or belt. These items are believed to be gifts from the Great Powers above. In fact, they are remnants of ancient Blackmoor's technomancy and machinery that retain magical energy. These devices have various degrees of healing power or, more rarely, some other ability. Whenever an umpiputki is found, the referee should roll on the following table:

d10	Result	Charges
1	Cure light wounds	2d6
2	Cure disease	2d4
3	Neutralize poison	1d8
4	Knock	1d8
5	Cure critical wounds	1d6
6	Levitate	1d6
7	Magic missile	1d6
8	Cureall	1d3
9	Conjure elemental	1d3
10	Raise Dead	1d2

Ukonvasara: The Ukonvasara ("Hammer of Ukko") is a magical war hammer once wielded by Ukko (Thor) during his ancient battles with the giants. This is not Mjolnir, but another, similar weapon. This weapon is truly massive, requiring Str18 to wield it. It functions as a *war hammer* +5, +10 *against giants*.

Devotees of Ukko, both clerics and laypeople, commonly wear stone amulets shaped like a hammer (treat as a holy symbol). These amulets purportedly bestow Ukko's favor upon the wearer – and by extension offer some protection from his legendary wrath. When crafted by a cleric of Ukko, such items provide a +1 bonus to saving throws against magical and mundane lightning.

ARTIFACTS, TREASURES, and HIDDEN PLACES

Ilmarinen's Automaton

The Great Smith Ilmarinen crafted the Automaton as a duplicate of the Maiden of Pojaara, the fey enchantress with whom he had fallen in love. The object is a golem formed of gold and silver and shaped such that there are no visible seams – it literally resembles a beautiful young woman with golden skin, emerald eyes, and silver hair. The Automaton was physically perfect in every way, but it lacked a heart and soul and thus could never truly replace the Maiden.

In rescuing the Isanmaan prince, Vainamoinen, the Automaton killed the Maiden, and Ilmarinen has never been able to touch his creation again, hiding it until the Saamari needed it once more.

The Automaton is currently located in one of Ilmarinen's secret workshops somewhere in Kaarjala, where it awaits the time when it will be needed once more to help protect Ilmarinen's people. It is possible, however, to encounter it in the wilderness.

[Note: For the Automaton as an Artifact, see the Master's Set – Ed.]

Isanmaa

Kaarjalan lore is filled with the exploits of Lemminkainen and Vainamoinen, as well as a host of lesser heroes, who performed great deeds for Isanmaa. The greatest story, recounted in the player's section, is that of the rise and fall of Isanmaa and its people. The loss of the old homeland, and the great trek in search of a new home, is the subject of many songs, and played a strong role in the formation of the Kaarjalans' psyche.

Even today, the sense of loss is there – more so because the nature of the Saamari's journey through Pojaara ensured that no one knew where they emerged. No one knows exactly where Isanmaa was located; there is only a sense that it lay somewhere west of the Icereach Range. Most of those who searched for it headed due west, and found nothing.

Isanmaa existed north of the modern Western Alliance (*Gaz F5*) in territory marked as Shonak Tribelands. The route taken by the Saamari led north into the western Icereach and through a

temporary gate into Pojaara. After their time of rest had ended, they were released into the Borean Valley, from which they made their way east along a marked trail, crossing the Icereach Range at the end near the Winter Peaks. Even the Vaarana were turned around, heading through a maze of valleys before emerging north of the Icereach Range.

The current inhabitants are mixture of semi-nomadic western Shonak tribes and Borean humanoids who often work together against that region's far-ranging Lowland Roags. The ruins of Kuusamo and a handful of other towns have been overtaken by wilderness, such that only a thorough search could find any traces of lasting habitation. Nevertheless, much was left behind and remains to be discovered.

Kainuu

Although the earliest tales make no explicit mention of Kainuu, Kaarjalan folklore states that Mikko and his people came to Isanmaa from "a great valley far to the west". Locations along the Borean Tier were erased over the centuries, but the odd relic appears now and again in the nations of West Haven, Taralon, and Snowden. It is conceivable that some of Ilmarinen's early works survived and may lie undisturbed.

Pojaara

Pojaara is a fairy-realm (cf. *Dreamland, Gaz5, PC1*) that was originally ruled by the Maiden, a powerful northern sidhe. It was a refuge to many fairy-kin during the early years after the Great Rain of Fire.

Pojaara takes the form of a lush, forested valley always in late spring. Roughly oval-shaped, its precise size is determined by the number of people occupying it at any given time – it is always large enough to accommodate its inhabitants comfortably, with enough food in the form of game, berries, and roots to keep them satisfied. Only spells of 3rd level or less may be cast here.

Pojaara is accessed by portals that resemble mountain passes, caves, or gaps in hills. These portals appear all over northeastern Brun, usually whenever sanctuary is needed – the realm possesses

a rudimentary awareness and appears where it can do the greatest good. Once entered, the portal closes; although there is always at least one open portal between Pojaara and Mystara at any given time. Thus, a person could pass through Pojaara and unknowingly reappear on Mystara thousands of miles away.

There is a single structure in Pojaara. The Maiden's hall is a great longhouse constructed of living pine trees. Like Pojaara itself, the hall is not tied to a static location. It is comfortably appointed and always clean, and can accommodate up to 100 people. In addition, the hall is blessed with a stasis field that halts the progress of poisons and illnesses as long as the afflicted person remains within its walls. Any damage done to the hall, or to the forests, is instantly regenerated.

In addition to the attributes listed above, the Maiden was capable of sealing Pojaara off from the Prime Plane entirely and controlling where the portals opened. The means to do so are secreted away somewhere in the realm, as are clues to the Maiden's lost Ice Scepter.

Saivo (The Spirit Realm)

Saivo is the Vaarana name for the Underworld, which is ruled by Jabbmeaaakka (Hel). It is an exact replica of the living world; but the lakes and oceans are as still as a pond, and the sky is pitch black. Illumination comes from a faint luminescence that permeates everything.

The souls of the deceased dwell here for a time before reincarnating or moving on to other realms. Some souls, however, choose to remain, and spirits with evil leanings have been known to prey on mortal visitors.

Visitors' perceptions are colored by their own life experiences and personality, which modify the terrain in subtle – and occasionally terrifying – ways. Resident spirits can also manipulate how people perceive their surroundings. Due to their affinity towards spirits, *noaide* are capable of viewing Saivo as it truly appears; thus, they are immune to any illusions created by malevolent spirits. While there they may also view past or future events (at the referee's discretion).

ADVENTURES

What follows is a broad story arc that introduces Kaarjala as a campaign setting and involves players in a meta-plotline that could impact the entire far north. The overall plot is compatible with that presented in *Gaz F6 The Amber Shores of Littonia*.

The scenarios and arcs are optional and many could be run individually or in another order. They have been designed with native characters in mind, but it is possible to use them with foreign-born parties as well. The level suggestions can be modified to suit your own needs.

Heroes in the Making (Levels 1-4)

This introductory arc familiarizes the players with Kaarjala as a campaign setting through a variety of adventuring opportunities. At this stage, the characters will not be involved in any of the major plotlines, but they can begin to acquire reputations as rising heroes.

Shonak Raid: Shonak warriors have been increasing the intensity of their raids in Uusimaa, destroying a number of homesteads and murdering several families. Local Vaarana clans are with their reindeer herds in the Everwinter Lands, and the local militia has their hands full already. The characters must heed the call for heroes and convince the Shonaks to return to their own lands.

Lost Treasure: While pursuing the Shonaks along the northern fringes of the kingdom, the characters find a number of odd hills – burial mounds erected for long-dead Saamari chieftains, or even heroes from other, now-forgotten cultures. With their mission complete, the party is free to explore these ancient tombs; but they will have to contend with its supernatural guardians.

Save the Dwarves! At Kreivitär Meeri Saarela's invitation, dwarven prospectors have begun exploring the Raatovaraat Hills in the Uusimaa, but they now fall prey to local hazards, including far-ranging ice trolls and the ever-present Yrgun. The Kreivitär hires the party to make their way to the remote prospecting camps and either offer protection or rescue any abducted dwarves before it is too late.

Yrgun on the Rampage: The characters' efforts spur the Yrgun to mount a campaign to claim the Raatovaraat Hills, and any mineral wealth, for themselves. The soldiers of Uusimaa have faced the goblins many times before, but the addition of tributary goblin tribes and extra ice trolls shift the odds in the attackers' favor. Uusimaa's commanders need the characters to serve as scouts and infiltrators, possibly venturing deep behind enemy lines to disrupt the attack. Should the party help the Uusimaa forces defeat the Yrgun, it will have earned the gratitude of the Saarela family. Failure, meanwhile, entails a dangerous refugee migration as the Yrgun solidify their hold in the west.

Foul Business in Kaarja (Levels 5-9)

The characters have begun to rise to prominence in Kaarjala; their reputation colored – for good or for ill – by the defense of Uusimaa. A number of nobles and factions at court are already working to enmesh the party in various plots.

The characters receive an invitation to present themselves at the court of King Kaarlo in Kaarja, likely their first visit to the capital which provides a measure of culture shock. Thieves are thick on the ground, as are wily townfolk and sell-swords from half a dozen nations the characters have likely never heard of. Many quick one-off adventures are possible here; some are suggested below.

Iiro Juhala, the king's advisor, summons the characters, ostensibly to interview them as potential champions of the king. He presents himself as a protective, fatherly figure who can shield the characters from the intrigues at court, and it may be some time before they realize where Iiro's loyalties truly rest.

In truth, he wishes to set them up as pawns to advance his own plans – and those of the Rimal Hag – to steer King Kaarlo Taavinen into embarking on aggressive military campaigns that will weaken the Kaarjalan army, and set the stage for a takeover.

Useful Idiots: One of the local gangs decides to use the unsuspecting rural characters as mules to fence stolen

goods. When local authorities discover the items, the characters find themselves facing Kaarjan justice or indebted to the jail-busting gang.

City vs. Country: The characters are bewildered by the economic hardship, crime, and various religious, ethnic and cultural tensions of Kaarjala. Will the characters try to distance themselves from the many fault lines in Kaarjan society, or will they begin to fall into one camp or another? Or could they be lured away to Littonia and places even further a field.

The Living Dead: Iiro dispatches the characters to the southern marches near the border with Tuonela, where they must follow up on reports of undead. The danger is real but rigged, for the Rimal Hag has moved only a small number of hoarfrost creatures to the area – enough to challenge the party, but not kill them.

Rescue Mission: Fresh on the heels of their first assignment, the characters receive word that a young noble has disappeared while hunting in the south. To rescue him, they must venture deeper into accursed Tuonela in another of the Rimal Hag's tests. Alert characters will realize that the undead's organized behavior is indicative of a commanding presence.

Peeling the Onion: Iiro deflects suspicions over the undead onto the Followers of the Forge. The characters quickly find this group is a hard organization to penetrate. In a scenario emphasizing good roleplaying, the party may gain the trust of a cell and, in so doing, learn that there is more to the group than demonstrations and vandalism. A thorough party should conclude that the Followers have no connection with the undead activity, and some characters might end up sympathizing with the suppressed Followers. Although Iiro will quietly bury any report the characters make, the strands of broader plots are there for the party to ponder.

ADVENTURES

Kaarjala On The March (Levels 10-13)

Acclimating to the machinations of the court of Kaarja, the party has attracted as patrons one or more of the minor nobles. Depending on how they have acquitted themselves thus far, one or more of the characters is eligible to receive a land grant, title, or other reward.

Their erstwhile patron, Iiro, has determined that the characters are too perceptive (if successful and not corruptible) or hopelessly incompetent (if not). To remove them, he presents information to the king alleging that Shonak raiders are active in Itämaa. The king, having been fed a steady diet of misinformation for several years, is convinced that Kaarjala must take over Itämaa. Absorbing the region would also grant Kaarjala direct access to the sea, and the promise of new lands has quieted even the king's staunchest opponents.

Iiro's assignment will remove the party from Kaarjala while the Kaarjalan army musters. Little do they know, he has hired several parties of thugs to ensure they never complete their journey.

The Vanguard: Iiro reports that large numbers of Shonak warriors are massing in the east and sends the party to Itämaa to locate their camps. His spies shadow the party as it encounters wild animals and bandits with increasing frequency.

A Visit to Itämaa: The party enters the sparsely-inhabited region of Itämaa. Instead of thousands of hostile warriors, they find a few humanoid bands and a handful of neutral or friendly settlements. If they turn back to Kaarjala to report something amiss, the thugs make repeated ambushes until Rovaniemi, where the Kaarjalan army has massed.

A Traitor Unmasked: Surviving characters, armed with information gleaned from their would-be assassins, can report the inaccuracy of a Shonak invasion. Unfortunately, King Kaarlo and the army are already on the march to end the false threat and bring glory to the nation. Whether implicated or not, Iiro will do everything in his power to stall the party and prevent their communication with the King.

If reached in time, King Kaarlo will summon Iiro and make him respond to any accusations. Iiro himself lays charges against the characters, and those found guilty face execution for treason in what is the party's most dangerous roleplaying encounter. Played correctly and supported by evidence, the king may even disband the campaign, but this carries risks, too, for the king's political opponents will seize the opportunity to portray him as indecisive and impulsive.

Greater Kaarjala?: If the characters failed to make their case, but fended off Iiro's accusations, the King remains unconvinced by either side and continues to march on Itämaa to determine the truth for himself. The locals see the move as an invasion and mount pre-emptive attacks. Within weeks, Itämaa is a giant battlefield, with Västeränga under siege. With the war commenced, the characters must decide whether to see the kingdom victorious.

Unless the characters can defuse tensions, the fighting weakens the army, and many troops are billeted throughout Itämaa to maintain order for years to come.

With the kingdom's attention diverted, the Rimal Hag makes her move (see below), and as Kaarjala now has access to the sea, Qeodhar begins to take an interest in this new coastal player.

A Shadow Spreads Northwards (Levels 11-15)

Regardless of whether the characters averted the war between Kaarjala and Itämaa, Gáddjá of the Roaring River seeks them out, telling them that they are the heroes that Kaarjala desperately needs, but they are woefully unprepared for what has been set in their path, referring to it as "the cold one that is not dead". Gáddjá becomes the characters' new mentor, offering cryptic advice based on messages received from Saivo.

Depending on the resolution of the trial with Iiro, many of the characters now are likely minor nobles with estates along the northern or southern fringes, or possibly in newly-conquered Itämaa. Alternatively, they could be outlaws working to save an unwelcoming nation.

Rise of the Shonaks: Word of Kaarjalan aggression in Itämaa spread to the Shonak. Appearing as Torngasuk (a Shonak sky deity), the Rimal Hag incites several Shonak tribes to unite and march south on their enemies. If Kaarjalan forces are spread thin, much of the northern dominions are imperiled. Even if the Itämaan war was averted, the Shonak are still formidable and brush aside the Vaarana. The defense and coordination of the kingdom is in the hands of the characters.

Summoning the Yrgun: The Rimal Hag duplicates her success with the Shonaks, this time appearing before Yrgun shamans. The warriors of Goblin King Shigath open a second (or third) front for Kaarjala. Should Kaarjala show itself too resilient, the Rimal Hag could open up yet another front, attacking from Tuonela. Beset from all sides, Kaarjala faces its darkest hour since the nation's founding. Further complicating matters, representatives of King Ericall of Alpha could offer an alliance for the price of submission.

Cleaning the Mess: In the aftermath of multiple wars, Kaarjala looks to rebuild – assuming it survived. The characters are asked to investigate these unusually coordinated attacks – a process that could take some time. Gáddjá points to unallied Vaarana clans in the far west beyond the Yrgun lands and the hunting grounds of the ice trolls. From these clans, the characters can learn of ancient legends about an eternal witch, cold as death, and of great power.

Meeting the Natives: The characters reach the lands of the unallied Vaarana as they are being attacked by what appears to be several western Shonak tribes under the command of a large white dragon. From the *noaide* of rescued clans, the characters can learn historical details now forgotten by Kaarjala – including those of the campaign against Lovaara and the resulting flight from Isanmaa. The party is directed to seek further answers in the south, "where the Northmen range". The path is not so simple, and they will be beset by vengeful *noaide* of lost clans and dark *noaide* serving their own agendas.

ADVENTURES

On to Viaskaland: The characters make their way south to the lands of the Viaskoda, who are currently at peace with the southern Vaarana. Word of their deeds precedes them, and the party is accosted by several Viaskodan chiefs demanding their aid in quelling the restless dead. The choice is theirs: risk time and lives on an apparent side quest – but with the gain of allies – or continue forth, angering the Viaskodans.

Let Them Sleep: By *noaide* divinations or Viaskodan clues, the party heads to the ancient battleground of Saltborg. Amid the rising dead, one of the burial mounds grants access to a vast underground complex whose denizens – living and dead – are directed by a powerful pawn of the Rimal Hag. Survive and succeed, the party will have not only eliminated a major gathering threat but also found evidence that the intelligent force behind Kaarjala's troubles emanates from Tuonela.

The Northern Alliance (Levels 16-25)

The actions of the party have formed alliances – or hostilities – among the distant Vaarana and the Viaskoda. If they have truly distinguished themselves, King Kaarlo may even appoint them as his official representatives to these groups. The Kingdom's borders are secure for the moment, but tensions remain. With her forces largely in check, a frustrated Rimal Hag turns her full attention towards the characters that have been disrupting her plans.

Giants On the March!: The Rimal Hag has managed to rouse the giants of Frosthaven and enticed them to rampage and reestablish the ancient Kingdom of Nordenheim, which once held sway over much of the territory above the Great Bay. Kaarjala's northern defenses are sorely tested, and many giants break through to wreak considerable havoc. Characters will have their hands full defending their dominions, aiding their allies, and making the perilous journey to Gaudavpils to seek Littonian aid.

Scores to Settle: While the frost giants are rampaging, the Shonaks and Yrgun seize the opportunity to conduct

some light raiding of their own. Also the Itämaans attempt an uprising (possibly with Qeodhan aid), and raiders could strike eastern Kaarjala.

At the Court of King Karlis: Unfortunately, Littonia is facing challenges of its own, and can send only a fraction of the needed soldiers. The characters must return to Kaarja with the Littonians, possibly picking up Viaskodan volunteers along the way. [Note: Kaarjalans could also participate in the Littonian arcs “The Secret of Saldus” and “Into the North” at this time – Ed.]

Tough Negotiations: Bad blood exists between the Northmen and the Littonians, and only deft roleplaying can mediate differences between the two groups and hold the alliance together. Additionally, the people of Itämaa need to be convinced to lay aside their distrust of Kaarjala to face the giants.

Driving a Wedge: The Rimal Hag seeks to split the fragile northern alliance asunder. Her network of agents plays against the natural distrust between the different groups, while waves of undead and other monsters plague their territories. If she succeeds, only Littonia and Kaarjala will be left to stand against her.

The Battle for Kaarjala: What remains of the Northern Alliance must meet the army of the frost giants and other monsters making inroads into Kaarjala. Depending on the scale of the conflict, the past actions of the party and power brokers, and general awareness of Kaarjala, other nations of Norwold may be drawn into the war. Alpha and Qeodhar will likely become involved at least peripherally, and the hiring halls of Oceansend could provide a sizeable – if expensive – advantage.

The Home Front: Although they are unconnected to the machinations of the Rimal Hag, the activities of the Followers of the Forge, the Amber Brotherhood, and other groups rear up. Will the preoccupied characters see this as yet another element in the master plan of their still-unknown foe and become distracted?

A Fragile Peace (Levels 26-30)

With the last of the great battles ended, a war-ravaged Kaarjala begins to enjoy a period of relative calm. The giants of Frosthaven are in retreat, and the potential ambitions of the Shonaks, the Yrgun, and Qeodhar have been checked for the moment, while the characters' shaky coalition has either fallen into disrepair or matured and come into its own. As the north tries to rebuild, the Rimal Hag prepares for her final bid to seize power.

Not So Noble Intentions: In the war's aftermath, many of the estates of Kaarjala are left vacant. While King Kaarlo (or his successor) tries to restore order, ambitious nobles seize the opportunity to expand their holdings or eliminate rivals – including the characters.

Contest for the Throne: If King Kaarlo fell in battle, the succession may be contested. The impulsive and brash Tuomo is heir to the throne, but his claim may be contested if he did not acquit himself admirably in battle. Powerful nobles, such as Meeri Saarela and Rasmus Varvikko, would throw their support behind his younger brother, Niklas (whether he wishes it or not). As sides are drawn, the characters must chart their own course – take to arms for one of the contenders, prevent the incipient civil war, or declare neutrality and independence.

The Final Battle (Level 31-36)

The final campaign arc culminates in a final confrontation with the Rimal Hag, with the entirety of the north at stake. This links directly with the final campaign set in Littonia.

It has been some years since the War of the Northern Alliance and its aftermath. Kaarjala – or its successor states – is hale and prosperous once more. During the intervening years, the Rimal Hag acquired the Ice Scepter of Pohjola, a device which could debilitate the *Great Sampo*. Lovaara believes she can harness the resulting loosed energies to empower herself.

ADVENTURES

The Great Silence: Agents of the Hag smuggled the Ice Scepter into the *Sampo* and struck its central shaft, causing the mill to shut down. Within hours local temperatures fall and mass panic strikes throughout the country. The characters are summoned to Kaarja and charged (or pleaded) with to save the freezing nation, but the path they choose is their own.

To Commune with a Maiden: If consulted, Gáddjá (or someone else) suggests heading west in search of the legendary realm of Pojaara. Using cryptic clues and their own ingenuity, the party must uncover one of the realm's hidden gates. There the reawakened spirit of the Maiden has supernatural wisdom that comes at a price – the restoration of her life once their quest is complete.

The Wilds of Isanmaa: Assuming the party agreed to the Maiden's terms, they were pointed to ancient Isanmaa and told to retrieve an item where Lemminkainen and his band held off Lovaara's legions. They must contend with local humanoids and other monsters, while looking for the treasure and learning the name of their implacable foe.

Into the Frozen Wastes: A weary party returns to Kaarja. *Noaide* signs reveal the frozen bogs of Tuonela, where the Rimal Hag as held sway for many centuries. The characters, familiar with the fringes of this blighted land, must venture into its midst to reach the Rimal Hag's stronghold – a multi-level, heavily populated complex whose most powerful guardians were formed by forgotten magics.

Ending the Evil: The Rimal Hag has nearly restored herself to her former glory. Face-to-face with this ancient foe, the party must answer an impossible question: how does one defeat a would-be god?

Should the characters prevail, they will have destroyed an ancient evil and become legendary heroes of the north, but their tasks and burdens are not yet done. The *Great Sampo* must be restored for Kaarjala to live again, and what should happen if the Druids' Council moves to prevent the re-introduction of the climate-changing artifact. The party must also restore the Maiden of Pojaara.

Failure, however, means that the Rimal Hag's reach slowly expands outward, extending beyond the Great Bay. Even in defeat, surviving characters must honor their deal and seek to restore the Maiden.

Further Adventures

Campaigning in Kaarjala is not limited to the meta-plot outlined above; nor must it end after the fateful confrontation with the Rimal Hag. Below are a number of additional hooks for use while campaigning in the north.

In Search of Isanmaa: Over the course of the characters' adventures, they come across information leading them to the lost Kingdom of Isanmaa [cf. *To Commune with a Maiden*]. They must follow the beacons laid down by Lemminkainen across hundreds of miles of humanoid-held terrain. Signs of ancient habitation are rare, but the ruins of Kuusamo and other settlements do still exist.

On to Kainuu: Similarly, the characters might unearth the origin of their ancestors and trek to the eastern Borean Valley.

Dealing with Frosthaven: The king and his allies have decided that the frost giants should be dealt with once and for all, and order a targeted attack on Frosthaven. Low-level characters are part of the force, while higher level ones could be sent to Frosthaven in advance of the army to identify and/or kill giant leaders. The journey – whether on land or by sea – is long and perilous, and the island's inhabitants are all too ready to fight. As every northern realm is also plagued by the frost giants, this scenario could be developed into a full campaign.

Mysteries of the Far North: The lands of the north hold many surprises besides the Rimal Hag and her minions. There are Blackmoorian ruins to explore, Nithian sorcerers may have conducted forbidden experiments in this remote region, or perhaps the tombs of several beastman chieftains await discovery.

The Great War, the War of the Crown, and the Heldannic Knights: The events depicted in the *Wrath of the Immortals* seemingly left Norwold untouched. The Great War –

the conflict that pitted Glantri, Thyatis, and the Heldannic Knights against Alphatia during 1004-1009 AC – could easily turn north and sweep up not only Alpha but also Kaarjala. The War of the Crown (*CM1 Test of the Warlords*) is one possible way of conducting this local struggle. The Almanacs (Poor Wizard's, Joshuan's, and fan-created Mystaran) continue a post-Wrath story as the Heldannic Knights seek dominion over Norwold.

The Halfling Way: The shortfolk of Leeha would like to begin trade and inn operations with the Kaarjalans, but efforts are hampered by a lack of overland connections. Working together, Leeha and Kaarjala must pacify the area between the Plain of Skulls and Viaskaland, but how will Alpha react to this partnership?

The Scourge of Norzee: Baron Norlan of Qeodhar has decided that acquiring Itämaa could strengthen his position and further his political ambitions. Using cod fisheries as an excuse, Qeodhar declares war. From naval engagements to assaults by marines, the Itämaans and their Littonian neighbors could be hard pressed. Minrothaddans, who often hire out transport to Qeodhar, could be caught in the middle of this conflict. This can be conducted irrespective of *Wrath* developments. Neither Alphatia nor any successor powers will deign to involve themselves in this provincial affair. As a further development, this conflict can directly lead into *M1 Into the Maelstrom* and *M2 Vengeance of Alphaks*.

Vengeful Immortal: A possible source for the corruption of the Rimal Hag, then known as Lovaara, is the infamous Entropic Immortal Thanatos. The *GazF* line holds that Thanatos was presumed destroyed at the fall of Nithia, but that his fellow Immortals could never truly be sure. In the intervening 1,500 years, the Entropic moved across the multiverse undetected with only the most subtle workings (such as the Rimal Hag). The time is nigh for Thanatos's return (perhaps via the Blood Brethren Trilogy HWA1-3 or *Wrath of the Immortals*) and he well may choose to "reward" those involved in the Rimal Hag's destruction.

HISTORY as the KAARJALANS KNOW IT

Vaarana Creation Myth

In the beginning there was nothing – dead land and the sky, the domain of *Bieggolmai*. One day, *Bieggolmai* took two shovels, and used them to stir the wind. He stirred it so much that snow fell everywhere, covering everything. *Bieggolmai* was so strong that one of his shovels broke, and then the wind died down. In the stillness there came the first of our people, and we came out of the west to live in a land of snowy fields and rolling hills.

But the skies were dark, there were no animals, and our people had naught to eat and clothe themselves. *Beaivi* took pity on us, and lit the Sun to send down warm light from the heavens. The snow melted and formed rivers, flowers, grasses, and trees grew in great number; but, although we were now warm, we were still hungry. *Mattarakka*, our Mother, rose from the earth itself and saw how Her children suffered. She wept, and filled the world with animals to give it life, and gave us reindeer to feed and clothe us.

So we prospered for many generations, until we grew so numerous that our people filled the land from end to end. We had eaten almost all of the reindeer, yet still we hungered. So *Jabbmeaaakka* came up from the Underworld and offered to save us if we would accept her gift of Death. We accepted, for all things are cyclical, and just as Summer must give way to Winter, so must one generation make way for the next if the people are to survive.

In this way did our people come to inhabit this world, and live as we now do.

The Founding and Fall of Isanmaa

as told by the Saamari

At the dawn of time, our people lived in a great river valley filled with lush grasses, but ever were we beset by the *hiisi*, who coveted our lands. So it came to be that we were driven forth, and Mikko, the greatest warrior of the day, led his people to a new home - a land of forests and lush valleys that lay in the glaciers' shadow. It was our land, and thus was it named "Isanmaa."

There, our people prospered and built a great kingdom, aided by the works of Ilmarinen, the greatest of smiths. The court at Kuusamo was glorious, and it was from there that King Vainamoinen waged his campaigns to bring the *hiisi* low. Those foul things did submit to man's armies, and the reach of Isanmaa was great indeed. Even today, there are many among the *hiisi* who will not dare speak Vainamoinen's name.

But the works of Men are ephemeral things, and just as the mightiest tree must wither; so, too, did our homeland crumble. The will of Lovaara the Ice Witch – a sorceress of the south – and their own dark desires roused the *hiisi*, and they despoiled our lands. Thousands died, and many more were driven from their homes; but the blackest acts were committed at Kuusamo, for it was there that the blood of Vainamoinen's line was spilled at last.

All would have been lost but for the leadership of Lemminkainen, who drew to his banner all those who still had the heart to fight. He moved like a hunter – seeming to appear in many places at once – and for a time the north of Isanmaa remained free of Lovaara's darkness. But aside from reclaiming a handful of our old holdings, much of our homeland remained within her grip. Still the heroes fought on, but many grew sickened by war, and the *noaide* counseled Lemminkainen to strike while there was still hope.

This he did, leading the greatest heroes of the Saamari into Lovaara's icy citadel, where they did battle against her and her foulest acolytes. Many brave souls were lost that day, but the Ice Witch was brought low, and her citadel shattered.

But Isanmaa had suffered too much, and was a dead land ever after.

The Long Road to Kaarjala

as told by the Saamari

Our people had no desire to live amongst their dead, and they received counsel from the Automaton – Ilmarinen's most wondrous creation – to travel unto the east. This they did, and Lemminkainen led them first to the Realm of Pojaara. Here it was peaceful,

and the Saamari rested for a time and forgot their sorrows.

After a full generation had passed, a great pass opened in the east, and our people resumed their trek. The way was hard, and generations more were born, but in time we passed through the great mountains and saw before us a vast open plain girded by rivers. There were fish and beasts to sustain us, but the land was cold, and we were unwelcomed by others who craved our new home – the Shonaks and the Littonians.

We did battle with both, slaying the Littonian king by Isojärvi and driving back the hordes of savage Shonaks. But there were so many enemies, and we were too few. It was during that dark time that Ilmarinen came out of the east to aid us once more. He gave us many great weapons, and taught us much that we had forgotten during the long night of Isanmaa's fall. We prevailed and claimed the Autuasmaa – thus did Kaarjala arise.

Once our borders were secure, Ilmarinen gave us one last gift before resuming his eternal journeys. For many weeks he worked in secrecy, telling no one of his deeds. Then one day he came to King Risto and proclaimed that the Saamari would never again want for food or gold, so long as they safeguarded his last gift to his people and stayed true to their beliefs.

Ilmarinen then presented the *Great Sampo*, his last and greatest work, and then took leave of our people once more. Ever afterwards, our land was bathed in warmth, and a great forest sprang up from the Autuasmaa Plain.

In the years since that time, many have tried to wrest our hard-won lands away from us. The Shonaks remain on our northern frontier, and have tried many times to drive us away, and the *hiisi* also circle our kingdom like wolves, waiting for the moment to strike. But our kings have always been strong, and we have always been resolute. For, in standing strong, we keep the light of civilization burning in the north.

As long as Kaarjala endures, so shall the North remain free of darkness; but should our kingdom crumble, a great shadow will settle over all, and it will not be content to rest.

CREATING CHARACTERS for KAARJALA

Available Character Classes

All of the standard human classes are available in Kaarjala. At the referee's discretion, characters can be demihuman outsiders. Non-standard options include low-level druids, and humanoids, while wise women are acceptable among the Vaarana and surrounding barbarian tribes. In addition, there are two new classes unique to the far north: the shamanic noaid and the musician-warrior kanteleer.

Demographic Options in Kaarjala

Kaarjala's is a human population, the majority of which are the Saamari. There is also a sizeable number of Vaarana. Other human ethnicities present include Littonians (mostly Litoniesu, but also Lietuvans), Viaskodans, Known World adventurers, and – in the future – imperial agents. Shonaks occasionally hunt near the fringes of the kingdom, but due to historical animosities, they receive a cool reception at best.

Most Kaarjalans are fighters, but clerics are fairly common. Thieves operate in Kaarja and the other large settlements, while druids inhabit the interior forests and exterior wilderness. Conventional magic-users are largely unknown; the noaide fill this role.

Demihuman characters must come from outside Kaarjala. Those native to Norwold hail from below the Great Bay: Leeha (halflings), Stormhaven and Oceansend (dwarves), and scattered foresthomes (elves).

Languages

Characters native to Kaarjala speak Saamari or Vaarsu (the native tongue of the Vaarana); however members of other ethnic groups, e.g. the Litoniesu, oft take their cultural tongues as first languages. In descending order, the most common secondary tongues are Saamari, Vaarsu, and Litoniesu. Characters with additional language slots should choose from these first. [Note: Vaarsu has no written form, but it does make limited use of Antalian-like runes and familial-related markings to denote property ownership. – Ed.]

Kaarjalan Names

What follows is a list of appropriate names for Kaarjalan characters. This list is not exhaustive, and players can opt to choose other names. Saamari and Vaarana names are based on Finnish and Sami, respectively. Players wishing to have Littonian characters are advised to consult *Gaz F6* for more information.

As a rule, the Vaarana use appellations in lieu of surnames. These monikers derive from distinguishing physical traits (Sussu the White-Haired) or memorable deeds (Sussu the Bear Slayer), and they are always assigned by the head of the household and not the character. Some Vaarana living in the settled areas have adopted the use of Saamari surnames that are popular in their local area.

Saamari, Male: Aamos, Aarne, Aatos, Ahti, Aki, Akseli, Ari, Arttu, Atte, Aulis, Eemeli, Eero, Eino, Einojuhani, Erkki, Esko, Hanno, Harri, Heikki, Hessu, Iiro, Iivari, Ilkka, Ilmari, Jaakko, Jani, Jarkko, Jere, Jouni, Jukka, Juuso, Kaarle, Kai, Kalervo, Kalle, Kauko, Kyösti, Lasse, Leevi, Luukas, Markku, Markus, Martti, Maunu, Miikka, Niklas, Niko, Olavi, Olli, Paavo, Pasi, Pekka, Pertti, Pirkka, Raimo, Riku, Risto, Samsa, Santeri, Tahvo, Tauno, Teemu, Timo, Toivo, Tuomo, Tuukka, Urho, Valtteri, Veikko, Veli, Ville, Väinö, Yrjö

Saamari, Female: Aamu, Aija, Aila, Aino, Aira, Anja, Annika, Anu, Auli, Aune, Eeva, Eliisa, Elina, Essi, Heli, Heljä, Helvi, Henna, Henriikka, Iida, Iines, Jaana, Jenna, Jonna, Kaari, Kaiju, Kaisa, Kati, Katja, Katri, Kerttu, Kirsi, Kyllikki, Laila, Leea, Lempi, Liisi, Lyyli, Maarit, Maija, Marja, Marjo, Meeri, Miia, Mira, Nea, Niina, Noora, Oona, Petra, Piia, Pinja, Pirkko, Päivi, Raija, Riikka, Ronja, Saimi, Sanelma, Satu, Siiri, Sointu, Sonja, Suoma, Suvi, Taija, Taimi, Tellervo, Terhi, Terttu, Tove, Tuula, Tuulikki, Tytti, Tyyne, Ulla, Veera, Venla, Virpi

Saamari Surnames: Aaltonen, Ahde, Ahokas, Ahtisaari, Alanen, Arajärvi, Asikainen, Asunmaa, Eerikäinen, Einiö, Eskelinen, Haanpää, Haapakoski, Heikkinen, Hirsjärvi, Hujanen, Huovinen, Huusko, Hänninen, Ihämäki, Iivonen, Ilmonen, Isokoski, Issakainen, Itälä, Jaakonsaari, Jalonen, Jantunen, Jokinen, Juhola, Juntunen, Jylhä, Järvi, Jääskeläinen, Kainulainen, Karhu, Karonen, Kemppainen, Ketola, Kivelä, Koistinen, Koskinen, Kunnas, Kurkela, Kuusisto, Laaksonen, Laatikainen, Lahti, Larivaara, Lauronen, Lehto, Lilja, Litmanen, Luhtanen, Makkonen, Markku, Matinsalo, Muukkonen, Myllylä, Mäki, Naarjärvi, Narinen, Nenonen, Niemelä, Niinistö, Nurmela, Oikarinen, Outinen, Parviainen, Pekkala, Peltosaari, Petäjä, Pitkänen, Pohjonen, Poutanen, Puikkinen, Purho, Pyysalo, Päättälä, Rannisto, Rauhala, Riikonen, Rintala, Roivas, Ruohonen, Ruutu, Ryttylä, Saarela, Saari, Saarinen, Saikkonen, Salmi, Savolainen, Seppälä, Sipinen, Soikkeli, Sormunen, Suhonen, Sunttila, Supinen, Tamminen, Tiihonen, Tuomi, Tuuri, Ukkola, Uotinen, Uusitalo, Vainikainen, Vainio, Varala, Varvikko, Vatanen, Viitala, Viljanen, Vitikka, Vuoristo, Väänänen, Ylikangas, Ylinen, Ylämäki, Yrjänäinen, Yrjönen

Vaarana, Male: Ándá, Ándaras, Ánok, Ásllat, Bávval, Beahkká, Biejan, Bierrán, Bierža, Biette, Dure, Eidnár, Erke, Gárral, Gustu, Hánno, Heaika, Heandarát, Hego, Hentto, Iissát, Johá, Jovvna, Juhvo, Juks, Juvvá, Láras, Lávrrohaš, Mádes, Migil, Mihkku, Nibá, Nilsa, Olet, Ovlá, Peivas, Sabbe, Sámmol, Uvllá, Vuolát

Vaarana, Female: Áila, Áillun, Álehtá, Biret, Birrá, Diinna, Elle, Ello, Evá, Gáddjá, Gáhte, Gáre, Gunná, Gutnel, Ingir, Juksakka, Káre, Láilá, Lená, Mágga, Máijá, Máret, Neikuts, Rávdná, Redá, Risten, Ristiinná, Sára, Sikká, Sire, Sunná, Sussu

CREATING CHARACTERS for KAARJALA

Social Status

Social status affects one's starting wealth. Roll d00 and consult the table below. Vaarana characters should subtract 20, and foreign-born residents of Kaarjala should re-roll any result less than 51.

d00	Social Standing	Wealth (x10)	% In Goods
01-05	Outcast	3d4	100%
06-50	Struggling	3d6	50%
51-85	Commoner	3d8	25%
86-90	Gentry	5d6	0%
90-99	Noble's Household	5d6*	0%
00	Noble		
1d20			
1-19	..., landless	3d6*†	0%
20	..., landed	4d6*†	0%

* Superior equipment (up to +10% value)
† Starting wealth in markkaa not penniä

A person who is in the house of a noble is usually a family member (cousin or child), but it can also include a devoted servant. Landless nobles include the immediate offspring and siblings of a landed noble. Landed noble characters are assumed to have recently inherited their title. With the referee's guidance, they must choose their ancestral seat.

Money and Equipment

Kaarjalan currency includes the gold markka (pl. markkaa), silver penni (pl. penniä), and copper oren (pl. orenissa). Some equipment has different pricing due to the available production in Kaarjala.

Factor	Items
NA	Suit armor, blowgun, shield weapons, non-leather barding
5x	Lance
3x	Crossbow (light and heavy), plate mail
2x	Chain mail, trident (1x Itämaa)
1.5x	Longbow, non-pike polearm
.75x	Shortbow, spear, pike, javelin

Players equipping their characters for Kaarjala should consider the following equipment and goods. Skis grant $\frac{3}{4}$ movement on snow. Sleighs hold up to 3, 7, and 10k cn per horse (reindeer half).

Boots, Heavy20cn.....	5gp (1gp)
Clothes, Heavy	...30cn.....	8gp
Overcoat15cn.....	15sp
Scarf1cn.....	15sp
Head wrap, Hat	...3cn.....	3sp
Gloves3cn.....	6sp
Skis and Poles100cn.....	10gp
Snowshoes20cn.....	1gp
Reindeer, Meat	...5cn.....	1sp
Bells1cn.....	2sp
Bells, Silver1cn.....	7sp
Sleigh, Small1,500cn.....	85gp
Sleigh, Medium	...4,000cn.....	140gp
Sleigh, Large5,000cn.....	180gp
Ribbon, Bolt10cn.....	2gp
Velvet, Bolt10cn.....	8gp

Starting Skills

Suggested starting skills are provided below, but the referee may elect to alter or ignore them. Non-native characters should choose skills appropriate to their own race and culture.

Noble: one of riding (horse), etiquette, or hunting

Gentry: one professional skill (e.g. accountant, merchant, scribe, shipwright)

Urban Commoner: one craft skill (blacksmithing, candlemaking, carpentry, leatherworking, pottery, etc.)

Rural Commoner: two of cooking, hunting, labor (farming, fishing, logging, etc.), nature lore, riding (horse), grooming (horse), or survival

Vaarana, Nomadic: nature lore and survival; two of hunting, tracking, foraging, cooking, leatherwork, or reindeer herding

Fighter: two of bravery, foraging, hunting, nature lore, riding (horse), grooming (horse), survival or an armor- or weapon-crafting skill

Thief: two of appraisal, bargaining, deception, detect deception, persuasion, survival, or tracking

Cleric: honor (Immortal), teaching

Noaid: craft (duodji) herbalism, juoigan, nature lore, persuasion

Kanteleer: play (kantele), one fighter skill

Survival and nature lore can be taken for arctic tundra, forest-taiga, or plains environments.

New Skills

Cold Resistance (CON): The character has a greater ability to tolerate colder temperatures, receiving a +1 bonus to all hypothermia checks. This bonus increases by +1 per additional skill slot. This skill does not confer the ability to survive arctic environments.

Craft, Duodji (INT): Duodji is the art of traditional Vaarana handicraft. Duodji tools, clothing, and weapons are crafted from materials available in the far north (e.g. reindeer antlers, bone, or leather, wood, roots), and they are quite durable and functional. Although the emphasis is on practicality, individual artisans add their own distinctive blend of paints (usually red, blue, green, and yellow) and runes.

Skiing (DEX/CON): The Kaarjalans developed skis several centuries ago to traverse deep snow unimpeded. The skill grants the ability to ski cross-country and the knowledge required to properly maintain a pair of skis and poles. At the referee's discretion, less than ideal skiing conditions require checks (e.g. skiing uphill, maneuvering down a tricky slope).

Juoigan (CHA): Juoigan (sometimes called joik) is the traditional form of chanting practiced by the Vaarana. It is often sung a capella and contains improvised words on almost any topic, with the melody as the main focus. The joik expresses deeply-felt, personal emotions and moods, or it reflects the essence of something into a song – a singer joiks a person, not about them. Many are crafted for newborn children. Vaarana typically do not share these songs outside of their circle of close friends and family, fearful that those who learn a personal juoigan gain powers over the singer. *Noaide* practice juoigan to cast spells and perform other abilities.

Playing, Kantele (CHA): The character is versed in playing kantele box-harps. Additional skill allotments allow the character to play kanteles with 10, 15, 20, and 36 strings. Making such an instrument requires Craft (Kantele).

Riding, Reindeer (DEX): The character can mount a reindeer for travel and war.

SPECIAL RULES for KAARJALA: THE NOAIDE

The Noaid Class

Prime Requisites: Wisdom and Charisma.

Minimum Scores: The noaide must have 13 in each prime attribute.

Hit Dice: 1d6 per level up to 9th, plus Con adjustments. Starting at 10th level, +1 hp per level, and Con adjustments no longer apply.

Armor: Leather only, no shield.

Weapons: Any one-handed melee or thrown weapon and staff.

Combat and Save Progression: As cleric of same level.

Weapon Mastery: The noaid begins with two weapon slots. Additional slots are gained as a magic user.

Special Abilities: Danger Sense, Fighter Combat Options, Insight, Spellcasting, Spirit Harmony

Starting Skills: Craft (duodji), Herbalism, Juoigan, Nature Lore, Persuasion

Danger Sense: When danger approaches, noaide initially have a 1 in 6 chance of being alerted by a benevolent spirit. The nature of the danger, or its proximity, is not revealed.

Fighter Combat Options: Noaide may Set Spear vs. Charge

Insight: A noaide can use their connection to the spirit world to receive guidance on a given topic a level-set number of times per day. The referee determines whether the spirits respond, and the comprehensibility of such advice. The advice may concern matters past, present or future. Malevolent spirits may use this opportunity to mislead the noaid.

Spellcasting: Starting at 2nd level, a noaid may cast spells. (See below).

Spirit Harmony: Due to their affinity with the spirit world and the services they perform on behalf of the departed, noaide command a certain amount of respect and courtesy from noncorporeal entities. Encounters with intelligent spirits, regardless of alignment, are never initially hostile. This holds true whether a noaid is alone or in an adventuring party. This initial reaction does not preclude the possibility of the encounter becoming hostile later.

The Noaide

Historically, the noaide served as interlocutors between the living world and the realm of spirits, as well as the people's representatives to the Immortals. Their magic was a hybrid between shamanism and druidism, and for the average person they represented the living world itself. They advised their people when and what to hunt, which roots and berries were safe to eat, which herbs would cure illnesses, and most importantly how to appease the Immortals in order to ensure continued prosperity. *Noaide* also carried messages between the living and their deceased ancestors and loved ones.

Ilmarinen's discovery of runic magic changed little, save for the incorporation of certain runes into the craft of the noaide. The chief beneficiaries of his work were his disciples, the predecessors of the rune mages, who competed with the noaide for influence. The depredations of Lovaara and her followers turned the people against rune mages, however, and that tradition vanished from Kaarjalan society. The noaide actively resisted Lovaara and her followers, and used their powers to shelter many of those who were fleeing persecution. Because of this, they were accorded great respect, and continue to occupy a place of honor in modern Vaarana society. It is forbidden to harm a noaide, or deny them food or shelter if they request it. Their advice is always treated as though it comes from the spirits and Immortals themselves.

Special Rules and Restrictions

Due to the rigorous training requirements, noaide have no discretionary skills at first level. Further, any future slots spent on a non-class skill cannot exceed the number spent on the most developed class skill. By exceeding all class skills, the noaid would be seen as abandoning his way of life – a grave insult to the Immortals and to the people. At the referee's discretion, he or she would suffer a one-half experience point penalty and/or loss of abilities until the matter was resolved.

Failure to rectify the matter after three levels (ex. atonement and ear-marking future skills) results in the loss of class (permanent removal of powers).

Noaide must craft all equipment used in their rituals using the art of duodji. They must make their own rune-drum and hammer, staff, and pouches for holding spell components. *Noaide* must obtain the materials on their own – they cannot be purchased, but may be obtained through service.

As intermediaries between the living and spirit worlds, noaide are often given unique insights, often in the form of dreams, to aid them in their daily lives. In return for this guidance, a noaid must always respond to the requests of any lawful or neutral spirit (treat as a *quest*) – these often involve helping spirits finish unsettled business. Should the *noaid* refuse to help a spirit, they may suffer experience point penalties or loss of magical abilities (referee's discretion).

The Vaarana place great importance on respecting the balance between life and death in the natural world. Magic is a sacred gift to be used in the service of the world; its abuse disrupts the natural balance and causes untold suffering. Thus, every time a *noaid* uses his or her magic to take something from the world, he or she must give something back. For example, animals may be summoned to feed a starving party, but the *noaid* must then scatter seeds in the forest, heal a sick animal, atone (see below), or perform a similar act in order to repay the world and restore balance. Failure to do so could result in the loss of spellcasting abilities.

Despite their history of warfare, the Vaarana tend towards non-violence, only taking up arms to defend their families and clans and drive away invaders. Their society as a whole frowns upon using violence as a means of acquiring what is necessary. Unprovoked attacks on others and using magic to slay opponents in all but the most desperate circumstances are considered evil acts. This is doubly true for the *noaide*, who are expected by their people to be exemplars of Vaarana values.

SPECIAL RULES for KAARJALA: THE NOAIDE

Atonement

Sometimes it is impossible for a noaide to perform the appropriate actions to restore imbalances they may have created. In such cases a sincere act of atonement may be acceptable. A proper act of atonement lasts one day per level of the spell used, during which the noaid must meditate on and justify his acts, pleading for forgiveness. During this time the noaid may only consume small quantities of water, and rest only when exhaustion can no longer be ignored. At the end of the period, the noaid will empathically know whether he or she was forgiven.

If a means to perform proper restitution is available, atonement is not allowed, and the Immortals may punish any noaide trying to shirk their responsibilities. Otherwise, the referee determines whether the Vaarana patrons are satisfied. Even if forgiveness is granted, the noaid may be left with a task to perform (as a *quest*).

Saivo (The Spirit Realm)

Due to their affinity towards spirits, advanced *noaide* are capable of voyaging to Saivo – the Vaarana Underworld – and viewing that land as it truly appears. Their improved affinity with spirits grants immunity to illusions created by any malevolent spirits of that realm, or by the world itself. Those who accompany the *noaide* on their sojourns are not so protected, however.

Chaotic Noaide

There are those noaide whose hearts are given over to the darker impulses, whose view of the natural world focuses on its brutality and horror. These dark *noaide* consort with malign powers and spirits, corrupt *siedi* and perform in other villainous roles. Chaotic noaide are indistinguishable from their Lawful and Neutral peers, serving in the same routine social capacity.

Mechanically, Chaotic *noaide* are not obligated to respond to the requests of any spirit, but they often do so as to maintain their cover. If the spirit is Chaotic, the dark *noaide* will often negotiate a payment of some kind.

Noaide Experience Table										
Level	XP	Spells by Level							Danger	Insights
		1	2	3	4	5	6	7	Sense	per Day
1	0								1/6	1
2	1,500	1							1/6	1
3	3,000	2							1/6	1
4	6,000	2	1						1/6	1
5	12,000	2	2						1/6	1
6	25,000	2	2	1					1/6	2
7	50,000	3	2	2					1/6	2
8	100,000	3	3	2	1				2/6	2
9	200,000	3	3	2	2				2/6	2
10	300,000	4	4	3	2	1			2/6	2
11	400,000	4	4	3	3	2			2/6	3
12	500,000	4	4	4	3	2	1		2/6	3
13	600,000	5	5	4	3	2	2		2/6	3
14	700,000	5	5	5	3	3	2		2/6	3
15	800,000	6	5	5	3	3	3		2/6	3
16	900,000	6	5	5	4	4	3		3/6	4
17	1,000,000	6	6	5	4	4	3	1	3/6	4
18	1,100,000	6	6	5	4	4	3	2	3/6	4
19	1,200,000	7	6	5	4	4	4	2	3/6	4
20	1,300,000	7	6	5	4	4	4	3	3/6	4
21	1,400,000	7	6	5	5	5	4	3	3/6	5
22	1,500,000	7	6	5	5	5	4	4	3/6	5
23	1,600,000	7	7	6	6	5	4	4	3/6	5
24	1,700,000	7	7	6	6	5	4	4	4/6	5
25	1,800,000	7	7	6	6	5	5	4	4/6	5
26	1,900,000	7	7	7	6	5	5	4	4/6	6
27	2,000,000	7	7	7	6	6	5	4	4/6	6
28	2,100,000	7	7	7	7	6	6	4	4/6	6
29	2,200,000	7	7	7	7	6	6	4	4/6	6
30	2,300,000	7	7	7	7	6	6	5	4/6	6
31	2,400,000	7	7	7	7	6	6	5	4/6	7
32	2,500,000	7	7	7	7	6	6	5	5/6	7
33	2,600,000	7	7	7	7	7	6	5	5/6	7
34	2,700,000	7	7	7	7	7	6	6	5/6	7
35	2,800,000	7	7	7	7	7	7	6	5/6	7
36	2,900,000	7	7	7	7	7	7	7	5/6	8

Spell Descriptions

The spells available to the *noaide* are listed below. As the descriptions will show, their magic is elemental, and strongly tied to the land itself. Their magic is also bound by Vaarana attitudes regarding balance, as well as their aversion towards darkness; thus, healing

and light spells may not be reversed to cause harm. This spell list is by no means exhaustive; new spells are italicized, and reversible spells are marked with an asterisk. Spells marked with a (C) are clerical; those with a (D) are druidic; and those with an (M) are magical – refer to the standard rule set for the descriptions.

SPECIAL RULES for KAARJALA: THE NOAIDE

Noaide Spells

1st Level

Bless (C)
 Detect Magic (C)
 Hold Portal (M)
 Light (C)
 Predict Weather (D)
 Protect. from Evil (C)
 Resist Cold (C)
Track

3rd Level

Continual Light (C)
Create Siedi
Frozen Fog
 Hold Person* (C)
 Remove Curse* (C)
Improved Cold Resistance
Warm Air
 Water Breathing (D)

5th Level

Control Winds (D)
 Dispel Evil (C)
 Cure Serious Wounds (C)
 Neutralize Poison (C)
 Passwall (M)
 Speak with Dead (C)
 Truesight (C)
Wall of Ice

7th Level

Animal Form
 Charm Plant (M)
Earthgate
 Lore (M)

2nd Level

Augury
Bless Land
Frost Ward
 Cure Light Wounds (C)
Icy Touch
 Invisibility (M)
 Produce Fire (D)
 Speak with Animal (D)

4th Level

Commune (C)
Create Laavo
 Cure Disease (C)
 Dispel Magic (C)
Ice Blade
Spirit Travel
 Speak with Plants (C)
 Summon Animals (D)

6th Level

Anti-Animal Shell (D)
 Anti-Plant Shell (D)
 Enchant (M)
 Hold Monster (M)
Rage of the North
Spirit Gate
 Summon Weather (D)
 Wall of Stone (M)

Move Earth (M)
 Power Word Blind (M)
 Power Word Stun (M)
Speak with Stone

New Spells

Track

Level: 1
 Range: 60 ft.
 Duration: 6 turns + 1 turn per level of caster
 Effect: Reveals traveled path

This spell illuminates the path taken by a named target. The target's footprints or tracks are softly illuminated (equivalent to the brightness of a candle). Terrain type does not affect the visibility of the track. The noaide also will know the direction of travel and roughly how long ago the target passed by. The trail fades as the spell expires.

Augury

Level: 2
 Range: 0 ft. (caster only)
 Duration: Special
 Effect: one question answered

During the casting ceremony, the caster may pose one question to the spirits whose answer is a single sentence (ex. "Will the harvest be bountiful this year?", or "When will the enemy army be ready to attack us?"). Prior to casting this spell, the *noaide* must consume fresh reindeer.

Bless Land

Level: 2
 Range: 0 ft. (caster only)
 Duration: 1 hour per level of caster
 Effect: Sanctifies a 20-ft. diameter area

This spell sanctifies the ground within ten feet of the caster, which no evil spirit may enter. All food and water placed within the area are preserved for the spell's duration. If the noaide is 8th level or greater, then those resting within the circle regain 1d6 for every 8 full hours of rest.

Frost Ward

Level: 2
 Range: 20 ft.
 Duration: 1 hour per level of caster
 Effect: Creates a personal trap

The *frost ward* renders a 10-ft. square area impassable to a specific creature or person. If the spell's target attempts to bypass the ward, he or she receives 1d6 frost damage and must save vs. Spells or be stunned for 1d6 turns.

Icy Touch

Level: 2
 Range: Touch
 Duration: Special
 Effect: frost burn damage

The touch of the *noaide* inflicts 1d4 + 1/2 levels points of frost damage (normal melee attack). The maximum number of such attacks equals one-third the caster's level, rounded down. An *icy touch* can also freeze up to one pint of liquid.

Create Siedi

Level: 3
 Range: 60 ft.
 Duration: 1 day per level of caster
 Effect: creates a temporary place of worship

With this spell, the *noaide* consecrates a *siedi*, a sacred place of worship where it is possible to commune with spirits and greater powers. While the *siedi* exists, any attempts to communicate with other planes are successful, and results are more favorable at the referee's discretion (i.e., auguries may allow two questions to be asked instead of one).

The *noaide* must decorate the site – stones must be arranged appropriately, and offerings of metal and reindeer horn and bone must be made. If the *noaide* is especially virtuous, or if he or she has earned favor in the past, a request may be made to make the *siedi* permanent. Such places remain *siedi* until they are either defiled or destroyed.

Frozen Fog

Level: 3
 Range: 120 ft.
 Duration: 6 turns
 Effect: Creates a freezing cold, obscuring mist up to 20 ft. x 20 ft. x 20 ft.

This spell creates a cloud of chilling vapors filling up to 8,000 cubic feet. Those caught inside the fog are effectively blind and must save vs. Dragon Breath each round or take 1d4 points of freezing damage. Those who remain inside the cloud for a full turn or longer must check against hypothermia.

Improved Cold Resistance

Level: 3
 Range: 0 ft. (centered on caster)
 Duration: 6 hours
 Effect: All creatures within 30 ft.

This spell is similar to *resist cold*, but saving throws against cold-based attacks are made at +4, and damage is reduced by three points per die of damage (to a minimum of one point of damage).

SPECIAL RULES for KAARJALA: THE NOAIDE

Warm Air

Level: 3
Range: 0 ft. (centered on caster)
Duration: 6 turns + 1 turn per level of caster
Effect: Warms air within 10 feet

This spell warms the air within ten feet of the *noaid* instantly to a comfortable temperature. Snow and ice in the area of effect melt, and those suffering frostbite or hypothermia improve their condition. The warm field moves with the *noaid*.

Create Laavo

Level: 3
Range: Touch
Duration: 2 hours per level of caster
Effect: Creates a temporary shelter

This spell creates a traditional Vaarana tent known as a laavo, measuring 12 feet in diameter. It is waterproof, maintains a comfortable interior temperature at all times, and provides a small cooking fire with a replenishing pot of reindeer stew. The stew is sufficient to feed 2 people per hour. The magic laavo also shields its occupants from any attempts at scrying (inc. ESP, clairvoyance).

Ice Blade

Level: 4
Range: 0' (caster only)
Duration: 1 round per level of caster
Effect: Creates a blade of ice

This spell creates an ice sword-blade in the hand of the *noaid's* that inflicts 1d6 damage per hit, plus an additional point of frost damage every 2 levels. Those struck also must make hypothermia check. When exposed to intense heat or flame, the *noaid* must save vs. Dragon Breath, or the blade will be destroyed.

Spirit Travel

Level: 4
Range: 0 ft. (caster only)
Duration: 1 hour per level of caster
Effect: travel within the spirit realm

With this spell, the *noaid* enters Saivo and interacts with its inhabitants. The *noaid* is immune to Saivo's illusions and generally may wander unharmed.

Wall of Ice

Level: 5
Range: 150 ft.
Duration: Special
Effect: Creates 1000 cubic feet of ice

This spell is similar to the magic-user spell of the same name, but it generates 2-foot thick wall whose surface area is 500 square feet or less.

The wall of ice lasts until it melts or is physically destroyed (AC2, 200 hp). Any single attack inflicting 60+ points of damage creates a breach. If the wall topples, it crushes those beneath (1d10 per 10 feet of height).

Rage of the North

Level: 6
Range: 50 ft.
Duration: Special
Effect: Creates blasting cone of frigid air 50 ft. long and 20 ft. wide at the base

This spell produces a compressed, cone-shaped blast of ice-cold air measuring 50' long and 20' wide at its terminus. The caster may produce one blast per round, for a maximum number of rounds equal to one-third the caster's Constitution score (rounded down).

Anyone caught within the blast takes 4d6 damage. Fire-based creatures suffer an additional 1d4+2 per blast. Also, airborne targets and missile fire are blown away from the caster.

Spirit Gate

Level: 6
Range: 10 ft.
Duration: Instantaneous
Effect: Transports the caster, and those in physical contact, to the spirit realm

This spell teleports the caster and anyone in physical contact to Saivo. Although the *noaid* will be able to travel unhindered, fellow travelers may not be so lucky. Anyone traveling to the spirit realm will remain there until the *noaid* casts another *spirit gate* or until a natural gate is discovered – although in the latter case there is no predicting where it leads.

Animal Form

Level: 7
Range: 0 ft. (caster only)
Duration: Indefinite
Effect: Allows the caster to assume the form of any known animal

This spell is similar to the magic-user spell shapechange. The caster is limited in form to those animals native to Kaarjala and the surrounding lands, but he or she can speak and cast spells while in animal form.

Speak with Stone

Level: 7
Range: 0 ft. (caster only)
Duration: Special
Effect: Allows caster to communicate with all stone within 10 ft.

The *noaid* can communicate with stone as if it were an intelligent creature, asking up to three questions. Replies come with the caveat that the "life" of stones is measured in geologic ages, and their perceptions of time and importance differ from those of organic beings.

The spell may also be used to generate small tremors and other acts (cf. *earthquake*). Legend has it that some stones can be "reminded" of the time when they freely flowed as molten lava.

Earthgate

Level: 7
Range: 10 ft.
Duration: Special
Effect: Travel between two points

This spell opens a temporary gateway between two points through the earth itself. The gateway takes the form of a set of natural stone steps descending into the ground. At the bottom of the well is a short tunnel leading to similar, ascending stairs that emerges at the target location. Once the last person completes their ascent, the gateway closes.

The *noaid* must visualize the intended destination clearly; therefore, only places that have been visited before can be accessed by this spell. There is no limit to the distance that may be traveled.

SPECIAL RULES for KAARJALA: THE KANTELEER

The Kanteleer Class

Prime Requisite: Strength and Charisma
Minimum Requirements: both Strength and Charisma scores must be 9 or higher.

To perform spell songs, a kanteleer needs a score of 13 or higher in Intelligence, Wisdom, Charisma and Dexterity.

Experience Bonus: +5% for Strength and Charisma 13-15; +10% for Strength and Charisma 16-18.

Hit Dice: 1d6 per level up to 9th level. Starting at 10th, +2hp per level, and Constitution adjustments no longer apply.

Armor: Leather, scale or banded; shield.

Weapons: Any melee weapon

Special Abilities: Song Performance, Improved Performance, Spell Songs, Fighter Combat Options (see below).

Attack Progression: As Cleric of the same level.

XP and Save Progression: As Fighter of the same level.

Starting Skills: Playing (Kantele); one of: Acting, Empathy, Joke Telling, Singing, Persuasion, Storytelling or Soothsaying; one fighter related skill.

Weapon Mastery: The kanteleer begins with three weapon choices. Additional choices are gained as a cleric.

Song Performance: The kanteleer possesses a repertoire of songs with which to entertain and earn a living.

Improved Performance: The kanteleer increases his kantele playing skill 1 point every two levels.

Spell Songs: Beginning at 10th level, capable kanteleers can play melodies that can produce spell-like effects.

Fighter Combat Options: The kanteleer can Set Spear vs. Charge (at 1st), Parry (at 9th), and make Multiple Attacks (two at 15th, three at 30th).

Magic Items: The kanteleer may only use magical items that are normally useable by fighters, plus magical sheet music written for the kantele.

Kantele: To perform songs, the kanteleer must use a kantele box-harp, a zither-like instrument. The number of strings determines the highest level of song playable. The strings may be plucked, strummed, bowed, or hammered (player's choice), but it must be played from a seated position with the kantele resting in the lap or on a table.

The Kanteleer

The kanteleer is a bard-like character who mixes martial skill with a musical talent that can soar to magical heights. The class is styled upon Kaarjala's legendary hero Vainoiminen. His or her instruments of choice are the kanteles, a type of box-harp zither that sits on the kanteleer's lap or a table.

Kanteleers are a product of the Saamari culture, but they are welcome among the Vaarana. A few town-dwelling Vaarana have even taken up the training. Today, many kanteleers are occupational musicians traveling from one place to another to earn some coin, practicing their spear-arm during their treks.

Important: Kanteleers are not rogue-based characters, and they do not have any thieving skills as is normally associated with a "bard."

Kanteles

For simplicity, the kanteles available in the north are limited to the 5-, 10-, and 36-string varieties, plus the giant pike jaw kantele.

Bone Pick.....	NA.....	2cp
Kantele Bow.....	10cn.....	4gp
Kantele Hammer,		
Pair	25cn.....	5gp
String, Regular	NA.....	1sp
String, Maiden Hair NA.....	NA.....	NA
5-string Kantele.....	30cn.....	9gp
10-string Kantele.....	50cn.....	25gp
36-string Kantele.....	250cn.....	165gp
Pike Jaw Kantele.....	180cn.....	10,000gp

The pike jaw kantele and maiden hair strings can only be obtained through adventuring. The maximum song level that can be produced by a given kantele is given in the table below. For songs greater than 6th level, the kantele must have a number of maiden hairs equal to that song level.

Strings	Maximum Song Level	Maiden Hairs
5	4	No
10	6	No
36	8	Yes
Pike Jaw	9	Yes

Kanteleer Songs By Level

Lev.	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-
2	4	-	-	-	-	-	-	-	-
3	4	1	-	-	-	-	-	-	-
4	4	2	-	-	-	-	-	-	-
5	4	3	-	-	-	-	-	-	-
6	4	3	1	-	-	-	-	-	-
7	4	3	2	-	-	-	-	-	-
8	4	3	3	-	-	-	-	-	-
9	4	4	4	-	-	-	-	-	-
10	4	4	4	1	-	-	-	-	-
11	5	5	4	2	-	-	-	-	-
12	5	5	5	2	1	-	-	-	-
13	5	5	5	3	2	-	-	-	-
14	5	5	5	3	3	-	-	-	-
15	6	5	5	3	3	1	-	-	-
16	6	5	5	3	3	2	-	-	-
17	6	5	5	3	3	2	1	-	-
18	6	6	5	3	3	3	2	-	-
19	6	6	5	3	3	3	3	-	-
20	6	6	5	4	4	4	4	-	-
21	7	6	5	4	4	4	4	1	-
22	7	7	6	5	4	4	4	2	-
23	7	7	7	5	5	5	4	3	-
24	7	7	7	6	5	5	5	3	-
25	7	7	7	6	6	5	5	3	-
26	7	7	7	6	6	6	6	4	-
27	7	7	7	6	6	6	6	4	-
28	7	7	7	6	6	6	6	4	1
29	7	7	7	7	7	7	6	4	2
30	7	7	7	7	7	7	7	4	3
31	7	7	7	7	7	7	7	4	4
32	7	7	7	7	7	7	7	5	4
33	7	7	7	7	7	7	7	5	5
34	7	7	7	7	7	7	7	6	5
35	7	7	7	7	7	7	7	6	6
36	7	7	7	7	7	7	7	7	7

The Performance

The optional rules presented here for resolving musical performances are based on those used for magic shows in *Gaz F5 The Western Alliance*. This system is designed to showcase developing skill mastery – characters cannot become instant "Grand Masters" by virtue of high attribute score. Alternative mechanics for games under Classic include a simple skill check or the storytelling rules from *Gaz2* and *Gaz8*. 3x and 4x games have their own integral methods to resolve variable skill-level performances.

For the kanteleer to earn his silver, the audience must be appreciative of the

SPECIAL RULES for KAARJALA: THE KANTELEER

show. The exact level of that appreciation is measured by the Performance Score. This is based upon the character's level, attribute bonuses, skill with the kantele and in communicating (optional, e.g. singing), and the level of the songs used.

To determine the success of a performance, use the formulae below.

Base ability

A = sum of I+W+D+Ch adjustments

B = kanteleer level

Base ability = A x B

Skill ability

C = slots spent on best comm. skill

D = slots spent on kantele playing skill

Skill ability = C + D

Routine Level

Song Value = song level x minutes used*

Routine Value = sum of all song values*

Performance =

(skill x routine) +base+1d20

There is a minimum value of 1 for A and B.

Excessive time on the routine or an individual song is penalized. The length of song is assumed to last a number of minutes up to 5 + song level. Songs extended beyond that limit reduce the final score by 5 points per extra minute.

Performances over an hour tend to lose audiences, even those of great musicians. The final score is reduced if the overall routine lasts over 60 minutes. The penalty is 15 points per extra minute.

The routines may also include song-spells without effect on the audience, but they are still charged against the day's allotment of songs.

Example: Jenna Hussko is a 5th level Kanteleer with a +2 bonus for Charisma and +3 for Dexterity. She knows four 1st level songs and three 2nd level songs. She has spent two slots each on kantele playing and storytelling.

Jenna wants to use every song for the maximum length of time, but she wants to draw out her final 2nd level song for 10 minutes (3 minutes extra).

Her base score is 25, her skill score is 4, her routine score is 72, and the routine lasts 48 minutes. Assume the dice roll gave 14.

Jenna's Performance is 327, but she is penalized 15 points for going long on the last trick. Her final score is 312. This score helps Jenna in her professional growth.

Score	Rating	GP	XP
0-25	Ridiculous	0	0
26-50	Poor	1	1
51-100	Fair	5	10
101-250	Adequate	15	25
251-500	Amusing	25	50
501-1000	Entertaining	50	100
1001-2500	Wonderful	100	500
2501-5000	Fantastic	500	1000
5001+	Legendary	1000	2500

According to her score, Jenna gave an amusing performance and earned 50XP. At her next performance, she can charge the host 25 gp. Those who do not have organized performances, like street singers, gain half the money at the time of performance.

Kanteleers who give an Entertaining or Wonderful Performance gain a +1 reaction from those in the audience for a month. Fantastic performances earn a +2 reaction, and Legendary earn +3.

Uncommitted Songs (Optional Rule):

A kanteleer can include in his or her routine songs that are not committed to long-term memory (i.e. not already slotted) for half their effectiveness in song value. Further, the time limit is half normal.

Example 2: Jenna could be studying two additional 1st level songs and perform them for up to 3 minutes each for a song value of 3 apiece.

Songs and Spell Songs

Unlike magic-user and clerical spells, kanteleer songs are committed to long-term memory and cannot be changed once a song is committed. However, song spells may be used repeatedly during the day, up to the maximum number castable.

Songs levels 1 to 3 are mundane music that does not contain any magic. Mundane music does exist at 4th level and above, but most adventuring kanteleers will be interested in acquiring song spells when the opportunity arises. As with magic-users, reverse song spells must be learned separately.

To develop a new song a kanteleer must either invent the trick (cost and time as normal spell research), learn them from another kanteleer (quarter cost) or take them from another's notes (half cost). Mundane songs have half that cost.

Song-Spell Styles

Related song-spells are grouped into various styles or schools. To learn a particular song-spell, the kanteleer must know a song-spell of the level below in that style. Thus to learn the discordant song *cause fear*, the kanteleer must already know either *unease* or *cacophony*.

The common styles among kanteleers are: sonorous melodies, which create powerful sonic fields and tones, including the dreaded brown note; discordancy, whose songs disrupt mental faculties; its opposition, concordancy; natural rhythms, which control the elements and time itself; resonance, the songs of which can shake apart or locate objects; and harmony, where people give themselves over to the music, removing doubt, steeling the mind, and healing.

The style groupings of songs are found below. The spells are a mixture of magical, clerical, and druidic spells plus those particular to the kanteleer. Underlined songs are variants of existing spells, while new spell-effects are marked with italics.

Sonorous Melodies

- 4: Shield, White Noise
- 5: *Metal Vibration*, Protection from Normal Missiles, Quivering Blades
- 6: Anti-Animal Shell, Death Spell
- 7: Sonic Barrier, Power Chord Stun
- 8: Force Field, Power Chord Deaf
- 9: Anti-Magic Field, Brown Note

SPECIAL RULES for KAARJALA: THE KANTELEER

Discordancy

- 4: Unease, Cacophony
- 5: Confuse, Cause Fear
- 6: Confusion, Hold Person
- 7: Feeblemind, Hold Monster
- 8: Broken Record, Unending Melody
- 9: Discord, Insanity

Concordancy

- 4: Fellowship, Suggestion
- 5: Charm Person, Lullaby
- 6: Geas, Quest
- 7: Dance, Mass Charm
- 8: Charm Monster, Animate Objects
- 9: Rhapsody, Literal Lyrics

Resonance

- 4: Wind Whisper, Detect Invisible
- 5: Knock, Magic Missile, Detect Magic
- 6: Blown Away, Project Music, Locate Object
- 7: Remove Barrier, Dispel Magic
- 8: Disintegrate, Echolocation
- 9: Contact Outer Plane, Superstar, Earthquake, Obliterate, Appear

Harmony

- 4: Remove Fear, Remove Fatigue
- 5: Bless, Vigor
- 6: Free Person, Mind Mask
- 7: Berserk, Anthem
- 8: Mind Barrier, Slow, Haste
- 9: Heal, Euphoria

Variant Song-Spells

Anti-Magic Field: This works like an anti-magic shell, but the kanteleer can temporarily drop the field to use another spell and reestablish it in the next round.

Brown Note: The *brown note*, or *power chord kill*, functions as *power word kill*.

Discord or **Insanity:** *Discord* and *insanity* function identically to the abilities of the same names under *symbol*. Unlike *symbol*, the song-spell has a range of 60 feet and is not a permanent ward.

Literal Lyrics: The desired outcome of this wish-type spell is composed in a five line stanza, with five small or one major result (referee's call). Ex.: "When the lights go out in the city..." is minor.

Lullaby: *Lullaby* is similar to *sleep*, except that the spell may be extended for multiple attempts up to a number of rounds equal to the kanteleer's Constitution, after which, the kanteleer succumbs to *sleep*. Only 1d8 Hit Dice are affected per round.

Projected Music: *Projected music* is similar to *projected image*, but creates a sonic focal point up. Other song-spells can be centered at the focus, but targeting-effects (e.g. *sonic missile*) still require line of sight for the kanteleer.

Power Chord Stun: *Power chord stun* functions as the spell *power word stun*.

Power Chord Deaf: *Power chord deaf* functions like *power word blind*, except the victim is made deaf for the duration. Victims that are kanteleers can perform neither mundane nor magical songs.

Sonic Barrier: *Sonic barrier* is similar to the clerical spell *barrier* but it produces concussive sound instead of hammers.

Superstar: This song-spell functions like the clerical spell *holy word*, but it affects everyone within range, regardless of alignment. The range may be extended by draining the kanteleer's Constitution, gaining 5 feet per point drained. The kanteleer must make a Constitution check after playing *superstar*. Failure results in collapse for 1d20 hours. Collapsed individuals must make a second Constitution check. Those who fail die from exhaustion if not treated within the 1d20 hours.

Unease: *Unease* acts the same as the clerical reverse spell *blight*.

Vigor: *Vigor* acts like *bless*, but targets receive +2 to hp and to saves vs. DR/P, P/TtoS, and DB and to Open Doors.

White Noise: *White noise*, or *quiet riot*, functions like *silence 15-feet*, with all sounds drowned out by an ignorable frequency spectrum.

Songs with New Effects

Anthem

Level: 7 (Harmony)
Range: 60-feet
Duration: 10 turns
Effect: Improved Bless

Anthem doubles the effects of *bless* and gives a +1 to all saves.

Berserk

Level: 7 (Harmony)
Range: 15-feet
Duration: 10 rounds
Effect: one listener

This song-spell transforms one listener into a berserking warrior, gaining an extra attack per round. At the end of the duration, the target is exhausted for 3 turns (-2 AC, no shield, move half).

Blown Away

Level: 6 (Resonance)
Range: 50 feet + 5 feet per level
Duration: 1 round
Effect: Creates cone of concussive sound

This song-spell creates a cone of sonic force 40 feet wide at its far end. The kanteleer chooses the range (min. 10 feet) – the subtending angle responds accordingly. Those within the cone suffer 1d6 for every 3 caster levels. In addition, those within the cone must save vs. Death Ray or be deafened for one turn.

Broken Record

Level: 8 (Discordancy)
Range: 20 feet
Duration: Special
Effect: repetitive action

All those within range must save vs. spells or repeat their current action (even if to no effect) for a number of rounds equal to 1d4 +20 – Wisdom.

Cacophony

Level: 4 (Discordancy)
Range: 60 feet
Duration: 1 round/level
Effect: 15 feet +1 foot per level radius

SPECIAL RULES for KAARJALA: THE KANTELEER

Cacophony creates an unrelenting noise that prevents concentration. Intelligence and Wisdom checks are at -2, spell casting requires an attribute check, the chance of being surprised increases by 1, and Open Locks, Read Languages, and Find/Remove Traps suffer -25%. A save against spells avoids these effects.

Confuse

Level: 5 (Discordancy)
Range: 60 feet
Duration: 1 round/level
Effect: 15 feet +1 foot per level radius

Everyone within the area of effect is bewildered and hears noises all around them. Those affected suffer -3 on all missile attacks (save vs. spells permitted). Afterwards, victims have difficulty describing what they observed.

Echolocation

Level: 8 (Resonance)
Range: 1000 feet
Duration: 1 round
Effect: locate all objects

The kantele's sound waves are bounced back, giving a three dimensional picture of the environment up to the range limit, including invisible but not ethereal creatures. This will identify the location and size of objects, but it will not identify those objects, nor will it peer within objects such as crates. *Silence* and *white noise* can counter *echolocation*. The waves cannot penetrate walls or closed doors, but they can bend down hallways.

Euphoria

Level: 9 (Harmony)
Duration: 20 minutes
Range: 5 feet
Effect: one individual

The target enters a state of unrelenting joy in pursuit of their activity and is immune to all mental attacks and *slow* or other delaying spells. They are +3 to hit and to damage and cannot die before the spell's duration, but they are not immune to injury. Preparation time is 5 minutes.

Fellowship

Level: 4 (Concordancy)
Range: 30 feet
Duration: 1 round/level
Effect: increased Charisma

The kanteleer enjoys a temporary boost of 2d4 points of Charisma among those within range.

Metal Vibration

Level: 5 (Sonorous Melodies)
Range: 30-feet
Duration: 7 rounds
Effect: makes weapons unwieldy

All weapons with metal parts vibrate violently in the wielders' hands (-2 to hit). This penalty lasts until the weapon is dropped plus a number of additional rounds equal to the rounds the weapon was held. If cast as a 7th level song, the spell also affects metal armor and shields. Magical items are unaffected.

Quivering Blades

Level: 5 (Sonorous Melodies)
Range: 30-feet
Duration: 1 round per caster level
Effect: attack and damage bonus

Blade tips within range of the kanteleer are set to vibrate, granting +1 to hit and +2 to damage. The kanteleer can tune one weapon type per round, but all weapons cease quivering on the same round. The spell affects opponent's weapons, too.

Remove Fatigue

Level: 4 (Harmony)
Range: 10 feet
Duration: Instantaneous
Effect: removal or prevention of fatigue

All within the area of effect – but not the kanteleer- feel as if they have just had a full night's sleep. Any fatigue penalties are eliminated, and daily allotments of powers are reset. Casting takes 1 hour and temporarily drains 2 Con points.

Rhapsody

Level: 9 (Concordancy)
Range: 20 feet
Duration: 1 day
Effect: Complete awe of kanteleer

With rhapsody, all hostilities against the kanteleer cease. Opponents answer questions truthfully and even accept indirectly injurious *suggestions* (i.e. "join my army" is okay, "fall on your sword" is not). The spell is broken if the kanteleer attacks.

Suggestion

Level: 4 (Concordancy)
Range: 10 feet
Duration: Task Completion
Effect: Single Listener

Suggestion plants an idea in the listener's head that he or she will pursue. Such suggestions must be ordinary activities like "look in the crate" and cannot appear fatal to the victim. It can also force a listener to accept a response.

Unending Melody

Level: 8 (Discordancy)
Range: 60 feet
Duration: Special
Effect: drives one target crazy

Unending melody places an endless song in the mind of a single target. The target must save vs. spells at -2 or temporarily lose 2 Wisdom points each round until a save is made or Wisdom drops to 0. In the case of the latter, the character is driven mad and engages in self-destructive behavior to get rid of the song (i.e. hitting one's head against a surface, or jumping off a cliff). The duration of the ultimate state is treated as per *maze*, using the current Wisdom score.

Wind Whisper

Level: 4 (Resonance)
Range: 100 feet + 200 feet per level
Duration: 1 round
Effect: 1 message

The kanteleer sends a message or song (non-magical) to a specific person within range. Others cannot comprehend it.

SPECIAL RULES for KAARJALA: HYPOTHERMIA

This section provides optional rules dealing with the effects of hypothermia – a condition arising when the body’s temperature drops below the level needed to function normally. Activity and motion in a cold environment are key to keeping warm. If a person lacks the energy required to stay active, he or she becomes sluggish and less able to fight off the numbing effects of intense cold.

Hypothermia Checks

A hypothermia check is performed by saving vs. Death Ray, with any bonuses or penalties due to Constitution applied. The table below lists situations that may warrant a hypothermia check, but it is not exhaustive. Multiple conditions incur a cumulative -1 penalty, and checks are made at the most rapid rate. The referee can consider mitigating factors, such as just-below-freezing temperatures, in adjusting the check and/or its results.

<u>Condition</u>	<u>Check Every</u>	<u>Penalty</u>
Standing idle	4 hours	
... in cold water	1 turn	
... in frigid water	1 rd	
... in snow (buried)	1 hour	
In a blizzard	1 hour	
Starving*	4 hours	
Not rested	4 hours	
Not protected**	1 turn	
Poorly protected**	1 hour	
Well protected**	1 day	
Adjustments (Cumulative)		
Lacking protection category per 10°C (18°F) below freezing		-1

* Eating regularly is essential to providing the energy necessary to keep moving and sustain bodily functions. A person is considered starving if they have not eaten in the preceding 8 hours (i.e. checks at hours 8, 12, 16, etc.). For every four hours beyond the first eight, penalize the check -1 but ignore frostbite results until collapsed.

** Proper protection is defined as insulated boots, suitable winter clothing, shelter from the elements, and a good blanket for sleeping. The latter two are only applicable during rest periods.

Protection is poor if more than one of these is lacking.

While sleeping, a single check is made for the night and frostbite effects are multiplied by 4 if sheltered, 8 if unsheltered.

In addition to the conditions listed above, injuries impair a hypothermia check due to the additional strain they place on a person’s body.

<u>Hit Points Remaining</u>	<u>Penalty</u>
51-75%	-1
26-50%	-2
1-25%	-4

The Effects of Hypothermia

If a character fails a hypothermia check, the referee should roll d20, plus all check modifiers, and consult the table below. It should be noted that once a hypothermia check fails, all future checks fail until the conditions which triggered the initial failure have been eliminated for 3d4 hours.

<u>d20+mod.</u>	<u>Result</u>
-1 or less	Hypothermia
0	Collapse
1	Delirious (1d6 rd)
2-3	Frostbite (1d6)
4-5	Delirious (1d4 rd)
6-8	Frostbite (1d4)
9-11	Delirious (1d2 rd)
12-14	Frostbite (1d2)
15+	No effect

Hypothermia: The character dies in 1d6 turns unless moved to a warm location and means taken to raise the body temperature. Roll for additional effects each turn while hypothermic.

Collapse: The character falls unconscious and must make a Con check (per turn with penalties) to wake up. Roll for additional effects each turn while collapsed, ignoring “Delirious” or “Collapse”.

Delirious: The character stumbles about for a number of turns contained in parentheses, possibly becoming lost in the process. Reroll. Subsequent rolls have a -1 penalty.

Frostbite: The character suffers frostbite damage equal to the amount in parentheses. In addition, the character suffers the following attribute penalties until aid is obtained: Str -2, Int -2, Wis -2, Dex -2, Con -2, MV reduced by 10%. Successive frostbite results produce cumulative penalties.

Using the Rules - An Example

While traveling the Autuasmaa Plain, Paavo (Con 11) is caught in a sudden snowstorm and cannot find a nearby safe haven. He wears a heavy fur cloak and boots but has no bedroll or blanket. He starts looking for a cave and after a few turns he finds nothing. The referee rules that it is time for a hypothermia check: it is -20°C (-2) amid a snowstorm (-1), and Paavo has no shelter (-1) – a total penalty of -4. The character makes his check and continues searching unaffected. He locates a large cave in nearby hill, and takes shelter while the blizzard rages outside.

Paavo grows hungry as four hours pass, but he ate the last of his rations 12 hours ago that morning. The referee calls for another check: It is only -5°C in the cave (no penalty), but Paavo is hungry (-1), and the referee decides he has been idle (-1). He makes the check (-2 penalty), but is growing tired.

The player decides that Paavo must rest, requiring another check before waking 8 hours later: At that time, Paavo is famished having not eaten in 24 hours (-4) and has been idle (-3), had no blanket (-1), and the temperature dropped to -15°C (-1) for a total of -9. He fails the initial check and may be suffering hypothermia.

The referee rolls for effects; a 14, or 5 after reduced by the -9 penalty. Although the result is “delirious”, the referee rules that Paavo merely falls into a deeper sleep, but must roll again with an additional -1 penalty. The result is 2 (12-10), and Paavo developed frostbite overnight, losing 12 (4x3) hit points and suffering several penalties to his attributes. Unfortunately he only had 11 hit points, and weeks later his frozen corpse is discovered by an adventuring party.

MAP of KAARJA

The City of Kaarja

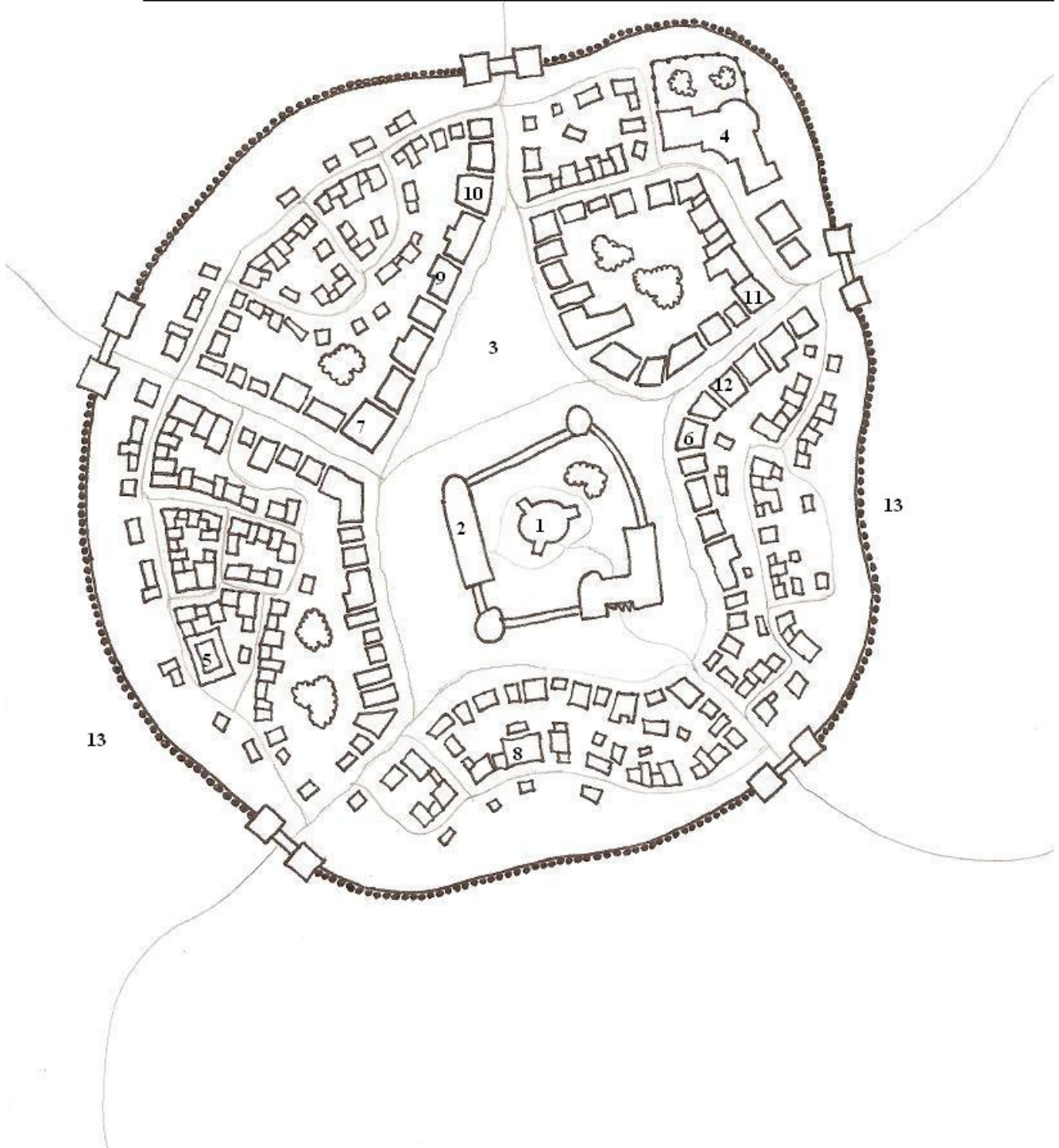
Scale: One inch = 200 feet

1. The Great Sampo
2. Royal Palace
3. Royal Market
4. Church of Kaarjala
5. Order of the White Stag

6. Varvikko House
7. Saarela House
8. White Swan Inn
9. Littonian Hall
10. Stormhaven Hall

11. Order of the Black Bear
12. The Great Elks (fighting order)
13. Defensive Palisade

Cartography by Geoff Gander (2008)



VAULTS OF PANDIUS

The Kingdom of Kaarjala

An Unofficial Game Accessory

The trip from Kaarja to Rovaniemi had been quiet, with no surprises - Julius liked it that way. But on this particular tract the forest grew dense and cast a gloomy pall, which did not sit right with the man.

"It shouldn't get this chilly so quickly," complained his companion, Glorin. A definite chill tainted the air - and it was still summer.

The snap of twigs and branches, followed by the stench of decay, drew the party's attention. Shambling, blackened forms stepped onto the road and surrounded them. Julius, Glorin, and the third member of their party formed a defensive position. They had encountered undead like this many times since coming to Kaarjala, and judging from the numbers, this was going to be a tough fight. Perhaps they should have accepted that strange shaman's offer to accompany them, after all.

This is the tenth entry in a series of unofficial Gazetteer gaming aids for enthusiasts of the world of Mystara. This work covers the Kingdom of Kaarjala, an isolated land within Norwold's Arctic region whose existence is made possible by a magic windmill that generates gold, grain, and warmth.

"The Kingdom of Kaarjala" provides descriptions of the history, settlements, races, and personalities of a nation that exists very much on the fringes of the civilized world. King Kaarlo and his people shield the southern lands from many of the perils of the far north, but within the nation's midst lurks an evil so powerful that it threatens to sweep everything aside.

This product also provides rules governing the effects of hypothermia and guidelines for playing two new classes unique to Kaarjala: the kanteleer, a heroic zither-strumming warrior; and the noaid, a mysterious spellcaster who taps into the realm of spirits.