

THRESHOLD

The Mystara Magazine

Trade Routes and Darokin



The twenty-eighth issue of Mystara's premier magazine focuses on trade, the lifeblood of nations and the fortune of the Merchant Houses of Darokin!

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THRESHOLD

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Thanks To: The Mystara Community, for your support, hard work, and dedication to Mystara.

The aims of *Threshold* magazine:

- to provide a venue for community members to present material
- to promote the Vaults of Pandius and the material there
- to increase the exposure of existing and new articles

Trade routes and Darokin

This issue of *THRESHOLD Magazine* is dedicated to trade—quite an important topic in any real or fantasy world. Indeed, the world of Mystara was one of the first RPG settings to highlight the importance of trade and make it ‘playable’, with specific rules which appeared first in the supplement *GAZ9: “The Guilds of Minrothad”*, and then in *GAZ11: “The Republic of Darokin”*. To celebrate this, we have in this issue a fair number of articles dedicated to trade and to Darokin. Minrothad has not been neglected by *THRESHOLD Magazine*, as there have been several interesting articles dedicated to the Guilds already—in issues #3 and #4. For a complete list of all past *THRESHOLD Magazine* articles, check the [dedicated page](#) at the Vaults of Pandius or the list I made in the “[[THRESHOLD](#)] [Main index of articles](#)” topic at The Piazza .

This issue starts with the revised BECMI Merchant character class by Cab, with new spells and a beautiful illustration by Jeffrey Kosh. We continue with an article by me about trade in the Known World, looking in this first part at all kinds of food. I’ve described the origins and sources of trade commodities and tried to compile in a set of tables all the information I could find in canon and fan material about imports and exports. Introduced with another beautiful illustration by Jeffrey, in the following article ‘Not a Decepticon’ presents his view of ‘Dark Darokin’—insinuating the doubt that maybe the Republic is not the civilized paradise of the Known World it claims to be. The second Darokinian article of this issue is Korro Zal’s ‘Personalities of Selenica’, which includes a ‘crossover’ with the *Planescape Campaign Setting*. The final

Darokinian article (by Geoff Gander and Luc Greenwood) in the issue focuses instead on a very marginal but much interesting region, the Turtles’ Tears, i.e. the small islands just south of the Malpheggi Swamp, including a beautiful turtle illustration by the Mystaran comic celebrity Justin Pfeil (if you don’t know it yet, go check right now his ongoing *Keep on the Borderlands* comic strip at: <http://thekeepontheborderlands.justinpfeil.com>)

The next article is on the economics theme, focused on Vestland, as Fabrizio Nuzzaci (fabriziohockey) has created a detailed economic, military and demographic picture of that Northern Reaches nation with maps and tables (based on Thorfinn Tait’s ‘updated’ map). A treatment to make your dominion management easier, which hopefully will continue in future issues of *THRESHOLD Magazine* with other Known World nations. And there is another one of Jeffrey Kosh’s nice illustrations too!

In the rest of the issue, our Master Cartographer Thorfinn Tait continues his series on Mystara Mappers with the fine works of Paul Holroyd. Then the third part of my ‘Mystaran generator of (almost) everything’, this time focusing on all the ‘scenery’ which can be added to adventures and campaigns, including time, holidays, weather, travel, trade as per the current issue’s theme, currencies, prices, dominions and disasters, wars and battles, random villages and random adventuring groups. And last, but certainly not least, another article by Cab on the ‘Myconids of Mystara’, introducing this fascinating AD&D creature to our favorite game world with several interest-

ing sub-races, some also wonderfully illustrated by Jeffrey Kosh!

The next issue of *THRESHOLD*, to be published mid 2022, will focus on ‘Vampires and Undead’, the third most voted theme in [our recent poll at The Piazza forums](#). To join the next issue as authors or illustrators please send your proposal to the *THRESHOLD* email address (check Submission guidelines details on the last page of this issue) or write in the [\[Threshold\] Call for Contributors](#) proposals thread of The Piazza forum.

In the poll the ‘Isle of Dawn and the Alphatian Sea’ theme later reached the same number of votes as ‘Vampires and Undead’; so we’ll move to Alphatia later in 2022.

Even if we usually have no shortage of articles, we always need help for proofreading and editing the submissions. We currently have two active editors, therefore the schedule of issue production has been scaled down to two issues a year. So anyone willing to help the *THRESHOLD* Editorial Team please come forward and let us know through the mail or in the above thread at The Piazza. Helping *THRESHOLD Magazine* certainly needs some time commitment, but is creative and rewarding work!

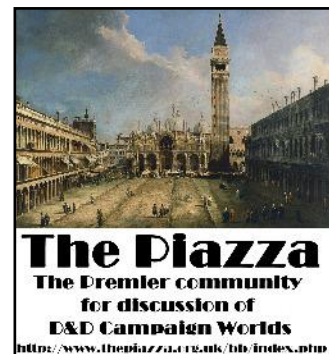
The *THRESHOLD* Editorial Team and the authors hope you will enjoy this new issue as much as we enjoyed putting it together, and stay tuned for the next issue!

Francesco Defferrari (Sturm)
Editor, *THRESHOLD Magazine* Issue #28

From the
Mystara
Forum at

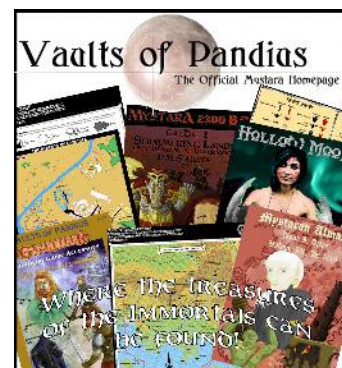


Some features in issues of *Threshold* carry a “From the Mystara Forum at The Piazza” tagline. These Discussion Boards are an active and dynamic home of creativity for the Mystara community and many other game worlds. We hope you will enjoy the articles from The Piazza website: <https://www.thepiazza.org.uk/bb/index.php>



**FROM
The Vaults
of PANDIUS**

Some features in issues of *Threshold* carry a “From the Vaults of Pandius” tagline. As one of our stated aims is “to promote the Vaults of Pandius and the material there”, we hope you will enjoy these revised or extended treasures from the Vaults of Pandius website: <http://pandius.com>



This Issue's Contributors

Cab Davidson has been running his D&D campaign set primarily in Norwold since the 1980s, and is an entrepreneur and microbiologist living and working in Cambridge, UK. He frequently risks the wrath of the myconids by picking and consuming many varieties of their brethren.

Fabrizio Nuzzaci (fabriziohockey) met BECMI D&D no later than 1988, which fascinated him until 2007 and, then, from 2018 to today. He lives in Italy and grew up wishing to read all the original information on Mystara, which has remained unpublished in his country. He likes the game setting and has dedicated much of his time to managing the domains of players and NPC; first with pencil and paper, then with spreadsheets and digital maps. After more than 30 years, he is happy to have been able to meet (virtually) Bruce Heard, Thorfinn Tait and know their works on fiefdoms and maps; and, today, to write here.

Geoff Gander first picked up the polyhedrals in 1984 with "*Keep on the Borderlands*", and has been heavily involved in the Mystaran community since the dying days of the last century. His works of fiction have been published by AE SciFi, EDGE Publishing, Lycan Valley Press, and others, but gaming is his first (and darkest) love. He writes D&D and TinyD6 weirdness for Fat Goblin Games, and Call of Cthulhu goodness for Sentinel Hill Press and Stygian Fox Publishing. When he isn't writing or working a day job, Geoff likes to read, explore abandoned buildings, play roleplaying games, and travel. He lives

south of Ottawa, Canada with a lovely stone-carving, bagpipe-playing witch and her many cats.

Jeffrey Kosh is the pen name of a writer and graphic artist specializing in book covers and movie posters. He collaborates with various publishing companies and authors. His covers range from dark horror to space opera, from thrillers to fantasy. Inspired by great fantasy artists, such as Clyde Caldwell, Larry Elmore, Keith Parkinson, and more, Kosh likes vibrant colors and heavy use of light and a dark contrast. His graphic tends to be moody and evocative. He also likes to work on 'era-specific' movie posters and book covers, trying to re-create the style used in those years, from the 1920s to the 1990s. As a writer he has been published various times.

<https://jeffreykosh.wixsite.com/jeffreykoshgraphics>

Justin Pfeil draws comics, is a historical fencer in the Italian tradition, makes armor for his friends, and has played D&D since the Red Box was first published. His current project is a webcomic about characters attempting to survive *The Keep on the Borderlands* module from the players' perspective. <https://justinpfeil.com>

Korro Zal lives in Hyogo, Japan, where in addition to teaching and writing textbooks he designs reams of material for Mystara campaigns (which, once in a rare while, he actually gets to use in a campaign!) and answers his twelve-year old's incessant questions about why evil wizards live in dungeons with monsters. Having decided

that since he can't actually make use of all the content he's created for Mystara over the last 30 years or so, why not publish it in *THRESHOLD* in case someone else can?

Luc Greenwood hails from the sleepy farmland and lakes of Ontario's cottage country. In a childhood of secluded deprivation, he and his high school friends were inventing and playtesting fantasy/sci-fi tabletop systems and settings for years before any of them realized that they could just buy books that had already done all the hard work for them. He is emphatically not a writer, but a player and a DM with a decade's worth of experience working with the expansive world of Mystara who is pleased to humbly contribute a few small brushstrokes to its grand canvas. As the world blindly gropes its way towards economic, political, and ecological collapse, this seems like the best use of his time. He can currently be found in Ottawa, Canada, usually with at least one chihuahua or cat on him.

Not a Decepticon has been in love with RPGs since seeing a commercial for D&D in a comic book at the age of six. But an opportunity to DM and play regularly only revealed itself recently, with exception of a brief attempt in college. Now he combines a love for classic campaign settings and the latest edition of the game.

Even though **Sturm (a.k.a. Francesco Deferrari)** loves any alternate world, he believes Mystara is incomparably the best for its vibrant community endlessly delving into ethnography, linguistics and history

just to make a little sense of it. Something like the real world, but with dragons.

Thorfinn Tait hails from the Orkney Islands in northern Scotland, though he has lived in Japan for many years now. Growing up with BECMi and the Known World, he learnt to type by compiling a database of Mystara's timeline. He joined the Mystara online community in 1997, but his true contributions began with the Atlas of Mystara project starting in 2005. Recently he has made the jump to become a published fantasy cartographer, working on Bruce Heard's *Calidar* series. You can follow his work on his cartography site (www.thorfmmaps.com) and the Atlas site (<https://mystara.thorfmmaps.com>).

Allan Palmer (a.k.a. AllanP) was first introduced to D&D a long time ago (but not quite in a galaxy far away) by a work colleague who set up a gaming group using the last version of the "blue book" rules. While dabbling with RuneQuest and Traveler along the way, he developed a liking for what would become the world of Mystara as the BECMi box sets were released. He has always been fascinated by maps. He is an IT professional and when not indulging in hobbies of panelology, retro tv watching and family history research, uses his various PC skills to consolidate the writings of others into the issues of *Threshold*.

CALL FOR CONTRIBUTIONS

The *THRESHOLD* editorial team invites all fans of the Mystara setting to submit contributions to the magazine's next issue. We are especially looking for contributions fitting the following themes:

Issue #29 - Vampires and Undead

The first issue of 2022 will focus on horror themes, vampires and other undead!

Proposal Deadline: February 15th, 2022

Manuscript Deadline: May 1st, 2022

Issue Published: June 2022

Articles about other topics are still welcome and the editorial team will evaluate their publication for any upcoming issue, taking into account available space and the issue's theme.

Call for proposals for main themes of forthcoming issues:

Issue 30 - The Isle of Dawn and the Alpathian Sea

The second 2022 issue will focus on the region at the very center of Mystara

Proposal Deadline: August 1st, 2022

Manuscript Deadline: October 15th 2022

Issue Published: December 2022

THRESHOLD accepts and invites submissions of extended or revised versions of works having appeared on *The Piazza* or *Vaults of Pandius*.

Contributions may include, but are not limited to: Articles: short stories, short adventure modules, NPCs, historical treatises and timelines, geographical entries, new monsters and monster ecologies, etc.; and Illustrations: portraits, maps, heraldry, illustrations, etc.

Please refer to our [Submission Guidelines](#) on page [206](#) of this issue.

The *Threshold* editorial team strives for edition neutrality, but edition specific articles (e.g., conversions) are also accepted. Statistics for new monsters and NPCs may be included in articles (e.g., adventure modules, new monsters or NPCs) in any version of Dungeons & Dragons. The editorial team also offers help in providing conversions to some specific rules set, including BECMI/RC, 2nd Edition, 3rd edition/Pathfinder. However, this material should be limited to a minimum. For most NPCs, it is sufficient to mention class, level, and alignment. For important NPCs, a one or two line stat block may be included.

FREE Downloads of Previous Issues

Previous issues of **THRESHOLD** - the Mystara Magazine, are available for download from the [Vaults of Pandius website](http://www.pandius.com) (www.pandius.com)

Also available at the same location are higher resolution versions of the maps that were included in the issue's PDF, allowing greater detail to be viewed.

- [#1 - "Karamaikos"](#)
- [#2 - "Vaults of Pandius"](#)
- [#3 - "The Sea of Dread"](#)
- [#4 - "Return to Dread"](#)
- [#5 - "Exploring Davania"](#)
- [#6 - "The Northlands"](#)
- [#7 - "Exploring Norwold"](#)
- [#8 - "Warlords of Norwold"](#)
- [#9 - "Hollow World"](#)
- [#10 - "Elven Realms"](#)
- [#11 - "Thyatis & Alphatia"](#)
- [#12 - "Ages Past"](#)
- [#13 - "A Crucible of Creatures"](#)
- [#14 - "the Shadowdeep"](#)
- [#15 - "Mystarospace"](#)
- [#16 - "Dwarves, Gnomes & Hin"](#)
- [#17 - "Western Brun"](#)
- [#18 - "Savage Coast"](#)
- [#19 - "Planes and Immortals"](#)
- [#20 - "Skothar"](#)
- [#21 - "Specularum"](#)
- [#22 - "Adventures & Campaigns"](#)
- [#23 - "Adventures & Campaigns 2"](#)
- [#24 - "Adventures & Campaigns 3"](#)
- [#25 - "Strongholds"](#)
- [#26 - "Heroes, Villains & Organizations"](#)
- [#27 - "25th Anniversary of the Vaults"](#)



A Mystara Glossary

The Editors present a list of common abbreviations that authors may use to refer to various Mystara-related game products and events:

- AC#** - Accessory series product (rules supplements, campaign sources, etc)
BECMI - Basic, Expert, Companion, Master, Immortals rules (by Frank Mezter, 1983-6)
BX - Basic/Expert rules (by Tom Moldvay/David Cook, 1981)
B#, X#, CM#, M#, IM# - Basic, Expert, Companion, Immortal level adventure modules
CoM - [“Champions of Mystara” boxed set](#)
DA# - Blackmoor setting adventure modules
DDA# - Challenger series adventure modules
DMR# - Challenger series rules supplements
DMSK - “Dungeon Master’s Survival Kit”
DotE - [“Dawn of the Emperors” campaign boxed set](#)
GAZ# - Gazetteer series campaign sources
GAZF# - [Fan-produced campaign sources](#)
GRoF - the Great Rain of Fire, a cataclysmic event in Mystara’s past that destroyed the ancient Blackmoor civilization
G:KoM - “Glantri: Kingdom of Magic” campaign boxed set
HW - [the Hollow World campaign setting](#)
HWA#, HWO# - Hollow World adventure modules
HWR# - Hollow World rules supplements
JA - [“Joshuan’s Almanac & Book of Facts” campaign source](#)
KW - the Known World campaign setting
K:KoA - [“Karameikos: Kingdom of Adventure” campaign boxed set](#)
MA - [Mystara Almanac](#) (fan-produced)
MCMA - “Monstrous Compendium, Mystara Appendix” rules supplement
PC# - Creature Catalog campaign sources
PWA - “Poor Wizard’s Almanac & Book of Facts” I, II & III (AC1010, AC101 & ,AC1012)
PSK - “Player’s Survival Kit” campaign source
RC - [“Rules Cyclopedia”](#)
RS - Red Steel campaign setting
SC - Savage Coast campaign setting
TM# - Trail Maps
VotPA - [“Voyage of the Princess Ark”](#)
VoP or Vaults - [The Vaults of Pandius](#) website
WotI - [“Wrath of the Immortals” campaign boxed set](#)

Readers may also find Dave Keyser’s [“An Index to Mystara Products”](#) and Andrew Theisen’s [“Mystara acronyms”](#) (both available at the Vaults of Pandius website) of assistance



by Cab Davidson

Market by [Jeffrey Kosh](#)

Merchants exist everywhere there is trade, but Merchants as a distinct character class exist in only a few cultures. Thus far only 3 nations of Mystara are known to have successfully married the magical skill set of various spellcasting schools with the best (or worst) traditions of trade, namely Minrothad, Darokin and Ne'er-do-well (in the Alatians, nominally an Alphantian colony to the south-east of the Isle of Dawn). While similar, each of these three nations now represents a distinct school of study in the magical mercantile arts. By combining the magic of Sea Elves and Wood Elves, as well as the spellcraft of both Alphantian and Thyatian settlers, the merchant houses of these nations have

demonstrated a distinct skill set that has allowed them to flourish as the masters of trade over land and sea, and to further explore the possibilities of gaining profit and power by other means.

Merchants cannot match the greatest wizards for versatility, nor are they as subtle and dangerous as the thieves or assassins of their lands. But they offer a unique combination of skills and abilities, and increasingly they are found furthering their goals off the main trading routes, finding profit and fulfilment in adventuring.

Merchants bring both flair and charisma that complements the abilities of other

adventurers. Their capacity to hire a greater number of more loyal retainers, at a lower price, and to trade treasures for more gold, as well as the ability to pick up (at a push) nearly any weapon and to cast a range of spells make them versatile and valuable members of a party.

Prime Requisite:

Charisma

Hit Dice:

1d6 per level, plus or minus any constitution modifier, up to level 9. +1hp per level thereafter

Experience and Level:

Merchants gain no experience points from combat, they only gain experience from roleplaying, action bonuses, completing goals, and the value of any treasures or coins they gain by adventuring or trade. A wise adventuring merchant will maximise his own share of experience as much through shrewd investment as anything else.

Attacks, Combat, Saving Throws:

Merchants may use any melee or missile weapon, but cannot wear armour or use a shield. Merchants attack and save as a thief of the same level, and gain weapon mastery slots at the same rate.

Spells

Merchants learn to cast spells as they advance in level. Their magic is essentially of the same source as that of Magic



Users, with many similarities but with some important differences. Merchants must memorise spells from a spellbook every day, in the same way a Magic User does, but unlike a Magic User a Merchant does not have sufficient mastery of magic to create new magic spells. Any Magic User obtaining a Merchant spellbook can (by use of *read magic*) read and cast Merchant spells, but a Merchant can only comprehend Magic User spells that are on their own class list. Likewise, a Magic User can pick up and use any magic item that exploits Merchant magic spells (such as a staff or a wand), but a Merchant cannot use an item containing a Magic User spell unless that spell is also known to Merchants. Simply, Merchant magics are all compatible with the skill set of Magic Users, but all Magic User spells and items are not usable by Merchants.

Mercantile guilds have successfully translated many magical spells into forms that Merchants can use, and work to translate more spells is ongoing; this imposes a limitation on the magic available to practising merchants as this work is only conducted within the guilds.

Merchants of 4th level or above may cast some spells in reverse, as Magic Users, meaning that the spell must first be memorised in reverse.

Skills

Naturally, Merchants have access to a number of skills allowing them to excel in trade. Full rules for mercantile trade are given in GAZ9: *“The Minrothad Guilds”* and GAZ11: *“The Republic of Darokin”*, and while the Merchant class described here supersedes the Merchant Prince and Merchant classes therein, the trading rules (including finding merchants to deal with, acquiring and selling goods, broker points etc.) remain unchanged.

Merchants gain a range of bonus general skills and other abilities, depending on their experience level and background, as shown below the experience table (table 1). These are in addition to any other general skills known based on their level and intelligence, and these are gained whether or not general skills are otherwise used in the campaign. If the Merchant already has the general skill in question, they may either take another general skill in lieu or gain a +1 bonus to that skill.

Each school of Merchants also has two thief abilities, the abilities varying by tradition as also shown in table 1.

High Level Options - Darokinian Tradition

A name level Darokinian Merchant may choose to settle and construct or buy a Guildhall. A settled Darokinian Merchant assumes the title of Guildmaster, in addition to Merchant Prince. The building itself may be of any form, from fortified castle or coaching house to a simple shop, but the scale of the building governs the prestige that it is likely to attract. From 1 to 20 apprentice Merchants will seek tutorship and membership of the Guild, based on the reputation and wealth of the Merchant, and indeed on the scale of the dwelling. While it is not mandatory to do so, it may be prudent to contact other Guilds nearby to either delineate clear space for trading specialisation, or to at least announce to competitors and trading partners that there is a new player in the area. Within Darokin establishing a Guildhall doesn't confer rulership or necessitate starting a whole new guild, but with it comes influence. Having a permanent trading building in a town brings with it the advantage of constant contact with other merchants looking to offload or purchase, with checks for the number of traders contacting the Merchant made as if the Merchant had arrived afresh in that settlement each week.

A Darokinian Merchant may instead decide not to settle down. A high level Darokinian Merchant who chooses to travel is referred to as a Caravaneer. A Caravaneer will typically be made welcome in any Merchant guildhall, unless there is a specific reason that the guild in question is unfriendly to

Continued on page [15](#)

Merchant Character Class

Table 1: Merchant Experience Table

Level	XP	Level Title - Darokin	Level Title - Minrothad	Level Title - Ne'er-do-well
1	0	Hawker (a)(b)(c)	Docker (a)(b)(d)	Freebooter (a)(b)(e)
2	2,000	Peddler	Mariner	Rover
3	4,000	Vendor (f)	Purser (g)	Raider (g)
4	8,000	Bargainer	Handler	Corsair
5	16,000	Seller	Shipper	Renegade
6	32,000	Trader (h)	Consigner (h)	Marauder (i)
7	64,000	Dealer	Exporter	Picaroon
8	120,000	Magnate	Speculator	Buccaneer
9	240,000	Merchant Prince (j)	Merchant Commander (j)	Pirate Prince (j)
10	360,000			
11	480,000			
12	600,000	(k)	(k)	(k)
13	720,000			
14	840,000			
15	960,000	(l)	(l)	(l)
16	1,080,000			
17	1,200,000			
18	1,320,000	(m)	(m)	(m)
19	1,440,000			
20	1,560,000			
21	1,680,000	(n)	(n)	(n)
22	1,800,000			
23	1,920,000			
24	2,040,000	(o)	(o)	(o)
25	2,160,000			
26	2,280,000			
27	2,400,000			
28	2,520,000			
29	2,640,000			
30	2,760,000			
31	2,880,000			
32	3,000,000			
33	3,120,000			
34	3,240,000			
35	3,360,000			
36	3,480,000			

Skills Explanation

- (a) At level 1 all Merchants gain the Appraise and Bargaining general skills. Merchants may have twice the number of retainers normally permissible for their Charisma score, and all retainers gain a +1 to morale. Note that the Bargaining skill can be used to reduce the pay that retainers will expect to receive.
- (b) All Merchants have a chance of identifying common magic items. Any item in (or derived from) the magic items table in the *Rules Cyclopedia* is roughly identifiable by a Merchant, with a 3% cumulative chance per level of experience. A merchant needs to spend a few minutes with the item, studying it, to try to make this determination. Note that while a Merchant can use this ability to identify an item, passwords or other means of use are not revealed by this ability. This does not allow the Merchant to identify curses on items.
- (c) A Darokinian Merchant can *Move Silently* and *Hide in Shadows* as a thief of the same level.
- (d) A Minrothaddan Merchant can *Climb Walls* and *Find Traps* as a thief of the same level.
- (e) A Ne'er-do-well Merchant can *Open Locks* and *Pick Pockets* as a thief of the same level.
- (f) At level 3 Darokinian Merchants gain the general skills Animal Handling and Coach Driving.
- (g) At level 3 Minrothaddan and Ne'er-do-well Merchants gain the general skills Boat Piloting and Ship Piloting.
- (h) At level 6 Darokinian and Minrothaddan Merchants gain the skill Persuasion.
- (i) At level 6 Ne'er-do-well Merchants gain the skill Deception.
- (j) At level 9 all Merchants gain an extra bonus Broker Point.
- (k) At level 12 the usual limitation on the maximum value of a treasure that can be liquidated in a settlement (1gp per resident, for example to sell a gem of 10,000gp value a character must be in a city of at least 10,000 residents) is doubled (in that example, in a city of 10,000 people the Merchant can now sell individual items for up to 20,000gp).
- (l) At level 15 all Merchants gain a +1 bonus to both Bargaining and Appraisal (which also provides a bonus Broker Point).
- (m) At level 18, Merchants can learn and cast the magic user spell *teleport any object*, but they lack the innate understanding of the spell that Magic Users have. They can only teleport via prepared teleport circles in their own or related base/guildhouse/havens. While they may teleport to those circles from anywhere, they cannot teleport to other locations.
- (n) At level 21 Merchants can sell items at a maximum value of up to 4x the population of the settlement they are in.
- (o) At level 24 all Merchants gain the ability to cast a single Magic User spell that is not on their usual permitted list. This spell can be obtained from a Magic User spell scroll or spellbook.

Continued from page [12](#)

the Caravaneer. The Caravaneer will also attract a number of higher level adventurers to act as guards or hirelings on their travels. These hirelings will be of much higher level than typical (minimum 5th level). These hirelings will expect to be given pay and board. A Caravaneer also has a chance (determined by the DM once per week) of discovering treasure maps or leads to high profit opportunities.

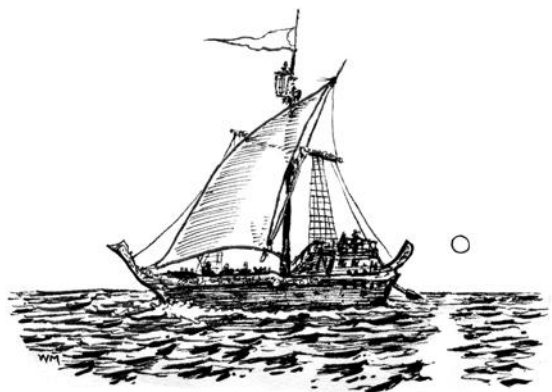


**High Level Options
- Minrothaddan Tradition**

A high level Minrothaddan Merchant may choose to settle and construct or buy a Port House in any port town or city. A settled Minrothaddan Merchant assumes the title of Port Captain, in addition to Merchant Commander. The building itself may be of any form, from fortified manse or palace to a simple warehouse, but the scale of the building governs the prestige that it is likely to attract. From 1 to 20 apprentice Merchants will seek tutorship and membership of the new concern, based on the reputation and wealth of the Merchant, the scale of the dwelling and the quality and reputation of any ships owned. While it is not mandatory to do so, it may be prudent to

contact other Port Houses nearby to either delineate clear space for trading specialisation, or to at least announce to competitors and trading partners that there is a new player in the area. Within Minrothad establishing a Port House doesn't imply starting a new guild, but with it comes influence and responsibility within the existing guilds structure. Having a permanent trading building in a town brings with it the advantage of constant contact with other merchants looking to offload or purchase, with checks being made as if the Merchant had arrived afresh in that settlement each week.

A Minrothaddan Merchant may instead decide not to settle down. A high level Minrothaddan Merchant who chooses to travel is referred to as a Captain. A Captain will typically be made welcome in any Port House, unless there is a specific reason that the House in question is unfriendly to the Captain. The Captain will also attract a number of higher level adventurers to act as guards or ship hands on their travels. These hirelings will be of much higher level than typical (minimum 5th level), and will expect to be given pay and board. A Captain also has a chance (determined by the DM once per week) of discovering information about high value shipments or treasures lost at sea.



High Level Options
- Ne'er-do-well Tradition

A high level Ne'er-do-well Merchant may choose to settle and construct or buy a Haven. A settled Ne'er-do-well Merchant assumes the title of Haven Master, in addition to Pirate Prince. The building itself may be of any form, from a ramshackle collection of captured ships run ashore to a palatial bordello, but the scale of the building governs the prestige that it is likely to attract. From 1 to 20 apprentice Merchants will seek tutorship and membership of the new concern, based on the reputation and wealth of the Merchant, the scale of the dwelling and the fear struck in the hearts of legitimate traders by the Haven Master. While it is not mandatory to do so, the new Haven Master would be well advised to come to terms with other Haven Masters before choosing where and how to settle. Within Ne'er-do-well there is no formal power structure above 'Might Makes Right,' and the new Haven Master may struggle to establish his operation if he forgets that. Having a permanent Haven brings with it the advantage of constant contact with other merchants and pirates looking to offload or purchase ill-gotten gains, with



checks being made as if the Merchant had arrived afresh in that settlement each week.

A Ne'er-do-well Merchant may instead decide not to settle down. A high level Ne'er-do-well Merchant who chooses to travel is referred to as a Pirate Captain. A Pirate Captain may or may not be made welcome at Havens, depending on whether there is a profit in it for the Master. The Pirate Captain will also attract a number of higher level rogues, scoundrels and miscreants to act as no-goods or ship hands on their travels. These hirelings will be of much higher level than typical (minimum 5th level) and will expect to be given pay and a share of the booty. A Pirate Captain also has a chance (determined by the DM once per week) of discovering information about the shipping of high value booty or buried treasure.



Spells

Merchants learn and cast spells in the same way as Magic Users, but unlike Magic Users they are restricted to spells that have already been converted into a form Merchant princes can understand. They must memorise spells from a spellbook, when fully rested, and can memorise a number of spells of each level as shown in table 2. Merchants cannot, unlike Magic Users, research their own novel spells, but like other spellcasters can create magic items utilising the spells they know from name level.

A Merchant can copy spells from Magic Users' spellbooks or scrolls if they are spells found on their own spell list, and a Magic User may copy any Merchant spell.

A Merchant will start with 2-4 spells in their spellbook, of which they can cast a single one at first level. A Merchant may be taught more spells as they increase in level by their guild, or they may trade with other higher level Merchants or Magic Users to obtain more.

Where spells are identical to those in the *Rules Cyclopedia* (RC), or *The Minrothad Guilds Gazetteer* (GAZ9) or *The Republic of Darokin Gazetteer* (GAZ11), page references thereto are given. New spells are described below. Note that certain spells (namely *trust*, *crowd summoning*, and *savoir faire*) have appeared in GAZ9 or GAZ11, but have been updated here after extensive play-testing.

Table 2 Spells per level

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

SPELLS

Level 1

Analyze (RC, 44)
 Bummer!
 Calm Animals (GAZ11, 15)
 Charm Person (RC, 44)
 Clear Sight (GAZ9, 15; GAZ11, 15)
 Detect Magic (RC, 45)
 Dimensional Tool
 Douse Flame (GAZ9, 18)
 Faerie Fire (RC, 41)
 Flattery
 Fumble
 Guiding Light
 Ignore Road (GAZ11, 18)
 Light (RC, 45)
 Oilskin (GAZ9, 18)
 Orientation (GAZ11, 18)
 Precipitation (GAZ9, 19)
 Remove Hangover*
 Read Magic (RC, 45)
 Sea Legs (GAZ9, 18)
 Shiny Kit*
 Tar (GAZ9, 19)
 Tattoo*
 Trust
 Trusty Steed
 Truth
 Warp Wood (RC, 41)
 Wideawake

Level 2

Bar Fight
 Careen (GAZ9, 19)
 Cleaner
 Crowd Summoning
 Delouse
 Dimensional Weapon

Entangle (RC, 46)
 ESP* (RC, 46)
 Nightwatch (GAZ9, 19)
 Predict Weather (RC, 41)
 Purify Food and Water (RC, 35)
 Produce Fire (RC, 41)
 Resist Cold (RC, 35)
 Rot (GAZ9, 20)
 Savoir Faire
 Web (RC, 47)

Level 3

Animate Dead Animals
 Batsight
 Call Lightning (RC, 41)
 Dispel Fog (GAZ9, 20)
 Fireball (RC, 48)
 Flim-Flam
 Infravision (RC, 48)
 Inventory
 Lightning Bolt (RC, 49)
 Pigeon
 Raise Merchants
 Smuggling (GAZ11, 19)
 Wall of Thorns
 Water Breathing (RC, 49)
 Watery Form (GAZ9,20)

Level 4

Air Hose
 Ball Lightning (GAZ9, 21)
 Charm Monster (RC, 49)
 Clothform (RC, 49)
 Dimensional Arsenal
 Dimension Door (RC, 49)
 Gaseous Form
 Lightning Sands
 Protection from Lightning (RC, 42)
 Speak with Animals (RC, 35)
 Transmute Water to Ice (GAZ9, 21)

Level 5

Chuck You!
 Conjure Elemental (RC, 51)
 Control Winds (GAZ9, 21)
 Dissolve (RC, 51)
 Firetrap
 Scatterbrain
 Summon Animals (RC, 42)
 Summon Weather (RC, 43)
 Swaps
 Telekinesis (RC, 52)
 Woodform (RC, 52)

Level 6

All That Glisters
 Calm Water (GAZ9, 21)
 Calm Wind (GAZ9, 22)
 Contain
 Create Steeds
 Ethereality
 Fixer
 Lower Water (RC, 53)
 Move Earth (RC, 53)
 Stoneform (RC, 54)
 Weather Control (RC, 54)
 Wormhole

Level 7

Astral Leap
 Charm Plant (RC, 54)
 Delayed Blast Fireball (RC, 55)
 Ironform (RC, 55)
 Lore (RC, 55)
 Magic Door (RC, 55)
 Planar Reckoning
 Summon Object (RC, 55)

Level 8

Dance (RC, 57)
 Dimensional Ally
 Force Field (RC, 57)
 Mass Charm* (RC, 57)
 Mind Barrier* (RC, 57)
 Regeneration*
 Steelform (RC, 58)
 Summon Elemental (RC, 43)
 Symbol (RC, 58)

Level 9

Gate* (RC, 59)
 Maze (RC, 59)
 Meteor Swarm (RC, 59)
 Razzle Dazzle
 Survival (RC, 60)
 Timestop (RC, 61)

NEW SPELL DESCRIPTIONS

Level 1

Bummer!

Range: 10' per level of the caster
 Duration: 1 turn, + 1 turn per five levels of the caster
 Effect: 1 individual

This spell, invaluable for those on flying ships, will slow the rate of falling of the recipient to 2' per second, thus preventing any damage being suffered due to falling. Note that at really high altitude, the duration of this spell may be a critical factor in determining the survival (or not) of the recipient.

Dimensional Tool

Range: Caster only
 Duration: Special
 Effect: Secretly stores 1 tool

This spell allows the caster to indefinitely store one tool, anything that would fit inside the hand (lockpicks, a tiny blade, a rubber ball, a small screwdriver, etc.) in an extradimensional space. The item immediately disappears from view, only reappearing when the caster chooses. This requires the longer term investment of the spell slot—the caster can memorise and cast one fewer level 1 spell for as long as the item is hidden. The caster may have multiple dimensional tools—by casting the spell numerous times (and investing multiple first level spell slots) the caster may hide numerous items. If this spell is dispelled the item becomes unavailable for 1d6 turns, but is neither forced out of the extradimensional space, nor lost.

Flattery

Range: 20'
 Duration: Special (as per *charm person*)
 Effect: 1 individual

This peculiar variant of *charm person* causes one individual, if they fail a saving throw vs. spells, to become fascinated with the caster to the point of imitation and impersonation. They will attempt to emulate the caster in dress, mannerisms, speech, etc. They may even follow the caster around and mimic them. The spell lasts for as long as *charm person*, with further saving throws being allowed at the

same time intervals, and is of course broken if the victim is attacked.

Fumble

Range: 180'
 Duration: Instant
 Effect: Makes one target drop what they're holding.

The target of this spell may make a save versus spells; if he fails he will drop whatever he is holding. Only items held in the hand, such as weapons, drinks vessels, wands, etc. are dropped. Worn items or things that are strapped on such as shields are safe from being dropped.

Guiding Light

Range: Special
 Duration: 1d2 hours
 Effect: One small floating light

This spell creates a small, glowing orb of light that will follow a path, determined at time of casting by the caster, at walking pace, for the duration of the spell. It will not deviate from this path, and unless commanded to 'stop' by the caster it will continue until it reaches its destination or the duration ends. If it reaches its destination it will pulse twice before disappearing. The caster must know the location, and the route, and the location must be accessible—the orb cannot go through a closed door or window, for example.

Remove Hangover*

Range: Touch
 Duration: Instant
 Effect: 1 individual

This spell will remove one hangover. The reverse, *bestow hangover* will, as the name implies, give a stinking, awful hangover, but the target may make a save versus spells. While this has no specific impact on the victim's capacity to fight or do other tasks, it is very annoying.



Shiny Kit*

Range: Touch
 Duration: Instant
 Effect: 1 individual

The recipient of this spell is cleaned, buffed, brushed, washed, polished and blow-dried to within an inch of his life. The process isn't comfortable, but it is brief, and at the end the recipient is clean enough to be presented anywhere. The reverse of this spell, *mucky pup*, throws random globs of grease, dirt, phlegm and the like at the target whilst simultaneously tangling hair etc. The recipient of either version may, if so desired, make a save versus spells to avoid all effects.

Tattoo

Range: Touch
 Duration: 1 day, or 1 day per level of the caster
 Effect: 1 individual

This cosmetic spell will create one tattoo on one individual; for it to be a 'good' one it's handy if the caster has some artistic ability. Upon casting the magic user must specify whether the spell is to last for one day, or for one day per caster level. An unwilling recipient may make a save versus spells to avoid the effect. A second application of the same spell can render the tattoo permanent for a willing recipient.

Trust

Range: Caster only
 Duration: 1 turn per level of the caster
 Effect: Makes the caster seem trustworthy

The caster is enchanted with an aura of trustworthiness. In order to maintain this trust, the caster must not do anything that violates the trust of anyone being dealt with. Any reaction rolls made with creatures that have no reason to distrust the caster are made with a +2 bonus during the duration of the spell.

Trusty Steed

Range: Touch
 Duration: 1 turn per level of the caster
 Effect: Makes one mount appear

Upon casting this spell, a mount appears; this can be a horse, mule, donkey or camel, depending on the caster's choice. The mount has tack and saddle, and will faithfully allow the caster (and only the caster) to ride for the duration of the spell.

Truth

Range: 10'
Duration: 1 round
Effect: 1 target

Upon casting, a single creature within 10' may be selected to be forced to answer a single yes or no question as honestly as they can. If the target wishes to lie, they must make a saving throw vs. spells to be allowed to do so.

Wideawake

Range: Touch
Duration: 2 turns per level of the caster
Effect: Keeps the target awake

This spell protects the recipient from drowsiness, making him effectively immune to magical sleep, and giving a +1 to all saves versus petrification, charm, and paralysis for the duration.

Level 2

Bar Fight

Range: 90'
Duration: 1 round per level of the caster
Effect: 1 individual

Any unsuspecting recipient of this spell will, upon failing a saving throw versus spells, become convinced that the nearest person to him who is unknown is trying to start a fight by means of giving gross insults. A reaction roll must be made, modified by the caster's charisma modifier.

Cleaner

Range: 20'
Duration: Special
Effect: Up to 60 square feet per level

A small air elemental is summoned by this spell. Said elemental will tidy, clean and polish until things look fairly tidy, typically taking 2d10 minutes to complete its task.

Crowd Summoning

Range: 25' per level of experience
Duration: 1 turn per level of experience
Effect: Summon a crowd

After casting this spell, all those who can hear and understand the caster within range will be drawn towards the merchant. All creatures of 2HD or levels or less will be attracted to attend any speech or sale pitch the caster cares to make (although they may resist by making a save vs. spells if they wish).

Delouse

Range: 0
Duration: 2 hours per level of the caster
Effect: 60' radius

This spell creates an area 60' in diameter, initially centred on the caster but subsequently immobile, in which any normal insects (non-magical, non-summoned, non-giant) will instantly perish.

Dimensional Weapon

Range: Caster only
 Duration: Special
 Effect: Secretly stores 1 tool

This spell allows the caster to indefinitely store one large tool or small weapon (a dagger, wand, baton, small saw, etc.) in an extradimensional space. The item immediately disappears from view, only reappearing when the caster chooses. This requires the longer term investment of the spell slot(s)—the caster can memorise and cast one fewer level 2 spell or two fewer level 1 spells for as long as the item is hidden. The caster may have multiple dimensional weapons (or *dimensional tools*)—by casting the spell numerous times (and investing multiple spell slots) the caster may hide numerous items. If this spell is dispelled the item becomes unavailable for 1d6 turns, but is neither forced out of the extradimensional space, nor lost.



Savoir Faire

Range: Caster only
 Duration: 1 turn per level of experience
 Effect: Allows the caster to blend in socially

This handy social spell gives the caster the apparent capacity to blend in to social occasions that they may otherwise stand out at. Any gauche or socially awkward acts (picking the wrong cutlery, drinking from the wrong wine glass, getting a royal title wrong, failing to sing along with a drinking

song, etc.) will be missed by any creatures observing them unless they have specific reason to think that the character doesn't fit in, and in that instance the suspicious creature must still make a save vs. spells to spot that the caster isn't getting things right.

Level 3

Animate Dead Animals

Range: Touch
 Duration: 1 hour per level of the caster
 Effect: Up to four zombie animals

After casting this spell a caster can touch up to 4 dead mount or pack animals, and they will be animated as zombie-like mounts. The animated animals cannot fight, are unaffected by *sleep* and *charm* spells, they also do not require food or water to sustain them. They move at half the speed they did when alive, but can pull or carry the same loads. Each raised creature has 2 HD, and can be turned by a cleric as a zombie. While such raised animals have little practical worth, they can be the difference between a caravan making it to its destination or being lost; however a caravan led into town by undead mounts may not be welcomed by guards, nor its wares purchased by discerning customers.

Batsight

Range: Touch
 Duration: 1 day
 Effect: 1 recipient

Upon casting, a willing recipient will become able to emit and perceive ultrasound for one day. Effectively this gives the recipient the same capacity to use ultrasound as a bat, with a range of 120'. Areas of magical silence are impenetrable to this spell.

Flim-Flam

Range: 0 (caster only)
 Duration: 1 hour
 Effect: Boosts the perceived value of a cargo

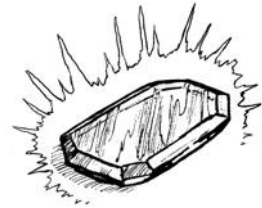
This subtle but powerful spell boosts the perceived value of any cargo or shipment that the caster is trying to sell. While the actual value remains the same, any other traders hearing the merchant's pitch for a specific cargo and subsequently making an Appraise roll to determine the value of the cargo must make a saving throw vs. spells or over-value it. The roll for cargo value (3d6 plus or minus the value modifier for value at that port) is unaffected, but the appraiser will over-value the cargo by 1d4 plus the charisma modifier of the caster.

While the victim of the spell will never realise that they have been swindled, unless told that they've been swindled through magical means, it is likely that at some point they will realise that they've paid over the odds and that will have an impact on how they respond to the caster later on.

Inventory

Range: 10'
 Duration: 1 turn
 Effect: Lists contents of a wagon, warehouse section, etc.

By using this spell a caster becomes aware of precisely what goods are within 10' of them whether in a wagon, section of a warehouse, shop, treasure pile, etc. Any magic items present are detected but not identified, and objects carried by creatures are not listed.



Pigeon

Range: Special
 Duration: Special
 Effect: 1 message

This spell creates a homing pigeon that requires no sustenance. It will carry one message (any message that can be written as a short letter) to a location of the caster's choice, and if the caster chooses, wait for a named individual before delivering the message. The pigeon cannot pass a *protection from evil* spell, and can be dispelled. It travels at 400 miles per day, and is otherwise a normal pigeon (vulnerable to predation etc.). After delivering the message the pigeon will, unless detained, simply fly away. It will not return a message to the caster, and cannot be used to reply.

Raise Merchants

Range: 1 port or city
 Duration: 1 week
 Effect: Attract more traders

This subtle spell causes more traders to contact a caster after entering a city. When the DM randomly determines how many merchants and traders contact the caster, the dice (a d6) is rolled 3 times rather than

once and the highest of the three rolls is used. Normal modifiers based on port or city class etc. are unmodified.

Wall of Thorns

Range: 180'
 Duration: 1 turn per level of the caster
 Effect: 1 thorny wall

Upon casting, the caster specifies an area up to 5' thick, 10' high and up to 50' long that becomes filled with thorny bushes. Any creature trying to cross the wall must make a saving throw vs. paralysis or be stuck for 1 round, and all creatures crossing through the hedge take 2d6 points of damage (although a save vs. spells reduces this damage by half).

Level 4

Air Hose

Range: 50'
 Duration: 2-4 rounds
 Effect: One constant stream of air

By creating a tiny wormhole to the elemental plane of air, the caster of this spell controls a powerful and dangerous stream of fast-flowing air. This forms a cone, 50' long and 20' wide at its terminus. Any airborne creatures will be blown away from the caster, and all flying within the cone will take 4d6 damage per round (save for half) if they remain within the area. The direction of the cone can be changed by the caster once per round, by concentration.

Dimensional Arsenal

Range: Caster only
 Duration: Special
 Effect: Stores multiple items

A rather more versatile version of *dimensional tool*, this spell allows the caster to store multiple mundane or magic items in an extradimensional space. Like its lower level equivalent, this spell requires the investment of the spell slots involved in casting it for the duration that items are stored away. Those spell levels are recovered, and may be used for memorising more spells, when all items are retrieved. The full capacity of the spell allows the caster to store 1 staff-sized item, 4 wand/dagger-sized items, *etc.*

Gaseous Form

Range: Touch
 Duration: 3 turns
 Effect: One individual

This handy, embarrassing spell turns one willing recipient into a cloud of gas for the duration of the spell, but unfortunately does not turn any worn or carried possessions into gas. The cloud is visible but hard to notice (unless someone is looking for it, they see it only on a 5-6 on 1d6) and the recipient can move by will at up to 120' per round.

Lightning Sands

Range: 120'
 Duration: 1 turn per level of the caster
 Effect: 2' diameter per level of the caster

When cast, the ground beneath a targeted foe, an area of 2' diameter per caster level around him, becomes quicksand. All creatures in the area must make a save vs. paralysis or start sinking at a rate of 1' per round, until only their heads protrude. At the end of the spell duration, all victims are safely placed back on the surface of the ground.

Level 5

Chuck You!

Range: 5' per level of the caster
 Duration: Instant
 Effect: One opponent is hurled away

An unusual and quite versatile combat spell, effective on giant-sized or smaller opponents. Said creature will be bodily hurled horizontally up to 80' from the caster, suffering 2d6 damage (plus another 5d6 if it hits a solid obstruction, plus additional falling damage if appropriate), and inflicting 2d6 damage to any creature hit by the flying victim (DM's judgement whether said creatures stop the target; a kobold will be stopped by hitting an ogre, but an ogre should be hurled straight through a cloud of kobolds). If the target makes a save versus spells, it will completely avoid the spell. A hurled foe must roll equal to or under their dexterity score on 1d20 to land on their feet, otherwise they will fall and be considered prone until they can stand up.

Firetrap

Range: Touch
 Duration: Permanent until discharged
 Effect: One trapped opening

Any closeable item (a book, a chest, a door, etc.) can have this spell cast on it. It is essentially a trap, and leaves a physical trace that can be removed as normal by a thief or dispelled. The caster, and anyone else knowing a predetermined password, can open the item safely, but any attempt to open it without that creates an explosion that damages everyone within 5' for 1d6 damage per level of the caster (a save vs. spells halving the damage). The item itself may be destroyed by this, at the DM's discretion (a book, for example, is unlikely to survive, but the contents of a chest may or may not be destroyed). Whether discharged explosively or opened harmlessly using the command word, opening the item ends the spell.

Scatterbrain

Range: 60'
 Duration: 1d10+5 days
 Effect: 1 foe

Upon casting, a target (if they fail a saving throw vs. spells) loses all track of time. They will always be late, irritatingly out of step, always lose initiative in combat, and if appropriate will be surprised at the start of combat. They are immune to the effect of *haste* and *slow* spells, and any other speed-affecting spells, and if they are capable of multiple attacks in a round they will lose all but one of them.

Swaps

Range: 240'
 Duration: Instant
 Effect: Swaps the caster and another creature

An unusual spell which causes the caster and a target creature visible to the caster within range to be swapped; the caster ends up where the target was, and the target is transported to where the caster was standing. Useful to get out of a tight spot. If the target is unwilling, he or she may make a saving throw to negate the spell's effect.

Level 6

All That Glisters

Range: Touch
 Duration: 6 turns
 Effect: Temporarily makes coins seem like gold

This entirely disreputable incantation makes coins carried by the caster seem to be gold, even if they are copper, silver or electrum. The illusion won't stand up to any serious scrutiny, and if someone they're dealing with has reason to suspect that the coin is suspect (such as having been fooled by the caster before) then they will see through the ruse. Anyone having the coins passed to them (in trade, or for any other reason) may make a save vs. spells to see through the effect. Each casting of the spell enchants up to 200 coins per level of experience of the caster.



Contain

Range: Touch
 Duration: 1 day
 Effect: 1 container

An unusual spell that turns any container into a magical, extradimensional space, rather like a *bag of holding*, for the duration of the spell. The capacity of the container is equal to the caster's level x 500cn. Any items in the container when the duration ends (or the spell is dispelled) will spill out, possibly at high speed.

Create Steeds

Range: 30'
 Duration: 1 turn per level of the caster
 Effect: Summons steeds or pack animals

Similar to the magic user *create normal monsters* spell, this spell allows a caster to summon mounts of a single type. A total number of HD of mounts or pack animals no greater than the caster's level can be created, and only donkeys, mules, oxen, riding horses, draft horses, camels, sea-horses or manta rays (or other mounts if the DM permits) can be created. The mounts can be ridden by anyone specified by the caster, or can be used as pack animals. While ideal for creating draft animals with a significantly longer duration than *create monsters* spells, the animals thus created will not fight.

Ethereality

Range: Touch
 Duration: Up to 24 hours
 Effect: 1 recipient

The recipient of this spell can choose to enter the ethereal plane once, any time until 24 hours after the spell is cast, and must return during the same period. The spell also provides movement on the plane at walking speed.

Fixer

Range: Touch
 Duration: 1 turn
 Effect: Repairs one wagon, ship or structure, at a cost

This spell can be used to repair or restore any substantially wooden ship, cart, wagon or structure that has sustained HP damage, but at a cost. Repairs made thus require only 1 turn, do not need any wooden materials or even workers, but use treasure possessed by the caster. Only one set of damage can be repaired on any vessel or object using this spell, and the repairs cost exponentially more for each point repaired. 1 HP of repair costs 1gp, 2 HP costs 2gp, 3 costs 8gp, 4 costs 16gp, 5 costs 32gp, etc. The treasure is consumed during spellcasting, and naturally large repairs are enormously costly, but can be conducted anywhere and in only 1 turn, making this spell potentially the difference between a shipment being lost or not.

Wormhole

Range: Touch
 Duration: Instant
 Effect: Teleports up to 2 targets plus caster

A handy transportation spell, effectively the same as *dimension door* but also affecting up to two willing recipients along with the caster.

Level 7

Astral Leap

Range: Touch
 Duration: 24 hours
 Effect: Transport to the astral plane

The recipient of this spell may, once in a 24 hour period, travel to the astral plane, and must return within the spell's duration.

Planar Reckoning

Range: Special
 Duration: Instant
 Effect: Tells the caster the bias and address of a plane

An invaluable spell for the discerning planar explorer, the spellcaster immediately gains knowledge of sphere bias on the plane of existence he is on, along with a planar address (i.e. the names of planes that must be crossed from the Astral to reach the plane).

Level 8

Dimensional Ally

Range: Caster only
 Duration: Special
 Effect: Secretly stores 1 person

Upon casting this spell, one ally (a willing creature) of roughly the same size or smaller than the caster can be sequestered into an extradimensional space. The recipient sees as if through the caster's eyes and requires no sustenance while thus hidden.

This spell requires the investment of 8 spell slots that are recovered when the hidden creature is released (see *dimensional tool*, *dimensional familiar*, *dimensional arsenal*). The ally or the caster can end the spell at any time, by simply stepping out and leaving the other party, at will. If the spell caster is killed while their ally is hidden, the ally is also killed, and is released from the dimensional space.

Regeneration*

Range: Touch
 Duration: 2 turns/level of caster
 Effect: 1 recipient gains regeneration ability

This spell allows the recipient to regain hit points at the rate of 1hp per turn for the duration of the spell. Only damage taken after the spell has been cast can be recovered; fire and acid cannot be 'regenerated,' normal or clerical healing is required. The reverse of this spell, *degeneration*, causes the recipient to slowly take damage; the damage is continuous for the duration of the spell, 1 point per turn, and the victim must make a concentration check to cast a spell. A save (versus spells) is allowed, and a successful attack is required to inflict the spell.

Level 9

Razzle Dazzle

Range: 240'
 Duration: 1d6+charisma modifier rounds
 Effect: Enthral and engages everyone

Arguably the most potent of all Merchant spells, upon casting every sentient creature of a lower level of experience (or with fewer HD than the caster's level) who can hear the caster and is not protected by anti-magic, is obliged, for 1d6 plus or minus the caster's charisma modifier rounds, to pay attention to the Merchant. This can affect any number of targets, including undead creatures and constructs. Any creature of a higher level or number of HD may also make a saving throw vs. spells to avoid the effect. While casting the Merchant may choose up to 6 allies who will not be affected by the spell.

During the spell's duration the Merchant continues with a monologue such as an extended sales pitch (this does not have to be roleplayed). If he stops talking, the spell ends one full round later, giving the Merchant one round in which they may do as they choose. The Merchant may take no other actions while pitching other than to move (up to normal encounter speed) and other actions to demonstrate their wares (though a Merchant performing a sales pitch on weapons may not attack with those weapons—but can do something similar to cutting a tomato to demonstrate its sharpness). Any creatures who are further than 240' away by the end of the Merchant's round will no longer be affected by the spell, but no new creatures that come into range become subject to it. If any of the Merchant's allies or anyone else chooses to take any offensive action against any affected creature then they are immediately released from the spell and can act freely that round, even if their initiative would mean they act before the attacker.

(Continued on [page 72](#))

The Amazing Travels of Goods and People Part 1

by Francesco Defferrari (Sturm)

INTRODUCTION

The history of how the goods that we buy every day in stores arrive within our reach through time and space is often fascinating and educational. So for this issue dedicated to trade in Mystara, I guessed that it would be a good idea to write a history of the goods that reach, regularly or less so, the Known World and surrounding areas.

Supply and demand come from the trade maps and lists in GAZ9: *"The Minrothad Guilds"* (page 33 of the DM's book and back covers), GAZ11: *"The Republic of Darokin"* (pages 16–17 and 27 of the Player's guide), *"Poor Wizard's Almanac II"* (pages 166–167) and *"Joshuan's Almanac"* (page 192), plus some fan resources at the Vaults of Pandius such as ["Darokin trade maps for the north Serpent Peninsula"](#) by Arghis, ["Glantrian Trade Centers"](#) by

Michael Berry, ["Advice for traders in the Sea of Dread"](#) by LoZompatore from Threshold Magazine issue #4, and the [Economic section from the Mystaran Almanac AC 1018](#).

All of these resources indicated 'wanted' and 'offered' goods divided by city or country, but I made different tables here, dividing the goods by types, as this can be useful to highlight the trade routes of specific merchandise. I've also done some oversimplification, for example grouping some Glantrian goods to the Principalities' capitals and major trading hubs. Finally I've expanded some goods' origins based on the real world and I've divided some categories by types, especially, but not limited to, cereal, fruits and vegetables.

Some locations referenced in this article, such as Rafieltown and Krakatos, only be in existence after the events of the “*Wrath of the Immortals*” adventure; while other locations, like Alfheim Town, will no longer exist if things go as indicated in the *WotI* adventure. Likewise, Alphatian cities are present too even if only one, Aasla, is indicated in Gaz 9. So any other trade information on Alphatia comes from “[Official details about Metropolitan Alphatia](#)” by LoZompatore at the Vaults of Pandius and other fan works on Alphatia, including the descriptions of the Alphatian kingdoms made by [Bruce Heard on his blog](#).

I have also added to the Karameikan cities Halag, Krakatos (obviously after AC 1010) and Vorloi, with their likely imports and exports, based on the canon and fan information we have. Likewise I’ve added some imports and exports which were not present in canon or fan sources but I’ve considered likely. As Wallara, Herath, Ator, Shazak, Eshu and the Midlands¹ were included in the AC 1018 Almanac’s tables, I’ve also added Nimmur, Jibarù and Cay, expanded Ator and Shazak a bit, and added also a couple of gate cities of the Yezchamenid and Zuyevo empires² and the trade

city of Richland³. All locations that could be reached from the Known World or are at least canonically reached by Vilaverdan and Texeiran traders. I’ve left out Gombar, Suma’a, Aeryl and Eshu instead, as I think they are more difficult to reach from the Known World and difficult to reach even from the Savage Coast, considering the geographic barriers. My additions and the ones from ‘Advice for traders in the Sea of Dread’ by LoZompatore are indeed the only ones without the + or - value.

The tables below list the major exporters and importers of food from Minaea and Esterhold to the Savage Coast and Davania, i.e. basically the routes that can be reached from the Known World, at least by some more enterprising merchants.

After each table I’ve also added some in-world stories of trade routes and specific goods, narrated in-character by a Merchant Prince of House Elsan to the young apprentices of the Guild. Therefore all the text outside the tables **from now on** is the in-world perspective of the Merchant Prince, whom I’ve left unnamed.

¹ Not the northern ones created by James Mishler with the same name in “[The Midlands](#)” at the Vaults, but the countries of Dvinzina, Azardjian, Chengoush, Kyurdukstan, Grouzhina (also known as the Kavkaz region), Sardjikjian and Douzbakjian. These were originally introduced by Christian Constantin in his “[Hulean Timeline](#)” at the Vaults as predominantly lawful nations opposed to chaotic Hule, and located in central Brun between the northern Black Mountains and the Yalu Sea, later also used in the Fan Almanacs from AC 1016 to AC 1018.

² Created by Adrian Mattias and mapped by Christian Constantin; see more information in “[Yezchamenid Empire](#)” and “[Empire of Zuyevo](#)” (both at the Vaults of Pandius).

³ See “[The Great Northway Lands](#)” by Matthew Fleet from *Threshold Magazine* issue #18.

Cereals, fruits and vegetables

First you need to know that basically all the big cities import food, at least that food which they do not produce in their immediate surroundings.

The regions and countries which are big producers of grain, typically the ones with lots of flat land and water, often import fruits and vegetables, while hilly, mountainous and woody countries, and the insular ones, tend to need grain.

The above is just the start of the food trade, but we'll discuss the rest in much more detail.



*Market from the webcomic Pepper&Carrot
<https://www.peppercarrot.com> by David Revoy*

Grain

Grain varieties are the basis of feeding for humans, halflings and many farm animals. Dwarves also need a lot of them because they use them to make beer and, regardless, even they cannot survive on mushrooms and lizard meat alone. And elves also buy a lot of grain because even if we eat a lot of fruits and vegetables and, in the case of us water elves, also a lot of seaweed, shellfish and fish, we still love to taste new foods, and various grain types are excellent to make beers, spirits and breads.

The trading advantages of grains are that you can sell them in a lot of places, and they usually last long enough to give you

time to bring them there, but the disadvantages are that they take a lot of cargo space and prices can be terribly volatile.

Yet as it's always the rule for successful trade, the better you know the markets, the greater your chances of success.



Maize, also known as corn, is probably the most common cereal of the whole world. According to elven sages, the Oltec humans domesticated it in ancient times and propagated it everywhere from Bellissaria to the far west. Production is big in western Brun and Davania, but nearest to us the biggest production is in Atruaghin lands, Darokin, the Shires, Sind, Ochalea, Alphatia and Bellissaria. It is also a common feed for cattle, pigs, and poultry. You can do a lot of things with it, such as syrup, popcorn, roasted corn, flour, bread, porridge and a lot of alcoholic beverages.

Rice, originally domesticated in eastern Skothar, is the next most common one, and the biggest production is in Sind and Ochalea, but it is also grown in some regions of Thyatis and the Shires. Note that of each grain there are an incredible number of varieties. You may think it's stupid to try to sell rice to the biggest producer in our region of the world, which is Ochalea, but it's not so at all for intelligent merchants. Ochaleans for example are always interested in acquiring new types of rice from Skothar or, when a harvest has been bad, they need rice from other lands to replenish their fields. A trader who knows such things is a successful trader. The so-called **Wild Rice** (or black rice) of Atruaghin lands (but I know it exists also in Skothar), in truth a plant completely different from rice, is widespread in Atruaghin lands and highly sought after as a luxury food in all the big cities of the Known World.

Wheat is the king of grains in our region, the most common and popular in the Known World; some fields are present even here in Alfeisle and around Alfheim

Town. But the biggest producers are obviously the nations who have extensive plains: Darokin, Thyatis, Sind, Alphatia, Bellissaria and Norwold. The more hilly and mountainous countries, such as Rockhome, the Shires, the Northern Reaches, Heldann and Glantri are great importers of wheat, but also Ylaruam, Yavdlom, Minrothad and Alfheim. According to sages, it was originally domesticated in the regions of Minaea or Bellissaria, in remote times. Thyatians, and Milenians, have many species of it, for example they call farrum, or **Farro**, the dried grains of three wheat species, **Spelt**, **Emmer** and **Einkorn** which are used in many soups. It's a national dish because the three species respectively come from Kerendas, Thyatis and Hattia. The above varieties are also cultivated in Karameikos, the Shires, Darokin and the Northern Reaches. A notorious Thyatian wheat species is also **Durum**, which is used to make the famous 'pasta'. Glantri and Darokin cultivate it too, but the demand is always higher than the production. A good production is now also starting in Ierendi and Minrothad, mostly on Open Isle. Goes without saying, the Shires are buying loads of it. The hin dislike the Thyatians, but not their dishes.

Despite the fact that Thyatis is a big producer of wheat and also has a solid internal trade circuit, I know some Minrothaddan captains who live very well selling grain to the always hungry Thyatian cities of the mainland and the other major cities of the empire. They do so by buying grain around Thyatis and the Isle of Dawn whenever there is an excess of production or storage, and selling it in Thyatis City, or other cities, when their

reserves have become low. In fact they are often directly called by Thyatian landlords or city authorities when such circumstances arise.

Barley too is widespread, used as people and animal feed and to make beer, which is the reason why Rockhome, Heldann, the Shires and Glantri import a lot of it. The biggest producers are Norwold, Alphatia and Darokin, and it too was probably domesticated in the near east millennia ago.

Sorghum was domesticated in Davania, differently from the preceding ones, but has since spread to western Brun and southern Skothar. It's not very common in our region because the biggest productions are in Hule, the Savage Coast, Davania or far eastern Skothar. It's in high demand in the Shires and all elven lands due to nostalgia for the southern continent. The same happens with other typical Davanian grains, such as **Fonio** and **Teff** or the **Celosia**, which is also cultivated in the Savage Coast.

Millet was likely domesticated in Skothar, but now it also has a lot of production in the arid lands of northeastern Davania, due to its resistance to the lack of water, and is much also cultivated in nearby Sind, where it is also used to make beers and a strong liquor named Raksi.

Rye came from Skothar too but as it is more resistant to cold than any other grain it has become quite widespread in the northern lands of Brun and Alphatia, and it is very popular to make bread in the Northern Reaches and Norwold. It also grows in the southern countries, but its production is marginal. So you see that loading rice in Ochalea, selling it in Thyatis, buying wheat

there to sell it in the Northern Reaches, then buying rye there to bring it south could be a very simple but very profitable trade in grains. The Alphatians have also invented a hybrid of wheat and rye, **Triticale**, which is basically a wheat more resistant to cold, but it has not yet spread beyond their empire. It could become a very profitable trade in the future.

Buckwheat is a new grain domesticated by the Jennites of Skothar, which recently has been popularized by Hattian merchants which apparently buy it in Bellissaria.

Kamut is a grain developed in the far western Yezchamenid Empire. Another curiosity, which has a market among the wealthy and in Alphatia. You can more easily buy it in Tyjaret, Slagovich or even Azurun in Hule, when the local holy men allow trade.

Amaranth, Chia, Huauzontle and Quinoa are all plants which were domesticated by Azcans and Oltecs, and are present in the whole area from Atruaghin lands to the Savage Coast and further west. They are not really cereal types as the others are, but still sought as exotic food.

Wattleseed is even more exotic as it comes from the far flung Orc's Head Peninsula, which we'll discuss in detail later while speaking about Fruit.

Export & Import Trade in Cereals, Fruits and Vegetables

Export location	Exported goods	Import location	Imported goods
Aaslin, Bellissaria	wheat, maize, olives, vegetables, fruit -8	Ah'roog, Shazak	grain +2
Aegopoli, Alatiens	olives, fruits -3	Alfheim Town, Alfheim	grain +3
Alchemos, Bellissaria	wheat, fruit, olives -5	Anchorage, Esterhold	grain, vegetables +2
Alinquin, Bellissaria	wheat, fruit -5	Alpha, Norworld	fruit, vegetables +2
Alpha, Norwold	wheat, rapeseed, barley -3	Asgamoth, Herath	grain, vegetables +3
Altendorf, Heldann	vegetables, beets -2	Baratpur, Sind	grain
Archport, Alphatia	wheat, vegetables, fruit	Bargha, Ethengar	grain, fruit, vegetables
Ayskudag, Hule	fruit, vegetables -2	Bluenose, Alphatia	exotic foods
Azurun, Hule	olives, hazelnuts, apricots, cherries, peaches -4	Boa Mansão, Texeiras	grain +2
Beitung, Ochalea	rice, vegetables, fruit -3	Broken Lands	fruit, vegetables
Bluenose, Alphatia	grain, vegetables	Citadel, Alphatia	fruit
Blueside, Bellissaria	wheat, fruit -2	Ciudad Huelca, Guadalante	grain +2
Bridgeport, Bellissaria	wheat, maize, fruit -3	Ciudad Real, Gargoña	grain, fruit, vegetables +3
Bridleton, Thyatis	olives, fruit, vegetables -2	Cubia, Ylaruam	grain, vegetables +3
Cairnport, Bellissaria	fruit, vegetables -2	Darokin, Darokin	fruit, vegetables +3
Cirkara, Hule	grain, fruit -3	Deauvais, Renardie	grain +2
Citadel, Alphatia	wheat, vegetables	Dengar, Rockhome	grain +4
Ciudad de Leon, Torreón	maize, fruit, vegetables -1	Denwarf-Hurgon, Alphatia	grain
Ciudad Matacán, Saragón	grain, fruit, vegetables -2	Draco, Alphatia	grain
Crossroad, Ne'er-do-well	fruit -1	Dunadale, Isle of Dawn	fruit, vegetables +5
Crownhaven, Bellissaria	wheat, maize, vegetables -6	Dunwick, Savage Coast	grain +3
Darokin, Darokin	wheat, barley, maize, beets, potatoes, apples -3	Erendyl, Glantri	grain, vegetables
Debredladany, Hule	grain -2	Faraway, Esterhold	grain, vegetables +2
Dubrax, Robrenn	fruit, vegetables -3	Farend, Qeodhar	grain
Dunadale, Isle of Dawn	potatoes, barley -2	Freiburg, Heldann	fruit, vegetables
Eagret, Alphatia	fruits vegetables -2	Glantri City, Glantri	fruit, vegetables +2
		Gulluvia, Adri Varma	grain, fruit, vegetables
		Houriani, Grouzhina	grain +3

Export & Import Trade in Cereals, Fruits and Vegetables (continued)

Export location	Exported goods	Import location	Imported goods
East Portage, Isle of Dawn	olives, fruit -2	Ierendi, Ierendi	grain, vegetables +1
Edairo, Thotia	fruit, vegetables -2	Itucuà, Jibarù	grain, vegetables
Errolyn, Alphatia	wheat, fruit	Jaibul, Jaibul	grain, fruits, vegetables
Elstrich, Darokin	wheat, vegetables -2	Kastelios, Davania	Grain
Eyf, Robrenn	fruit, vegetables -3	Kelvin, Karameikos	grain +2
Favaro, Darokin	wheat, vegetables -3	Kerendas, Thyatis	grain, vegetables +3
Feather Fall, Aeria	wheat, fruit -2	Kishinev, Zuyevo	fruit, vegetables
Filtot, Ierendi	pineapples, fruit -3	Kopstar, Glantri	grain, vegetables
Fort Merrelin, Bellissaria	maize, vegetables -2	Landfall, Norwold	grain, vegetables +4
Garganin, Davania	apricots, peaches, plums, oranges, lemons	Leenz, Glantri	grain, vegetables
Greenwood, Alphatia	grain, vegetables	Limn, Alphatia	grain
Halag/Fort Doom, Karameikos	grain	Minrothad, Minrothad	grain
Hattias, Thyatis	barley, rye, vegetables	Nidzhman, Kyurdukstan	grain +2
Hockstein, Heldann	rye, potatoes, beets, cabbages -2	N'Goro, Yavdlom	grain, vegetables
Horken, Bellissaria	maize, vegetables -3	Norchester, Bellayne	grain, vegetables +2
Ilioloosti, Davania	olives, fruit -2	Norrvik, Vestland	fruit, vegetables
Iskilü, Hule	maize, vegetables -2	Othmar, Eusdria	grains +2
Itucuà, Jibarù	fruit	Porto Preto, Vilaverde	grain, fruit, vegetables +2
Jandak, Hule	maize, fruit -2	Rafieltown, Aengmor	grain, fruit, vegetables +2
Jehrom, Hule	maize, hazelnuts	Ragmata, Yezchamenid	grain
Kantridae, Thyatis	apples, pears, cherries, vegetables -2	Raneshwar, Sind	grain, vegetables +3
Kastelios, Davania	grape, olives, tomatoes, beans, pepper, pomegranates	Raven Scarp, Hinterlands	grain, vegetables
Kerendas, Thyatis	wheat, maize, apples, cherries, squashes, aubergines -3	Richland, Yalu Bay	fruit, vegetables
Khuur, Hule	wheat, vegetables -3	Rifflian, Karameikos	fruit, vegetables
Kishinev, Zuyevo	grain	Risilvar, Wallara	grain, fruit +3
Kladanovic, Serpent Peninsula	wheat, potatoes, tomatoes, apples	Rymskigrad, Glantri	grain, vegetables
Krakatos, Karameikos	Fruit	Sablestone, Glantri	grain, vegetables
		Sayr Ulan, Sind	grain, vegetables
		Shahav, Herath	grain, vegetables +2

Export & Import Trade in Cereals, Fruits and Vegetables (continued)

Export location	Exported goods	Import location	Imported goods
Kulnovo, Hule	wheat, fruit -3	Shireton, Five Shires	fruit, vegetables +2
Les Hiboux, Glantri	wheat, barley, oat, rye, apples, cherries, beets, rapeseed, peas	Shiye Lawr, Alphatia	fruit, vegetables
Lizzieni, Glantri	apples, oranges, lemons, tomatoes, cherries, peas, beans	Shkodar, Hojah	grain, vegetables +2
Louvines, Renardie	fruit, vegetables -3	Shraek, Alphatia	grain, fruit
Luln, Karameikos	fruit, nuts	Skyfyr, Esterhold	grain, vegetables +3
Machetos, Thyatis	olives, vegetables -2	Skyreach, Alphatia	fruit, vegetables
Magden, Hule	fruit -3	Slagovich, Savage Coast	grain, fruit, vegetables +2
Malfton, Minrothad	olives, tomatoes, fruit -2	Soderfjord, Soderfjord	fruit, vegetables +2
Miriestiu, Hule	vegetables -2	Sol-Klor, Adri Varma	grain, fruit, vegetables
Mkuba Mji, Yavdlom	fruit, vegetables -4	Specularum, Karameikos	fruit, vegetables +1
Mons-en-Plecy, Renardie	vegetables -2	Starpoint, Alphatia	fruit
Naral, Sind	rice, mangoes, tomatoes	Stronghold, Minrothad	grain, vegetable +2
New Alvar, Glantri	tomatoes, lemons, oranges, olives, grape, pepper, melons	Sundsvall, Alphatia	grain, fruit, vegetables +3
N'Goro, Yavdlom	fruit, vegetables -2	Thyatis City, Thyatis	grain +3
Nova Svoga, Savage Coast	grain, vegetables -3	Tanakumba, Yavdlom	grain +3
Nyra, Glantri	wheat, lettuce, pumpkins	Uhuru, Yavdlom	grain, vegetables
Oldsbury-Upon- Blythe, Bellayne	barley -3	Um-Shedu, Eshu	grain, vegetables +2
Polakatsikes, Davania	olives, fruit, vegetables -3	City of Wendar, Wendar	grain, fruit, vegetables +3
Princetown, Bellissaria	wheat, maize, fruit, vegetables -3	World Elevator, Atruaghin lands	fruit, vegetables
Puerto Morillos, Nar- vaez	fruit, vegetables -3	Ylaruam, Ylaruam	grain, vegetables
Ragmata, Yezchamenid	fruit, vegetables	Zagora, Savage Coast	grain, vegetables +3
Rardish, Alphatia	wheat, barley	Zeaburg, Ostland	fruit, vegetables
Raska, Zvornik	fruit, vegetables -2		
Richland, Yalu Bay	grain, fruits		

Export Trade in Cereals, Fruits and Vegetables (continued)

Export location	Exported goods	Export location	Exported goods
Sambay, Sind	rice, vegetables -3	Starpoint, Alphatia	grain
Sandapur, Sind	maize, vegetables -2	Suneveh, Nimmur	grain
Sayr-Ulan, Sind	rice, wheat, mangoes, guavas, soy, oranges, tomatoes	Tanakumba, Yavdlom	coconuts, cocoa, mangoes
Seagirt, Pearl Islands	coconuts, pineapples, bananas, vegetables -3	Taterhill, Glantri	wheat, barley, oat, apples, potatoes
Seahaven, Bellissaria	grain, vegetables -3	Thanegioth	bananas, melons, guavas
Seyvan, Hule	wheat, vegetables -3	Thantabbar, Five Shires	fruit, vegetables -2
Shiell, Alphatia	grain, vegetables	Tresa, Minaea	grain, fruit, vegetables -3
Shireton, Five Shires	apples, grape, tomatoes, potatoes, carrots -2	Trikelios, Isle of Dawn	olives, fruit, vegetables -2
Silverston, Glantri	maize, peas, apples, cherries	Tu'eth, Cay	fruit, vegetables
Soderfjord, Soderfjord Jarldoms	barley, wheat, rye, oat, beets, turnips, potatoes -2	Tyjaret, Serpent Peninsula	coffee, cocoa
Sorodh, Herath	fruit, vegetables -3	Ulimwengu, Serpent Peninsula	cocoa
South Harbour, Bellissaria	wheat, fruit, vegetables -2	Vorloi, Karameikos	fruit, vegetables
Spearpoint, Bellissaria	wheat, fruit -2	Yenigaz, Hule	wheat, fruit -2
		Zartakand, Douzbakjian	grain -3

**Addendum 1:
Bread and bakery products**

A whole important class of products is obtained from grain: **Bread, Pastries, Pies, Cakes and Biscuits**, with innumerable regional varieties¹, often flavored with herbs, nuts, fruits, spices or liquors. Most of these products have been so far limited to local and regional trade, as it may be difficult to move them from and to far away places. But with adequate storage, and maybe magic, an enterprising trader could

¹ Wikipedia has obviously complete lists of local bakery products which can be easily used in Mystara too, such as [List of breads](#), [List of Cakes](#) and [List of cookies](#)

gain great profits by bringing such local specialties to big cities and specialized markets. The **Focaccia** of Machetos, the **Pizza** of Thyatis and Minrothad, the **Tortilla** of the Savage Coast, the **Cozonac** sweet bread of Karameikos, the **Rye Bread** of The Northern Reaches and Rockhome, the **Pretzel** of Heldann, the **Bing** bread of Ochalea are certainly typical products which can raise great interest in Sundsvall, Glantri city, Alfheim town, Shireton and many other cities of the world.

Fruit



Fruit is a difficult trade commodity due to the space it occupies in cargo and the relatively short time it takes for it to spoil. Also all the communities and races of the world normally grow their own fruit and do not need to buy those coming from far away lands. But if these are the general rules, there are distinct exceptions which may make fruit trading a very profitable business. First of all, a lot of fruit can be preserved in many different ways: in their original form by magic, or in other forms such as liquors, jams, juices and syrups, or dried, or you can sell their seeds. Second important point, there are regional varieties for all the existing types of fruit in the world, and there are always buyers greatly interested in tasting them. Typically, rich people who like to awe guests at their banquets. But also us elves and the halflings, who are always keen to acquire new seeds and try to plant them, we the elves because we are notoriously interested in all botanical species, and the halflings because they are interested in all the botanical species which can be eaten. Indeed, elves and halflings are a perfect example of customers who do not need some products, but still want them. Elves in fact have a deep knowledge of nature and know a lot of

edible plants, and know how to make edible a lot of forest or sea plants that humans do not eat at all. Still we are always interested in new seeds and taste, and the same is true for halflings. You will find a decent market in Alfheim Town or Shireton even for the nearby and common Darokinian red apples, and a much more profitable one for any exotic fruit coming from the Savage Coast or Alphatia. Note that elves and halflings are generally not willing to pay gold for exotic fruits and vegetables, but they are more than willing to barter their produce, which have great value in the big cities. Buy Minrothaddan oranges, sell them in Sind, buy mangoes there and bring them to the Shires, barter them with a lot of local fruits and bring them to Minrothad again. Simple, quick and profitable, and I could make a hundred more examples of this kind.

You can see that a smart and well organized trader can easily become rich with fruit trading. I personally know several who had great success even with very easy one-way routes, one by selling Ierendian pineapples and bananas in Karameikos, another by selling Sindhi⁴ mangoes in Darokin, yet another by gathering here in Minrothad jams from all over the Known World to sell in the Shires.

The main indigenous fruits of the northern lands, from Skothar to Brun, are berries, apples and pears, but in modern times many more fruits are known from all over the world, or at least a sizable part of it. Certain fruits indeed have arrived in the

⁴ It's the nationality adjective used in "Champions of Mystara" boxed set, the main canon source about Sind, so I used it even if Sindian or Sindi would seem more logical.

Known World so much time ago that sages are still discussing where their exact origins have been.

Going back a moment to what are probably the original Known World fruits, apples, berries and pears are grown almost everywhere from Norwold to Minrothad and from Vestland to Sind, but the greatest productions of **Apple** and **Pear** are in Glantri, Darokin and the Shires. Berries are much more widespread, with many local variants, but **Bilberry**, **Currant**, **Raspberry** and **Cranberry** are typical of colder climates, while **Blackberry**, **Mulberry** and **Strawberry** are typical of warmer regions. About the latter, the Darokinian and Shires varieties are the most appreciated. Indeed it seems the big, cultivated **Strawberry** we all know was actually domesticated in the Shires just a few centuries ago from the smaller wild one.

The **Strawberry Tree**, common in all the Known World coast from Ylaruam to Ierendi and also in the Isle of Dawn, extensively used for jams and spirits, is actually unrelated to strawberries. Several other spontaneous fruits are common in the Known World, such as **Rowan** and **Whitebeam**, **Cornelian Cherry**, and **Azerole**. These fruits are not so tasty when consumed raw, but are picked by farmers because they can obtain from them excellent jams and liqueurs, and some also have medical properties.

Elves, druids, foresters and other people who live at close contact with nature know many more fruits which are edible, or are at least edible when they are fermented, so among them you can always find new jams and liquors, and for those you will always

find an easy market in the big cities and in the Shires.

A lot of the most famous and now common fruits originally came, according to elven sages, from the region of the modern Minaea in Skothar, but spread to Alpathia and the Known World, and even northern Davania, centuries if not millennia ago. This includes **Apricot**, **Peach**, **Plum**, and **Cherry**, which are all of the Prunus family, and also **Grape** and **Fig**. They all need a warm climate and in fact most of the production is in the southern Known World, northern Davania and the warmer regions of the Isle of Dawn and Alpathia, but some varieties grow in Darokin and the warmer valleys of Glantri, such as the Red River valley in Caurenze and Blackhill. In the Known World the main producers of grapes and figs are Thyatis, Minrothad and the Shires, while cherries and plums grow up to southern Norwold, and apricots and peaches are common in Kerendas, Karameikos, the Shires and southern Darokin. Still, the Known World production of these fruits is dwarfed by the abundance you can find in northern Davania, the southern Isle of Dawn, southern Alpathia and the Savage Coast.

From the east also came the **Quince**, in very ancient times, which is mostly used to make jams, and it's very common in Karameikos and in the Shires. The **Jujube** also came from the east centuries ago, and nowadays Hattian farmers make a notorious liquor with it. The **Loquat** and the **Kiwi** arrived more recently, possibly from the Pearl Islands and beyond, but are now cultivated in Thyatis and Darokin with sizable productions.

The Citrus family, **Lemon, Orange, Mandarin, Tangerine, Grapefruit, Lime, Citron** and **Pomelo** also originally came from Skothar according to sages, but their diffusion in the Known World has not been identical for all species. Lemons and oranges have been documented in the Known World since before the coronation of the first Thyatian emperor, and maybe even before it. Thyatis, the Shires, Minrothad and Sind are now the biggest producers. Mandarines have been grown in Alphatia since the beginning of the empire, but became common in the Known World only in recent centuries, arriving from Ochalea, and the tangerine is a variety developed in northern Davania which reached the Known World through the Thyatian Hinterlands, but is now cultivated in the southern Known World and has reached the Savage Coast and beyond. Grapefruits became centuries ago an important crop in Ochalea, Yavdlom and many regions of the Alphatian Sea and northern Davania. More recently a red and sweet variety called **Pink Grapefruit** has been developed in the Savage Coast. Lime has been cultivated for centuries especially in Sind, Ochalea, Yavdlom, Ierendi, the Pearl Islands and the Savage Coast. I know from Alphatian traders that in Skothar there are multiple varieties of citron, including one shaped as a hand, non edible, but in the Known World they are mostly grown in Thyatis and the Isle of Dawn. Finally, the pomelo has not reached the Known World yet, at least as an endemic species, even if several have already reached the rich banquets of Thyatis, Glantri and Darokin. Despite all their agricultural magic, even the Alphatians have not been able to grow a juicy enough variety in their mainland, and so they still have to import pomelos from Skothar. **Ber-**

gamot Orange is a kind of bitter orange used mostly for tea and beverages in Thyatis, northern Davania and Hule. **Chinotto** is another small orange which grows only in Thyatis and northern Davania, and it's used typically for beverages and spirits. The **Kumquat** is another citrus, small as an olive, which came recently from Ochalea and had some success both as a decorative tree and edible fruit.

Sages and elves say **Mango** too came from Skothar in ancient times, but it has become a common crop in Sind since so many centuries that any Sindhi will refuse such a notion wholeheartedly. More or less recently productions have been established also in Yavdlom, Ochalea and the Savage Coast.

Pomegranate is now a typical fruit in Thyatis, Ylaruam and the Shires, even if its ancient origin is supposedly in the east. **Persimmon** was born in Skothar, but Thyatians, Alphatians and Ochaleans have cultivated it for so long they are all convinced that they invented it. And nowadays there are sizable productions also in Ierendi, Minrothad and the Shires.

Banana too came from Skothar, or so elven sages say, as nowadays it has spread much beyond the Known World, basically to all tropical regions of the world. The biggest productions nearest to the Known World are now in Sind, Ochalea, the Thyatian Hinterlands and Ierendi.

The **Coconut** supposedly spread from the Sea Kingdoms to the Pearl Islands, Yavdlom and Ierendi, and has been implanted also in the west and in the coasts of northern Davania.

According to sages, the **Date**, the **Melon** and the **Watermelon** came originally from Davania, brought by us elves or by the halflings, and while they are still a big production in northern Davania, they are now grown also in several regions of the Known World, mainly Ylaruam, Thyatis, Minrothad, Ierendi, the Shires and Sind. They all spread eastward and westward centuries ago, from Skothar to the Savage Coast. The **Carob** has become typical in regions of Minrothad, Ierendi, southern Thyatis, Ylaruam, Sind and the Savage Coast since many centuries, some say originally brought by us elves from Davania.

Several fruits also come from the west, domesticated by the ancient elves of Davania or by other forgotten peoples. The most famous of them is certainly the **Pineapple**, supposedly brought by Thyatian explorers from the Savage Coast and now grown in Yavdlom, Sind, Ochalea, and in high demand in Alphatia and further east.

The **Papaya** too came from the west and has been successfully planted in Yavdlom, Sind and Ierendi. It has indeed spread as far as Skothar, supposedly brought by the Milenians. The **Avocado** too came from the Savage Coast about a century ago, but nowadays successful plantations have been established also in Ierendi and Ochalea. Many other western fruits so far have reached the Known World only as curiosities, such as the **Cherimoya**, **Sapodilla**, **Sapote**, **Soursop**, **Maracujà**⁵ and many

⁵ Also known as the Passion fruit - see wikipedia.org entry for "[Passiflora edulis](https://en.wikipedia.org/wiki/Passiflora_edulis)". I've used the native Brazilian name however because the common one is specifically connected to real world history, as it was created by catholic missionaries to remember the passion of Christ.

more. Sooner or later they will probably be planted in the countries whose climate can support them. But until then you can preserve them raw, or as juices, jams or liqueurs, and likely sell them at a premium in the main cities.

The Atruaghin people are a very special case in the Known World as they claim to have been living in the land before any other people, i.e. the halflings, the elves and the paler humans, came to live around them. So they know and harvest a lot of fruits known only to elves and maybe halflings, but uncommon or rare even in elven lands such as Alfeisle. Some of these fruits can also be found in the Savage Coast or some remote regions of Brun, but still Atruaghin lands are a great nearby source of exotic fruits. There are the so called **Red Cranberry**, a local bigger and sweeter variety; at least three varieties of local **Grape**, which are much sweeter than the more common ones; the **Pawpaw**, a yellow very sweet fruit; a local **Persimmon** from which the natives obtain also a tea, a coffee, an oil, a jam, a liqueur, wood and at least two medicines; the **Mayhaw**, which grows also abundant in the Malpheggi swamp and is used to make a delicious jelly, the **Chokecherry** and the **Black Cherry**, similar to the **Bird Cherry** found wild all over the Known World and beyond, but darker and sweeter; the **Blueberry**, a local variant of the Bilberry; the **Elderberry**, a plant used for delicious jams and found also in the Shires, Karameikos and other nations, used also to make a famous syrup in Rockhome; the **Serviceberry**, used for pies, jams and wine; the **Salmonberry**, such called because a notorious Elk clan dish is made with them and fish.

So as you see the fruits and fruit wines alone can justify a stop in the Atruaghin lands, if you can find a willing trading partner. That's not easy because for example the Akesoli merchants of Darokin monopolize the trade with the Bear, Elk and Horse clans, some Ierendi pirates are the only ones so far which managed to trade with the Tiger clan and some human Minrothaddan traders by sea and some Sindhi traders by land have exclusive deals with the Turtle clan, and none of them are afraid of using violence to protect their monopoly. Still, you can find most if not all the Atruaghin's products, and some Atruaghin traders too, in Port Tenobar, Akesoli and Kandaputra in Sind. There you'll pay the goods more than what you would pay directly at the source, but still low enough to have chances of a very good business if you sell them here, in the Shires or in any big city where you can find a good market for them.

At the far west of the Savage Coast there is a big, special region which is called the Orc's Head Peninsula, and the Trident Bay north of it, which have a very specific flora and fauna, some says a relic of the ancient times when the planet of Mystara was dominated by dragons. The peoples of these lands, the reclusive Herathian wizards, the ferocious jungle orcs, the manscorpions of Nimmur, the phanatons of Jibarù, the chameleon men of Wallara, the lizardmen, caymen and gatormen of the Serpent Kingdoms, range from the hostile to the cautious toward travellers, but the local equivalents of Minrothaddans, the sea powers of Texeira and Vilaverde, have managed to strike some trade deals with them. And some of our captains go as far as Porto Preto and Boa Mansão, the capi-

tals of Vilaverde and Texeira, exactly to buy the exotic products which come from the far west. The fruits are named **Boab, Gular, Kakadu Lime, Kakadu Plum, Muntries, Native Gooseberry, Native Rosella, Red Bush Apple, Riberry, Satinash, Sparrow's Mango, Quandong**. All of them can be eaten raw, in syrup or used to produce jams and wines. There are probably many more we do not know yet and you never know, until you try, which one will be the next big commercial success in the banquets of the Known World.

Curiously enough, some of these far western fruits can be found both in the far west and in the far east, likely because Skotharian traders brought them to western Brun, or the opposite way. This is true for some fruits such as **Blue tongue, Caqui, Medlar, and Morinda**. And this leads us to the incredible variety of fruits you can find in Alphatia, Bellissaria and, even more, Skothar. As we said before, many fruits you now may consider Known World classics, such as Grape and Peach, came in remote years from the east. Many more have not arrived yet, but some have already been seen on the tables of Thyatis City, Darokin City, City of Minrothad and Shireton. They are the **Bayberry, Breadfruit**, which is rather more similar to a vegetable, the **Brindle Berry, the Dragon Fruit, Durian, Goji Berry, Guava, Jackfruit, the Langsat, Longan, Lotus fruit, Lychee, Mangosteen, Nashi pear, Pulasan, Rambutan, the Santol, the Snake fruit, Starfruit, Sugar Apple, and Wax Apple**. All of them are colorful and exotic enough to be highly sought after in any big city, elven and halfling community of the Known World.

Finally there are the fruits of Davania. For us, these are an even more secure investment than the others because they are described in ancient halfling and elven poems and chronicles. Therefore I know from personal experience that halflings and elves will go mad about them, especially in the communities furthest from our ancient southern homeland where there is not a chance to successfully cultivate them with a decent production, such as in Shiye-Lawr or Norwold. But you'll earn a good profit even here in Alfeisle, where sometimes they grow in gardens but a bad winter is enough to destroy the meager production, thus producing a high demand for Davanian fruits and seeds in the next season. You cannot go wrong with the **Ackee**, which has been planted also in Yavdlom, **Balsam Apple**, the **Baobab fruit**, **Bush Pear**, **Carissa**, **Deleb Palm**, **Detar**, **Hanza**, **Gingerbread Plum**, **Jackalberry**, **Junglesop**, **Kei Apple**, **Kiwano**, **Marula**, **Matoke Banana**, **Mazhanje**, **Milkplum**, the **Miracle Berry**, possibly the most sought out, as when consumed it makes all citrus taste sweet, the **Mobola Plum**, **Nerè**, **Oil Palm fruit**, **Ramontchi**, **Sand Apple**, **Sea Coconut**, **Strychnos**, **Sycamore**, **Waterberry**, **White Star Apple**, **Wild Custard Apple**. Many of these fruits have also spread to southern Skothar, and some Skotharian fruits have spread to eastern Davania, thanks to traders from Cestia, Minaea, Ochalea and the Sea Kingdoms.

You can see the fruit trade can be a very profitable one, and one especially suited to elven traders such as us.

Vegetables



The chapter on vegetables is as big as the one on fruits. The difficulties of trading them are the same already explained for fruits, if not worse, as vegetables normally cannot be transformed into juices or stored in syrup and must be traded as they are, with some exceptions. Yet some are quite durable, especially roots and tubers, and can easily survive in good condition even on a long ship's voyage. As per fruits, there is an enormous number of local variants which always draw some interest in big cities and among elves and halflings. Farmers, landlords and local authorities are also often interested in acquiring new vegetables or seeds, especially if the ones they normally grow had some bad years or have become infested with some malady.

Let's start with the vegetable which is likely the most common in the whole world, the **Potato**. Domesticated by the Oltecs in ancient times, it has been brought everywhere by them and by anyone else who learned how advantageous it is for nutritional content and easy cultivation. In fact nowadays it grows in Sind, Skothar and everywhere else, including the Broken Lands. You can still sell them well in many places, basically any hilly, mountainous or cold countries where the average agricultural production is never abundant enough.

Glantri, Heldann and Norwold are the biggest producers, but I know a Darokinian trader who got rich by selling potato varieties in his own country and bringing extra supply of potatoes when the demand was higher than the production. Again, let me stress out that information is everything for a successful merchant.

The second most cultivated vegetable of the world is likely one that is almost unknown in our region, the **Cassava**, also called **Manioc**. Also domesticated by the Oltecs, it is widespread in Davania and from there has reached Yavdlom and eastern Skothar. But from Sind to Minaea it is still considered an exotic food, and you can sell it well as such. The **Sweet Potato** is another vegetable, distantly related to the true potato, which was domesticated by the Oltecs and it's more common in the western Brun coast, Davania and parts of Skothar. The same is true for yet other tubers, including the **Yam** and the **Yacon**, which however was likely domesticated by the first Oltecs who settled in Davania, as the elves traded it with them millennia ago on the southern continent.

The **Tomato** is another plant which was domesticated by the Oltecs, but it has now reached the whole world, or at least the warmer world. It is really a fruit, but often categorized as a vegetable because of its use as such in many cuisines. Production is big from Skothar to Sind, the whole coast of the Known World, northern Davania and the Savage Coast. But in colder climates it is hard to grow it, so it is in high demand as a luxury food just north of Ylaruam. And there is also much local trade. Trader's Isle and Alfeisle for example do not grow enough tomatoes for their internal con-

sumption, and so they import a lot of it from Open Isle, the Shires and Thyatis.

Then there is the **Onion** and its relatives, **Shallot** and **Scallion**. As you know they are a traditional part of many culinary traditions, including Minrothaddan, Thyatian, Ochalean, Darokinian, Glantrian and halfling and they can be easily preserved in vinegar and many other ways, the reason why they are always present in many ships' supplies. As with other widespread vegetables, there is always demand for them somewhere, the point is always to know where. They are relatively less common in Alpathian cuisine, but this is actually a trade advantage as they are easily sold in Alpathian cities as an uncommon food.

The **Cucumber** was likely domesticated in Bellissaria before the Great Rain of Fire, but brought to Davania and the Known World by the Milenians and to Skothar by their descendants, the Minaeans. As it resists cold, it has also become very popular in central and northern Brun.

The **Cabbage**, with its many relatives, such as **Broccoli**, **Cauliflower** and **Kale**, was likely domesticated by the Neathar, while they slowly migrated from Skothar to Brun. It is now common in all the northern hemisphere and a stable part of the diet of many populations, but much less common in Davania, where it can be a sort of novelty in many places.

The **Turnip**, **Rutabaga** and **Radish** were domesticated in ancient Alpathia, or possibly even in Brun, some say by dwarves. They are indeed still appreciated and cultivated in Rockhome and in many countries of Brun, as many species can grow in cold

climates. They have spread to Skothar too but are uncommon in Davania. The related **Horseradish** is often used as a spice or sauce rather than a vegetable. There are indeed especially strong varieties in Skothar. The **Mustard** is related too, but we'll treat it under Spices.

The Legumes family includes many varieties which are perfect vegetables for trade as they can be easily stored and do not spoil too fast. The **Bean** is another Oltec domestication which has spread all over the world, in so many varieties that most people are thoroughly convinced their bean is native and has been there since the beginning of the world. They last a long time when dried so they are a good trade commodity. Production is significant in Thyatis and Ylaruam, Sind and Ochalea. The Savage Coast and the east have a lot more varieties. The **Pea** instead was likely domesticated in ancient times in the Alphatian region, as the **Fava Bean** or broad bean and the many less known varieties of the same botanical family. They are cultivated literally all over the world. The major producers of peas I know of are Alphatia, Darokin, Glantri, northern Sind and Soderfjord. For the fava bean I'd say Glantri, Thyatis and Rockhome, but there are also many varieties coming from Alphatia and Skothar. The **Chickpea**, traditional in Thyatis and Minrothad, is also extremely popular in Sind and Hule, but cultivated everywhere from northern Brun to Davania and Skothar. The **Lentil** probably comes from Bellissaria, and has spread from Skothar to the Savage Coast, with sizable production in Sind, Hule and Glantri. The **Lupine** may have its origin in northern Davania but is widespread in Thyatis, Ylaruam, Minrothad, Atruaghin lands and the Savage Coast.

The **Eggplant** was probably domesticated in Minaea or in the Alphatian region in remote times. As you well know, it is a cornerstone of Minrothaddan cuisine, but it is quite popular also in Thyatis, Ylaruam, Sind, Alphatia, Hule and many other places. The **Pepper**, domesticated by the Oltecs in ancient times, is quite famous for the spices you can obtain from some varieties, such as Chili and Paprika, but there are also many mild, not spicy varieties. The usually mild **Bell Pepper** is cultivated in Minrothad, Thyatis, Ochalea and many other places. The spicy peppers of the Savage Coast are becoming famous all over the world, but there are noteworthy spicy varieties also in Sind, Ylaruam and Alphatia.

The **Carrot** was probably domesticated in ancient Alphatia, much before the modern Alphatians arrived on Mystara, and Alphatia still produces them in all varieties of colors. As many varieties also resist cold weather well, there is a good production in Norwold, and all over the Known World. **Parsnip** is a relative, another root vegetable, and another relative is also Parsley, which however we will discuss under herbs and spices.

Garlic too originally came from the Alphatian region, and it is now a fundamental component of dishes in Minrothad, Thyatis, Sind, Ochalea, Ylaruam and Karameikos. There is also significant production in Skothar and northern Davania. It does not spoil quickly, so it is quite useful in trade. **Leek** is a relative, popular in all the Known World, up to Glantri and Hule, and also in the Isle of Dawn.

The **Squash** is another Oltec domestication which had huge impact and diffusion, with

varieties of every size, shape and color. The winter squash, or **Pumpkin**, resists cold well and is widely cultivated in Alphatia and Norwold, but also in many other places from Glantri to the Savage Coast. The **Gourd** may have been first domesticated in Davania and many varieties have a characteristic 'bottle' shape which is often used to make containers in the southern continent. A specific variety of summer squash, called baby marrow or **Zucchini** in Thyatian, was selected in Kerendas just a few centuries ago and has since spread all over the Known World.

Lettuce is popular in Alphatia but is also extensively cultivated in Thyatis, Sind and from the Shires up to Glantri. It was probably domesticated either in ancient Ylaruam or northern Davania. It has many green and red varieties. The related **Celtuce**, popular in Ochalea and Skothar, is cultivated for its stem rather than the leaves. **Chicory** is very popular in all the Known World, with the variety **Radicchio**, **Puntarelle** and **Escarole** widely used in Minrothaddan and Thyatian cuisine and the **Endive** in Darokinian and Glantrian cuisine. Many other leaf vegetables are known and used, such as the **Corn Salad**, the **Rocket** (actually related to cabbages) and others which often are relatives of turnips or cabbages. All present a problem for trading as they normally can be stored only with magical preservation. Anyway bringing 'exotic' vegetables where there is demand for it could be, as said before, a very profitable business.

Spinach is another popular leaf vegetable which was developed in ancient Alphatia and is now widespread in the Known World from Thyatis to Glantri.

And finally among the most common and valuable vegetables, **Beets** and its relatives are extensively cultivated in all the Known World and Alphatia, including colder lands up to Glantri and southern Norwold. The **Sugar Beet**, developed by the Flaems in Glantri, will be discussed later under honey and sugar.

Davania, Skothar and western Brun have their own exotic varieties of vegetables, some unknown in our corner of the world, such as the **Choy** (a turnip relative) or the **Chi Qua** (a gourd) or the **Lotus root** in Ochalea and Skothar, or the **Cowpea** and the **Bitter tomato** (an eggplant) in Davania. What we said about exotic fruits is equally valid for exotic vegetables. You can probably find a market for them in big cities and among elves and halflings, if you can store them properly. Alphatia basically has huge productions of almost all the non-exotic vegetables, yet in the big cities you can always sell them all the Brunian varieties and all the exotic ones—just find a good and reliable buyer.

Nuts



Nuts are a wonderful trade. They are easy to carry, you can sell them quite highly and they do not spoil too easily even in normal storage. Nuts are basically fruit seeds, but we will discuss here those commonly called so. Coconut is technically a nut too, but we have already talked about it under fruits.

Acorns are a traditional food both in Atruaghin lands and among the elves, but also for many farmers of the Known World. You can make flour and bread with them, and they have the advantage of not spoiling, even after years if properly stored. There is not much trade of them but you can buy some flour and bread to enrich a load in Karameikos or the Atruaghin lands.

The **Chestnut** is only partially a domesticated tree, but still consumed widely in Alpathia and Brun, especially in the hilly region of the Shires, Karameikos, Thyatis and even our Minrothad. It is used in Skothar too, in the Atruaghin lands and in many regions of Brun, but it is a rarity in Davania, and highly profitable if brought to Kastelios.

The **Almond**, a close relative of Peaches and Apricots originally domesticated in the Alpathian region, is still the second most popular nut in Alpathia and it has spread in many temperate areas, from Minrothad, Ylaruam and Thyatis to northern Davania, Hule and the Savage Coast. The fruit is hard, sour and green, but Ylari and other people still eat it raw sometimes with salt. Almonds are also used to make a special milk, an oil, flour and many different cakes. Some almonds are bitter, and slightly poisonous, but can be used as medicines. You see you cannot go wrong with this nut, if you can find a good supply of it. In fact it is popular and requested, and so it may be difficult to find enough material.

The first most popular nut in Alpathia, where it was likely domesticated, is the **Walnut**, which from there spread eastward to Skothar and westward to the Savage Coast. It is now widely cultivated in Darokin and Glantri. Actually Brun has its own native relative, the **Black Walnut**, which is not only edible, but it can be used also as a quite valuable wood, a dye and as decoration, as the interior of the shell has beautiful forms. The nut can also be used as a scrub in woodworking. Needless to say, Black Walnut from the Atruaghin lands are extremely popular here in Alfeisle and in Alpathia, but there are already several captains who are exploiting this trade with great profit.

Yet the most popular nut in the world is neither the Almond nor the Walnut, but the **Peanut**. It was likely domesticated by elves in Davania but soon spread to the Oltecs who settled in the southern continent in ancient times. It is different to other tree nuts as it grows under the earth and in fact

it is botanically a relative of legumes. It grows well in all the tropical regions, but not in colder climates, and so nowadays it is widely cultivated in Ochalea, Yavdlom, northern Davania, the Alatians, and highly sought after further north. Some smaller productions have been established also in Ierendi and the west.

The **Cashew nut**, also domesticated by elves and soon used by the Oltecs, is widespread and popular in western Davania but is still relatively rare in the Known World except for a very small production in Alfeisle and a slightly bigger one in Sind. Over the centuries however it has spread to eastern Davania, Ochalea, the Pearl Island, Cestia and Skothar, so it could become more common very soon. The **Brasol nut** is another Davanian nut, whose wood is also very precious, which currently can be obtained only from Savage Coast traders, but likely could be bought directly in the Addakian Sound and Brasol.

The **Pecan nut** is much less common in the world but more readily available to us as it is traded by the Atruaghin, and appreciated also in the Savage Coast. Similar in shape to a walnut, it has its distinct flavor and it is currently in high demand in Alfeisle and in Alphatia.

The **Hazelnut** is likely native to the Alphatian region or to Brun, and used by dwarves, humans and later elves too since remote times. Thyatis, Alphatia and Hule all have relevant productions.

The **Pistachio nut** probably had its origin in Bellissaria or Minaea, where it is still quite common, as in all southern Alphatia, the Alatians, Ochalea, here in Minrothad,

southern Thyatis, Ierendi and Sind. Even if widely cultivated, the yield is limited and so the demand is always high.

The **Macadamia nut** came originally from the Orc's Head Peninsula and the Trident Bay, but recently successful cultivation has been started in the Savage Coast and Yavdlom. It is a precious commodity in the main cities of the Known World and in Alphatia.

The **Pine nut** is an extremely precious nut, because it is grown wild only and it comes from only some species of pine trees, one which grows also here in Minrothad, Thyatis and other southern nations, the cluster pine or maritime pine, and two others, a pine and a larch, which grow only in northern Brun, Alphatia and Skothar and produce smaller nuts. The limited production and the fact it is considered a delicacy to decorate several recipes in Thyatis, Minrothad, the Shires, Darokin, Alfheim and Ylaruam make it a perfect trade commodity, if you can gather enough of them.

Mushrooms



Elves love mushrooms and know well all the ones that grow in the forest. Dwarves love mushrooms and know well all the ones that grow in the mountains and in the caves under the earth, down to the Shadowdeep. Elves and dwarves do not always get along but be sure that elves love to try dwarven mushrooms and dwarves also love to try elven mushrooms. And then there are the halflings and the gnomes who want them both. You can become rich trading mushrooms without ever meeting humans, but I assure you humans love them too.

Mushrooms sell at high prices. And they can be dried quite efficiently. The only problem is there are hundreds of species and several are poisonous, some fatally so. Others can be consumed cooked but not raw. The bottom line is that you have to know mushrooms very well before buying or selling

them, or rely on someone who knows them well and can be trusted. I'll not even try to list all the known species here. There are too many. Just let me repeat the warning: do not mess around with mushrooms. Unscrupulous traders have killed people and have been convicted for murder.

Limiting ourselves only to the most common mushrooms, the **Cep**, or **Penny Bun**, or **Porcino**, as they call it in Thyatis, is probably one of the most precious ones. Highly appreciated are also the **Golden Chanterelle**, the **Saffron Milk Cap**, the **Oyster mushroom**, the **Honey fungus**, the **Zendrolion's mushroom**⁶ (not to be confused with the poisonous Fly Agaric and Death Cap!), the **Puffball**, the **Button mushroom**, the **Morel**, the **Shaggy Parasol**, the **Wood Hedgehog**, the **Shaggy Ink Cap**, the **Black Trumpet**. Many of these mushrooms are common in Brun and the Known World, and even in Alphatia, but rare or unknown in Davania, which however, like Skothar and western Brun, has its own specific varieties. Specific varieties as well grow in the Shadowdeep only; a trader's job is always to bring something new to the people who can appreciate it, and you will be adequately rewarded.

A specific chapter must be opened for the **Truffle**, a highly sought after mushroom which grows under the earth. Rich men and women in Darokin City, Glantri City, City of Minrothad, Thyatis City and Sundsvall are eager to pay incredible prices for it, which is a great source of wealth for Alfeisle, as we are the only ones who have learned how to cultivate it under oak trees. In the rest of the Known World, humans, halflings and dwarves typically search for them with pigs and dogs. Lupins as well are said to be very

⁶ See "[Amanita caesarea](#)" entry on wikipedia.org

good at finding them. And werewolves, but you do not want to mix with them, probably. Despite this and our cultivation, the demand is still much higher than the offer, so even if you are a born and raised Minrothaddan elf, it is not easy to obtain a steady supply of this precious mushroom.

**Addendum 2:
Trading with Shadow Elves
(written in AC 1,014)**

Shadow Elves were the stuff of legends before they sprung up from the ground, literally like mushrooms, a few years ago. After some years of war and bad relations we have recently discovered that the Shadow Elves are literally an untapped platinum mine for traders, especially for elven traders such as us. In fact, even if for some absurd religious notion they steadily refuse to sell gems, not only they will sell you the purest metals you'll ever find in the world, rivaling the dwarves', but they do have a lot of exotic productions which are The New Trend in the richest circles of the Known World and beyond. They have exotic mushrooms, exotic spices, meat, fish, spirits, exotic animals, monsters, hides, cloth, silks, dyes, glassware and porcelain, ivory from strange animals, weapons, semiprecious stones, books, perfumes, art and magical items. Things that can make you very rich in Darokin City, Thyatis City or City of Minrothad.

But that's just the start of it. As I said, they have some absurd religious fascination with gems, so they are willing to pay for them more than their already high market value! As I learned from dwarves, initially they were rather eager to take gems by violence, considering it 'sacrilege' that humans,

dwarves and other races picked them from the rocks to use them as simply decoration. But now that they have learned, the hard way, that such an attitude would only have brought down on them a coalition of the other races, they are more amenable to obtaining gems in the civilized way, which is to pay traders a lot for them.

And the best of this is that due to the bad relations they have with dwarves after the recent wars, dwarves and gnomes refuse to sell them gems directly and so we can act as intermediaries and make a lot of money from it.

Now you'll say, Darokinians will already be thick in doing that, and this is correct, but we, the elves of Minrothad, have a huge trading advantage here. Because the Shadow Elves do not look for gems only, but love all products of the world and especially those of the other elves, but many groups still hate or fear them due to the Alfheim events. So as we were able to gain their trust as elves willing to accept them, they now want to buy literally everything from us. And I mean everything, and with an eagerness you have never seen the equal anywhere in the world.

Once I brought magically preserved Davanian fruits in Shireton and I was really overwhelmed by buyers, so much that I had to cap my prices. I know how strange this may sound, because I was ashamed to exploit too much from it. In fact halflings of the Shires are always solid buyers, and you should never take too much advantage of good customers. They could resent you for it in the medium and long run, and your future business will suffer.

But that day in Shireton pales compared to the day I reached Alfheim Town, which they now call Rafieltown, whatever this means, with more Davanian fruits and a variety of products from all over the Known World. I was immediately surrounded by a very polite crowd, and when I started to show my products there wasn't really a flurry of bids like humans could do, but the Shadow Elves rather discussed among themselves to let whoever they think could offer an adequate value for the products I was offering. And so, for some Davanian fruits one finely dressed warrior offered me a magical plate mail! A silk trader offered me a full load of their silk, which was extremely fine and I later sold for incredible profit, for just a mantle made with Alphatian silk. Their offers were so high I decided to grant them additional future orders in exchange for such high payments. For the same reasons as explained above. If you do not have competition now, you will have sooner or later, and competitors will destroy your market in a place, if they can paint you as excessively greedy.

I must confess I was moved seeing all those Shadow Elves almost in tears looking at things which they previously knew only from ancient stories and legends. Living away from the sun for centuries is not something easy. No wonder they look so somber.

But what really made me cry was a very old Shadow Elf, ready to depart as a wanderer, which means he is supposed to leave the community so as not to be a burden for it. I know how absurd this may sound to your ears, but you have to understand these elves have lived for centuries in a very unforgiving, harsh environment. That old elf explained to me his great-grandmother had been a farmer under the sun in the remote past, and had

passed down stories about the fruits of old times. He wanted to taste some of them before dying and bring some to his grandchildren, and asked for forgiveness because he could pay only with some gold. Just 10,000 times the value of what he wanted to buy. I ended up giving him much more than some fruits, I still made a 1,000-fold profit and I was sad I had nothing more to give to him, as he probably would not be around for my second trip. But I promised to bring fruits to his grandchildren, and I've kept my promise.

Now that some time has passed and Rafieltown is opening up to trade with many more foreign traders, including humans and halflings, the profit margin has obviously shrunken, but it is still incredible. Consider that anything which is not easily supplied by the nearby nations, Darokin, Glantri and the Shires will sell for a +5 to +10 price in Rafieltown. And anything the Shadow Elves export, you can buy at -5 to -10 to sell it anywhere in the main cities of the Known World.

While it lasts, rush there to trade.

One warning though, a very important one. Do not hire former Alfheim elves as caravan guards and if you meet former Alfheim elves on your way to or from Rafieltown, do not tell them where you are going or whence you came from. Nowadays there are peace talks and in the future it's possible that former Alfheim elves and Shadow Elves will share a new forest, but for now there are still many Alfheim elves who hate Shadow Elves with a passion and will be very keen on cutting your throat by night as a 'traitor to elvenkind' if they discover you trade with them. You have been warned.

Seaweed



Vegetables of the seas can be eaten, and cultivated, as well as the vegetables of the land. And they have a great variety as well. Obviously we water elves know a lot of edible seaweeds, and many more we trade with our cousins the aquatic elves and the tritons, merrow and kna of Undersea, but let's forget for a moment our friends and enemies beneath the waves, of whom we'll speak soon. Seaweed in fact is known and consumed by humans too, and by many other races. The most common is probably **Porphyra**, a big family of seaweeds which are used in many countries. **Green laver**, also known as sea cabbage, is used as a vegetable in Ochalea and Skothar, **Pyropia** is used to wrap rice or eaten roasted in Ochalea and the east, while the red alga called **Carrageen moss** is eaten in all the

northern Isle of Dawn, and in the same area **Laver** is used to make a typical dish. In the west, Oltec-descended peoples used to make a sweet pudding with some seaweeds. Seaweeds also have many other uses, some known also to humans and some only to us. They can be used to wrap and preserve rations and foods, in cakes and to make gelatins useful to preserve fruits and meat. There is a seaweed which heals from many maladies, and another which makes you feel not hungry even when you are. With them you can also make filters to purify water, cosmetics, and fertilizers for land cultivation. Several seaweeds are sold for decorative purposes in Ierendi and Minrothad, and some can be used to obtain fibers. In some communities of the Northern Reaches, they are also used to build roofs, and as feeding for sheep and cattle. And obviously you can also use some to feed and raise fish.

The challenge with seaweed is the same with other vegetables: it can spoil. But many species can be stored well in salt water, and others can be efficiently dried and traded as such.

Addendum 3: Trading with Undersea

Minrothad had a notorious clash with the best traders of the Undersea, the kna—a big mistake if you ask me—but it is what it is and so now we can trade only with the Aquarendi elves around Alfeisle, who by the way mostly buy from the kna all that they cannot produce. The clash with the kna and the bad relations our human countrymen have with the tritons of the Undersea have all been a great advantage for

Ierendi, which trades very well with the merrow.

Nevertheless, the Thyatians have with Undersea races even worse relations than us and the other Known World nations do not have much contact, except for some kna traders who occasionally reach human traders in Athenos, Shireton, Vorloi and other places, so we still have, through the Aquarendi, good access to more Undersea products than other nations, except perhaps for Aquas in Alphatia.

And there are many Undersea products. **Fish** and **seaweed**, obviously, but also **fish skins**, seaweed **silks**, seaweed **spices**, seaweed **dyes**, seaweed **spirits**, **seal skins**, narwhal **tusks** and other **fish bones** which can be carved as ivory, **corals** and **pearls**, **seashells** which can be used as decorations and containers. And **metals**, **gems**, **semi-precious stones**, rare **marbles**, **magical items** and **magical ingredients**, and Undersea **art**. Lots of rare products which can be sold for big profits in the major cities of the Known World.

The Aquarendi on their part are more than eager to barter all the above products for things coming from the surface, many of them later re-sold to the kna and the tritons. As the more eccentric Darokinian or Thyatian upper class love to stupefy guests with 'Undersea dinner' and trade Undersea magic and art, so does the tritons nobility love to present surface foods to entertain their guests, despite their perishable nature and the altered taste when consumed underwater. And the same goes for everything else which can be preserved at least long enough to arrive more or less in its original shape to the bottom of the sea.

Salt, oil, honey, sugar, herbs and spices

Humans and halflings have spent considerable time and efforts to find substances to flavor food. Dwarves and elves in old times were a bit diffident toward salt, sugar and all kinds of spices that alter the taste of food, but nowadays they have mostly set aside such prejudices, and you can sell well a load of spices even in Dengar, while not as well as in Thyatis City.

Salt



Salt has been produced by humans living by the sea since ancient times. The origin of **Sea salt** production is likely somewhere in ancient Minaea or the Alphatian Sea region. The elves of Davania discovered it much later, from the humans, and for centuries they refused to use it, as they thought it altered too much the natural taste of foods. But salt is also extremely useful to preserve food for trade, especially fish and meat. The dwarves apparently discovered **Rock salt** on their own, mining it in the mountains. Salt mines are actually, according to many sages, dried seas of remote ages. Salt was also used as currency by

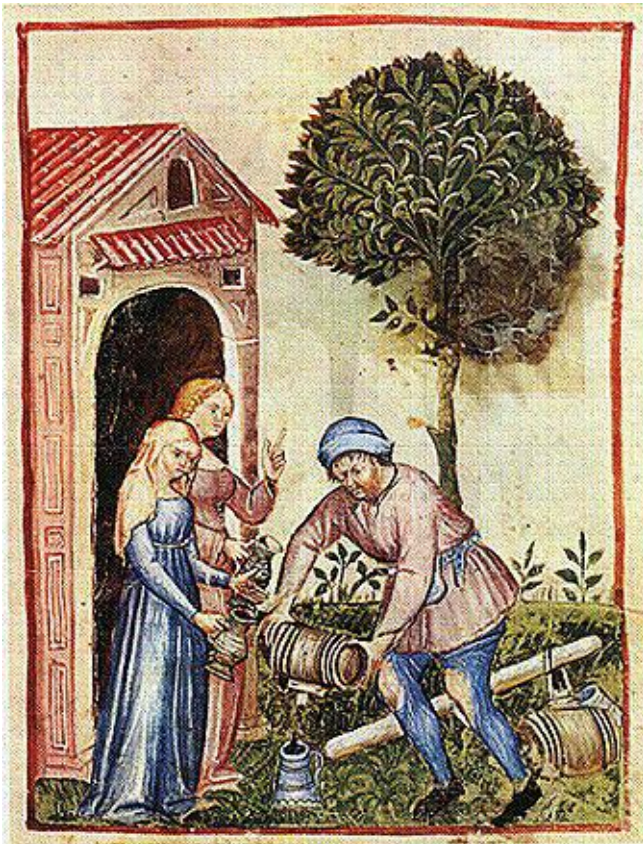
Export & Import Trade in Salt

Export location	Exported goods	Import location	Imported goods
Actius, Thyatis	salt -2	Akesoli, Darokin	salt +3
Argevin, Thyatis	salt -2	Alchemos, Bellissaria	salt +1
Baratpur, Sind	salt -2	Altendorf, Heldann	salt +1
Ethengar	salt -3	Azkoran, Azardjian	salt +3
Filtot, Ierendi	salt -2	Azurun, Hule	salt +2
Gulluvia, Adri Varma	salt	Citadel, Alphatia	salt
Gurr'ash, Ator	salt	Erdnidze, Chengouch	salt +3
Helskir, Isle of Dawn	salt -2	Grauenberg, Heldann	salt+2
Julinius, Thyatis	salt -2	Jehrom, Hule	salt +2
Katambwe, Yavdlom	salt	Kishinev, Zuyevo	salt
Khamrati, Sind	salt -2	Oceansend, Norwold	salt +2
Lone Cove, Thyatis	salt -2	Mesembria, Thyatis	salt +2
N'Goro, Yavdlom	salt -2	Porto Preto, Vilaverde	salt +2
Norrvik, Vestland	salt -3	Port Tenobar, Darokin	salt +4
Ragmata, Yezchamenid	salt	Raneshwar, Sind	salt +3
Richland, Yalu Bay	salt	Sol-Klor, Adri Varma	salt
Rymskigrad, Glantri	salt	Spearpoint, Bellissaria	salt +2
Sayr-Ulan, Sind	salt -2	Tameronikas, Ylaruam	salt +2
Seahaven, Bellissaria	salt -3	Ulimwengu, Serpent Peninsula	salt
Slagovich	salt	Verdun, Minrothad	salt +2
Tashgoun, Douz- bakjian	salt -2	City of Wendar, Wendar	salt +3
Tyjaret, Serpent Peninsula	salt -2		
Vorloi, Karameikos	salt		

many ancient cultures, and human cities and kingdoms in history have risen and fallen over the trade of salt, so its importance cannot be stressed enough. We do have a decent production here in Minrothad, but we still import it as much is needed for internal consumption and to preserve fish. Production is much greater in Thyatis, which has both sea salt and mines, Sind, which has both sea salt and a salty

swamp, and Ierendi, and farthest away in the Isle of Dawn, Bellissaria and Yavdlom. Precious rock salt also comes from Sind and Ethengar. The biggest consumers are all the big cities and the cities from whence traders depart, so almost the whole Darokin, or countries which have little to no production, such as Wendar.

Oil



It's also called liquid gold, and for good reason. Like many other modern foods, it was likely extracted first from **Olives** in the region of modern Minaea. **Olive oil** is still the most common and appreciated cooking oil, but it is also used to preserve various foods, especially vegetables, and for cosmetic purposes. Thyatis is probably the biggest producer of the world, but there is a good production also here in Minrothad, in the southern Isle of Dawn, northeastern Davania, southern Bellissaria, Minaea and parts of the Savage Coast. The biggest importers are all the big cities, especially the northern ones where olives do not grow.

There are other edible oils in the world, such as **Avocado oil** (Savage Coast), **Hazelnut oil** and **Almond oil** (Hule), **Sesame seed oil** (Sind) and **Macadamia nut oil** (Trident Bay), or **Argan oil** (northern Davania). Typical products in certain areas, where they are more common than olive oil. Alphatians have learned to extract oil from **Maize**, **Sunflower** seeds, **Rapeseed** and **Safflower** seeds, considered delicate oils ideal for cooking and salads. In Sind and Yavdlom there are also **Peanut oil** and **Cottonseed oil**. **Coconut oil** is known in Ierendi, Thanegioth and the Pearl Islands.

In Skothar **Palm oil** and **Soybean oil** are very popular and widespread. The Savage Coast and Davania have their own species of palm, such as Açáí, Acmella, Tucumã, Carapa, Moriche and Pentaclethra, whose fruits can be used to produce oils as well. **Linseed oil** likely came from ancient Minaea and spread to Ylaruam, the Northern Reaches and Norwold, where it is still used as food and, almost everywhere, also as paint binder, wood finish, gilding and putty. Except for Linseed oil, which grows also in colder climates, most of the known oils are produced in warmer climates, so the biggest importers are the colder countries and, as usual, the big cities. Note also that many places which produce oil, such as Kerendas for example, still import it as the local production is not enough for the internal demand, because regions which produce oil often are also those where there is much domestic consumption.

Export & Import Trade in Oil

Export location	Exported goods	Import location	Imported goods
Alchemos, Bellissaria	oil -4	Aegopoli, Alatians	oil +3
Arcadiapolis, Thyatis	oil -2	Broken Lands	oil
Azurun, Hule	oil	Darokin, Darokin	oil
Ekto, Isle of Dawn	oil	Erzmin, Hule	oil +3
Filtot, Ierendi	oil - 3	Feather Fall, Alatians	oil +2
Grey Bay, Thyatis	oil -2	Freiburg, Heldann	oil +3
Halag/Fort Doom, Karameikos	oil	Glantri City, Glantri	oil
Hillfork, Thyatis	oil -2	Goldleaf, Thyatis	oil +3
Jaibul, Jaibul	oil -2	Grauenberg, Heldann	oil +2
Jaboor, Ylaruam	oil -3	Gulluvia, Adri Varma	oil
Kastelios, Davania	oil -3	Hayebil, Kyurdukstan	oil +2
Khamrati, Sind	oil -2	Iskilü, Hule	oil +2
Kopstar, Glantri	oil -5	Jahore, Sind	oil
Malfton, Minrothad	oil -2	Kerendas, Thyatis	oil +2
Mesembria, Thyatis	oil -2	Kishinev, Zuyevo	oil
Minaea, Skothar	oil -2	Leenz, Glantri	oil
Nova Svoga, Savage Coast	oil -2	Magden, Hule	oil +3
Porto Preto, Vilaverde	oil -3	Makrast, Thyatis	oil +2
Port Hatti, Thyatis	oil -2	Morlay, Glantri	oil
Raedestos, Thyatis	oil -2	Nidzhman, Kyurdukstan	oil +2
Ragmata, Yezchamenid	oil	Nyra, Glantri	oil
Selymbria, Thyatis	oil -2	Othmar, Eusdria	oil +2
Serison, Thonia	oil -3	Richland, Yalu Bay	oil
Silverston, Glantri	oil	Rock Harbor, Esterhold	oil +2
Shkodar, Hojah	oil -2	Sol-Klor, Adri Varma	oil
Tel Akbir, Thyatis	oil -2	Sundsvall, Alphatia	oil
Terentias, Thyatis	oil -2	Thyatis City, Thyatis	oil +2
Trikelios, Isle of Dawn	oil	Tu'eth, Cay	oil
Vorloi, Karameikos	oil -2	Tyjaret, Serpent Peninsula	oil
Ylaruam, Ylaruam	oil -2	West Portage, Isle of Dawn	oil +2



Satyrs gathering honey

HONEY AND SUGAR

Another commodity which has become a gold mine of modern trade. Obviously elves have known honey for millennia, but initially we made a very limited trade of it, until humans, halflings and even gnomes became big producers. Nowadays honey is in big demand in all the big cities, and the less common **elven honey** is still the most precious o

ne, alongside the novelty which is **Sugar**. There are two kinds of it. Sugar obtained from **sugarcanes** now comes from the

Savage Coast, mostly Texeiras and Vilaverde, Aegos in the Alatiens, Ochalea, Ylaruam, Sind, Jaibul and Ierendi. All these countries claim they invented it. Sugar obtained from **beets** was recently invented by the Glantrians. While the latter is hard to grow in Minrothad, the Guilds are now trying to plant sugarcane in Trader's Isle, with some initial success. It's certainly a business we should not leave to the Ierendians and the other major producers.

Export & Import Trade in Honey & Sugar

Export location	Exported goods	Import location	Imported goods
Aasla, Alphatia	honey	Aasla, Alphatia	sugar
Aegopoli, Alatians	sugarcane	Ah'roog, Shazak	honey, sugar
Alfheim Town, Alfheim	honey	Alpha, Norwold	honey, sugar
Beitung, Ochalea	sugarcane	Bargha, Ethengar	honey, sugar
Boa Mansão, Texeiras	sugarcane	Corunglain, Darokin	honey, sugar
Ciudad Matacán, Saragón	honey	Darokin, Darokin	honey, sugar
Denwarf-Hurgon, Al- phatia	honey	Dengar, Rockhome	honey, sugar
Dubbo, Bellissaria	honey	Glantri City, Glantri	honey, sugar
Ekiddu, Nimmur	honey	Gulluvia, Adri Varma	honey, sugar
Freiburg, Heldann	honey	Ierendi, Ierendi	honey, sugar
Furmenglaive, Isle of Dawn	honey	Itucuà, Jibarù	honey, sugar
Ierendi, Ierendi	sugarcane -3	City of Minrothad, Minrothad	honey, sugar
Jaboor, Ylaruam	sugarcane	Selenica, Darokin	honey, sugar
Jaibul, Jaibul	sugarcane	Sol-Klor, Adri Varma	honey, sugar
Jahore, Sind	sugarcane	Specularum, Karameikos	honey, sugar
Kastelios, Davania	honey	Sundsvall, Alphatia	honey, sugar
Kishinev, Zuyevo	honey	Thyatis City, Thyatis	honey, sugar
Kopstar, Glantri	sugar beet	Ylaruam, Ylaruam	honey, sugar
Leenz, Glantri	sugar beet		
Lizzieni, Caurenze	honey		
Machetos, Thyatis	honey		
Porto Preto, Vilaverde	sugarcane		
Ragmata, Yezchamenid	honey		
Richland, Yalu Bay	honey		
Rifflian, Karameikos	honey		
Shireton, Five Shires	honey		
Tu'eth, Cay	sugarcane		
Verdun, Minrothad	honey		
City of Wendar, Wendar	honey		

Spices and Herbs



The wealth of traders, spices are one of the main reasons why people face long travels, for great gains. There are so many of them, any list will necessarily be partial, but let's try to briefly discuss at least the more common ones. In this category I have included more or less any vegetable herb, powder or leaf which is used to make food taste better, even if some of them could as likely be categorized among vegetables.

Anise was likely developed by Thothians and is now widespread from southern Skothar to here in Minrothad. It's used for sweets, liquors and medicines and has become highly popular and much demanded in the Savage Coast. **Asafoetida** is a spice which probably originated in Skothar but is nowadays used also in Sind, Hule, western and northern Davania. **Basil** is typical in northwestern Thyatis but also quite common in Minrothad, Sind, northern Davania, Minaea and Skothar. It is used to make sauces or to accompany tomatoes. It has become quite popular in Alpathia and the Savage Coast more recently. **Borage** or Starflower, is used as a vegetable in Thyatis, Karameikos, Glantri, and Heldann, but also as far as Minaea and the Savage Coast. In Machetos it is used as a filling for pasta.

Black Pepper is popular in Sind and in all the big cities of the world now, but it could be native to southern Skothar, or northern Davania. It's one of the most appreciated and traded spices. **White Pepper** and **Green Pepper** are popular Skotharian varieties, while **Pink Pepper** is a Davanian plant, traded from the west and the Savage Coast. **Caper** is popular in northern Davania, Minaea, Thyatis, Bellissaria and all the Milenian-influenced regions. It is cultivated in Minrothad too.

Cardamom is another very popular spice, probably native to Skothar but now also cultivated in Sind, Ochalea and as far as the Savage Coast. **Celery** is a vegetable mostly used to flavor salads and soups, popular in Thothia, Minaea, Bellissaria, Thyatis and Minrothad too. It has enjoyed a rising popularity all over the world: it is now extensively cultivated from Skothar to Darokin and Glantri. **Chicory** or blue dandelion, is a wild plant probably native to Alpathia which has now spread more or less everywhere. It's very versatile, as it can be eaten as a vegetable, the root as a carrot. It can also be used to flavor beer and to make a coffee-like beverage which is popular, mixed with real coffee or alone, in Thyatis, Darokin and Glantri as a cheaper version of coffee. It's also considered excellent for horse and cattle. **Cicely** is another herb widespread in the Known World up to Glantri and southern Norwold, used as vegetable, root or seed and also to flavor spirits. **Cinnamon** is another major spice, native to Skothar, brought possibly by the Thothians to Ylaruam and Sind, more recently it has become popular in all the Known World and the Savage Coast to flavor especially biscuits and cakes. **Cloves** are the flower buds of another Skotharian

Export & Import Trade in Spices & herbs

Export location	Exported goods	Import location	Imported goods
Aasla, Alphatia	spices -5	Akesoli, Darokin	spices +2
Ah'roog, Shazak	spices	Argevin, Thyatis	spices +2
Alfheim Town, Alfheim	herbs	Cairnport, Bellissaria	spices +2
Angorit, Yavdlom	spices	Darsagades, Yezchamenid	spices
Athenos, Darokin	spices -3	Debredladany, Hule	spices +2
Biazzan, Thyatis	spices -2	Dunwick, Savage Coast	spices +2
Braastar, Glantri	spices	Edairo, Thothia	spices +3
Dubrax, Robrenn	spices -2	Ekiddu, Nimmur	spices
Eyf, Robrenn	herbs -2	Erdnidze, Chengouch	spices +2
Foreston, Thyatis	herbs and spices -2	Farend, Qeodhar	spices
Garganin, Davania	spices -3	Gapton, Minrothad	spices +2
Gulluvia, Adri Varma	spices	Greenwood, Alphatia	spices
Gundegard, Eusdria	spices -2	Gurr'sh, Ator	spices
Hayebil, Kyurdukstan	spices -2	Harbortown, Minrothad	spices +2
Ierendi, Ierendi	spices -2	Hockstein, Heldann	spices +2
Itucuà, Jibarù	herbs	Horken, Bellissaria	spices +1
Izmira, Emerond	spices -4	Jaboor, Ylaruam	spices +4
Katambwe, Yavdlom	spices -3	Jaibul, Sind	spices +2
Les Tentés-sur-Bancs, Nouvelle-Renardie	spices -1	Karakandar, Sind	spices +2
Le Vieux Carré, Nouvelle-Renardie	spices -2	Khuur, Hule	spices
Magden, Hule	spices -2	Kishinev, Zuyevo	spices
Malfton, Minrothad	spices -2	Kladanovic, Serpent Peninsula	spices +2
Ragmata, Yezchamenid	spices	Kopstar, Glantri	spices +2
Raven Scarp, Hinterlands	spices -3	Lizzieni, Glantri	spices
Rifflian, Karamaikos	herbs	Louvines, Renardie	herbs +2
Sambay, Sind	spices -2	Makrast, Thyatis	spices +2
Sandapur, Sind	spices -2	Marbletown, Bellissaria	spices +2
Sayr-Ulan, Sind	spices -3	Miriestiu, Hule	spices +2
Seagirt, Pearl Islands	spices -3	Prijderel, Hule	spices +3
Shiye Lawr, Alphatia	herbs	Richland, Yalu Bay	spices
Shireton, Five Shires	herbs	Shraek, Alphatia	spices
		Shireton, Five Shires	herbs and spices

Export & Import Trade in Spices & herbs continued

Export location	Exported goods	Import location	Imported goods
Sol-Klor, Adri Varma	spices	Skyreach, Alphatia	spices
Torion, Thyatis	spices -2	Spearpoint, Bellissaria	spices +2
Tu'eth, Cay	spices	Specularum, Karameikos	spices
Tyjaret, Serpent Peninsula	spices	Starpoint, Alphatia	spices
Uhuru, Yavdlom	spices -3	Thantabbar, Five Shires	spices +2
Verdun, Minrothad	herbs	Thyatis City, Thyatis	spices +3
City of Wendar, Wendar	herbs	Trikelios, Isle of Dawn	spices +2
West Portage, Isle of Dawn	spices	City of Wendar, Wendar	spices

plant which spread to the Pearl Islands, still the nearest place in which they grow. They have become quite popular to flavor meat, rice, fish, hot wine, cooked fruit and many other dishes, from Minrothad to Heldann to the Savage Coast, making the fortune of several Pearl Islanders and many traders. **Coriander** is another queen of spices, possibly native to ancient Minaea and spread by the Thothians, now quite popular in Sind, Minrothad, but also the Northern Reaches and Norwold (for rye bread) and Glantri (to flavor beers and spirits). **Cumin** is another ancient spice, probably spread by Thothians and Milenians from Skothar, but now also cultivated in Sind, northern Davania, and the Savage Coast. It is widely used in Sindhi rice, Glantrian cheese and Savage Coast sauces. **Curry** is really a mix of spices developed in Sind in ancient times and possibly from there spread in many other places, including Yavdlom, Thanegioth, Ochalea, the Pearl Islands and it's now in high demand in Alphatia, Skothar and the Savage Coast. **Dill** is another herb common in the Known World, Alphatia and northern Skothar, probably another Thothian diffusion which is now widely used in soups, sauces and creams in Norwold, the North-

ern Reaches, Glantri, Karameikos but also in Hule, Sind and Minaea. **Fennel**, a vegetable related to carrots, was very popular among Milenians and so it is now in Thyatis, the Isle of Dawn, Bellissaria, northern Davania, in salads or to make tea and flavor spirits. It is used in cooked dishes in Sind and Skothar, and to flavor Thyatian and Heldannic sausages. **Galangal** is a root widely used in soups in Skothar, the Pearls Islands and Ochalea. Of **Garlic** we already spoke under vegetables, even if it too could be considered a flavoring. **Ginger** is a root probably native to Skothar, but spread to the Pearl Islands, Ochalea, Sind, Ierendi and Yavdlom, which was already very popular at the times of the Milenian Empire and it is even more so nowadays. It is used fresh, cooked and to make almost anything, including sweets, beers and tea. **Horseradish** is a root vegetable likely spread by the Milenians, which is widely used for sauces and salads from Karameikos to Norwold. **Hyssop** is a shrub which probably spread from ancient Bellissaria and is used now to flavor vegetables in Thothia, Ylaruam and northern Davania and for liquors in Karameikos and Glantri. **Junipers** are the berries of a tree used in northern Thyatis,

Karameikos, Rockhome and other places to flavor spirits or meat. **Lavender** is a notorious component of perfumes in Glantri but also cultivated in Alphatia, Sind, Darokin and Ierendi, used also to flavor tea, vinegar, jellies, baked goods, and beverages. **Lemongrass** or *Cymbopogon* is a grass used for cooking, tea, perfumes, soaps and as insect repellent. **Licorice** is an aromatic root also popularized by Milenians and now cultivated in Sind, Thyatis, Minrothad, Ochalea, Bellissaria, Minaea, Hule. It is used mostly in sweets but also as a medicine and to flavor tobacco, or to clean teeth. **Mustard** seeds, mixed with vinegar or lemon juice, are used to obtain the notorious condiment which likely traces back to ancient Bellissaria then to Milenia and Thyatis and later spread to Glantri, which have some famous varieties. Now it is also in high demand in Sind, which as you can see by now has a real passion for spices, and Alphatia.

Nutmeg is another Pearl Islander spice, later also cultivated in Ochalea, Ylaruam and Yavdlom. Another profitable trade as it is sought after in the Savage Coast and Alphatia. **Oregano** is a flowering plant and traditional condiment in northern Davania, Thyatian and Minrothaddan cuisine, and it has also reached the Alatiens, southern Isle of Dawn, Minaea, Bellissaria, Hule and the Savage Coast. **Parsley** is another herb widespread in more or less the same area. A root parsley is also grown in Karameikos and Darokin as a sort of carrot. **Paprika** and **Red Pepper** are relatives of the vegetable pepper and not of black pepper. Paprika is indeed the spice obtained from dried and grounded red peppers. Originally from the Savage Coast, it has spread a century ago with Thyatian traders, making

it still a sort of 'novelty' spice in many places, and therefore in high demand. Successful attempts have been made to cultivate it in Yavdlom, Ierendi and Minrothad. **Peppermint**, **Watermint** and **Spearmint** are leaves generally used in cakes, spirits and tea, or in toothpaste. Probably native to the islands of the Alphatian Sea, they have spread from Skothar to Davania. **Poppy seeds** are used especially in bread and pastry or to obtain oil. Poppy also grows in Thyatis and Minrothad, but it is cultivated mostly in the Savage Coast, Hule and far eastern Skothar. A drug can also be obtained from the seeds, but we'll discuss it later. **Rosemary** is another culinary herb used already by Thothians and Milenians, then by Thyatians, and now very appreciated worldwide for meat stuffing and cooked vegetables. **Saffron** is obtained from a purple flower, likely native to ancient Minaea, which is still one of the major producers. Milenians and Thyatians were initially great importers of the spice until they learned to cultivate it, and now there is decent production also in Minrothad and Darokin. It is still very profitable as a much sought-after spice. **Sage** is another leaf likely native to the islands of the Alphatian Sea, commonly used to flavor meat in Thyatis and for stuffings in some areas of Glantri and Alphatia. **Sesame** seeds are probably native to northern Davania and used in bread, salads or as a sauce in many places, such as northern Davania, Ylaruam, Sind, Bellissaria, Ochalea, Yavdlom and the Savage Coast. **Tarragon** or **Estragon** is a herb used in cooking in a vast area of Brun, from Glantri to the Savage Coast. **Thyme** is another herb popularized by Thothians and Milenians and used in cooking in all of the Alphatian Sea region, including Minrothad. **Turmeric** is

an orange powder obtained from a root, cultivated and used extensively in Sind, Yavdlom, Ochalea, northern Davania and Skothar as a flavoring and a dye. **Vanilla** is a sweet yellow powder obtained from the beans of a flower which was cultivated by the Oltecs of Davania and now grows in many warm areas such as Yavdlom, Ochalea, northern Davania and Skothar. It's one of the most precious and sought-after spices, also because the major producer seems to be the far off Davanian island of Cestia, with which only some Alphatian traders had so far regular contacts.

Vinegar is a fermented liquid used mostly for salads, sauces and marinades. A vinegar can be obtained from a lot of things, mostly fruits and grains. Each country has its own varieties, and some are highly appreciated, such as the Balsamic Vinegar of Retebius in Thyatis. **Wasabi** is a very spicy and very rare spice obtained from a sort of cabbage which apparently grows only in the island of Zyxl in Skothar, and so is traded only rarely by Texeiran, Vilaverdan or Yezchmenid merchants which are in contact with traders from Gombar and Suma'a, two mercantile nations from the other side of the Arm of the Immortals.

The best places in which to buy spices depends on the kinds of spices you seek; some are quite near to us and others very far away, but there is always a promising market for them, including in Minrothad itself.

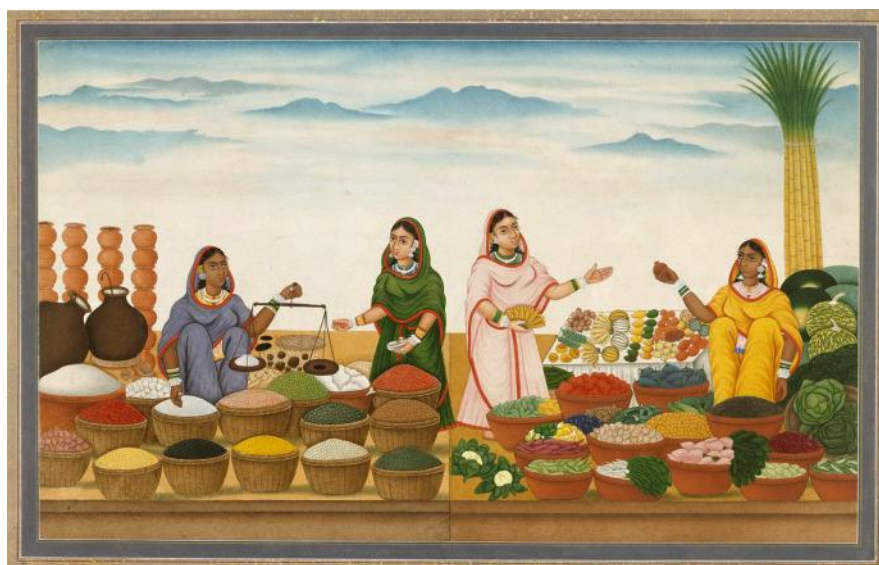
Tea, coffee, cocoa, milk, butter, yogurt, cheese

Milk and all the products you can obtain from it, as well as tea, coffee, cocoa is a broad category in which I've put all the beverages and foods which some cultures consider so common and essential they can hardly imagine there are other cultures and races which have lived millennia without knowing they even existed. And the other thing which associates all these products is the fact that now in the places where they were completely unknown and people have lived millennia without them, they all want them, need them and can't stay without them anymore. And this is great for us, because it means incredible profits.

Tea

If you tell a Sindhi or an Ochalean that tea was invented by rakasta and their ancestors have lived for generations without even knowing tea existed, they will not believe it and may challenge you for even saying such an insulting thing. But that's the truth. What's nowadays commonly called tea was selected in Skothar by rakasta farmers so much time ago it's lost in the mists of time. Meanwhile, elves in Davania developed on their own all kinds of herbal teas, also called infusions or tisanes, which are so many it would be impossible to mention them all.

Starting with the plant commonly called tea, it too has many variants. **White Tea** is a mild tea of freshly dried leaves, developed in Ochalea and the Pearl Islands. **Yellow** and **Green Tea** are freshly dried varieties



Sindhi market

developed in Skothar, but now relatively common also in Alphatia and Ochalea. Oolong or **Dragon Tea** is another Skotharian variety of dried leaves, with various kinds and tastes, some also Ochalean. **Red Tea** is possibly the most common one, with varieties cultivated in Skothar, Sind, Belayne, the west, the Pearl Islands and also Minrothad and Carytion in Thyatis. **Black Tea** is a fermented variety made in Skothar and Ochalea.

Herbal teas are made with many plants we have already discussed under fruits or spices, such as Anise, Dill, Cinnamon, Fennel, Ginger, Lemongrass, Licorice, Mint, Sage, Thyme, several berries and Citrus fruits and many others. **Chamomile** is traditionally used for infusions in most of the Known World, and supposedly have calming effects. **Echinacea** tea is used in Atruaghin lands as a cure-for-everything medicine. **Mistletoe** tea is popular in Rockhome and Heldann with the same purposes. **Gentian** tea is popular from Karameikos to the Northern Reaches for a lot of maladies. **Ginseng** is a Skotharian root used for teas, soups and beverages which has spread to

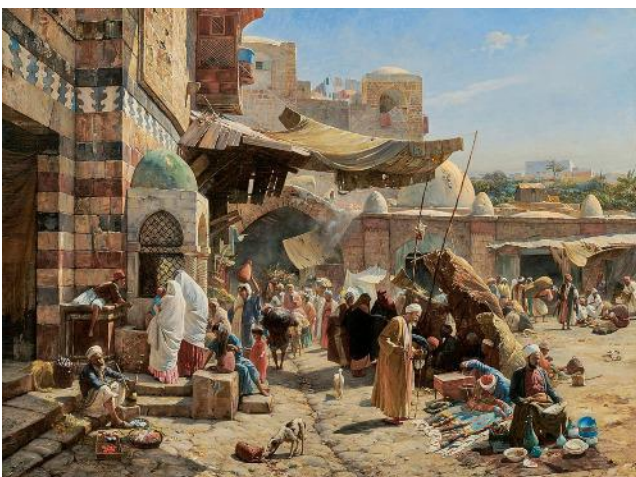
the Pearl Islands, Ochalea and northern Davania. **Hemp** is a remarkable plant which we'll discuss later as it can be used also as a drug and as a fiber, and is also used as a tea in Skothar. **Hibiscus** tea was likely used by ancient elves and then spread by the Oltecs from Skothar to western Brun and Davania, and it's popular also in Ylaruam and Thothia. **Valerian** is a tea popular in Thyatis to promote sleep. **Mate** is a popular tea in western Davania which has spread to the Savage Coast.

Many more infusions exist, but some of them could be classified more as medicines or drugs, which we'll discuss later as they may present risks for the consumers and therefore also for the traders. Elves obviously know all kinds of herbal teas to achieve all kinds of results, from curative to soporific to exciting, but normally do not trade them with humans due to their penchant for consuming foolishly or abusing such substances. Halflings often have the same expertise with plants which they are not always willing to share, and dwarves with mushrooms.

Export & Import Trade in Tea

Export location	Exported goods
Akesoli, Darokin	tea -2
Atruaghin lands	tea
Beitung, Ochalea	tea
Biazzan, Thyatis	tea -2
Gapton, Minrothad	tea -2
Gulluvia, Adri Varma	tea
Karakandar, Sind	tea
Leominster, Bellayne	tea -3
Mahasabad, Sind	tea -3
Minaea, Minaea	tea -2
City of Minrothad, Minrothad	tea -2
Ragmata, Yezchamenid	tea
Richland, Yalu Bay	tea
Seagirt, Pearl Island	tea -3
Tameronikas, Ylaruam	tea -3
Theeds-Upon-Blythe, Bellayne	tea -3
Torion, Thyatis	tea -2
Tu'eth, Cay	tea

Import location	Imported goods
Argevin, Thyatis	tea +2
Braastar, Glantri	tea
Citadel, Alphatia	tea
Deauvais, Renardie	tea +2
Debredladany, Hule	tea +2
Deirdren, Isle of Dawn	tea +3
Dunadale, Isle of Dawn	tea +5
Duzhar, Sardjikjian	tea +2
East Portage, Isle of Dawn	tea +2
Edairo, Thothia	tea +2
Ekiddu, Nimmur	tea
Ekto, Isle of Dawn	tea +2
Ethengar	tea +3
Greenwood, Alphatia	tea
Hayebil, Kyurdukstan	tea +3
Hillcape, Thyatis	tea +2
Horken, Bellissaria	tea +1
Jahore, Sind	tea +2
Kishinev, Zuyevo	tea
Krakatos, Karamaikos	tea
Landfall, Norwold	tea +4
Les Tentes-sur-Bancs, Renardie	tea +2
Le Vieux Carré, Renardie	tea +2
Louvines, Renardie	tea +2
Magden, Hule	tea +2
Mons-en-Plecy, Renardie	tea +2
Sayr-Ulan, Sind	tea +3
Sablestone, Glantru	tea
Shireton, Five Shires	tea +2
Starpoint, Alphatia	tea
Thantabbar, Five Shires	tea +3
Thyatis City, Thyatis	tea +2
Trikelios, Isle of Dawn	tea +1



Ylari market

Coffee

The ancient Tangor people of Skothar claim they were the first who cultivated coffee, but similar claims are made also by some people in the Alphatian Sea region and Davania. Whatever the truth may be, a couple of thousands of years ago coffee was already extensively traded by the Thothians, and soon became a major import for Alphatians. Nowadays there are important productions in Atruaghin lands, Bellissaria, the Savage Coast, Garganin in Davania, Ylaruam, Yavdlom, the Pearl Islands, Tel Akbir in Thyatis, West Portage in the Isle of Dawn and even Minrothad, where the demand is often higher than the supply, as it happens often

in Ylaruam too. All of the northern Known World and all the big cities are great markets for coffee, as nobles and wannabe-rich everywhere pride themselves of offering it to hosts. And obviously elves and halflings love some coffee too from time to time, and even dwarves are not immune from the lure of this fantastic beverage.

Export & Import Trade in Coffee

Export location	Exported goods
Ah'roog, Shazak	coffee
Atruaghin	coffee -3
Bridgeport, Bellissaria	coffee -3
Ciudad Tejillas, Almarrón	coffee -2
Ekiddu, Nimmur	coffee
Garganin, Davania	coffee -2
Houriani, Grouzhina	coffee -2
Jaboor, Ylaruam	coffee -3
Katambwe, Yavdlom	coffee
City of Minrothad, Minrothad	coffee -2
Ragmata, Yezchamenid	coffee
Richland, Yalu Bay	coffee
Seagirt, Pearl Islands	coffee -3
Tanakumba, Yavdlom	coffee -3
Tel Akbir, Thyatis	coffee -2
Tyjaret, Serpent Peninsula	coffee
West Portage, Isle of Dawn	coffee -2

Import location	Imported goods
Aasla, Alphatia	coffee
Alpha, Norwold	coffee +5
Darokin, Darokin	coffee
Deauvais, Renardie	coffee +2
East Portage, Isle of Dawn	coffee +2
Gulluvia, Adri Varma	coffee
Helskir, Isle of Dawn	coffee +4
Highforge, Karameikos	coffee +3
Jaibul, Jaibul	coffee
Kishinev, Zuyevo	coffee
Landfall, Norwold	coffee +2
Les Tentes-sur-Bancs, Renardie	coffee +2
Le Vieux Carré, Renardie	coffee +2
Louvines, Renardie	coffee +2
City of Minrothad, Minrothad	coffee
Mons-en-Plecy, Renardie	coffee +2
Newkirk, Isle of Dawn	coffee +3
Port Marlin, Esterhold	coffee +2
Sayr-Ulan, Sind	coffee
Shireton, Five Shires	coffee +3
Sol-Klor, Adri Varma	coffee
Starpoint, Alphatia	coffee
Sundsvall, Alphatia	coffee
Thantabbar, Five Shires	coffee +2
Ylaruam, Ylaruam	coffee +4

Cocoa

Cocoa was likely first cultivated by the western Oltecs before the Great Rain of Fire, but remained a local curiosity until a few centuries ago, spreading to the Known World especially after the Thyatian conquest of the Savage Coast in AC 900. In truth the biggest producer in our relative vicinity is Yavdlom, and in fact some Alphatian traders have faced for centuries the long voyage to Yavdlom especially to buy cocoa. Now cocoa has become the most

sought-out curiosity in all the big cities of the Known World and basically anywhere there are rich people willing to pay for it. In many places, a pound of cocoa can be sold for ten swords, ten pigs, a cart or a spell, just to tell you how profitable this trade can be. For this reason traders are exploring other routes to western Davania, where it seems there is an abundant production of cocoa. Maybe you could be the one who will open a new and rewarding trade route.

Export & Import Trade in Cocoa

Export location	Exported goods
Ah'roog, Shazak	cocoa
Ciudad Real Garguña	cocoa
Ciudad Tejillas, Almarrón	cocoa
Gurr'ash, Ator	cocoa
Katambwe, Yavdlom	cocoa -3
N'Goro, Yavdlom	cocoa -2
Tanakumba, Yavdlom	cocoa -4
Tu'eth, Cay	cocoa
Tyjaret, Serpent Peninsula	cocoa
Ulimwengu, Serpent Peninsula	cocoa

Import location	Imported goods
Aasla, Alphatia	cocoa
Bluenose, Alphatia	cocoa
Darokin, Darokin	cocoa
Glantri City, Glantri	cocoa
Gulluvia, Adri Varma	cocoa
Itucuà, Jibarù	cocoa
Kishinev, Zuyevo	cocoa
City of Minrothad, Minrothad	cocoa
Ragmata, Yezchamenid	cocoa
Richland, Yalu Bay	cocoa
Sundsvall, Alphatia	cocoa
Skyreach, Alphatia	cocoa
Starpoint, Alphatia	cocoa
Thyatis City, Thyatis	cocoa



Milk and its derivatives

I'll tackle here milk, butter, yogurt and cheese even if they are quite different in use and strictly related to the breeding of some animals which we will discuss later, mostly because they are a sizable trade in themselves. Their trade is very sizable in most places of the Known World from the countries to the cities, and much smaller, but quite profitable, for high-quality products to the big cities and the tables of the rich. But let's say first that, as strange as this may sound to those used to consuming milk daily, there are many places in the world where milk and its derivatives are not used at all, because such places lack farm animals which can produce large quantities of it. Elves for example have lived millennia without milk, and likewise the halflings and the Oltec humans. But let's begin from the start of milk history.

The best animals to make milk are cows, goats, donkeys and sheep, and their numerous subspecies. The Oltec humans, which as we have seen domesticated a lot of important plants, did not domesticate those species. The humans which instead domesticated such species and made milk were the Neathar humans. This group of humans began as nomadic tribes which initially spread in the interior and in the north of Skothar. Some of them in the south mixed with Oltec humans, forming the modern Jennites of Skothar, and brought the animals and their milk to them too. From the Jennites, animals and milk spread also to the Tanagoro humans of southern Skothar. In the meantime other Neathar and mixed Oltec/Neathar humans spread through the islands of the Alphatian Sea to Brun, bringing milk with them and spread-



ing it also to the dwarves and gnomes. But in the region inhabited by Oltec humans, elves and halflings, so basically the whole of Davania and many regions of southern Brun, milk was almost unknown until a few centuries before the Great Rain of Fire. Even then in Oltec and elven lands it was more a curiosity than a common product. Nowadays the picture is a bit different. In some countries milk and yogurt are popular, while cheese is still an exotic product, in others milk and cheese are popular, while yogurt is almost unknown. In Thyatis, for example, milk is used daily by anyone who has at least an animal or can buy a bit of it, and there is an incredible variety of cheese, but yogurt is just a curiosity for the rich, and butter is used only in the north where olive oil is less available. In Ethen-gar, milk and yogurt are consumed in large quantities, but cheese is almost unknown.

And so on. Dwarves and gnomes now breed goats, and love their milk and cheese, but yogurt is not very common. Milk, butter, yogurt and cheese are all very popular in Glantri. Halflings, who did not know milk before coming to Brun, now love it and produce butter and a lot of cheese, and

also some yogurt. In Darokin, milk and butter are used a lot, but cheese is more popular than yogurt, while among the Traladarans of Karameikos yogurt is more popular than cheese. In Minrothad milk and cheese are extremely popular, but yogurt and butter much less so. In Ierendi and Atruaghin lands, milk and its derivatives are not commonly used. In Sind all dairy products are popular but only certain regions have a relevant production of cheese. Elves still hardly use much milk and butter, but some yogurt and many cheeses are appreciated as interesting 'human' products. In Alphatia, especially in their northern 'kingdom' of Frisland, there is a true cult of cheeses, with some very strange ones developed. The other regions of Alphatia use milk, yogurt and cheese as well, while butter is more common in the north than in the south. **Cheeses** in particular have fantastic regional variations from country to country and even from region to region and town to town in the same country. Their history traces back to the regions of ancient Minaea and Bellissaria, but then they spread to Alphatia, the Isle of Dawn, many regions of the Known World and Brun, the Savage Coast and some regions of northern Davania. It's just impossible to list them all here, so I'll just give some examples. Many Known World nations have famous cheeses, like Stracchino, Ricotta, Mozzarella, Gorgonzola, Pecorino, Caciotta, Grana, Provola and the thousand others you can find in Thyatis. Brie, Reblochon, Camembert and Edam in Glantri, another major cheese-producing country, but there is also the Matò of the Belcadiz elves, one of the few elven cheese, Brocciu of Minrothad, Byaslag in Ethengar, Rubing in Ochalea, Paneer in Sind, Passendale in Darokin, Emmental and the melted cheese

in Rockhome, Kashkaval and Telemea in Karameikos, Danbo in Vestland, Adelost in Soderfjord, Brunost in Ostland, Moose cheese in Norwold, Feta in Minaea, Queijo in Vilaverde and the many Quesos of the Savage Coast, Jameed in Ylaruam, Picodon in the Shires, Cheddar in Bellayne, Domiati in Thonia, Tulum in Hule, Pikauba, Colby and Muenster in Alphatia, and so many more. Among the more exotic, there is a camel cheese called Caravane in northern Davania, Ayibe cheese from eastern Skothar and the Lighvan of the far western Yezchamenid Empire. I am certainly forgetting some very important ones here, you'll have to do your own research if you want to become an expert cheese trader. It's a market which can be very profitable. Cheeses last long, even in cargo's hold, but beware of long hot days, as they can ruin your cargo of cheese pretty fast and make your ship smell as if some big creature died inside it. You may want to prepare yourself with some good preserving magic.

Finally, some people and regions use alternatives to animal milk with the same aspect of white liquids. These are the **plant and nut milks**, of which there are many types among the elves, in Sind, Atruaghin and several other places. And some of these vegetable milk can also make cheese, as for example soy and rice cheeses which are popular in Ochalea. Plant milks and cheeses too can have a market as exotic foods.

Export & Import Trade in Milk and its derivatives

Export location	Exported goods	Import location	Imported goods
Alpha, Norwold	cow milk and butter	Ah'roog, Shazak	cheese
Azurun, Hule	butter, cheese	Alpha, Norwold	cheese
Bargha, Ethengar	butter and yoghurt	Aasla, Alphatia	milk, cheese
Bayville, Thyatis	sheep milk and cheese	Beitung, Ochalea	butter, cheese
Beitung, Ochalea	cow milk	Darokin, Darokin	milk, cheese
Braastar, Glantri	cow milk and yoghurt	Dunadale, Isle of Dawn	milk, cheese
Ciudad Matacán, Saragón	cheese	Freiburg, Heldann	cheese
Ciudad Tejillas, Almar-rón	butter	Glantri City, Glantri	milk, butter, cheese
Dengar, Rockhome	goat milk and cheese	Gundegard, Eusdria	butter, cheese
Deirdren, Isle of Dawn	cow milk, butter	Ierendi, Ierendi	milk, cheese
Favaro, Darokin	cow milk and butter	Itucuà, Jibarù	cheese
Freiburg, Heldann	cow milk and butter	Landfall, Norwold	butter, cheese
Gulluvia, Adri Varma	milk, cheese	Leominster, Bellayne	butter, cheese
Hattias, Thyatis	cow milk, cheese and butter	Louvines, Renardie	cheese
Kastelios, Davania	milk, cheese	Minaea, Minaea	cheese
Kerendas, Thyatis	sheep milk and cheese	City of Minrothad, Minrothad	cheese
Kishinev, Zuyevo	cow milk, butter, yogurt	Norrvik, Vestland	milk, cheese
Kopstar, Glantri	cow milk and cheese	Oceansend, Norwold	cheese
Lizzieni, Glantri	cow milk and cheese	Redstone Castle, Isle of Dawn	cheese
Luln, Karameikos	sheep milk and cheese	Slagovich, Savage Coast	milk, cheese
Mons-en-Plecy, Renardie	butter, cheese	Sayr Ulan, Sind	cheese
		Soderfjord, Soderfjord	cheese
		Sundsvall, Alphatia	milk, butter, cheese
		Tanakumba, Yavdlom	milk, butter, cheese
		Thyatis City, Thyatis	milk, butter, cheese
		Ylaruam, Ylaruam	milk, butter, cheese

Export & Import Trade in Milk and its derivatives (continued)

Export location	Exported goods
Penhaligon, Karameikos	butter, cheese
Port Lucinius, Thyatis	cow milk, cheese
Ragmata, Yezchamenid	goat milk, yogurt
Richland, Yalu Bay	milk, butter, cheese
Shiell, Alphatia	cow milk, butter and cheese
Shireton, Five Shires	cheese
Soderfjord, Soderfjord	cow milk, butter
Specularum, Karameikos	butter, cheese
Starpoint, Alphatia	cow milk and cheese
Torion, Thyatis	sheep milk and cheese
Threshold, Karameikos	yogurt and cheese
Vyennes, Glantri	goat milk and cheese

Addendum 4: Restaurants and Chefs

A special niche of food trade is the one dedicated to famous restaurants and cooks. Even if they are elite establishments, there are many of them in all the big cities of the Known World and beyond. Some gather local ingredients, but almost all of them eventually search for exotic or rare ingredients, including magical ones. This means there are quite some successful traders who earn a lot of money by supplying such rare ingredients to them. If you prove to be a reliable and interesting supplier for one big restaurant, it could make your fortune.

CONCLUSION

That’s all for today. We’ll continue next time with many other products, starting from some which will certainly interest you young scoundrels, which are alcoholic beverages, tobacco and other similar substances.

Merchant Character Class

(Continued from [page 29](#))

After being released from the spell, even if kept in place for the full duration, the victims of the spell are not necessarily hostile to the Merchant. From their perspective, they simply stopped and chose to listen to the sales pitch, however strange that may seem to them later.

Note that enthralled creatures do not become stupid and don’t forget about their

own safety. A flying creature, for example, will not lose concentration and crash, they will either circle the Merchant or land. A creature that is on fire doesn’t stop and burn, they will continue trying to put out the flame. But they will be largely oblivious to things going on around them other than the Merchant (the effects of this, such as the relative ease by which they may be sneaked up on, is determined by the DM).

A Traveller's Guide to the Tortles' Tears

by Luc Greenwood and Geoff Gander

INTRODUCTION

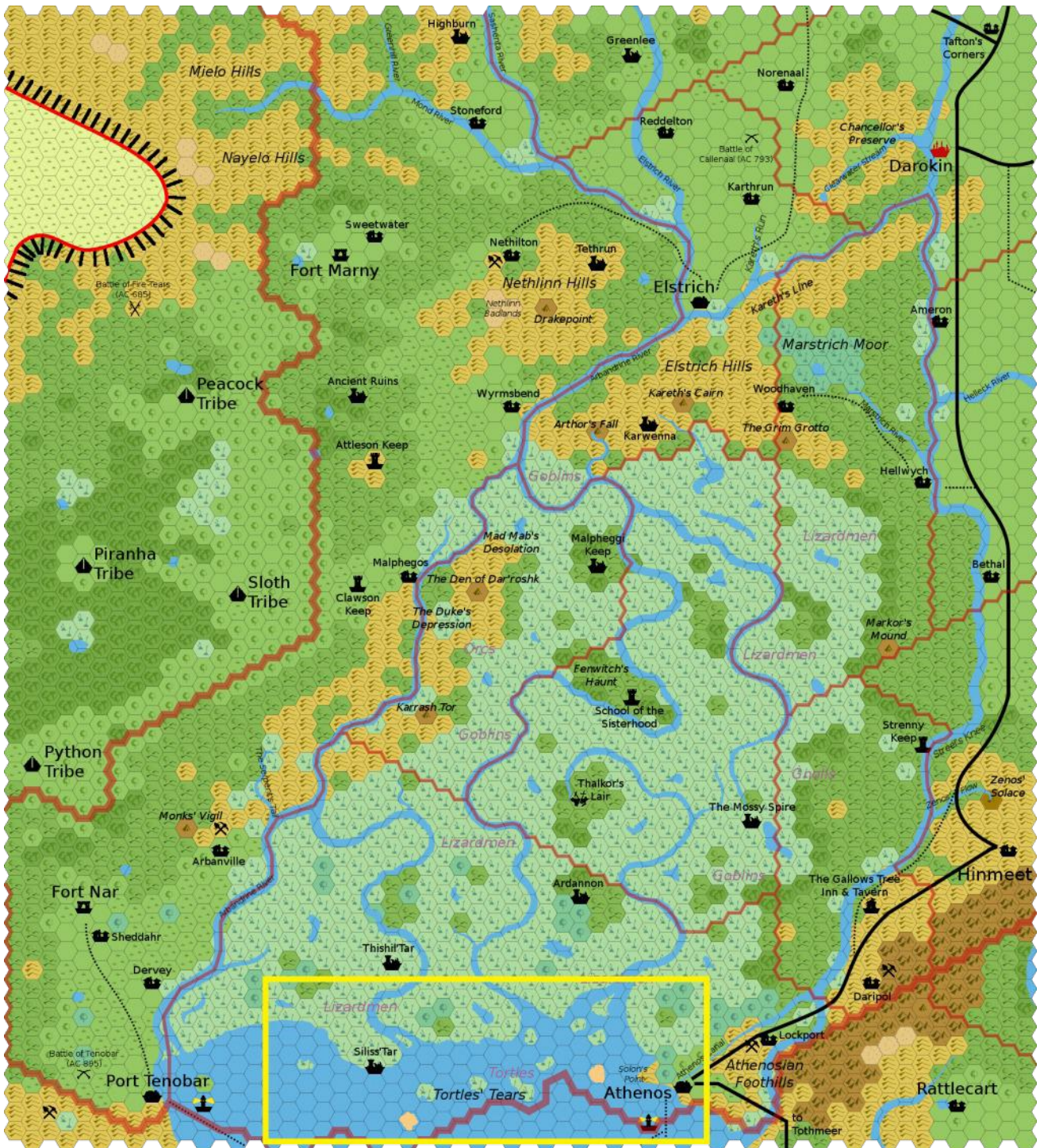
The Republic of Darokin may be a civilized and prosperous nation in the heartland of the Known World, but one would be mistaken to think the nation is devoid of wilderness or its attendant perils. The "Orclands" of the northeast are a prime example, as are the Silver Sierras that mark the northwestern border with neighboring Glantri, and of course the seemingly impassable Malpheggi Swamp ends more than a few adventuring careers prematurely every year. What many do not know, however, is that the great swamp to the south also contains a "secret realm" unlike any other—a chain of ten islands a few miles from the eastern-to-central marshy coast, known colloquially as the "Tortle's Tears."

GEOGRAPHIC OVERVIEW

Of the ten islands, two are bare outcroppings of rock. Once the tops of mountains marking the frontier between the vanished realms of Taymora and Intua, their forbidding peaks now rise up from the sea, and their rugged geography makes it highly dangerous and difficult to effect an approach or landing on them. The rock spire furthest to the east and facing Solon's Point is called The Spur by local tortles; the one to the west at the end of the island chain is known as The Tooth.

The remaining islands are the result of sedimentation that started with the sudden sinking of Taymora in BC 1750 that caused some of the lands immediately to the north—including Malpheggi Swamp and its surrounds—to uplift. Immediately following the sinking, the region was a shallow bay dotted with a few hilly islands. The uplift altered the flow of rivers, which in turn began to deposit silt and other sediments that slowly gave birth to the swamp as it is known today. This process is still continuing slowly, and is what created the Tortles' Tears—first as sandbars around BC 1500, but growing and becoming more stable over time. In the centuries to come the

A Traveller's Guide to the Tortles' Tears



Malpheggi Swamp (detail)

1 hex = 2 2/3 miles

Location of the Turtle's Tears in the Malpheggi Swamp, particular from Darokin, 2 2/3 miles per hex by Mike Phillips



coastline will steadily creep southwards, reaching towards the islands like grasping fingers, while the northern regions of the swamp dry out.

Four islands sit in close proximity to Malpheggi Swamp, with two miles or less of shallow coastal waters separating them from the mainland (or each other). Three extend out from easternmost of the four great (and as-yet-unnamed by Darokinians) river mouths that drain from the swamp, and one sits just at the mouth of the river just to the west. These were the first islands which turtles learned to call home as they migrated into the area, but they had to be subsequently abandoned as lizardfolk tribes continued to expand their territory. Collectively, turtles refer to these as The Lost Lands.

The last four islands—known to the turtles as the Home Lands—sit in a rough line, each about five miles out from the coast. Deeper waters, and the frequent storms that rise up quickly in this humid region, make it more challenging and riskier to reach these islands, compared to the ones closer to the coast. For hundreds of years, the Malpheggi turtles have quietly lived and prospered upon these islands, living, for the most part, in quiet seclusion. From east to west, the turtles call these islands Brother's Land, Sister's Land, Father's Land, and Mother's Land. Though they do not often refer to these islands as a group, some turtle adventurers who have left the Tears refer to their homeland as "Chelonia." Each of these islands is presented in more detail later.

HISTORY

"Life, death—both are the river of time, without sorrow. To fight the river, to control it, brings true sadness."

—*Turtle proverb*

The Malpheggi turtles first arose on the sandy coastal flats of what is now Thanegia Island, which in prehistory was connected to the Serpent Peninsula. They enjoyed a peaceful existence in their remote villages, having been ignored by the Carnifex as being too passive to be useful slaves, and having refused to aid the Lhomarrians in their crusade against those same dark forces.¹ The turtles continued their peaceful existence well after both powers had fallen into obscurity, and had little to do with any outsiders save the secretive Karimari of Ulimwengu, who valued the simple crafts of the turtles and visited them annually in great caravans of elephants. All that ended with the arrival of the Blackmoorians, whose technologically advanced civilization hungered for resources. While the turtles were willing to share what they did not need, they soon realized that the newcomers craved more than mineral

¹ The turtles were well aware of the machinations of the Y'hog Carnifex but their isolationism and deeply peaceful bond with their homeland shielded them somewhat from the cosmic horrors of the Outer Beings, making any effort to conquer them a campaign of dubious value. The Lhomarrians, for their part, recognized the turtles' connection to the land and sought to win them over, thinking to use their power against the Carnifex. While some turtle heroes did leave their communities to fight alongside the humans, they were few in number and their deeds are mostly lost to history. The ancient conflict between Lhomarr and Y'hog is remembered in the songs and the slow, rhythmic poetry of the turtles, but is so highly allegorical that many hours of research would be required to decipher the true meaning.



Turtle by Justin Pfeil: <https://justinpfeil.com/>

wealth; they viewed the pristine beaches as ideal playgrounds for their elites, and before long vast stretches of turtle territory were taken up by pleasure palaces and villas whose luxuriousness has never before—or since—been equaled.

The Great Rain of Fire proved to be the greatest leveller of all. The geologic upheavals of Mystara's axial shift sundered the peninsula and submerged the Blackmoorians' monuments to excess, as well as what remained of the turtles' homes. The survivors migrated to the northeast, guided by their spiritual leaders and soon enough they found a new home on the western shores of the lands that would one day become Taymora, at the mouth of a great river along whose banks they built several villages. The nosferatu-dominated Taymoran city-states began to cast their influence over the area, but again the peaceful nature of the turtles ensured they would largely be left alone; although some—such as the Queens Jadikira of Tamoraz and Samane of Karituja—were fascinated by their deep connections

to the land and sought various ways of obtaining that natural power for themselves. None succeeded, but many turtles found their way to Taymoran cities, never to be heard from again. Intua to the north prized the turtles' shells for their beauty and ritualistic value, and its armies preyed upon outlying communities. All too often the peaceful folk found themselves caught in

the middle of bloody conflicts between the two regional powers.²

The geological upheavals of BC 1750 which sank Taymora, also forced the turtles to move once more—this time further north to a newly-formed bay that would one day become Malpheggi Swamp. There they sought to rebuild their communities, but the arrival of lizardfolk refugees from fallen Mogreth—starting as a trickle in BC 1800, but becoming a wholesale migration by BC 1600³—disrupted their nascent society. While many of the lizardfolk were devotees of the once-outlawed Ka the Preserver, some were followers of the reptilian Outer Being known as Rosheg-K'ha⁴, who was widely venerated

² According to Inti tradition, kings were mummified upon their deaths and through ancient rituals their spirits remained to animate their desiccated bodies. Afterwards, they would govern the lands they personally conquered in life—this drove expansionist policies as each king feared becoming destitute in the afterlife. One Inti king in particular, Totzlituac, learned through his spies of the Taymorans' research, and believed that turtle blood could prolong his life long enough to allow him to embark upon a prolonged military campaign to subdue vast portions of what is now Sind, and thus make him wealthy beyond all imagination. His aspirations were cut short when he realized that not only was this untrue; he was also deathly allergic to turtle meat.

³ While most scholars versed in the ancient history of the Known World date the fall of Mogreth to the collapse of the Raismyr Glacial Wall in what is now Rockhome, circa BC 2000, vocal critics—particularly those in Thyatis—claim that the survival of the eastern city of Theliir until approximately BC 1700 marks the true end of the reptilian nation. Although the heavily-fortified port city ultimately fell to its human neighbors amid the general antipathy of the era towards anyone with scales, its strategic value, at least, was appreciated and it lives on after a fashion as the Thyatian city of Tel Akbir. This might explain the widely-held superstitions among the local populace concerning snakes and the like.

⁴ Although Rosheg-K'ha (alternatively known as “She

in Mogreth. Over time, competition for resources escalated into open conflict, and the less aggressive and less numerous turtles found themselves at a disadvantage, and were slowly driven south to what are now The Lost Lands as the bay turned into a swamp.

By AC 0, the Home Islands had begun to resemble their current shape and had become home to vegetation and birds. The turtles had already visited them and a small number had settled there to escape the conflicts on the mainland. Sporadic trade existed with some of the more peaceful lizardfolk tribes, but on the whole the turtles maintained their longstanding tradition of isolation. Competition for resources continued, however, and by AC 500 the last remaining turtle settlement on The Lost Lands was abandoned.⁵ A tiny handful of turtles can still be found on the

Who Provides” and “Father of Lizards”) is part of the Outer Being pantheon, He/She/They take an active interest in lizardfolk and is not inherently antagonistic towards the multiverse. Ka is aware of this, which makes countering Rosheg-K'ha's plots problematic because, on some level, they have similar goals. Most lizardfolk, however, have long memories and blame their former devotion to Rosheg-K'ha for the loss of Mogreth and their former position of dominance in the Known World.

⁵ The turtles were chased from the Lost Lands by the advancing lizard men, but the victors only hold on to one of the islands now. The remaining three have become the roaming grounds for a nuckelavee, which chased the new occupants out amid much carnage. The creature's history is uncertain: The lizard men blame its appearance on a turtle curse and see it as an act of revenge, while some turtles regard it as a form of karma, or divine punishment from the Sea, upon their aggressors. Most turtles, however, regret the creature's presence and take it as a sign that they will never be able to return to the Lost Lands. Unless, perhaps, a high-level adventuring party tried to help them out—but this is something for a Game Master to consider.



Map of the Turtles' Tears in 1 mile per hex scale

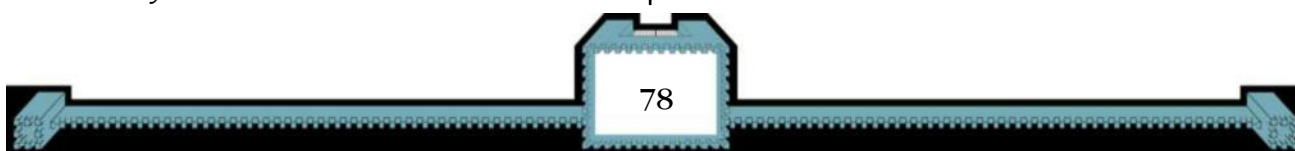
mainland, but these are either lone wanderers seeking to maintain sacred sites out of veneration for the past, the occasional youth with “fire in their shells”, who feels a need to make a name for themselves as heroes of old once did, or the odd misfit deemed unable to live in turtle society, yet unwilling to wholly abandon the place they call home.

Of interest, there is one occasion in recent history where the turtles of the Tears did interact with outsiders. In the late 8th century, the Minrothad Guilds was embroiled in conflict with Ierendian pirates⁶, with numerous sea battles along the southern coast of the Known World. The pirates made occasional use of the Tears as naval bases for several years, until Minrothad convinced the Duchy of Malpheggi to take its side in AC 772. From that point until the conflict's formal end with the Peace of Vlaad in AC 775, the waters around the Tears saw considerable conflict as Malpheggi entered the fray, and its own navy also

dropped anchor there to resupply. While the pirates had generally been respectful of the turtles, and even gave them seeds and fruits acquired during their travels (some of the descendants of which are still grown on the islands today), the Duchy considered the islands to be its sovereign territory, and the turtles to be their vassals. Although the turtles did not revolt openly, they pursued a policy of “benign non cooperation” that hindered the Duchy's activities in the region.

The Republic of Darokin is aware of the turtles—or at least, a handful of bureaucrats in Athenos and Port Tenobar know the islands are not uninhabited—but the general view expressed in memos to the Chancellor, usually in a footnote, is that “Navigation channels are clear, and there are no known obstacles to trade in the region outside of the usual levels of piracy.”

⁶ Please see “The History of Ierendi and Minrothad”, by Simone Neri in Issue #5 of *THRESHOLD Magazine*, for more information about this particular chapter of local history.



THE HOME LANDS

“Mother. Father. Brother. Sister. By Sun and Sea, we tend and cherish. From you we arise, to you we return.”

—*Tortle prayer*

The four islands of the Home Lands are both the homeland of the tortles as well as a physical expression of their relationship with the world itself. A home is more than a place to live; it is where one demonstrates one's connectedness to the patron Immortals of the tortles, and the land itself, by building structures with local materials taken directly from the land itself, which are also harmonious with the environment by blending into the landscape as much as possible. Tortle settlements tend to be difficult to spot, and their extensiveness is not apparent to the outsider.

Brother's Land

As the island easiest to reach from the coast, Brother's Land is the most fortified of the tortle settlements. Squat and sturdy sentry towers stand at either tip of the long curved shoreline facing the mainland, and two low fortified walls curve from the dense tropical forest of the island down onto the beach and back up, forming two defensible positions to repel invaders. The interior jungles and swamps are a hodge-podge of flora cultivated by the tortles that mix the noxious and poisonous in with the nutritious side-by-side, which would make safe foraging difficult for those not well versed in local plant life or geography. The interior is dotted throughout with training grounds



View of Brother's Land

that could double as defensive positions or challenges for enemies to overcome in the event of an assault.

The center of the island, and highest part of the land (about 40' above sea level), is home to Shell Village, which is unique among the tortle villages of the Tears as it has been designed with defense in mind. Fifteen-foot-tall and ten-foot-thick walls of rock and mud surround the village, and much of the interior of the wall is taken up by rectangular dwellings and storehouses. The interior of the village is dotted with the dome-shaped structures that are typically preferred by tortles, serving useful domestic, community, and religious purposes. The domed structures also hide a network of underground tunnels and caverns that contain holy relics, emergency food stores, a freshwater wellspring, a cache of weapons, a special room for tortle egg incubation, and space in which to evacuate the village in the event of an overwhelming emergency.

Approximately 300 tortles live in Shell Village, most of whom are trained and skilled warriors, though all also practice a craft or have a secondary occupation which supports village life. There is also a small community of shamans devoted to the tortle

deity they call Brother Shell. While there is a roughly even mix of male and female turtle inhabitants on Brother's Land, by custom only male turtles are initiated into the Brotherhood of the Shell. The "Little Brothers," as the shamans are called, play both a central role in the day-to-day administration of village life, and train alongside the warriors of the village to become leaders in battle.

The last especially notable feature on the island is a low-lying, small swamp lake near the southwestern edge. This area has been developed as a home and "stable" for about two dozen water salamanders (see description at the end of this article), which the turtles use both for individual transport between islands and as amphibious mounts in combat. There are always turtles posted at the salamander stable to protect and care for these creatures.

Sister's Land

To the southwest of Brother's Land is Sister's Land, the largest of the four Home Islands, and the island with the largest interior area with land high above sea level that is fit for traditional agriculture. This island is the breadbasket of the Tears: While bananas, papayas, mangos, and other tropical fruit are cultivated across the Home Islands—along with a variety of edible greens, flowers, taro, cassava, and fungi—Sister's Land is the only place where staples such as rice, corn, chickpeas, and sorghum are cultivated on a significant scale.



Cliff of Sister's land

Unlike Brother's Land, there is no single village on this island. Rather, dwellings in small groupings of four to eight are spread across the interior, with only a few larger structures in the center of the island such as storehouses, a temple of Sister Grain, and a few communal gathering places. In addition, there are no obvious defensive structures as on Brother's Land; although half a dozen treetop watch structures with low huts at their bases are occupied by groups of three trained warrior turtles from Brother's Land apiece, and these structures sit at the edges of the island's sandy beaches.

Altogether, roughly 400 turtles live on Sister's Land. Of those, only about 50 are either warriors or have received basic combat training. While the shamans known as "Little Sisters" spend time each day at the temple, they are spread out across the island in different farming pods. The priory also operates a distillery, producing a clear spirit from sorghum that is comparable in depth and complexity to whisky and is used for ceremonial and celebratory purposes.

Father's Land



Father's Land walls

The third of the home islands is Father's Land, which stands out from the others of the Tears in that it resembles a bowl with high craggy stone walls rising from the ocean, with only a handful of broken gaps capable of allowing small vessels ingress into shallow lagoons. Perhaps the last remainder of an ancient volcano, the soggy interior of Father's Land behind its sharp and steep walls is filled by dense jungles that host the greatest diversity of plant life on the Tears—including some species which have long been considered extinct or are otherwise unknown elsewhere in the Known World or Savage Coast.

Father's Land hosts the smallest population of turtles, numbering about 150, all living in a tiny village named Father's Home, close to the center of the island and protected by only a couple dozen trained warriors. The village's few low huts appear the most primitive and disorganized of the turtle dwellings in the Tears, with the only notable feature being a single mound of dirt around which the huts huddle. A number of entrances have been dug into one side of the mound, which lead to a series of chambers for storage, religious, and community purposes. Deep within these chambers is a small altar that serves

as the shrine to Father Earth—though the turtles regard the entire island as a temple to their Father, and they show this in a way of living that is even slower, more deliberate, and more considered than turtles usually are.

Unlike the temples on Brother's Land and Sister's Land that host communities that may have half a dozen or more Little Brothers or Little Sisters, the turtles only recognize one "Little Father" on Father's Land at any one time. While a Little Father has a small number of acolytes or apprentices who are educated in his shamanic ways, an apprentice is only chosen to become a Little Father upon the death of one of the four Little Fathers spread across the islands of the Tears.

Mother's Land

The westernmost of the inhabited islands of the Tears is really more of an atoll than an island proper. Ancient coral reefs around its edges have built up sandy beaches that protect and enclose a complex web of mini-islands and lagoons within. While these islands offer the smallest footprint for food production, the turtles of Mother's Land make up for this by using the lagoons to farm sea vegetables, shellfish, and other aquatic creatures.

While there are low structures spread across the islands to assist and enable the turtles' husbandry of the atoll, a set of three interconnected islands near its southern edge host the village of Amnion. About 200 turtles call this village home, with about a quarter being either trained warriors or having some skill or facility in



Mother's Land lagoon

combat. The temple to Mother Ocean is separated into two parts, with one being at the bottom of a lagoon on the southern edge of the atoll, and the other under the lapping ocean waves just across the atoll beach within the ocean proper.

As with the Little Fathers, there is only one "Little Mother" on each island at a time, and all acolytes of Mother Ocean that may one day be elevated learn from the Little Mother of Amnion. The acolytes also have the important duty of caring for the water salamanders who share the atoll with the tortles. A natural population of these creatures, who shuttle from the lagoons to the ocean and back, predated the arrival of the tortles, and it was on Mother's Land that they were first domesticated. As such, beside the partially wild natural population that remains, there are a number of islands and lagoons set aside for the hatching and training of salamander mounts, of which there are about 50 at any given time.

SOCIETY AND CULTURE

The culture of the tortles living in the Tears has grown out of their history, their faith, and a particular curiosity of their reproductive cycle. Their history, as outlined above, has ensured that most of their foundational stories are sad ones. They view themselves as a people committed to living in peace and harmony with nature and each other, but who are forced to endure disruption at the hands of races that struggle for dominance and control. This influence has maintained an insular culture in which preservation, husbandry, and fulfillment in the present moment typically takes precedence in informing actions, relations, and decisions.

The faith of the tortles recognizes four Immortals: Mother Ocean, Father Earth, Sister Grain, and Brother Shell. These are understood to function together in a family unit, in which each is supreme in their sphere of influence, but each also relies upon the others for support and sustenance. Since no one Immortal is higher than the others this forms a basis upon which social relationships are modeled: each is unique in their strengths and weaknesses, but none stand above others.

Their biology is perhaps the most important cultural determinant. Once tortles hatch, they grow quickly to adulthood, reaching maturity by about age 13. However, they then typically live their lives to the age of 50 or 60 without any mating or reproductive urges. They may choose partners or form close cohabiting groups during this part of their lives, but this apparent "marriage" or polyamory is purely fraternal.



Turtle egg

When they reach their fifth or sixth decade of life, this is when their biological rhythm prompts them to find a mate. If a male and female bond during this time—which could be up to 20 years—they choose one of the four islands and settle there to have their children. Within 2 months of the female turtle depositing her clutch of eggs (usually between 4 and 12), both the father and mother naturally pass away. When the eggs hatch after 23 weeks, they are raised by the community. In this way, tortles regard themselves as parents and children of the entire islands' populations.

This is perhaps why the tortles of the Tears do not have family names, but only given names. As they are all of the same family, a family name would be redundant. And both the generosity and tight-knit nature of these turtle islands are best understood as an outgrowth of this sense of family that supports and protects each other.

GOVERNMENT

The tortles of the Tears see no purpose in complicating life with laws, regulations, or reporting structures; they see themselves as a community in which everyone has a role to play, working for the benefit of all. Just as one has obligations to look after the other members of one's immediate family group, so, too, do the tortles feel a sense of duty to their community as a whole. Where governance structures of any kind exist, they are at the local (or extended family) level and function as community gatherings—called Family Circles—where everyone has an equal voice.

For the most part, Family Circles are calm affairs where individual tortles may bring up matters of discussion for the whole community, or when a tortle commits an act requiring punishment or some form of restitution, for which a decision must be made. Meetings last until everyone has had a chance to speak or the matter at hand has been settled; it is not unknown for Family Circles to last half a day or longer. By tradition, a shard of the oldest known eggshell (which is held by the oldest family member or resident of the community) is passed around the gathering during the meeting, and the tortle who holds the shard has the right to speak. Out of deference to the Immortals who watch over them, the oldest shaman presides over the Family Circle and acts as adjudicator should a dispute arise.

Should the tortles ever be threatened by a foreign power—something that has not happened in living memory—the tortles will call a War Circle. These are sober, focused affairs attended by representatives from

every turtle community in the Tears, and presided over by the most senior warrior turtle (known as the Home Warden) from Brother's Land. There is no pre-set location for War Circles to meet⁷; it is chosen by the Home Warden according to the situation and communicated by messengers to those who will be attending for their communities. Once decisions are made at a War Circle, instructions and plans are sent back to every community, and executed.

ECONOMICS

The turtles of the Tears do not use money, nor do they engage in traditional barter. While they understand these conventions and are capable of engaging in them with outsiders when necessary, within the community of the Tears such forms of exchange are regarded as distasteful and exploitative. Instead, the islands function on something closer to a "gift economy," in which goods and services that fulfill needs

are proactively and freely given from those who make or deliver them to those who need them. They are given freely and without any specific requirement for exchange in the future—which, given the uneven needs of individuals and groups, can easily be misunderstood by outsiders as indicating some kind of obscure hierarchy of tithing or servitude. It is an economy geared towards the satisfaction of turtle needs rather than the growth or generation of wealth.

As their internally focused economy does not take any regular inputs from the outside world, they are largely self-sufficient, making do with the resources available on hand. However, the turtles consider themselves and their islands to be integrally related to each other, and each island does specialize, and produce surpluses, in valuable goods and services. As such, the gift economy that is practiced between individuals is also practiced between islands.

While the turtles do retain some elementary knowledge of shipbuilding sufficient to construct crafts that can travel between the islands, this mode of transport has not been used regularly for generations, and no islands have anything that could be described as a harbor. Instead, the turtles have adapted to make use of two species native to this region to facilitate travel and transport. For individual transportation and small loads of goods (up to 600 lbs.) between islands, domesticated water salamanders are the conveyance of choice. For groups or large loads of goods (up to approximately 30 individuals or 20,000 lbs.), higher-ranking shamans can call on a giant sea turtle for aid.

⁷ Although the origins of this practice have long been forgotten by the turtles themselves, they arose during a period of intense conflict between Taymora and Intua (c. BC 2300), much of which took place in turtle territories and caused considerable destruction. The normally reclusive turtles harried forces from both nations through acts of sabotage and strategic ambushes, all of which were planned by a turtle warrior named Papek, who had worked for both sides as a guide at various times. Knowing the enemies' movements and tactics, Papek ensured that the turtles were constantly on the move, and as few individuals as possible attended meetings to minimize the risk of capture. Ten years of successful guerrilla warfare were sufficient for both Taymora and Intua to quit the field. Although a sizeable bounty was placed on Papek, he was never captured. Knowledge of Papek and his exploits has been lost in the passage of time, but some clues to what he did—such as a weathered tomb somewhere in the swamp—may remain to be found.

Among the generally sober and hard-working turtles of the Tears, virtually all individuals produce something of value to others, and so the giving and receiving of gifts largely ensures that the essential needs of the community are met—and also allows individuals enough freedom and time to pursue specific projects that benefit themselves or their own interests. In cases where turtles are unwilling or unable to engage in the production of value or the custom of gift-giving, this unusual behavior is examined by the shamans of the island where they reside. Though highly unusual, turtles who cannot—or refuse to—conform to the communal life of the islands are provided with the necessary goods and skills to travel safely away.

RELIGION

Reflecting their very deep and direct spiritual relationship with the world itself, the turtles of the Tears venerate Immortals who have existed, in many cases, since the beginning of creation itself. The table below presents the four deities of the turtle pantheon, and which Immortal fulfills that role.

The turtles practice a shamanistic faith where practitioners interact directly with the deities through dreams and visions. Shamans are spiritual guides who help “lay-turtles” interpret whatever divine messages they might receive, and help their neighbors live in accordance with the wishes of the deities and act as advocates for the turtles themselves to ensure their continued survival.

Table: Turtle Pantheon

Turtle Deity	Immortal	Role in the Turtle Pantheon
Mother Ocean	Calitha	Oceans and lakes, bounty of the sea, storms and weather.
Father Earth	Ka	Cycle of life and death, changing of the seasons, passage of time.
Sister Grain	Terra†	Growth of plants and harvests, nature's bounty.
Brother Shell	Ordana	Protection, survival of the turtles, resoluteness in the face of foes.

†According to the “*Red Steel*” boxed set (p. 127), the roles of Sister Grain and Brother Shell were taken up by the lupin Saimpts Ralon and Mâtin, respectively, “within the last century.” In the authors’ views, this adoption makes little sense in the context of the turtles of the Tears’ migrations and history, as outlined in this article. Thus, while the turtles of the Savage Coast adopted the Saimpts in the past century as outlined in the boxed set, the ancestors of the turtles discussed in this article have revered Terra and Ordana in the roles of Sister Grain and Brother Shell for centuries, or possibly millennia.

The tortles' "calendar" does not have dates or months; it is centered on the ebb and flow of the seasons and the position of the moon and stars. Specific days are also dedicated to the Immortals:

New Growth (Thaumont 15):

This day, marked by the full moon, marks what the tortles consider to be the beginning of a new cycle of nature after the relative dormancy of winter, as they do not mark years as other peoples do. Although the Tears do not have noticeable seasons as the mainland does, cyclical patterns do exist for those who take the time to look for them. This day is marked with a low-key festival in honour of Father Earth, where tortles consume a good deal of what remains of last year's food, express their hopes for the coming season, and plan anything that requires considerable work. No work is done on this day.

High Summer (Felmont 1):

By tortle reckoning this day marks the day when Sister Grain is dominant, for this is when crops are coming into their own, animal young begin to become independent, and the fruits of the tortles' labors become evident. This is a day of communal thanks for everyone's hard work, and is marked with a modest feast and recounting of notable deeds committed thus far.

Harvest (Sviftmont 15):

This day marks the gathering of the crops, the preserving of food for times of need, and a period of watchfulness for fall storms, for this is the time of year when Mother Ocean—who can be both generous and spiteful—rules. Tortles who feel they have something to be thankful for, or who have lost someone they wish to remember, make small boats out of dried leaves and grasses and cast them out to sea. According to tortle tradition, if the boat vanishes from sight before sundown, the wish or person remembered was accepted by Mother Ocean; although what that means is unique to each tortle.

The Ending (Nuwmont 1):

Brother Shell rules this day, which is actually a two-day festival starting on midday of Kaldmont 28 and ending on midday of Nuwmont 2; although the main events occur on the 1st. On this day, tortles acknowledge that everything they set out to do on New Growth has either been accomplished or remains to be done, and it is up to each individual to decide whether they are happy with what they did. No new endeavours are undertaken during The Ending (and it is considered bad luck to do so), and this is considered a time when those who have passed on may visit their loved ones. The greatest tales of the tortles are told at this time, and the names of those who passed during the year are remembered.

NEW CREATURES

Water Salamander

AC: 3

HD: 6* (30 hit points)

Move: 120' (40'); swimming 180' (60')

Attack Bonus: +6

Attacks: 2 claws (1d4 each) &
1 bite (1d6) or 1 blast (special)

Save As: F6

No. Appearing: 1d6 (2d4+2)

Treasure Type: Nil

Morale: 8

Intelligence: 3

AL: N

XP: 500



Water salamander

Water salamanders are sinuous, blue-green amphibians that grow up to 15 feet long. They live in marshes and coastal areas that have plenty of caves and other secure nesting sites, and subsist on a diet largely composed of insects, fish, and crustaceans. Although they are not truly social animals, water salamanders tend to live in close proximity to each other in loose “colonies.”

In combat, water salamanders will use their claw and bite attacks to keep predators and opponents at bay, but if pressed they can shoot a concentrated jet of water from their mouths at any target up to 20 feet away. This counts as an attack, which is made in lieu of a bite, and if successful the target must save vs. death ray or be knocked over by the force of the blast and *stunned* for 1d6 rounds. Water salamanders can also produce this jet of water while swimming, in order to allow them to retreat up to 120 feet from harm's way. This counts as an action and makes them effectively immune to melee-based attacks in the round in which they retreat. It should be noted that this water is magically produced by the salamander due to its connection to the Elemental Plane of Water; it does not need to swallow water to produce it.

Being creatures who originated on the Elemental Plane of Water, water salamanders are immune to water-based attacks and take half-damage from cold; however, they take full damage from fire-based attacks.

Giant Sea Turtle

AC: -2

HD: 20* (160 hit points)

Move: 30' (10'); swimming 90' (30')

Attack Bonus: +15

Attacks: 1 bite (4d10)

Save As: F20

No. Appearing: 1 (1d3)

Treasure Type: Nil

Morale: 11

Intelligence: 2

AL: N

XP: 4,175



Giant sea turtle

Giant sea turtles are a gargantuan sub-species of the common sea turtle, whose shells can be up to 30 feet wide and 40 feet long. Like their smaller cousins, giant sea turtles spend the majority of their lives in the open ocean, but females periodically return to their hatching grounds to lay eggs. They primarily eat algae and sea grasses, but will hunt jellyfish—even giant varieties.

Due to their immense size, giant sea turtles have few predators, but even so they shy away from threats as much as possible. If pressed, they can defend themselves with their formidable bite, which they can use once per round. If the giant sea turtle hits a target that is human-sized or smaller with a natural “20,” they swallow their opponent whole. Anyone trapped inside the turtle’s mouth takes 1d8 damage per round, due to the serrations on the inside of the creature’s throat. A swallowed victim may escape if they manage to inflict more than 10 damage in a single attack (the inside of the throat has an AC of 5).

Giant sea turtles are occasionally used by the tortles of the Tears for transportation.



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Dark Darokin



Dark Darokin,
original drawing by [Jeffrey Kosh](#)

by Not a Decepticon

Before we start, let me preface the text with a warning. We're going to be deconstructing a fictional society with an assumption that it is built on a utopian vision. It is inevitable that many of the points raised will be political to some extent. It's impossible to avoid when GAZ11 flat-out calls the ruling system a plutocracy. If that does upset you or you do not want that kind of topic in your game, that is fine. I understand not all ideas and not all games are for everyone. Some prefer to leave such aspects of the world outside the game. On the same note, I will be diving deep into some topics that may be

uncomfortable for some. Like nationalism, xenophobia, religious zealotry, profiling, and the prison industrial complex. RPGs are for us to have fun so if any of these things would make you uncomfortable, be prepared before diving in.

Utopias are boring. It is a well-known and proven saying in the tabletop community. The truly utopian settings are few and far between. Meanwhile, every second new book is some form of dystopian scenario. Mystara's Atruaghin Clans and Kingdom of Ierendi are considered the worst offenders. And yet Darokin as described in its own

Gazetteer does not come across as much better. A country where everyone is hard-working, honest, and humble. Where greed somehow elevates people's highest virtues. The text below aims to take a look at some implications about the Kingdom of Gold. And infer from them a much darker, unseen face of the nation. For starters, riddle me this: What does no-one want to get but everyone is afraid to lose?

A LAWSUIT

The United States of America, year 1941. Offices of a company that would soon come to be known as National Comics and later DC Comics. They lost customers to Marvel. Captain Marvel, to be more specific. The flagship hero of Fawcett Comics had become the most popular hero in the country. He dwarfed even the original comic book superhero, Superman. Whose publisher needed to do something to keep up. Did they try to rejuvenate the Superman books? Match the quality and mass appeal of the competition? Create new heroes to beat Fawcett in the quantity and diversity of their product? Nah, they accused Fawcett of plagiarism and sued them. While Captain Marvel was inspired by Superman, the two diverged in many ways. Moreover, The World's Mightiest Mortal did many things associated with the Man of Steel first. Supergirl and Lex Luthor were blatant copies of Mary Marvel and Doctor Sivana, for one. Fawcett had a strong case to argue that Superman himself was copied from the likes of Tarzan and Popeye. What proceeded was a decade-long legal battle. Ending in a settlement that cost Fawcett the equivalent of 4 million in today's dollars. National did accomplish what they were

aiming for. They exhausted a poorer competitor with the financial costs of such a fight. This led to Fawcett having to undergo massive lay-offs and stop publishing superheroes. And in the end, they still went bankrupt. To add insult to the injury, National bought their intellectual property when it went on sale. A character once known as Captain Marvel is now called Shazam. And is part of the main product line of the very corporation that destroyed his original publisher.

“And if any man will sue thee at the law, and take away thy coat, let him have thy cloke also,” we can read in Matthew 5:40 of King James Bible. Scholars believe these words refer to a practice of the rich suing the poor on frivolous claims. And demanding as compensation their coat, as an act of humiliation. It shows everyone that this person has nothing else worth taking away. In this interpretation, Jesus advocates giving the cloak as it would leave you shirtless. Which was a grave obscenity. If anyone would confront you about it, you could say that a rich person took your last shirt. Thus earning them public scrutiny. If you were in such a situation in Darokin and tried this trick, it wouldn't work. After all, Darokin lives by the motto to not apologize if you have money and do not blame others if you don't. If someone decided to humiliate you by taking away your last coat, too bad. You should have bought more coats.

Of course, civil lawsuits are supposed to be the last resort, when the Darokin Diplomatic Corps cannot make both sides see eye to eye. But, the criminal case is still on the table. After all, what is it for a rich noble to frame someone? If you need a rival removed, why not set it so that a poor



man or woman takes the blame? Let us not forget, this is a country that conflates richness with wisdom. It may be possible a poor individual could be arrested just on the word of a wealthy accuser alone. After all, who are citizens going to believe? A good-for-nothing who cannot extricate themselves from financial rock bottom? Or an upstanding citizen? The one everyone trusts to watch over their daily lives?

The table on page 19 lists “Non-Payment of Debt” as a kind of case the criminal court is accepting. Imagine a situation with me. You are an impoverished person in Darokin. You're looking to start your own business. A “kind, generous” merchant gives you a huge loan. Makes a big show out of it, to showcase his own generosity and confidence. After all, he only gains from such acts in the public eye. People will praise him for giving you the chance to pull yourself by your bootstraps. And he isn't handing you money for nothing. In fact, he encourages you to work hard to pay the debt. A moving display of Darokinian heart and work ethic! Even if you're about to become his rival, what a show of confi-

dence! Your benefactor is so rich and powerful that he doesn't fear a rising challenger. In fact, he welcomes the opportunity with open arms, letting the best business win. This man puts the greatness of the Darokinian spirit on open display.

And then the money gets stolen. Or the person delivering the payment gets attacked by a band of orcs, robbed, and slain. Your beloved son falls in with a bad crowd and embezzles your money for nights of passion and booze. A disease strikes you, requiring expensive treatment or equally expensive magic. An employee crucial for the whole endeavor is found in the river with their throat slit. They have been killed on the way home from a night in their cups. Of course, nobody has seen anything, it was in the middle of the night. Or they just disappear one day. A ransom note may be found, if you're lucky. If not, no one will ever hear of them again. Another victim of the vile slavers, the Iron Ring. A warehouse burns down with all the important materials. Or worse, the finished products. Things that have already been sold but not yet delivered. Now, not only do you have to give back the money, but this will likely sour your relationship with the client. A strike calculated right where it hurts the most. Must be a job of the elusive Minrothad's Thieves' Guild, but there is no way anyone could ever prove it. Your merchant friend will be sorry for your loss, but tragedies happen to everyone. You cannot stop your work because fate didn't smile upon you. You should be more careful. A good businessman would be prepared for such a situation. Now pay up. You cannot? I'm sorry but you give me no choice, I'll need to report this. We'll see each other in court.

What's worse, in the courts of Darokin you aren't considered innocent until proven guilty. Sure, you aren't considered the opposite either. It is up to both sides to lay their case and the most convincing one wins. But this system is ripe for abuse. Any charismatic individual is likely going to dominate in the court. Unless their position is absolutely ridiculous. This also means that anyone who is not very persuasive is already at a disadvantage. It is one thing when the prosecutor has to prove your guilt—if they fail, they fail. But if you both have to prove your position as well? The goal shifts from succeeding to failing less than the other one. Make a fool of yourself and you could lose even to an incompetent, unprepared prosecutor. Which of course is not what you will be going against. Not in Darokin, where people do nothing half-assed. And let us not forget you're an impoverished person, who didn't have formal education. You were taught your parents' trade, maybe you were an apprentice. But you never could afford a sage to tutor you. That expensive privilege is reserved only for the rich. This means you aren't prepared for giving speeches and debating arguments. Nor are you well-versed in the intricacies of the law, its letter, or spirit. As a poor person in this court, you are like a common man trying to test their strengths against a gorilla.

Even worse, you aren't judged by a jury but a single judge. Better hope that person isn't crooked or prejudiced against you. I mean why would she be? She once demanded you forbid your daughter from seeing her son. Didn't you get all high and mighty when she said her brat was too good for a "gutter child"? She looks very eager to prove she was right about you and your family all along. Should have kept your mouth shut.



Summon to court nailed to the front door

Oh, and you cannot take a lawyer to defend you. People consider it an admission of guilt. There is a popular saying among the lawyers of Earth: A man who chooses to represent himself has a fool for a client. Lawyers must control their emotions. Be able to detach and think in a cold and calculating way about the case, to spot where the story doesn't add up. They are much harder, if not impossible, to deploy when your own life is on the line. The stress, the conflicting emotions, this all puts you at a disadvantage. But the prosecution gets to have an attorney, trained to be the

best orator without any doubt. Again, people in Darokin do not acknowledge half-measures. If the lawyer is the same, they likely polished their craft to the greatest extent.

The prosecutor you got prides himself on never losing a case. Makes a huge deal out of how people like you are a drain on society. How you make a mockery out of everything Darokin stands for. That he believes you deserve the worst punishment as a warning for others. Of course, his enemies would say he wants to show how effective he is, to get a more prestigious position. Maybe even aiming for one of the Councils in the future. And people love an attorney or a judge who is hard on crime. After all, if they were to be a victim of a crime, they want to be sure justice is on their side. No one ever thinks what if they end up as the accused with that person against them. Why would law-abiding citizens fear that, right? It's not like you were one before you took the loan.

But if you lose there is always an appeal, right? Yeah, about that. Higher instances do not like appeals. It is very hard to get your case approved for hearing. And if you do and the judge decides you're wasting their time, you get a harsher sentence. Did I mention that in an appeal you are considered guilty until proven innocent? After all, the court has declared your guilt so why should the judge trust you over their fellows? Proving your case to an open-minded judge was already like picking a fight with a gorilla. This is like having to do it with a whole tribe.

The whole system is skewed towards appearing effective rather than being fair.

Let me explain why this is bad, using another example from real life. One that led to the abolition of the death penalty in Great Britain. At the end of November 1949, a man named Timothy Evans turned himself in to the police. He confessed to having poisoned his wife by accident. He said he had given her medicine to cause a miscarriage. The family could not afford a second child while the first was over a year old. Once he realized that the medicine had killed her, he panicked. He hid the body in a nearby sewer shaft, sent his daughter to relatives, and tried to flee the country. But his guilty conscience forced him to turn himself in. However, the police not only didn't find the body, but it was clear that a single person couldn't open the shaft by themselves. Pressed on, Evans admitted it wasn't him who did all those things, but his downstairs neighbor, John Christie, to whom Evans's wife turned for help. Christie promised to hide the body and take care of Evans's daughter. And convinced Evans that he needed to vanish for a while or people would pin it on him, which is why Evans covered for the man. Christie denied it but suggested that Evans might have hidden the body in the garden. They found a fresh grave with the bodies of Evans's wife and child, both strangled. Evans admitted to both murders. But in court accused Christie. And claimed that the confession was forced from him under the threat of violence. But he was an impoverished man with a history of violence, who had already been caught lying once. His word was put against the word of Christie, a well-respected member of the local community. No one even bothered to ask how Evans had access to the garden that only Christie had keys to. Or about the human skull children had found in a nearby abandoned

building. Evans was executed in March 1950. Three years later, Christie moved out from his apartment. And a new tenant discovered bodies hidden in the walls, under the floorboards and buried in the garden. It turned out that Christie was a serial killer who murdered at least eight people, and Evans was innocent.

In Darokin, this situation would play pretty much the same. One might say the British police failed to adhere to “innocent until proven guilty.” But this does not exist in Darokin. Evans wasn’t very smart, it’s why he fell for Christie’s manipulations. He didn’t realize actions like changing his testimony would work against him. A typical commoner in Darokin may fail in a similar manner, but they start from a worse position already. It may take a lot less for them to slip from “no one assumes anything” to “everyone thinks they’re guilty.” All kinds of criminals can escape justice by framing a poor person. One may argue that Darokinian guards would never ignore a clue like a human skull found near the bodies. But I would argue back that by the same logic Darokinian Christie wouldn’t be so stupid to hide it there in the first place. If a true Daro does not do anything half-way, should it apply only to the law-abiding ones? In this situation I do not think even access to magic could help much. Assume the party butts in and offers to cast a *zone of truth* on both Darokinian Christie and Darokinian Evans. People would react with outrage at the mere suggestion. Treating a respected, hard-working member of society like an already proven liar? Preposterous! Especially if Darokinian Christie is rich. He already proved his trustworthiness with money, why should they mistrust him now?

CAN YOU SAY “PRISON INDUSTRIAL COMPLEX”?

Well, you lost your case, what now? If you’re lucky, you get to pay a fine. If you’re unlucky you go to prison, where you will be set to hard physical labor such as building roads. You will be clothed, but it does not appear you will be paid for your work. For contrast, even prisoners in the United States are paid. Even if this is a laughably small wage and the only things they can buy are overpriced. But in most cases, the Darokinian judicial system prefers to fine you. And if you cannot pay, they’ll make you indentured. Meaning you will be effectively a slave. They will pay you, yes. But not only will it be very meager pay, but also any savings you can manage to make, you must give away to pay the fine. A debtor like you is most often given to the people you are in debt with. There seem to be no guidelines on what they can do with you. It also seems your new owner will decide the kind of work you are doing. They can even sell you to a broker, who will sell you to another buyer. Which means the whole system is lucrative for certain people.

And this is ripe for abuse. Especially if the claim that an indentured person needs at worst ten years to pay their fine is true. I will challenge this later. But for now let’s assume it is true. In long-running industries, it means a high turnover rate. And if anyone has a cheap laborer, they won’t want to exchange them for someone who requires normal payment. What will a business that benefits from overworking its employees for a small amount of money do? Push for creating more indentures for



Prison

them to purchase. Which means the city guard is now pressed to make more arrests. And has to justify them to not draw the attention of the council or DDC. Propaganda can make people believe their part of the country is a wretched hive of scum and villainy. Any judge, prosecutor, or captain of the guard with ambitions will jump at the opportunity. The rest will be pressured to. Lest the public opinion finds them too weak or accuses them of doing a half-assed job. People tend to sacrifice reason and compassion to save their position and reputation. This likely means some groups of people may face profiling. Treating members of that group as more likely to commit crimes. Or assuming they have committed them because of this

group's reputation. This breaks the principle of not assuming either guilt or innocence of the accused. But it is also very hard to prove that someone is doing this.

The impoverished are most likely targets of profiling. After all, their reputation is already very low. But Darokin also has a bad history with the elves. They once used the Alfheim elves as a scapegoat for all their troubles. Historical revisionism is likely to try rehabilitating rulers like Mirthas IV and V. The same rulers whose favorite tool was blaming everything on elves. There are people with visible traces of orcish blood. The book says the Republic treats them as "severely deformed." Darokin has a long and extensive history

of wars with orcs. There is going to be a lot of resentment against the Hagiarchy of Hule, if their invasion happens. There may not be many Huleans around. But they share many shallow similarities with citizens of the Emirates of Ylaruam. Citizens of eastern Darokin may have never seen a Hulean but are more likely to come in contact with Ylari. And the latter's reclusiveness isn't going to win them any favors in clearing the confusion. Now, one may find this idea ridiculous. That this level of similarity could lead to the Ylari being targets of prejudice? Those, I recommend researching persecution of Sikhs. It's a real-life religious group that has nothing to do with Islam, yet gets targeted by people who are too shallow to tell the difference.

There are many groups Darokin can fester resentment of for past animosities. And that's without bringing up that Darokin once owned lands currently belonging to Glantri, Karameikos and Ethengar. That is a ripe ground for sowing animosity through misguided patriotism. A skilled manipulator could use this to turn public opinion against any of those groups. No one sane would openly persecute them. The word could get out to higher authorities. Who would stomp on such actions, hard. After all, what if the news reached any of these people's homelands, all Darokinian clients? It could damage delicate business relationships. But, there are many ways to maintain plausible deniability. And profiling is one of them. The city guard isn't biased against Ethengarians, the judge isn't giving harsher fines to elves. These groups just commit more crimes. The guards have reasons to be suspicious. The judge is trying to make an example of

those caught red-handed. A self-fulfilling prophecy if there was one.

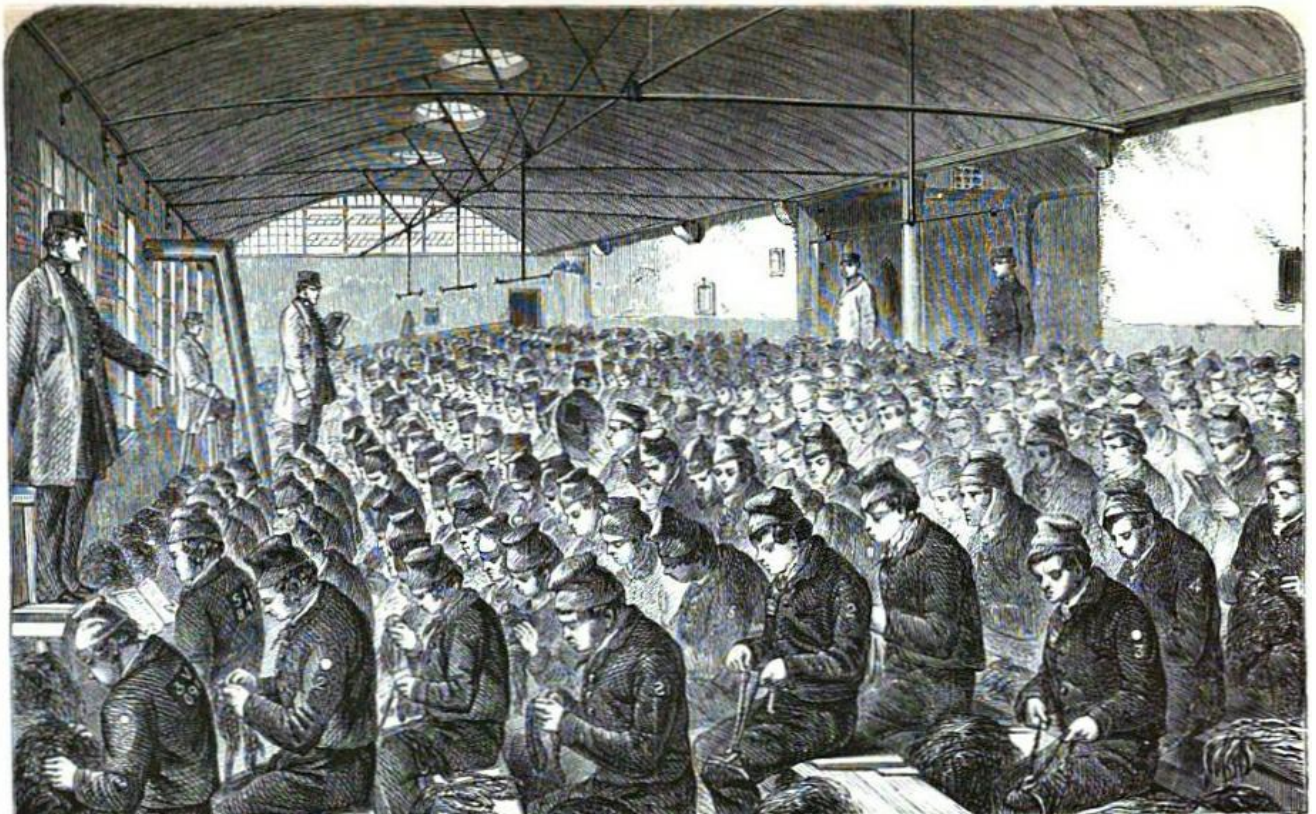
Minorities could of course vote their members on to the city council. If a community is large enough, they may hold enough voting power to get an official from their district. But there seems to be no information on who is responsible for devising the district borders, and how these are split. Only that each district is the same in population size. What if the council or the mayor themselves are doing it? What's stopping them from redrawing the map, as long as they adhere to that one principle? From dividing a large Ylari community between the three new districts? So that Ylari population is a minority in each? Divide each district in such a way that Darokinians are the majority among mixes of other groups. Who are now competing to get a foot in the council. If they want to ensure their needs are being heard, that is. This is bound to cause tensions and conflicts between the groups. People in charge may even play them against one another. In the best-case scenario for the authorities, this leads to violence. Or even the creation of gangs that fight one another. Which gives more reasons for law enforcement to profile these groups. Especially if said violence spills over on the "law-abiding" Darokinian citizens. Keep it up for long enough? Soon no one in the system remembers or is aware of the external pressure to increase the number of arrests. It's how things have always been.

Now, to be clear. I am NOT saying there would be some large conspiracy to put these kinds of laws in place. That's the worst part of this scenario—there isn't a single bad guy controlling it all and pulling

the strings. A situation like the above arises slowly. It's a domino effect of individual decisions that ripple through society. A rich man who pushes for a "harder on crime" judicial system isn't thinking of dividing communities. Neither is the one appealing to old prejudices to justify profiling one of said groups. The official dividing new districts does not deliberate how to cause gang wars. But this scenario shows how fast things spiral out of control. We simply remove the crucial assumption about Darokin made by the Gazetteer: That everyone is content playing fair. One person takes a step and it forces everyone to take a step in response. Which causes more people to take their steps. And the whole group slowly dances towards the edge of a cliff.

As such it may be much harder to uproot this system, once it has managed to flourish for too long. It is likely there will be attempts by more idealistic Darokinian citizens. People wishing to clear their cities from this level of corruption. Likely rich citizens who can hold the position themselves. And who may need the help of adventurers to succeed and not be removed by the ones profiting from this setup. Assuming they can withstand the pressure from lobbyists, often their colleagues. Who will want them to keep up the profitable situation.

Rich brokers may lobby for laws to become stricter and harsher. Or manipulate public opinion. Drugs, prostitution, and gambling are all legal in Darokin. For now. Because what's stopping influential



Forced labour

brokers from paying off certain people? So they start spreading rumors and propaganda about such endeavors? A bribe to a respected cleric so that he condemns drug use, for example. Or even better, capitalize on any more uptight person making noise. The party paladin goes on a furious rant about how evil the sex work is? Some influential vultures should immediately jump at the opportunity. And demand to outlaw it within the city limits. And once the city council agrees? The people involved in prostitution at any level get arrested. Those who cannot pay fines are indentured and sold to the broker. Which likely will be anyone below the top of that industry. The prick who pushed for the law, of course, gets a cut of money under the table, and is perhaps the broker's best client. How will the paladin react seeing the prostitutes now forced to work the fields? In terrible conditions, let us further add.

Most indentured people need around ten years to pay off the fine. I find it to be another claim that works in theory. But in practice this relies too much on the good hearts of people who see maximizing profits as a virtue. It does not appear to me that anything prevents those you're indentured to from screwing you over. Firstly, if you are assigned to work in a remote location such as a mine or farm, you will have to move there and do your job. Which means that likely all necessities will be handled by your "employer." Sure, you may have a set wage. But it's only "fair" that some of it is subtracted for the purpose of maintaining your living quarters, right? Not to mention washing your clothes and putting food on your table. The nearest stores are likely owned by

your employer as well. So you effectively give them back what little you earn from them. And hey, if you come up short but need something, they may be generous enough to give it to you. They'll just add the costs to your tab and subtract from your next payment. Meaning that next month, the situation is likely to happen again. A downward spiral that may lead to all your wages being used to cover last month's credit. All while you request more and more to have basic necessities. Immortals save you if you ever give in to temptation and try to buy a book or any form of entertainment. Every such purchase will be held against you as an extravagance that keeps you from paying off the fine. If a competition opens in the area, the employer may start paying you in the "company coins," that you can only spend at the company store. Maybe not all your payment, but perhaps at least a part of it. Of course, this money is worthless outside the work environment. Chances are you will never pay off what you owe. And if you do, you may not be able to find any financial stability or perspectives. And after a decade of doing dead-end labor and having no money or chance to find a job as an ex-convict? Many people may not have a future in Darokin. Some may take up an adventuring life. But many will end up homeless. Some will take another loan to be able to live, likely from a loan shark. Some will turn to crime. You may have no other choice than to return to the same slave-driver you were released from. Why would you do that? Because no one else will take you.

DESIRE AND DESPERATION

All in all, this is a lot of effort to put the impoverished down. It may not be worth it, right? There cannot be that much money in setting this all up, not to mention money spent on it, right? No hard-working person would ever want to waste their time. Not when they can make money the old-fashioned way. Maybe in a different country. But in Darokin money isn't just money. Money equals power and prestige. Even more than anywhere else. Money opens doors without even having to be spent. Rich enough people can make things happen without spending a dime. They simply command that much authority. In Darokin if you can afford it, you do not need to pay for it.

But that also means the rich aren't trying to get richer for its own sake. Greed becomes less of a sin and more a stepping stone for other sins. Pride that comes with your position and ability to look down on your lessers. Lust for more beautiful lovers. Jealousy of your better-off neighbor. Gluttony for the rarest and drugs. Wrath against your low position. Even sloth, upon realizing how the high-ranking position means much less work. The person in Darokin doesn't try to embezzle money simply to have money. But to be respected and listened to for the fact of having it.

With the meticulous way the taxes are checked we are meant to believe no one is cheating on them. But I find it hard to believe. What it appears to me is that no one finds the cheating because people cheat to pay HIGHER taxes. They bloat their profits, claim to own larger sums than they actu-

ally do. If they're going to get caught, no one is going to accuse them of cheating. Who in their right mind would cheat to pay more taxes? Clearly, this was only an honest mistake.

A lot of people would want to make themselves appear richer, even if they have to pay taxes they cannot afford. They would also try to live above their station to keep up this charade. Projecting the image of wealth would be as important as actually having it. Yes, Darokinian culture scorns any display of wealth that isn't practical, but that in itself can be exploited. Because for one, it means one moves these displays right into your work, where every potential client can see it. As a result, employers will focus on improvements that make good optics. Not the ones people actually need. Especially if the owner cannot actually afford both but wants to pretend otherwise. And standards of your own living are going to improve as you gain more wealth. It's not wasteful to move to a bigger house where the kids can play, or hire a butler and a nanny to help with daily chores. I suspect most of Darokin actually try to appear a little bit wasteful. Enough that it is not seen as wasting huge sums on frivolities, which would be in poor taste. But enough to imply they do not see this expense as an actually serious one. That they can afford it. It would be common for the rich Darokinian to be patrons of arts. Not only does it let them show they can afford such expenses, but also would be acceptable by society. Sponsoring a play or commissioning a painting increases the happiness of everyone. And the patron is helping the artists to reach the fame they deserve. Never mind if the patron can actually afford it. And isn't trying to trick everyone into thinking so.

This would be how organized crime gains a foothold in Darokin. After all, as long as there exists any form of inequality to exploit, there will be people profiting from it. Those who prey in equal parts on the desperation of have-nots as they do on the greed of haves. Smugglers and thieves operating black markets for expensive goods at cheap prices. Counterfeit money to bloat your worth would be popular. Money laundering goes hand in hand with these things. And gives people who bloat their profits an explanation where this money comes from. Of course, loan sharks are flourishing in these waters. As we have established, they do not need to actually get their hands dirty. With some patience, they can do horrible things to their debtors in the majesty of the law. Worse than they ever could by threatening to break their limbs. And that's not even with getting into what some people may agree to do under the table to have their debts cleared. I suspect a lot of espionage against any business in Darokin is done by those who took their loans from the wrong person.



Thieves

FISTS IN THE OPEN, DAGGERS IN THE DARK.

The fact is that the richer you are the more influence you hold is problematic. The more power a rich person has, the more they will abuse it to maximize their own profits. In Darokin, where maximizing profits is a goal in itself and power comes to those who fulfill it? It encourages people to push for reforms that benefit them first. The book claims that people realize it benefits them to also take care of those poorer than them. Who become their subjects in this situation. But that feels naive. What if the good of the people comes in conflict with maximizing profits? Wouldn't Darokinian logic dictate that a wise person sides with money, even if a kind person would choose the people? Kind people don't make money. You cannot eat compassion, nor can you pay with it in a store. If someone complains, they should have been richer. It's their own fault this happened to them. A real Darokinian does not apologize for having money and they shouldn't blame others for lacking it.

Even the famous attitude of never accepting half-measures can be exploited. It must be often weaponized to convince employees to work unpaid overtime. People may work for days without rest in a sense of professional pride in the work they're doing. Someone who works themselves to death in Darokin would be seen as an example to follow.

Rich individuals, Merchant Houses and Guilds are supposed to keep each other in check. But this invites them to spy, sabotage and manipulate one another for influ-



Money lender

ence. In this constant ‘rat’ race’ every side wants to be above the others. As this automatically gives you more authority over them. Everyone races to the top and once you’re there you spend every possible resource to stay there. And often the most effective, fastest, cheapest ways are not to increase your own profits. But make sure the other guy loses theirs. The Gazetteer itself gives an example of how keeping power balance looks. And boils down to blackmail. The game played here is a game of intrigue and backstabbing. Where both sides use both their legal and secret powers to get over one another. And as long as this remains secret, kept from the public eye, who is going to complain?

I was thinking of what happens when this game spills into the public view. And then I realized I know a manga whose main premise was exactly that—Kengan Ashura.

In it, during the Tokugawa Shogunate, merchants of Japan engaged in a similar conflict. To the point they became a public menace and the Shogun had to step in. Merchants were forced to find a safe, proper alternative to their underhanded rivalries. From now on, whenever two of them come into conflict, they’d call a secret match. Each side would put forward a warrior who would fight for their interests. The loser would have to step back from whatever the

initial conflict had been about. Soon people started charging to let other merchants in the know watch the fights. With time, membership in the association became a sign of prestige and power. And that made it a very profitable venue in its own way. Employing a top tier fighter became another symbol of wealth.

Any GM could adapt this for Darokin. Maybe not on the same, often ridiculous, scale. But it could be used for solving inner conflicts between members of the same Merchant House or Guild. It could be localized, for example among merchants of a single region or city. Or deployed as a way of resolving a conflict between two people of equal wealth and influence. Even DDC would approve. Because in the long run? An arena fight is a more civilized resolution. At least compared to assassinations, sabotages, kidnappings and similar “unsavory”

means. Some fighters would be hired as workers or bodyguards. Thus giving them a "practical" role outside secret matches. Most likely quite a few even started this way before the boss asked them a favor. This way, one can display their champion to any potential challenger. If I think this human-killing machine from Alfheim should be my new accountant, who is going to argue? Members of powerful Houses could bring all kinds of fighters to represent them. That's obvious. Imagine this. Ethengarian wrestler facing a Ylari dervish. A disgraced Heldannic Knight, challenged by an adventurous Hin youngster. A Thyatian gladiator crossing blades with a Makai. And an Ochalean monk squaring with an ogre captured in the Broken Lands. These are all possible in this kind of scenario. Maybe it is not an individual fighter, but a whole party? This way it is possible to have combat-heavy games while still including all kinds of intrigues. Imagine a Merchant House promising to forget someone's debt. If the debtor's fighter beats a representative of another house she is in conflict with, that is. If she does, she no longer has to fear the debt and the rival house is humiliated and loses a lucrative deal. She may fear payback but that may be seen as a poor form. Being a sore loser doesn't seem as much in line with Darokinian principles.

Moreover, if these types of associations are localized, it opens an option of two or more coming to blows. If a Merchant House is doing something inconvenient for the local business, how do they resolve it? Maybe each side sends their best fighters to fight as a team or in a series of individual matches? A GM could rope their party into such a battle.

THERE IS A PLACE IN HELL FOR DEBTORS, AND A HOLE JUST YOUR SIZE



Suicide

If the prospect of going into debt is so terrifying, why not weaponize that itself? Imagine the party coming back to the town from a weeks-long quest, only to find tragedy has struck. One of the richest people in town went mad. In the span of a few weeks, he has taken all kinds of loans for ridiculous amounts of money. He sold all his possessions. Finally one day he murdered his whole family and committed suicide. In a goodbye letter, he begs forgiveness not for the murder, but for the terrible debt, he found himself in. His strange actions were desperate attempts at paying up. Once he realized that it still wasn't enough, he took his own life. Even the murder, he tried to justify as saving his family from being stuck with this debt.

If the party tries to investigate, they may go through his documents. And find that all the money has been funneled to another of the local rich. A merchant woman, very shrewd and strict, known to be unforgiving to her debtors. The rogue even finds a parchment saying that the deceased took a loan from her. Of such a humongous amount, that it would bankrupt even the Governor. Not only could he never pay it, but she also could never have lent him so much in the first place. Moreover, the rogue's keen eye spots the obvious forgery almost immediately. The party may report this or decide to confront the merchant tomorrow. But in the middle of the night the druid wakes to strange noises. And finds the rogue loading all their goods and gear onto a cart. When pressed, she confesses to having taken out a huge loan that she needs to pay back as fast as possible. Of course, she has taken it from the same woman as the tragically departed man. Any party worth their salt will realize the parchment is cursed. Anyone who sees it becomes convinced they owe money to this person and will do anything to pay it back.

Depending on how many people have been exposed to it, the chaos it could cause may be severe. Big enough to call for a serious investigation. And the merchant is the prime suspect, as the one this benefits the most. Maybe she is put on trial and found guilty. Maybe she can talk her way out of it. But her reputation is still going to suffer. Her finances are going to be thoroughly investigated. And every mistake or uncertainty seen will be held against her. People will fear doing business with her, she will likely lose many

clients and friends. Not just people who believe her guilt. But also those who have to avoid ruining their own reputation by association. After all, in Darokin the peers of a thief are other thieves, as the saying goes. The money funnelled to her by victims of the curse will likely be confiscated and returned. She may even find it a matter of honor to return it, as she did not earn it. It would look bad if she tried to keep gains she did not deserve. Worse, any loans taken to pay the nonexistent debt will be redirected to her. Meaning she now has to pay real debts that she didn't even take out. The court may order the initial sum to be returned immediately. But any interest levied, she may have to cover from her own pocket. And a person under such a curse as this may have taken loans with as much interest as possible. Even if she can pay, it may damage her finances. Of course, no one even thinks back to a week ago, before it all started. When the original victim of the curse had been celebrating a lucrative deal at the inn. The same inn where one of the merchant's rivals was staying. He recently returned from an unsuccessful business trip in Glantri.

The above idea isn't original (it is, in fact, strongly inspired by SCP-2271 of the SCP Foundation¹). But it explores well how the use of magic may further make a merchant's life much more dangerous. Being so close to Glantri may over time result in many more ways for the rich to get even richer in a never-ending rat race. As you can see, Darokin can become a place ripe for abuse and full of adventure hooks as a result. I thought I may be lacking the means to fill the word count for this text. I

¹ see [this article](#) at the SCP Foundation website

considered using the anthology *Eat the Rich* to explore the darker side of Darokin. Meanwhile, the things already in *GAZ11* spiraled into a dark, brutal world. I do not think I even scratched the surface either. Is this how Darokin would be? The truth

lies likely somewhere between my take and the gazetteer. Each GM should decide where they place the slider between idealism and cynicism. But I do suspect my Darokin is going to lean more towards the cynical than most.

Don't think I'm done with you, my dear unfortunate debtor. You have lost everything. Your money, your future, your freedom. You overworked yourself to death. But the fine is still not paid. I guess your remaining family will have to cover the rest of it, with interest. I can see the fear in your eyes. You would do anything to spare them the cruel fate that you had to endure for so long. Too bad you're now old, bedridden, too weak to do anything. Except for signing this document. What is it? Oh right, your old eyes no longer can read fine print. In exchange for freeing your family from your debt, you give permission to raise you as an undead. So that you can continue the service until your work will be deemed profitable enough to pay what you owe. I mean, why should something as trivial as death stand in the way of fulfilling your obligations? That would be against the famous Darokinian work ethic, don't you agree?



Personalities of Selenica

by Korro Zal

Selenica is noted for its distance from the other major cities of Darokin, which makes it an intriguing hub of ambitious merchants, fortune-seeking adventurers and others with more esoteric (and sometimes sinister) goals.¹ Even in the aftermath of *Wrath of the Immortals* it remains so, although Darokin has become a darker and more dangerous place following the Hulean invasion, a meteor strike in its northern region and the sudden arrival of the Shadow Elves where Alfheim once stood.

It is the home base of two merchant houses, Al-Azrad (known for their strong connections to Ylaruam) and Hallonica (the dominant house in eastern Darokin), with a

¹ See GAZ11

third house, Umbarth, also seeking a foothold there after the war. Selenica is known for two things, the first being the relative peace with which its merchant houses co-exist (though the recent arrivals of Umbarth and Silverpick is still being sorted out), and its strong sense of independence from the rest of Darokin, a sense made easier by the fact it lies more than 400 miles from the capital and the many visible foreign influences in the city.²

Recently, however, a new development has arisen which offers both new trade opportunities and potential threats. This was the discovery of planar gates³ in Darokin, the first

² *ibid*

³ See the *Planescape Campaign Setting*

The City of Glass

The City of Glass is probably the most famous city of the Inner Planes, a trading mecca found on the Elemental Plane of Water. Many gates connect the city to worlds in the Prime Material Plane, including Mystara. The city exists in an air-filled dome, one of the wonders of the planes—it looks like glass, five feet thick, but is hard as steel and bars teleportation and ethereal travel. Populated by a multitude of races, the city is dominated by a number of merchant houses who govern the city via a merchant council, much like Darokin. While the council mostly keeps the peace so that trade can flow freely, conflicts between the city's houses are hardly unknown, and can often turn violent when gangs of enforcers employed by many of the houses clash in the back alleys and shadows of the city.

For a full treatment of the City of Glass, please consult the “*Vortex of Madness*” supplement. A few of the city's houses are detailed here; these are the ones that are currently interacting with Darokin:

House Silverpick: This dwarven house primarily deals in gems, and also brews a number of potent ales and lagers famous throughout the planes.

House Meladril: This house of air-breathing sea elves controls gates to many Prime Material worlds, where they often trade with the elven populations found there.

House Lublaboorp: This house specializes in bounty-hunting, but also secretly runs slaving operations through tunnels underneath the city.

House Acquar: This house, run by a clan of nixies, provides spidersilk and other items used in aquatic environments. They also know the locations of many gates, and are willing to guide others to them for a suitable fee.

House Sharpeye: This halfling-led house deals in fine jewelry and also is renowned for its legal expertise.

of which was discovered in Selenica when a planar traveller from the City of Glass⁴ in the Elemental Plane of Water literally ended up in the living room of a prominent Darokinian merchant lord; a second was discovered shortly thereafter in the dwarven district of the city. But Darokin is not a nation that shrinks from such surprises; its emphasis on trade and diplomacy allowed its merchants and other prominent figures to see the possibilities inherent in such a development, and within a few short years many new ties had

been wrought between the City of Glass and Selenica, with the merchants leading the way.

But not everyone in Darokin was unaware of such gates; some had been plotting to use them long before the merchants had learned of their existence. Others saw the potential to profit through villainy and cruelty, bringing new threats to the nation. And, of course, Darokin now has a number of planar travellers traversing its roads and cities, and some Darokinians have found themselves finding new markets in the City of Glass. Many interesting changes have come to Darokin, and Selenica is the hub of these new developments.

⁴ See “*Vortex of Madness and Other Planar Perils*” (Planescape adventure supplement)

This article details some of the interesting personalities that can be found operating in or around Selenica following the events outlined above. Each is designed to serve as a springboard to help game masters in creating adventures in Darokin (and possibly beyond). Game statistics are not covered in detail given the wide variety of systems that can be used, but the inspiration for these characters arose from the 2nd edition *Dungeons and Dragons* rules, the *Planescape* setting, and *The Republic of Darokin Gazetteer* (GAZ11).

The personalities which follow are listed in the following format: Name, Race/ Gender/ Class, Alignment, Affiliated organizations, and finally the locations where the character is most likely to be found. The events mentioned here should occur sometime after AC 1013.

Eshram Al-Azrad

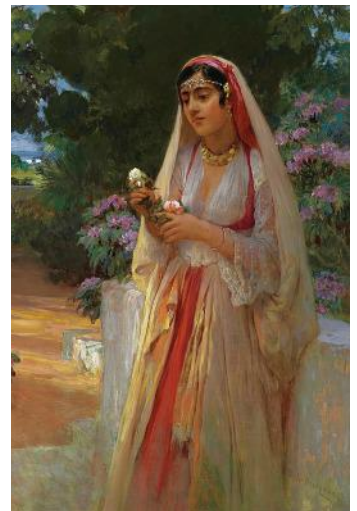
Alasiyan Male Mage/Merchant *AL*: LN
Affiliations: Al-Azrad House, Darokin Merchants' Guild
Locations: Selenica

Eshram has been head of Al-Azrad House for nearly three decades, and his patience, education, mercantile expertise and skill at diplomacy are all legendary in Selenica, and even throughout Darokin at large. He has managed to run a successful merchant house without most of the conflict and brutal competitiveness that characterizes how many other merchants and merchant houses conduct their business. He has managed to develop an impressive reputation as the ideal merchant, one who can

deal honestly and fairly and still make an exceptional profit and raise his house to prosperity.

Al-Azrad House has strong connections to Ylaruam, and imports and exports many goods to and from that nation. Eshram is always on the lookout for promising talent to help steer his caravans safely to where they need to go, and is certainly willing to hire adventurers for this purpose, making him a good contact for such fortune-seeking individuals to have. He also has many contacts throughout Ylaruam, and is an excellent catalyst for adventures in that land should a band of Selenican adventurers decide to travel with or guard a caravan out that way.

However, things have not gone well for Eshram recently; his daughter, whom he loves dearly and wishes to make his successor, did not return from a trip to Ylaruam, and her attendants and bodyguards disappeared without a trace. He then



Eshram's daughter

received a message informing him she had been kidnapped by fanatical Magian Fire Worshippers,⁵ and if he wanted to see her alive again he would need to follow their instructions. The only instruction that has been given thus far is to turn over a prized ruby of immense value his family has owned for generations.

⁵ See GAZ2: "The Emirates of Ylaruam"

Having a powerful merchant house under their control would be a tremendous boon for the Magians, and Eshram is all too aware of the evil they could cause should he go along with their demands. He is currently desperate to find a band of capable adventurers to travel to Ylaruam and find his daughter before her kidnappers run out of patience. What he does not know is that the Magians are controlled by a powerful efreeti who is interested in gaining control of a long-dormant gate to the Elemental Plane of Fire, and the ruby in question is the key that will open it. This means that the Magians are more capable than he realizes, and they have sent agents to Selenica to keep an eye on his house. Should they spot a band of adventurers paying him a visit, they may decide to proactively deal with that problem...

Cael Wintershelm

Planar Half-Elven Male Fighter/Mage

AL: NG

Affiliations: Sojourners sect, House Umbarth

Locations: Selenica, City of Glass

Cael is a planar half-elven adventurer who belongs to the small sect⁶ known as the Sojourners, a group of mixed-blood warriors and mages who hold the belief that individuals should be judged based upon their strength of character and importance of their deeds, as opposed to their racial or cultural background. Many of the Sojourners, such as Cael, feel they have never really fit into the societies they hail from,

⁶ Information on sects and factions can be found in the *Planescape* campaign setting. The Sojourners are the author's creation.

and as Sojourners seek to acquire the knowledge, skill and legendary deeds that will allow them to create their own place for themselves wherever they choose to go.



In accordance with the tenets of his sect, Cael found himself in the City of Glass, a planar metropolis known to hold numerous gates to other places. It is also a city rife with intrigue, given the constant rivalry between the merchant houses that run the city as well as the activities of numerous criminal organizations. Having heard tales of battling gangs in darkened alleys, a ruthless slaving ring moving victims to planar battlefields and numerous portals to other places, he was certain he'd find something noteworthy to accomplish there.

He found his opportunity when a representative from House Meladril, sea elves who trade with numerous Prime Material worlds,⁷ asked him to explore the Prime World beyond an unknown gate they had discovered. (The portal actually lay within one of their properties in the city, but the key had been lost for over a century and the destination unknown, a result of the secrecy practiced by a former head of the house.) Cael agreed, eager to see what destination the former head had tried to keep secret, and with the long-lost key they provided him he stepped through.

⁷ See "Vortex of Madness"

He found himself in the study of an opulent mansion with a surprised half-elven male staring back at him. He later learned, after hours of conversation, that he was in the city of Selenica in the nation of Darokin on the Prime Material world known as Mystara. The man he had surprised, Greenleaf Vickers, was a merchant lord, the head of Umbarth House. Although mostly based in Akesoli,⁸ the devastation wrought on that city by the war and the loss of the trade opportunities the house had enjoyed with Alfheim had given Umbarth House reason to begin investigating other locations to establish a secure base within.⁹ Selenica seemed ideal to Vickers, as the houses which were based there, Hallonica and Al-Azrad, were more disposed to negotiation and peaceful co-existence than many of the other mercantile interests in Darokin.¹⁰ The threat posed by the new Shadow Elven nation of Aengmor also jeopardized the essential trade route through Selenica,¹¹ creating an opportunity for bold, new talent to make a mark.

Vickers was fascinated with Wintershelm's tales of a thriving planar merchant city, one which the mansion he had recently purchased in Selenica just happened to have a long-lost portal to! He quickly made an alliance with the Sojourner, offering him a place of influence in the house as his advisor. Cael, in turn, was intrigued by what he learned of Darokin; that it was a nation where people of numerous racial and cultural backgrounds could find success and acceptance through trade, and that Selenica was the most notable "melting pot" of that

nation. This appealed greatly to him, as it fit perfectly within the ideology of his chosen sect.

In the several years since that fateful (and unexpected) meeting, Wintershelm has helped Umbarth House prosper, both through assisting in securing the trade route through Selenica with his skills in combat and magic and through guiding Vickers in his travels to the City of Glass, helping him forge trade deals with the houses there by allowing them to access the Darokinian markets. Umbarth House has also made a tidy profit re-selling goods from House Meladril, which seems content to let Umbarth oversee sales of their goods in Darokin. Of course, the amazing new products Umbarth had acquired through such deals to sell in Darokin and beyond has attracted the attention of the other houses, who are also seeking similar advantages. As Umbarth House is still short on personnel, it is entirely possible adventurers might find employment with them as bodyguards or agents while Vickers and Wintershelm journey to the City of Glass.

Bertram Hallonica

Darokinian Male Merchant *AL: LN*
Affiliations: Hallonica House, Darokin Merchants' Guild
Locations: Selenica, City of Glass

Bertram is the current head of Hallonica House, the richest and most dominant house in Selenica. Like Eshram Al-Azrad, he and his house have a reputation for eschewing the cutthroat tactics often employed by the other houses, preferring negotiation and peaceful co-existence with

⁸ See GAZ11

⁹ See "Wrath of the Immortals"

¹⁰ See GAZ11

¹¹ See "Wrath of the Immortals"



Bertram

their fellows. This has contributed greatly to the overall stability of Selenica throughout the decades, with Hallonica House and Al-Azrad House agreeing to specialize in different markets to reduce competition.

The arrival of Umbarth House presented a new challenge, but the sudden opening of a long-dormant gate to the City of Glass proved the solution, with Umbarth House allowing Hallonica to use their portal to access the city (though both must pay a toll to House Meladril on the other side) in exchange for Bertram agreeing to avoid dealing in certain items Umbarth wishes to specialize in.

The wealth of new opportunities afforded by the gate made this a profitable solution for House Hallonica. After spending some time forging deals in the planar city, Hallonica now deals in diverse new trade goods such as jewelry made by House Sharpeye, spidersilk from the nixies of House Acquar and even occasionally magic items obtained through Krazy Koroaker's.¹² Bertram has found that these items will fetch a good price in Darokin, good enough to help smoothly integrate Umbarth House into Selenica while preserving the city's cordial atmosphere.

House Silverpick was yet another surprise, but as this new dwarven-led house specializes in gems and alcohol, neither of which

Hallonica deals in often, it has been a fairly rancor-free development. Furthermore, the Silverpicks provide House Sharpeye with the gems they need for their jewelry, which brings Hallonica House a tidy profit. This further encourages both houses to keep the peace, and the fact that Odessa has made efforts to ingratiate herself with the city's other houses also helps greatly in this regard.

And yet there are also some potential storm clouds brewing. Bertram, pleased by the success of his house and also frustrated with the disorder that often plagues the rest of Darokin in the wake of recent calamities, has started thinking in a direction he had not before—namely, that Selenica, given its prosperity and independent spirit, might be better off on its own. He envisions a new nation of Selenica in eastern Darokin, with Selenica City as its capital. He believes nearby communities such as Reedle and garrisons such as Fort Hobart will be amenable to this, making such a bold plan possible. In truth, however, this is unlikely, as Darokin needs Selenica more than ever, and while it would certainly attempt to employ diplomacy to resolve the issue, they also would never ultimately agree to let the region split off.

Normally, Bertram would recognize this and would never conceive of such a plan. But he is not exactly himself as of late, for a rogue Shadow Elven agent has been using a custom enchantment spell to infiltrate Bertram's dreams and slowly, over time, twist his thoughts in this direction. This agent has been dispatched by Synn the Night Dragon who, unlike Deimos,¹³ isn't

¹² See "Vortex of Madness"

¹³ See the "Chronicles of Mystara" video games and the "Poor Wizard's Almanac" for more information on these two

focused upon destruction for Entropy's sake, but rather enjoys such carefully-crafted chaos that allows her to shape the course of the land and its peoples. One cannot be a puppeteer without puppets to dance to her tune, after all.

Eventually, Bertram will seek audiences with influential individuals in the region to discuss his plans, which will alarm other members of his house who will quickly realize how uncharacteristic this is for him and seek to hire investigators. The Shadow Elf agent in question has used her spell before on others in Selenica for fun and practice, so potential investigators may hear of these accounts and realize something strange is going on here. They may also run into Galesian Kellenites and his elven allies who are also searching for Shadow Elf saboteurs.

Odessa Silverpick

Dwarven Female Fighter/Merchant
AL: NG
Affiliations: House Silverpick, Darokin Merchants' Guild
Locations: Selenica, City of Glass

Odessa is the daughter of House Silverpick's current leader, and is determined to make a name for herself as an unequalled merchant without relying upon her father. When she learned of the Darokinian merchant cutting deals in the City of Glass, she was intrigued by what she heard of this place called "Darokin" on the Prime Material—it seemed like a place where a savvy dwarf with a nose for business could make a profit. After

her research showed that other portals to Mystara existed, she consulted the nixies of House

Acquar, who were reputed to know the locations to many gates and would

divulge that knowledge for the right price.¹⁴ Much to her surprise, they not only knew of gates to Mystara, but knew of another one to Selenica, one which the water-dwelling nixies had little use for previously. Remarking upon her good fortune, she passed through the gate to that city and found herself in Selenica—in Dwarfstown, no less.



Odessa

She wasted no time in making use of this second gate in the very same city to make contacts among the dwarven community, quickly hiring dwarves to form the nucleus of the Darokinian branch of House Silverpick, upon which she used her control of the second gate to import the lagers, ales and gems her house was famous for, and quickly made a tidy profit upon discovering that Darokinian taverns were eager to stock Green Lager and Golden-Brown Swill.¹⁵ The gems she had for sale also proved popular, as the locals had never seen such planar-sourced gems before and were eager to possess them.

¹⁴ See "Vortex of Madness"

¹⁵ *ibid*

She also spent a good deal of effort ingratiating herself into the Darokinian merchant community, joining the Merchants' Guild, making contacts, and learning all she could about this new land. Within a year, she had built House Silverpick to be one of the biggest minor houses in Darokin, and at the current rate of growth seems poised to one day enter the hallowed ranks of the top nine merchant houses. With three such houses already based in Selenica, this development only makes the city more attractive to traders and fortune-seekers. It has, of course, also brought her enemies, particularly those houses who feel most threatened by these upstarts such as Toney House. The latter has already hired a group of dwarven troublemakers newly arrived from the Northern Lands (and thus no ties with or loyalty to the dwarves in the city) to cause trouble. Odessa may have a need of adventurers to protect her interests sometime soon.

Myriana Nen'Talir

Planar Human Female Paladin/Merchant

AL: LG

Affiliations: Legionnaires of the Light

Locations: Excelsior, City of Glass, Selenica, Western Darokin

Myriana is a steadfast paladin of the Legionnaires of the Light, based in the Outlands gate town of Excelsior.¹⁶ While pursuing a corrupt merchant who was providing fiendish Blood War generals with slave soldiers, she found herself in the City of Glass. There, she discovered that slavers were

¹⁶ The Legionnaires of the Light are mentioned in the *Blood Wars* card game; Excelsior can be found in the *Planescape* boxed set "A Player's Primer to the Outlands"

using the portals to help move slaves kidnapped on the Prime Material to the Lower Planes. Her early efforts to liberate some of these unfortunates revealed that they hailed from a world on the Prime Material, Mystara.



Myriana

This, in turn, led her to Selenica, which possessed a mercantile culture completely foreign to her. Quickly finding herself in over her head but unwilling to give up her mission, she endeavored to learn all she could about this new land, hiring herself out as a caravan guard and forming friendships with good-aligned merchants. This was an eye-opening experience for her; she had thought of merchants as simply obsessed with money and dismissed their profession accordingly, but now saw the possibilities of trade to connect communities and spread prosperity, understanding and security. She also discovered that her keen mind and charisma made her quite adept at pursuing such activities herself, something she was encouraged to do by her merchant allies.

In time, having learned enough about the merchant's trade, she decided the best way to uncover who was funnelling slaves from Darokin was to become a merchant herself. As Al-Azrad House does not typically transport goods all the way to Western

Darokin,¹⁷ she has become one of the domestic traders to take on such work, transporting them through her small caravan to Northern Darokin and sometimes even Glantri. She has profited surprisingly well from this, given her exceptional charisma and ability to read people, though she is scrupulously honest and deals fairly at all times (this does not stop her, however, from securing the best price from those she knows can afford it).

Her real mission, of course, is to find out who has been collecting slaves and how they are making their way to the City of Glass. She has already discovered cases where a few small isolated villages in Darokin and Glantri have disappeared without a trace. As their proximity to the Broken Lands required these villagers to be tough and well-defended, she is starting to realize that she is dealing with far more than a few corrupt merchants.

DEIMOS

Lich (formerly Thyatian Male Mage)
AL: CE,
Affiliations: Synn (Night Dragon)
Locations: Broken Lands (Sable Tower)

A millennium ago, Deimos was the senior apprentice of Lucinius, the Thyatian mage who led the revolt against Alphatia along with his general, Zendrolion.¹⁸ With the success of the rebellion, Deimos had good reason to believe that he would prosper in the new Thyatian empire his master would control, but those plans crumbled to dust when Zendrolion betrayed and assassinated

¹⁷ See GAZ11; Darokin City is over 400 miles from Selenica

¹⁸ See "Dawn of the Emperors" boxed set



Deimos

Lucinius, taking the title of emperor for himself. Deimos was forced to flee, destroying his own tower in an attempt to convince the assassins on his tail that he had died in a misguided effort to control magic beyond his grasp.

For years, he wandered the continents of Mystara and even ventured into the planes beyond, driven by anger and a fervent desire for revenge against the nation he felt had betrayed him. He gained much knowledge and power in his planar travels, even becoming a lich via lore he had gained from servants of Orcus. In the centuries that followed, Deimos's desire for revenge against Thyatis mutated from a simple desire to punish and take control of that nation to a simple desire to spread death and destruction all over Mystara and rule over its ashes in a bid to become an Immortal of Entropy.

He believed the key to accomplishing this, however, was through drawing upon his planar knowledge and his pacts with Orcus to summon an army of fiends to do the work for him. Deimos discovered, through his centuries of research, that the lands of Darokin contained a number of portals to planar nexuses that were largely unknown in the region. He decided to focus his efforts on the several in and around Selenica.

It was precisely because of this fact that a reckless Darokinian mage from the Ithel family had been able to summon a terrible demon in their island castle three centuries ago;¹⁹ the demon was, in fact, strong enough to resist the summons of the foolish mage, but chose to accept the invitation because it recognized the value of Darokin's portals. Fortunately, the doomed mage was competent enough to keep the demon bound in the castle in spite of lacking the power to control it.

Deimos made contact with the demon, Razrog,²⁰ and forged an alliance: he would help to free the fiend from his prison, who would in turn help him with taking control of Darokin and making use of its portals to bring yet more fiends to assist in dominating Mystara. But Deimos knew how plans could be undone all too well, and he recognized that despite his power and knowledge, Mystara was not lacking in powerful mages who would oppose his efforts and had the power to do so. In order to distract such

would-be heroes from stopping him, he initiated long-term plans to destabilize Darokin, secretly working to undermine the nation during the Master's invasion. After the war, he gained control of numerous humanoid tribes from the Broken Lands and the humanoid-dominated parts of Darokin, which he used in slave-taking operations. Many such unfortunates ended up sacrificed in the rituals Deimos enacted to weaken Razrog's binding, something which the Ithel family had also done centuries ago to summon the fiend.

The sudden appearance of a planar adventurer through one such important portal in Selenica was an unwelcome development for Deimos, as it alerted the merchants of the nation to the existence of such portals. But Deimos was adaptable; he simply expanded his slaving operations and sold the surplus to the Lublaboorp slavers in the City of Glass²¹ via another portal in the Broken Lands they controlled, hoping that any heroes investigating such would be directed away from him. He also forged an alliance with Synn, the Night Dragon, who in turn used the Shadow Elves and monsters under her command to further destabilize the nation. Currently, Deimos is making use of Synn's Shadow Elven agents to cause trouble on the vital Selenican trade route to interfere with the focus upon the two portals discovered there by local and planar merchants. Deimos believes Synn to be a useful resource in achieving his long-term goals in Darokin.

Deimos, however, underestimates her power and fails to realize that she grasps his ultimate plans and has no intention of letting him take control of the region—but his demonic ally in Itheldown Castle is of great interest, indeed.

¹⁹ See GAZ11

²⁰ In BECM1, Razrog is a Roaring Fiend; in AD&D 2e and later editions this is a Balor, which is nowhere near as powerful as its BECM1 counterpart. The author made him a Nalfeshnee Augmented Wizard (see the *Planescape* supplement "*Hellbound: The Blood War*") who via an Abyss-infused *magic jar* took the body of a Goristro (see "*Planes of Chaos*").

²¹ See "*Vortex of Madness*"

RIONARR BLACKSABER

Sea Elf Male Fighter *AL: CG*
Affiliations: House Meladril
Locations: Selenica, City of Glass

Rionarr is a member of House Meladril, air-breathing sea-elven traders from the City of Glass. Rionarr, however, is no merchant or craftsman, though he has few peers when it comes to swordsmanship. Long ago, he was a member of the Steelcross Duelists gang²² often employed by the house to defend its interests in the bloody, back-alley conflicts that often occur in the City of Glass at the behest of various houses and commercial interests. His skill with a blade led him to the direct employ of the house itself, which has trade dealings on numerous Prime Material worlds it controls gates to in its city district. Rionarr has fought for his house on many of those worlds, and has seen much in that time.

This includes Mystara, for the Meladrils possess a gate that leads to the Minrothaddan islands. The sea elves of the house are quite similar in appearance to the sea elves that dominate that land, which gives the house a tremendous advantage in circumventing the many restrictions those islands place upon foreign traders. House Meladril was able to acquire a discrete and wealthy clientele there, trading with Merchant Princes, sea elven pirate captains and elite members of certain elven clans, namely the Meditors. This secretive trade network has benefitted many such individuals in Minrothad, and angered their enemies in the process. The Kasan sea-elven clan,²³ in particular, has heard rumors

²² *ibid*

²³ See GAZ9 : "The Minrothad Guilds"

of these mysterious elves whose timely aid has thwarted their plots before, and has made use of their contacts in the Blue Eels and other criminal



Rionarr

enterprises to find out where these mysterious benefactors came from. As the Blue Eels have contacts throughout the world of Mystara, this has caused House Meladril to be more circumspect in their dealings to avoid attention. This became all the more important when a small group of House Meladril elves decided to make an exploratory journey to Thyatis to examine the possibilities there, and were subsequently murdered. The hallmarks of these killings were disturbingly similar to another set of murders of house members in an entirely different Prime world.

Upon discovering that contact had been made and trade relations established between Darokin and their home city, House Meladril decided against involving themselves in the markets there, preferring to let Umbarth House serve as their middleman to hide their presence. They allow Umbarth House and Hallonica House to use the gate to travel to the City of Glass (for a fee, of course), but rarely use it themselves to travel to Selenica. Nonetheless, Selenica does seem a promising avenue for future revenue, so while trading ventures are not carried out there (yet), they have

chosen to send Rionarr as an agent to keep an eye on the city to evaluate what dangers may be present there.

Disguising himself to seem like an Alheim wood elf, Rianarr has opened his own dueling school, The Crossed Blades, where he teaches swordsmanship to those who wish to learn and can afford his prices. Many Darokinian fighters have taken lessons there, and those who hold positions in the military or as bodyguards for the merchant houses are excellent sources of information. The school is an excellent place for characters to increase their proficiency with the blade, and excellent cover for Rionarr to keep an eye on the city. Should whoever is targeting members of his house of multiple worlds find him here, they will find him more than a capable foe.



Galesian

Galesian KeINENites

Thyatian Male Forester²⁴ AL: NG
Affiliations: Karameikan Foresters' Guild
Locations: In and around Selenica

Galesian originally served in the Thyatian Guild of Foresters, but after the troubles the guild suffered in the war he chose to emigrate to Karameikos to help set up a new guild there.²⁵ After several years there, he decided to make a journey to Darokin to evaluate the threat of Aengmor and possibly lay the groundwork for a Darokinian branch of the guild, if possible.

²⁴ Foresters are a class in BECMI, found in "Dawn of the Emperors"; for suggestions on how to use Foresters in other editions, see *THRESHOLD Magazine* issue #11

²⁵ See *THRESHOLD Magazine* #11 for details

He made his way to Selenica, as, given the importance of the trade route that it lies upon, the city would make a tempting target for mischief on the part of Aengmor. Keeping his allegiance secret, he has worked as an adventurer and caravan guard around the region to gather information, search for potential allies and spot any signs of trouble. He was successful in finding allies, making the acquaintance of several former Alheim elves unwilling to let their homeland go. From them, he learned much of the Shadow Elves, and he revealed his true identity and purpose to them in return. They now form an adventuring band seeking their fortune around Selenica, but in truth this is a cover to search for Shadow Elven activity.

At first, little was discovered, as Aengmor is not currently planning any trouble in the region. This changed, however, when Synn

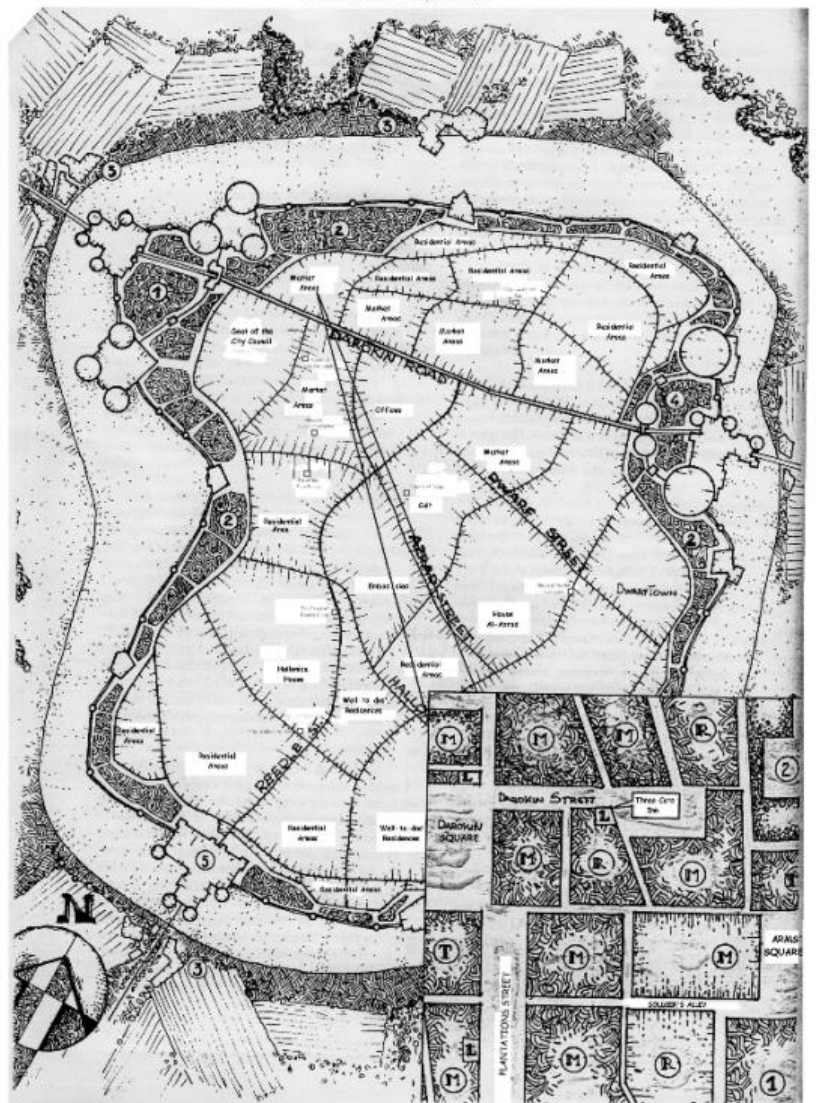
started sending her Shadow Elven allies in, such as the one who is currently plaguing Hallonica House. Several Shadow Elven bands have launched attacks on certain caravans at Deimos's insistence; Synn humors him for now, but usually has an ulterior motive for such attacks (such as undermining confidence in Darokin's ability to keep the roads safe and thus make Bertram Hallonica's call for Selenica to forge its own path more appealing). Galesian's band has engaged one such group already, which only spurs them onward in their current quest.

However, he is starting to become a nuisance. Synn might very well send assassins after his group or attempt to lead them into an ambush which player characters might get caught in the middle of, or characters investigating the strange behavior of Bertram Hallonica might discover Galesian and his group investigating the same thing, suspecting Shadow Elven foul play. This band of adventurers can serve as a catalyst for many adventures involving the Shadow Elves.

*Map of the city of Selenica
by Giovanni Bondini
translation and additions by
Simone Neri
(from the [Vaults of Pandius](#))*

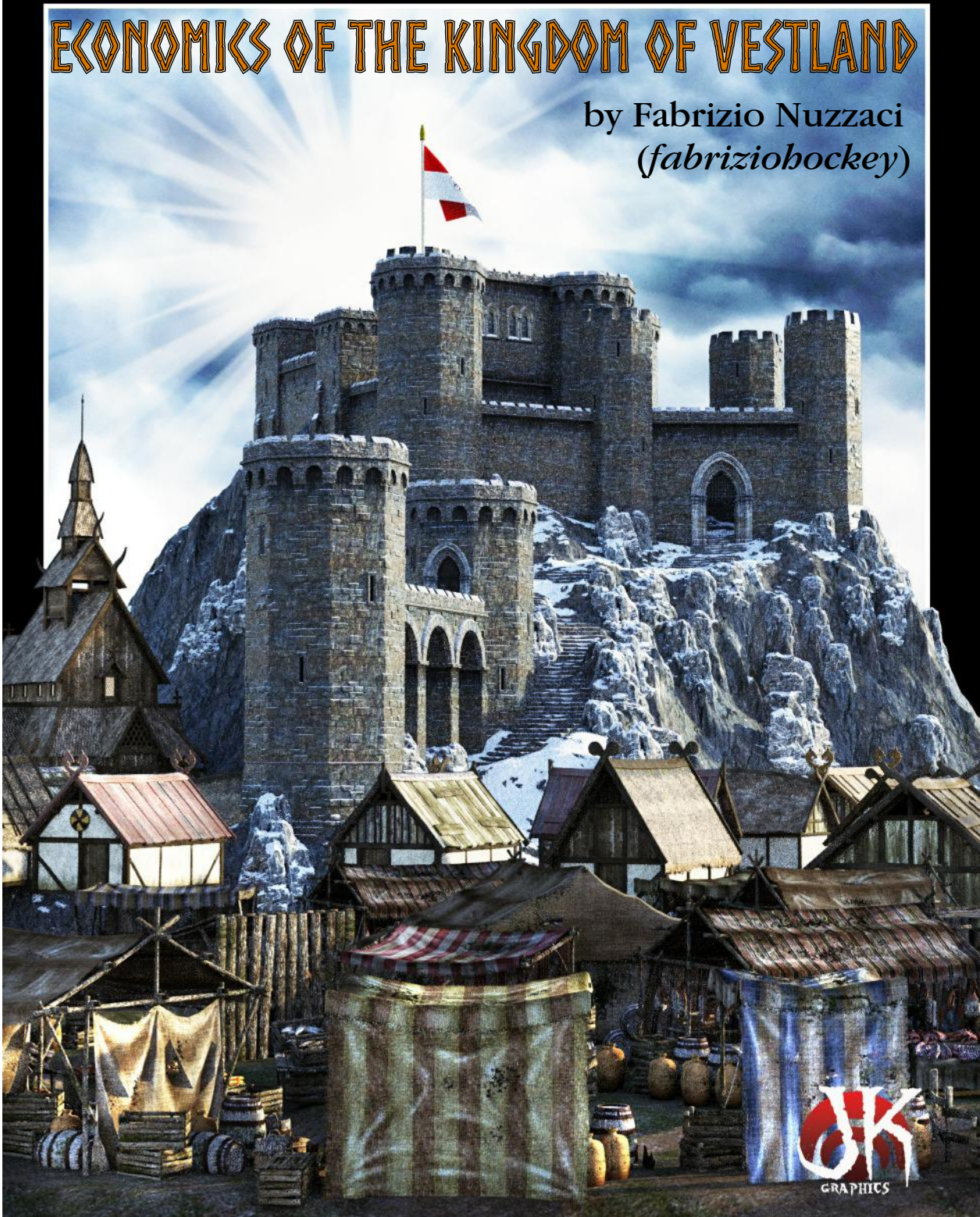
THE CITY OF SELENICA

Original artwork by Giovanni Bondini
Translation and additions by Simone Neri



ECONOMICS OF THE KINGDOM OF VESTLAND

by Fabrizio Nuzzaci
(fabriziohockey)



Vestland market, original drawing by [Jeffrey Kosh](#)

Hi everyone, this is my latest version (7.4) of the realm of Vestland (Oct 10, 2021).

My interest is to visualize, on hex maps, the settlement areas of human populations and other “friendly” peoples, basing myself as much as possible on the available game information (and integrating them where missing). This is in order to simulate the economies of the various domains found there.

This could be useful for both in-game “campaigns” (“*Where are the bad guys?*”), and for the creation of domains by the PCs.

During an RPG session, have you ever asked yourself questions like:

“How many dwellers could live in that map hex?”,

“How many troops can that nation enlist?”,

“How many resources can I get if I conquer my neighbour?”

Here I try to give an answer.

If you intend to play and enjoy the pleasure of adventure, stop reading here (cit.)

(How much I love this sentence).

THE DEMOGRAPHIC MAPS

I must first thank Thorfinn Tait for his great work in mapping Mystara and his generosity, giving me the ability to modify his maps.

In particular, the one used here is an “updated” map, not one faithful to the original.

Regarding Vestland, I drew up 3 different demographic maps (“**basic**” demographic, “**density**” and “**military**”).

Compared to the original map and to that of Thorfinn, on these maps I have:

- added some villages in some fiefdoms that did not have them (marked with the word “new”), considering it reasonable that there is always at least 1 village in each fief;
- added some places described in single adventure modules (X3: “*Curse of Xanathon*” and X13: “*Crown of Ancient Glory*”);
- added some camps along the great trade route (described in GAZ7: “*The Northern Reaches*”);
- made slight changes to the boundaries of the “duchy” (more correctly: barony) of Rhoona.

Note: these maps also show a demographic distribution of the population for the nations of Soderfjord and Ostland but, for these two nations, it is only a “draft” as I have not yet verified whether such a distribution fits in with the number of inhabitants of the individual domains.

ECONOMICS OF THE KINGDOM OF VESTLAND

The Northern Reaches: The Kingdom of Vestland, Demographic Map 1000 AC Based on GAZ7, X1, X3, X13, TM1 and TM2

Light Green Hex = Civilized, Yellow Hex = Barbarian, Light Purple Hex = Wilderness, Other Color's Hex = No Human or Humanoid Civilizations.

Please note: Urban population (cities, villages, camps, etc.) was not considered to determine the civilization's levels of human territories. Fabrizio Nuzzari, May 2021



Greetings to Thorfinn Tait Cartography and Ignacio Ramos



Map 1: Basic Demographic map

1) "Basic" demographic map:

Map 1 shows the distribution of the population, highlighted in colour:

dark green	very civilized (density greater than 20 inhabitants per square mile);
light green	civilized (from 5 to 19.99 inhabitants per square mile);
yellow	borderland (from 1 to 4.99 inhabitants per square mile);
purple	wilderness (from 0.01 to 0.99 inhabitants per square mile);
other colors	no human population (but ... what about monsters ??).

GAZ7 provides the following information about the civilization level of the various territories, expressed in inhabitants per square mile (sq mi):

- plateau (central and eastern territories): 20+ inhabitants / sq mi only in river valleys and nearby large commercial cities;
- hills (Trollheim): <1 inhabitant / sq mi only in the river valleys and lands bordering the plateau (the rest is desert);
- foothills (Makkres): <1 inhabitant / sq mi only in "some" areas suitable for raising sheep (the rest is desert);
- mountains (Makkres): <1 inhabitant / sq mi (inhospitable).

It follows that*:

- plains and woods (which are not close to Trollheim or to the Makkres Mountains) may have a population density not exceeding 20 inhabitants / sq mi (or higher, if in river valleys or close to major commercial cities);
- hills, hills / woods and forests (which are not close to Trollheim or the Makkres Mountains) may have a population density of no more than 10 inhabitants / sq mi;
- the mountains never go beyond the "wild" level (<1 inhabitant / sq mi), except for the territory of Rhoona.

(*). Having to adapt these descriptions, with the population actually shown for each domain, I considered reliable:

- assign a population exceeding 20 inhabitants / sq mi in single hexes where there are urban centers (with the sole exception of Sveamark, where there are two hexes with a population well above this limit);
- exceed the limits indicated for the mountain and foothill areas of Rhoona (this is necessary given the considerable amount of inhabitants, concentrated in a narrow territory through which the Great Trade Route passes).

ECONOMICS OF THE KINGDOM OF VESTLAND

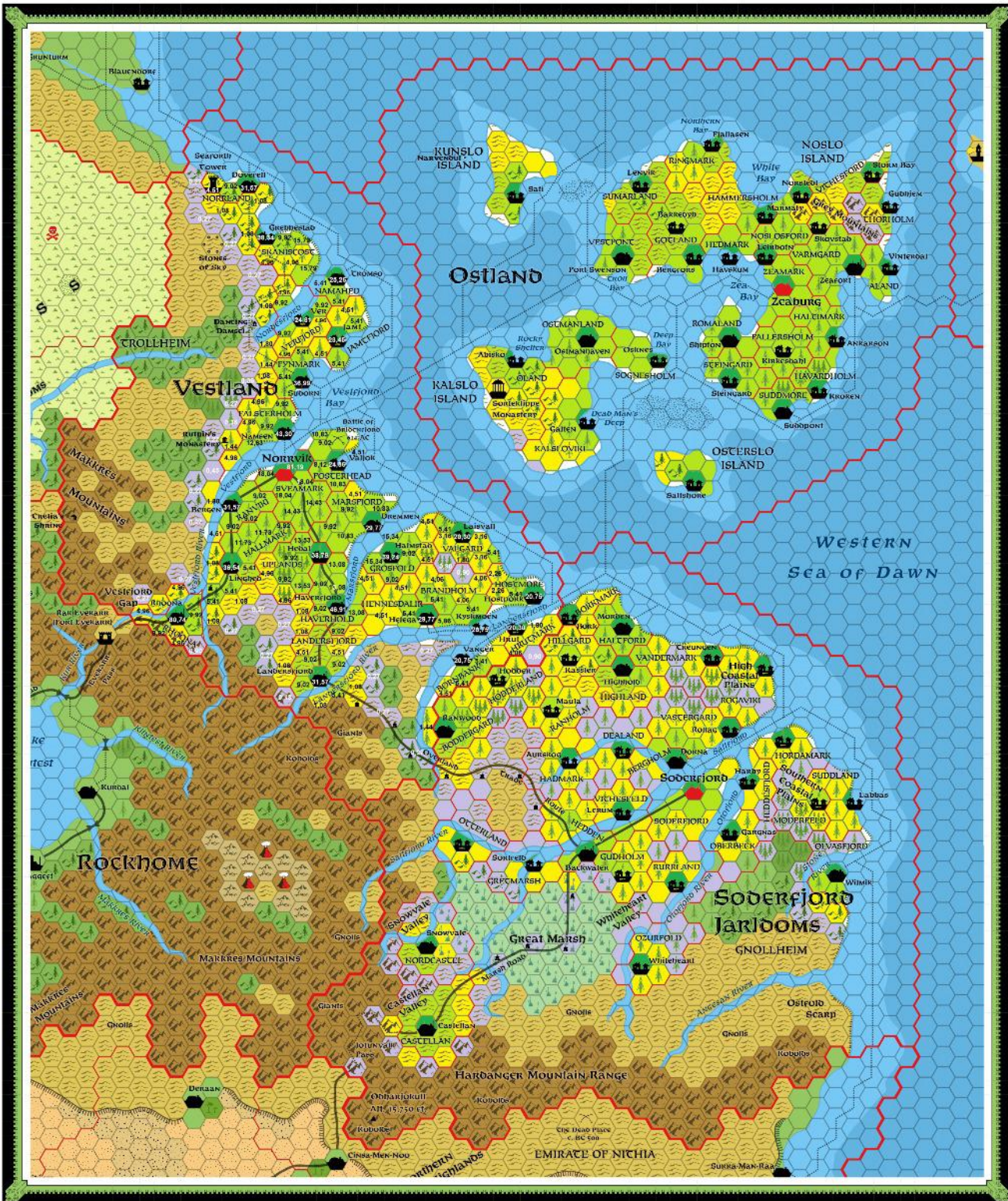
The Northern Reaches: The Kingdom of Vestland, Density Map 1000 AC Based on GAZ7, X1, X3, X13, TM1 and TM2

Light Green Hex = Civilized, Yellow Hex = Borderlands, Light Purple Hex = Wilderness, Other Color's Hex = No Human or Humanoid Civilization.

Please note: Urban population (cities, villages, camps, etc) was not considered to determine the civilization's levels of (rural) territories. Fabrizio Nuzzari, May 2021



Greetings to Thorfinn Tait Cartography and Ignacio Ramos



Map 2: Density map

2) “Density” DEMOGRAPHIC MAP:

Map 2 shows the population density of a single hex (or groups of hexes), rounded to the second decimal place.

For the sole purpose of population density, it should be noted that the population residing in urban centres is not added to that living on the single hex of the territory. This is due to my method in simulating economies.

Now, knowing that an 8 mile diameter hex has an area of 55,426 square miles (sq mi), it is easy to calculate how many inhabitants live (on average) in a given map hex (or group of hexes); as written just above, this number does not include the population of any urban centers.

Otherwise, more simply, look at the individual details of the domain you are interested in.

In my representation I have distributed in the single hexes the entire population indicated in GAZ7 and TM2 “*The Eastern Countries Trail Map*”: 161,000 inhabitants (*note*: PWA1 “*Poor Wizard's Almanac AC 1010*” instead indicates a population of 160,000).

Anyone who wants to is always free to add more population according to their campaign.

3) “Military” DEMOGRAPHIC MAP:

Map 3 shows the military units supported by the single domains in peacetime.

Explanation of the annotations:

- “1v” means 1 vessel, whose crew is composed and equipped as described in PWA1;
- “105d” means 105 defensive F2 (officers excluded), composed and equipped as described in GAZ7 (DM’s book, page 62);
- “70a” means 70 attacking F2 (officers excluded), composed and equipped as described in GAZ7 (DM’s book, page 62).

So, for example:

- Norvikk (“12v” and “210d”) stably deploys 12 vessels and 210 F2 for defense *;
- Helega (“1v”, “35a” and “70d”) stably deploys 1 vessel, 35 F2 for attack and 70 F2 for defense.

(* *Note*: Sveamark deploys also 140 F2 on 4 camps along the Great Trade Route.

Now, let’s remember that it is a Viking culture: the real attack troops are those embarked on vessels (level 3 fighters).

The ground troops (level 2 fighters, both “defensive” and “attacking” ones), are in fact employed for the defense of the inhabited centres, of the positions along the Great Trade Route, and to guarantee a minimum patrol of the territory; nothing more.

ECONOMICS OF THE KINGDOM OF VESTLAND

The Northern Reaches: The Kingdom of Vestland, Military Map 1000 AC Based on GAZ7, X1, X3, X13, TM1 and TM2

■ Light Green Hex = Civilized;
 ■ Yellow Hex = Borderlands;
 ■ Light Purple Hex = Wilderness;
 ■ Other Color Hex = No Human or Humanoid Civilization.

Please Note: Urban population (cities, villages, camps, etc) was not considered to determine the civilization's levels of (natural) fortifications. Fabrizio Nuzzari, May 2012



Greetings to Thorfinn Tait Cartography and Ignacio Ramos



Map 3: Military map

In my simulation, the vessels make up the 14 divisions mentioned in PWA1.

In peacetime, each division is commanded by a F9, has a F8 deputy commander, has 6 F15 heroes and 6 C8 heroes, and is composed of 1 single regiment with 2 vessels (each vessel has 75 F3, 3 F4 sergeants and 1 F5 Lieutenant), as described in PWA1, p. 129.

In wartime, the number of regiments will increase to 8 (see PWA1).

Where a fiefdom deploys 1 single vessel, it has been merged with the single vessel of another fiefdom, to form a division (example: Namahed and Verfjord).

This is indicated in the individual domain sheets (continuing the example: Namahed: “Division 16-I / 16, Regiment 1, Vessel 1”; Verfjord: “Division 16-II / 16, Regiment 1, Vessel 2”), and is highlighted in the summary (by a rectangle that encloses the “navy” troops of the two domains involved); in these cases, finally, the senior officers are a dependent of one domain and the other dependent of the second (continuing the example: Namahed supports the F9 captain and Verfjord the F8 captain).

ECONOMIC SIMULATIONS:

A full spreadsheet detailing the high definition pictures of spreadsheets the economic simulations for the 23 individual dominions of Vestland can be found in my article [“Economics of the Kingdom of Vestland”](#) at the Vaults of Pandius. An example for one of the dominions follows below.

Note: refer to this example for battle information (BFR, VB, speed and class) of the troops of each fiefdom, because I have recently recalculated and updated.

All these economic simulations have been developed referring to the information and descriptions provided in GAZ7 and in some other D&D supplements (PWA1, TM2, X3 and X13), trying to remain consistent to them as much as possible.

The resources (vegetables, animals and minerals) of each fief are based on the description given in GAZ7.

For the purpose of the constraint of assigning at least 20% of households to each resource, population has been distributed referring to 8-mile (instead of 24-mile) hexes.

As stated above, all ground troops are composed as described in GAZ7 (DM’s book, page 62), while fleets are composed as described in PWA1 (page 129).

The rules for calculating income and expenses of individual fiefdoms applied here are mainly based on the rules of *D&D BECMI-Rules Cyclopedia*, albeit with some of my additions (eg. families engaged in trade, crafts or wealthy).

From this point of view, I am happy with the result as:

- TM2 indicates a monthly Kingdom (Sveamark) availability of 12,800 gp;
- my calculations show that, every month Sveamark receives taxes and fees for a total of 12,841 gp (not considering the Ordinary Income, provided in nature and to be sold);
- however, we should also add about 38,700 gp / month as “cash” for the Salt Tax paid by the various fiefdoms (except Verfjord, Jamtfjord and Hrutmark who pay Salt Tax to their respective feudal superiors: Namahed and Bornbank).

Also for the cost of troops and specialists I had to integrate the official rules of the game.

For example:

- the cost of a soldier with 2 HD (or 3 HD) is increased by + 10 gp (or + 20 gp) compared to the base cost indicated for soldiers with 1 HD (see *D&D Expert Set*);
- the cost of the officers is 20 gp / HD / number of months of service (while, following the BECMI rules, a sergeant with 4 HD would cost only 20 gp / month).

After all, in my simulation, “in peacetime” Vestland has a total of more troops (TOTAL **5,410 troops**, of which: 1,540 defensive, 1,470 attacking and 2,400 embarked; the latter are divided into 14 naval divisions equipped of 2 vessels each), compared to what is indicated in TM2 (**1,800 troops**) or PWA1 (1.5% of 161,000 inhabitants = **2,415 troops**)¹.

¹ The information contained in the X10 “Red Arrow

Note that, despite this, the main strength of each fief (constituted by the naval divisions) is still minimal: in fact only Sveamark is able to deploy more than 2 vessels, while some minor domains cannot support even one.

On other topics, however, I tried to make a realistic simulation.

For example, the “Food Balance” section is based on rules that I wrote after reading several articles.

For Vestland there is no need for clerics to create food to support food production: the Viking culture is a warrior culture, yes, but with resources that are (barely) enough to support the population; in any case, the cult was concerned with more spiritual things than sowing oats.

One final note: the Order of Ruthin (the cult of the nobility) receives 124,084 gp / year from tithes; the offerings of the faithful should also be added to this sum.

The Cult of Odin and Thor also receives 14,835 gp from tithes and certainly collects many donations from the faithful.

How to spend these sums, I leave it to the imagination of those who want to use this system.

Black Shield” module (which takes place in 1200 AC) does not differ much: in that scenario Vestland provides “2 divisions”, each with “BR 102” and made up of “882 men” (total 1,764 men), organized as follows: F9 commander, F8 deputy commander, 6 F15 heroes, 6 C8 heroes and “7” regiments each made up of 120 F3, 3 F4 sergeants and 1 F5 captain.



**EXAMPLE ECONOMIC SIMULATION:
SVEAMARK**

What follows below is my economic simulation for Sveamark (Vestland’s main fief), published with the aim of explaining to the readers how and where to look for information of interest to them, both in this and in the other economic simulations referred to in this article.

Therefore, this is not a clear and complete explanation of all the work behind these sheets, nor of the information on which I relied. I would also like to point out that some of the information present in this, as in the other sheets, are also reported in the demographic maps (“basic”, “density” and “military”) included in this article; however, only the spreadsheets provide complete information on each domain.

To carry out this work I used my Excel file “Fiefs Generator” (v. 7.4)², which I adapted to the rules for managing domains described in D&D BECMI (and then in *Rules Cyclopedia*), with a single hint from D&D 3E (the “gp” limit) and some of my further additions aimed at making the simulation more realistic.

The ultimate goal of this work is to allow each DM to have quick and complete access to game information, providing a ready-made campaign and thus saving them preparation time.

To help the reader, in the following description I will refer to the line numbers located on the left edge of the sheet.

The sheet is here divided into three parts.

² The Excel generator used in this article has not yet been completed by the author for publication but may be shared in the Vaults at a later time.

PART 1 (lines 1 to 25): Domain, Leader, Population and Territory

1	Kingdom	Sveamark (5)	Leader: Gaz. 7/TMZ: KING Harald Gudmundson	game's months considered	12						
2	NOTE: 1) data must be written in fields highlighted yellow or using the curtains (fields in blue are optional); 2) Settlement's population must be rewritten under "settlements: inhabitants & area" (cf. territories).										
3	POPULATION: 1) RACES (put percentage):		2) FAITHS AND CULTS (put percentage):		3) SETTLEMENTS: located in (territory type) # inhabitants, area (acres) gp limit						
4	21.876	Humans (Heldann)	87.50%	2.876	Ruthin	11.50%	Norvik	9000	234.00	40.000	
5	625	Humans (Ethengar)	2.50%	7.500	Odino & Thor	30.00%				40	
6	1.875	Humans (others)	7.50%	13.750	Frey & Freya	55.00%				40	
7	500	Dwarves	2.00%	125	Loki (&/or Hel)	0.50%				40	
8	0	Dwarves Modrigsberg	0.00%	125	Cretia (Ethengar)	0.50%				40	
9	62	Gnomes	0.25%	500	Dwarves cults	2.00%				40	
10	62	Halflings	0.25%	62	Gnomish cults	0.25%				40	
11	0	Elves/Halvelves	0.00%	62	Elves/Halfi cults	0.25%				40	
12	25.000	TOTAL INHABITANTS (of wich 1.00% are wandering NOMADS: not tax)		*By Fabrizio Nuzzaci 1999-07 (and again 2018-21)*		Hexagon diameter (miles)	8 miles				
13	TERRITORIES (same type & resource) # hexes: Density: Territories: inhabitants & area (acres) Settlements: total inhabitants & area (acres) # Families usable acres pasture acres										
14	highland (coast)	barely/rye, fish (sea)	2	81.19	9.000	360.00	9.000	234.00	3.317	27.789	0
15	highland	barely/rye, veget, cattle	3	18.04	3.000	120.00			553	85.029	74.029
16	wood	bar./rye, wood, sheep	5	14.43	4.000	160.00			737	79.667	72.167
17	---			NO HEX					0	0	0
18	---			NO HEX					0	0	0
19	---			NO HEX					0	0	0
20	---			NO HEX					0	0	0
21	---			NO HEX					0	0	0
22	---			NO HEX					0	0	0
23	---			NO HEX					0	0	0
24	---			NO HEX					0	0	0
25	Inhabitants Employable (percentage):		6.95%	1.715	Inhabitated Areas Calculator: 1) set 1) rural areas		2) put # inhabitants	9.000 = area (acres)	360.00		

Table 1

- Line 1: domain's type and name, name of the leader, number of game's months of play considered;
- Lines 3 to 11: description of the population based on races and cults, followed by a list of main settlements (name, inhabitants, territory type where it is located, housing surface - in acres - and gp limit for each settlement);
- Line 12: total number of inhabitants, percentage of nomadic population (not controlled, nor taxable), diameter of the hexes on the map (in miles);
- Lines 13 to 24: description of the territories (grouped by homogeneous types and resources) and related number of hexes, density, inhabitants of **rural** areas and housing surface (in acres), inhabitants of **urban** areas and housing surface (in acres) (note: data for the urban areas corresponds to those in lines 3 to 11), number of families available

- for production (excluding the "nomads" and the "employable" inhabitants), number of acres available for economic activities and number of residual acres for pasture/breeding only;
- Line 25: percentage and number of "employable" inhabitants, followed by a calculator used to determine the housing surfaces of the urban/rural population.

PART 2 (lines 27 to 99): Production, Balances (economic and food), Notes on the Domain, etc.

- Line 27: the rightmost section indicates the levels of Taxes and Standard Income (gp);
- Lines 29 to 50: number of families employed on vegetable resources distinguished according to the types of the domain territories (see lines

**PART 2 (lines 27 to 99):
Production, Balances (economic and food), Notes on the Domain, etc.**

27	PRODUCTION	NB set families number and choose resources, for crops only, each territory type has 2 reserved lines				Gold Piece for: 1) tax	1	2) st. income	10	
28	Families number	Resource Type	Available Families	Resource Income	Tax Income	Standard Income	Food production modifiers: type & %	Acres/family	Food's units	
29	660	Barely/Rye	highland (coast)	7.920	7.920	79.200	2	42,10	83.367	
30		residual	2.657	0	0	0		(as above)	0	
31	110	Barely/Rye	highland	1.320	1.320	13.200	2	-10%	50,00	16.500
32	110	Vegetables	residual	333	1.320	13.200	2	-10%	(as above)	8.663
33	150	Barely/Rye	wood	1.800	1.800	18.000	2	-10%	50,00	22.500
34		residual	587	0	0	0		(as above)	0	
35		hexes group 4		0	0	0		0,00	0	
36		residual	0	0	0	0		(as above)	0	
37		hexes group 5		0	0	0		0,00	0	
38		residual	0	0	0	0		(as above)	0	
39		hexes group 6		0	0	0		0,00	0	
40		residual	0	0	0	0		(as above)	0	
41		hexes group 7		0	0	0		0,00	0	
42		residual	0	0	0	0		(as above)	0	
43		hexes group 8		0	0	0		0,00	0	
44		residual	0	0	0	0		(as above)	0	
45		hexes group 9		0	0	0		0,00	0	
46		residual	0	0	0	0		(as above)	0	
47		hexes group 10		0	0	0		0,00	0	
48		residual	0	0	0	0		(as above)	0	
49		hexes group 11		0	0	0		0,00	0	
50		residual	0	0	0	0		(as above)	0	
51	330	Cattle breeding	meat	7.920	3.960	39.600		Acres/family	58.988	
52	435	Sheep breeding	meat	10.440	5.220	52.200		- for breeding	65.794	
53		add families & choose		0	0	0		& haunting:	0	
54		add families & choose		0	0	0		100,00	0	
55		Haunting & Poultry	add families	0	0	0		- for fishing:	0	
56		Fishing River	n. di esa.	0	0	0		0,00	0	
57		Fishing Lake (coast)	n. di esa.	0	0	0		0,00	0	
58	1.650	Fishing Sea (coast)	n. di esa. 2	39.600	19.800	198.000		10,00	317.625	
59		NB amount of Stan-		0	0	0	NB please sign above Bonus/Malus for each production (+/-10%)			
60		dard Income of the		0	0	0	and sum them. B.M LIST: 1 land+; 2 land-; 3 climate+; 4 climate-;			
61		se activities can be		0	0	0	5 technology+; 6 techn-; 7 magic+; 8 magic-; 9 event+; 10 event-			
62		used to produce		0	0	0	Intelligence Thyatis: 1) FOOD BALANCE: ACTIVE			
63		weapons and/or e-		0	0	0	Attitude: Peaceful Poor Class Families -388.260			
64	150	wood	paying merchants.	1.800	1.800	18.000	Politic: Neutral Middle Class Families -267.030			
65		wood (precious)		0	0	0	Law: Moderate Wealthy Class Families -62.100			
66	373	Artisans	NB merchants and	8.952	4.476	44.760	Philosophy: Lawful Specialist, troop, armorer -102.660			
67	123	Artisans (precious)	artisans can give	4.428	1.476	14.760	Country Coinage: Other employable people -96			
68	370	Merchants	an item, value not	8.880	4.440	44.400	pp: Schilder TOT food units consumed -820.146			
69	123	Merchants (precious)	more than 'S.I.'	4.428	1.476	14.760	gp: Gulda Food units by resources 573.435			
70	23	Wealthy families	them pay just taxes	0	276	0	ep: Hellar Clerics create NO food! 0			
71	4.607	TOT. FAMILIES OK	TOTAL Income:	98.808	55.284	550.080	sp: Floren Food units by Vassals 258.145			
72		SALT TAXES:	Domain's name	Symbol	People	Other Notes	Families working on V or A resources	cp: Oren Exchange rate: 10%		
73	0	Sveamark			25.000	(this domain)	74.8%	2) ECONOMIC BALANCE: Ruler's Experience P.: STATE OF		
74	11.280	Hostmore (1)			3.000			Overall income & tax: 704.172 154.092 (NPC = 1/2) WAR?		
75	11.220	Valgard (2)			3.000			Received tributes: 464.296 Max 1 level each 12 month NO		
76	26.329	Grosfold (3)			7.000			Salt tax: 0		
77	33.712	Marsfjord (4)			9.000			Tithe (Church): -20.417 10,00% Ruthin Cult		
78	18.466	Fosterhead (6)			5.000			Food/event expenses: 0 see "4) Domain's note"		
79	22.663	Ranviki (7)			6.000			Domain expenses: -1.148.218 NO production surplus!		
80	26.526	Falsterholm (8)			7.000			FINAL BALANCE: -167 DOESNT need create vassals!! :D		
81	19.001	Fynmark (9)			5.000	clan feuds		3) CONSENSUS INDEX: ----> starting level: current level: 270		
82	0	Jamtford (10)			3.000	sale tax to 11		Status of the domain: Stable formed militia NO		
83	14.838	Namahed (11)			4.000	county (10 e 12)		Malus for miners? 0 NO malus to consensus		
84	0	Verfjord (12)			5.000	sale tax to 11		4) DOMAIN'S NOTE: Clan: Sveamark		
85	26.668	Skaniscost (13)			7.000			Gaz. 7: population 25000 (Norvik: 9000). Area 525 sqm		
86	18.833	Norrland (14)			5.000			National Issues: piracy (Ostland); Troll's raids (Trollheim); Soderfjord armed bands		
87	0	Hrutmark (15)			2.000	sale tax to 16 Jarldoms ostility		raiding south border baronies; goblinoids, cobolds & gigants (rock & hill) raids from		
88	13.001	Bombank (16)			3.500	viscounty (15) Jarldoms ostility		Makkres Mountains. According to TM2 Sveamark receives 12800 gp/month (my calculations give 12841)		
89	15.042	Brandholm (17)			4.000			Crops: malus unsuitable land (2).		
90	22.716	Hennesdaier (18)			6.000					
91	38.884	Landersfjord (19)			10.000	humanoid raids				
92	46.166	Haverhold (20)			12.000	Ostland piracy				
93	25.645	Uplands (21)			7.000	NO HARBOUR				
94	25.890	Hallmark (22)			7.000	NO HARBOUR				
95	47.416	Rhoona (23)			12.000	monsters raids				
96		other free territories (74 hex)			3.500					
97										
98										
99	464.296	<tributes TOTAL population->		161.000	161.000	160.000 population (from PWA 1) 161.000 pop. (from Gaz7 e TM2)				

Table 2

from 13 to 24) (*note*: each type of territory has two lines for its vegetable resources), followed by the number of “still available” families in each territory after having assigned those dedicated to cultivation (they can be assigned to animals, minerals or wood resources, or living as artisans, merchants or wealthy) the collected gp (for tax on the resource, taxes and standard income), any bonus/malus to the food production (type and percentage); number of acres used by each family (max 50) and the “food units” produced;

- Lines 51 to 55:

the number of families employed for **breeding** distinguished according to the type of animals*, the product obtained (meat, honey or silk), the collected gp (for tax on the resource, taxes and standard income), any bonus/malus to the food production (type and percentage); number of acres used by each family (max 100) and the “food units” produced;

(*) in practice, the breeders of the various territories are added together according to the type of breeding.

Lines 56 to 58:

the number of families employed for **fish- ing**, distinguished according to the place of activity (river, lake or sea)*, the number of hexes exploited, the collected gp (for tax on the resource, taxes and standard income), any bonus/malus to the food production (type and percentage); the acres used by each family (max 10) and the "food units" produced;

(*) in practice, the fishermen of the various territories are added together according to the place of fishing.

Lines 59 to 70 (7 columns on the left):

the number of families employed on “**min- eral**” or **wood** resources, or **artisans**, **mer- chants** and **wealthy** families without considering in which territory they live*, and the collected gp (for resource tax, taxes and standard income);

(*) in practice, all these are added together according to the type of activity, or social condition;

- Line 71 (7 columns on the left):

the totals of the employed families and of the various income received (gp);

- Lines 72 to 99 (6 columns on the left):

the Salt Taxes received by the vassals (reported in the Economic Balance; see below), relative inhabitants and any notes;

- Lines 62 to 73 (right side sections):

Thyatian Intelligence information (see TM2), local currencies and exchange rate, Food Balance of the domain; percentage of fami- lies employed on vegetable or animal resources;

- Lines 74 to 99 (right side sections):

Economic Balance, PX obtained by the Leader, State of War (if any), Consensus Index, Militia (if formed), Malus for too many miners (if too many), Notes on the Domain.

PART 3 (lines 101 to 182): Expenses

EXPENSES:	Inhabitants employed:	1,711	Inhabitants employable:	4	EXPENSES (gp)	5) OFFICIAL INFORMATIONS
Festivities:	Called for:	#	gp/inhab.	# inhabitants involved in festivity:		Vestland's description: cold weather in Mountains, temperate along coasts, poor rain on northern hills and average on southern and western hills; forests cover part of the hills highland and the Makkres foothills. 90% of the human population lives on coasts and valleys.
103	This domain Superior	2	1	25 000 All Inhabitants	0,0	
104	This domain Religion	2	1	25 000 All Inhabitants	50 000,0	
105	This domain Ruler	1	2	25 000 All Inhabitants	50 000,0	
106	(other Feasts)	0	2	25 000 All Inhabitants	0,0	
Specialists:	Type	#	gp/month	Description	Notes	
108 (X, RC)	Animal trainer	1	500	Max 6 animals		
109 (X, RC)	Alchemist	1	1.000			
110 (CM, RC)	Reeve	1	500	(who/level)	Norvik	
111 (CM, RC)	† Provosts	10	20	1/2500 inhabitants		
112 (CM, RC)	Magists	1	3 000	M9	Norvik W9+ (+250 gp/HD)	
113 (CM, CM2, RC)	Chief Steward	1	1.000			
114 (CM, CM2, RC)	† Herald	1	500			
115 (CM, RC)	† Chamberlain	1	20			
116	Ministers	5	600	interior-foreign-cult-magic-navy		
117 (Gaz. 11)	† Diplomats 1st Class		400	(where)	(them are spies also)	
118 (Gaz. 11)	† Diplomats 2nd Class	6	200	Thy.-Alph.-Eth.-Sod.-Ostl.-Held	(them are spies also)	
119 (Gaz. 11)	† Advocats		85	(where)		
120 (X, RC)	* † Employees	110	20	10/1 minister - diplomat - advocat		
121 (CM, RC)	Patriarch	1	550	C10	(1/nation) C10+ (+50 gp/HD)	
122 (CM, RC)	† Chaplains	1	500	C9	Norvik C9+ (+50 gp/HD)	
123 (CM2)	† Deputy Chaplains	100	20	1/250 inhabitants		
124 (CM, RC)	Sage	1	2 000	(who)	Norvik	
125 (CM, CM2, RC)	Seneschal	1	4 000	F9	Norvik F9+ (+400 gp/HD)	
126 (CM, RC)	† Castellans	1	2 000	F5	Norvik F5-9 (400 gp/HD)	
127 (CM, RC)	* † Chief Artillerist	1	750	F3	Norvik F3-5 (250 gp/HD)	
128 (M)	* † Artillerists	1	250	F1	Norvik F1-2 (250 gp/HD)	
129 (CM, RC)	* † Guard Captain	1	4 000	F9	Norvik F9+ (+400 gp/HD)	
130 (X, RC)	** † Armorer (troops)	29	100	1/50 troops (infantry, mounted & all the officers)		
131 (X, CM2)	** † Smiths (mounts)	3	25	1/50 mounts (mounted troops & all the officers)		
132 (CM, CM2, RC)	* † Wardens	1	60	F3	Norvik F3-5 (20 gp/HD)	
133 (CM, RC)	* † Marshalls	1	100	F5	Norvik F5-8 (20 gp/HD)	
134 (X, CM, M, RC)	† Engineer	1	750	(siege engineer: 1000 gp/month)		
135 (CM, RC)	† Chief Magistrate	1	2 000	1/5000 inhabitants (N.B. Ruler works as 1st magistrate for the first 5000 inhabitants, spending 1 week/month).		
136 (CM2, RC)	* † Magistrates	4	200			
137 (CM, CM2, RC)	* † Sheriffs	1	100	F5	Norvik F5-8 (20 gp/HD)	
Troops:	Type	#	Train.week	PNG Class	PNG Race	Equipment + extras
139 Defense	Footman, light 2HD	120	8	Fighter	Human	n. eq. + infantry spear
140 Norvik	Footm., medium 1HD	60	8	copy last voice	copy last voice	n. eq. + infantry spear
141 (Home Guard)	Bowman, mount 2HD	30	8	copy last voice	copy last voice	n. eq. + infantry spear
142	Sergeant 3HD	6	8	copy last voice	copy last voice	1/35 soldiers
143	Lieutenant 5HD	1	8	copy last voice	copy last voice	
144	Captain 7HD	1	8	copy last voice	copy last voice	
145	---					
146 Army	Footman, light 2HD			Fighter	Human	n. eq. + infantry spear
147 Norvik	Footm., medium 1HD			copy last voice	copy last voice	n. eq. + infantry spear
148 (Home Guard)	Bowman, mount 2HD			copy last voice	copy last voice	n. eq. + infantry spear
149	Sergeant 3HD			copy last voice	copy last voice	1/35 soldiers
150	Lieutenant 5HD			copy last voice	copy last voice	
151	Captain 7HD			copy last voice	copy last voice	
152	---					
153 N. 4 outposts	Footman, light 2HD	80	8	Fighter	Human	n. eq. + infantry spear
154 Great trade route	Footm., medium 1HD	40	8	copy last voice	copy last voice	n. eq. + infantry spear
155 (Home Guard)	Bowman, mount 2HD	20	8	copy last voice	copy last voice	n. eq. + infantry spear
156	Sergeant 3HD	4	8	copy last voice	copy last voice	1/35 soldiers
157	Lieutenant 5HD	4	8	copy last voice	copy last voice	1/outpost
158	---					
159	---					
160	---					
161	---					
162	---					
163	---					
164	---					
165	---					
166	---					
167 Royal Division	Sailor./Longship DV 3	900	8	Fighter	Human	n. eq. + infantry spear
168 Norvik (fleet)	Sergeant 4HD	36	8	copy last voice	copy last voice	1/25 soldiers
169 Divisions 1-6/16	Lieutenant 5HD	12	8	copy last voice	copy last voice	1/Vessel
170 1 regiments/div.	Captain 8HD	6	8	copy last voice	copy last voice	1/Division
171 2 vessels/regim.	Captain 9HD	6	8	copy last voice	copy last voice	1/Division
172	Navigator NM	12	8	copy last voice	copy last voice	1/Vessel
173	HERO 15HD	36	8	copy last voice	ONLY wartime	6/Division
174	HERO 8HD	36	8	copy last voice	ONLY wartime	6/Division
175	---					
176	---					
177 PRODUCTION (weapons & armors):	Armorer	Quantity	Quality	Resource's cost	Resources needed	Merchant's cost
178 (*) Every armorer is	Axe (long)	0,23	55	low	275,0 wood + iron	202,0
179 considered flanked	Shield	0,39	55	low	550,0 wood/iron	404,0
180 by 6 assistants ed 1	Armor (leather AC7)	1,15	55	low	1.100,0 leather	0,0
181 blacksmith	Spear (footman)	0,23	55	low	165,0 wood	0,0
182	---	0,00			0,0 0	0,0

Table 3

PART 3 (lines 101 to 182): Expenses

- Lines 101 to 137:
inhabitants employed and still employable (line 101); expenses for **festivities**³ (type, number, cost per family, number of families, total cost) and **specialists** (type, number, monthly cost, description and notes, total cost); in the rightmost section are noted information obtained from the game's books;

- Lines 138 to 182:
expenses for **military**, both armies and fleets (location and identification of each army/fleet, number and type of the troops, number of weeks of training, class, race, equipment and extras, total cost, CDB and BR, speed⁴), and for **weapons production**

³ festivities expenses are deducted from the amount paid for Salt Tax and Tithe.

(type, number of gunsmiths⁵ - hired even in fraction - quantity and quality of produced equipment, cost and type of resources needed, expenses for any merchants according to their origin and total cost).

Below (in Table 4) I show calculations I made to determine BFR, Troop Class and VB for each army and fleet of Vestland. As written above, this example spreadsheet shows only the correct battle's values.

⁴ I beg your pardon, the measurements of these speeds has remained the ones obtained with the metric system adopted in Italian books; in particular, to have the effective number of feet and miles, you have to multiply the figure indicated here by 3 (feets) or 0.75 (miles); these are the original conversion rates adopted by D&D italian translators. Recently I corrected this error on this example spreadsheet (Sveamark).

⁵ For each indicated gunsmith (or fraction), the file also automatically adds 2 blacksmiths and 4 assistants.

Table 4

1) B.F.R. calculating:		points	DEFENSES, ARMIES, OUTPOSTS	Soldiers (not officers):	70	2) B.R. calculating:	
Leadership	leader's level	7	<- insert leader's HD			each bonus worths:	6
	intelligence		<- insert intelligence's bonus/malus	B.F.R. score	62	20% mounted	
	wisdom	1	<- insert wisdom's bonus/malus	Unit's class	Fair	50% mounted	
	charisma	1	<- insert charisma's bonus/malus			20% throwing weapons	
	% of NPC at title level	0	insert # of NPC with 9HD or more	# of 2 HD troops:	70	20% throwing w. >30 mt	
Experience	average troops level	4	<- insert # of 1 HD troops:	# of 3 HD troops:		1% magic equip./skills	
	victories and defeats	0	<- insert # of victories:	# of defeats:		20% magic equip./skills	
	average officer level	11	<- insert # of sergeants:	2 and # of their HD:	3	100% magic equip./skills	
Training	training weeks	8	<- insert # of lieutenants:	1 and # of their HD:	5	5% casts spells	
	training weeks+leader	8	<- insert # of captains:	and # of their HD:		30% casts spells	
	month of service	12	<- insert # of training's weeks with or without leader (max 20) and month of service/year			1% may fly	
Equipment	equipment quality	5	<- insert equipment bonus: + 5 low quality; +10 average quality; + 15 excellent quality			20% may fly	
	2nd weapon, same q.	5	<- insert + 5 if all the troops have a second weapon of same quality of the first one			av. speed 100+ feet/turn	6
	average armor class		<- insert + 5 if average armor class is 5 or less			B.R. score:	68
Special Troops	100% Elves/Dwarves		<- insert + 15 if all the troops are elves or dwarves				
	% of special monsters	0	<- insert the # of troops with 2 special ** or more				
1) B.F.R. calculating:		points	TROOPS ON BOARD (vessels)	Soldiers (not officers):	1200	2) B.R. calculating:	
Leadership	leader's level	9	<- insert leader's HD			each bonus worths:	8
	intelligence		<- insert intelligence's bonus/malus	B.F.R. score:	78	20% mounted	
	wisdom	1	<- insert wisdom's bonus/malus	Unit's class:	Average	50% mounted	
	charisma	1	<- insert charisma's bonus/malus			20% throwing weapons	
	% of NPC at title level	0	6 insert # of NPC with 9HD or more	# of 2 HD troops:		20% throwing w. >30 mt	
Experience	average troops level	6	<- insert # of 1 HD troops:	# of 3 HD troops:	1200	1% magic equip./skills	8
	victories and defeats	0	<- insert # of victories:	# of defeats:		20% magic equip./skills	
	average officer level	13	<- insert # of sergeants:	48 and # of their HD:	4	100% magic equip./skills	
Training	training weeks	8	<- insert # of lieutenants:	16 and # of their HD:	5	5% casts spells	
	training weeks+leader	8	<- insert # of captains:	1 and # of their HD:	8	30% casts spells	
	month of service	12	<- insert # of training's weeks with or without leader (max 20) and month of service/year			1% may fly	
Equipment	equipment quality	10	<- insert equipment bonus: + 5 low quality; +10 average quality; + 15 excellent quality			20% may fly	
	2nd weapon, same q.	10	<- insert + 5 if all the troops have a second weapon of same quality of the first one			av. speed 100+ feet/turn	8
	average armor class	0	<- insert + 5 if average armor class is 5 or less			B.R. score:	102
Special Troops	100% Elves/Dwarves		<- insert + 15 if all the troops are elves or dwarves				
	% of special monsters	0	<- insert the # of troops with 2 special ** or more				

SUMMARY FOR THE WHOLE NATION:

This is a single spreadsheet in which there are 3 tables with:

- Summary Table 1 details the population density of each fief, according to the type of territory;
- Summary Table 2 details the deployed troops and fleets, the tithes and cults, and the clerics supported by each fief; in the lower part, are calculated clerics supported by the population, based on the diffusion of each cult (these latter are chaplains “of the people”, distinct from those “salaried” by individual feudal lords);
- Summary Table 3 details the population density in the hexes not ruled by any of the fiefdoms.

I hope you have fun in this land of brutal warriors, magical runes and wise women!

Enjoy!

Fabrizio Nuzzaci



ECONOMICS OF THE KINGDOM OF VESTLAND

Summary table 1

VESTLAND 1000 AC

POPULATION DENSITY by territory and domain:		Sveamark (5)	Rhoona (23)	Haverhold (20)	Landersford (19)	Marsfjord (4)	Skansicost (13)	Grosfold (3)	Uplands (21)	Hallmark (22)	Falsterholm (8)	Rarviki (7)	Fynmark (9)
Terrain Type:	Civilization Level:												
	civilized: 20+/mgq	81.19	80.74	46.91	31.57	29.77	38.34	39.24			43.30	31.57	36.99
Highland	civilized: 5-20/mgq			13.08		10.83	15.79	15.34			12.63		9.02
(coasts and rivers)	borderland: 1-5 mgq			4.51		4.51		4.51			4.96		4.51
	wilderness: <1/mgq												
Highland	civilized: 5-20/mgq	18.04				10.83						9.02	
	borderland: 1-5 mgq												
	wilderness: <1/mgq												
Wood	civilized: 20+/mgq												
(coasts and rivers)	civilized: 5-20/mgq			9.02									5.41
	borderland: 1-5 mgq			4.51									
	wilderness: <1/mgq												
Wood	civilized: 20+/mgq								38.79	36.54			
	civilized: 5-20/mgq	14.43				9.92		9.02	13.53	11.73	9.92	9.02	5.41
	borderland: 1-5 mgq						4.96	4.51			4.96		4.51
	wilderness: <1/mgq												
Forest	civilized: 5-10/mgq								9.92				
(coasts and rivers)	borderland: 1-5 mgq								4.96				
	wilderness: <1/mgq												
Forest	civilized: 5-10/mgq									9.92			
	borderland: 1-5 mgq							4.51					
	wilderness: <1/mgq												
Hill	civilized: 5-10/mgq			9.02	9.02							5.41	
(coasts and rivers)	borderland: 1-5 mgq								4.96				
	wilderness (<1/mgq)												
Hill	civilized: 5-10/mgq					9.02							
	borderland: 1-5 mgq					4.51							
	wilderness (<1/mgq)												
Hill + Wood	civilized: 5-10/mgq			9.92				9.92					
(coasts and rivers)	borderland: 1-5 mgq			4.96				4.96					
	wilderness (<1/mgq)												
Hill + Wood	civilized: 5-10/mgq												
	borderland: 1-5 mgq												
	wilderness (<1/mgq)												
Mountain	civilized: NO			9.92									
(coasts and rivers)	borderland: NO			4.96									
	wilderness: <1/mgq												
Mountain	civilized: NO												
	borderland: NO			4.96									
	wilderness: <1/mgq			0.90									

POPULATION DENSITY by territory and domain:		Fosterhead (6)	Hennesdair (18)	Brandholm (17)	Norland (14)	Namahed (11)	Verfjord (12)	Jamfjord (10)	Bornbank (16)	Hrutmark (15)	Hostmore (1)	Valgard (2)	Unclaimed lands
Terrain Type:	Civilization Level:												
	civilized: 20+/mgq	24.36	29.77	20.75	31.57	25.26	24.81		20.75	20.30	20.75	20.30	
Highland	civilized: 5-20/mgq	10.83	5.41	5.86		5.41	9.92				5.41	5.41	
(coasts and rivers)	borderland: 1-5 mgq	4.51	4.51						4.51				
	wilderness: <1/mgq												
Highland	civilized: 5-20/mgq	9.02	5.41	5.41									
	borderland: 1-5 mgq		4.51						4.51	4.06			
	wilderness: <1/mgq									0.90			
Wood	civilized: 20+/mgq							23.45					
(coasts and rivers)	civilized: 5-20/mgq	8.12				5.41		5.41			5.41	5.41	
	borderland: 1-5 mgq							4.51	4.51		2.26	3.16	
	wilderness: <1/mgq												
Wood	civilized: 20+/mgq												
	civilized: 5-20/mgq			5.41					5.41				
	borderland: 1-5 mgq			4.51	4.06		4.96	4.51		1.80	2.26	3.16	
	wilderness: <1/mgq			0.90									
Forest	civilized: 5-10/mgq											1.80	
(coasts and rivers)	borderland: 1-5 mgq											0.90	
	wilderness: <1/mgq												
Forest	civilized: 5-10/mgq												
	borderland: 1-5 mgq												
	wilderness: <1/mgq												
Hill	civilized: 5-10/mgq												
(coasts and rivers)	borderland: 1-5 mgq												
	wilderness (<1/mgq)												
Hill	civilized: 5-10/mgq												
	borderland: 1-5 mgq												
	wilderness (<1/mgq)												
Hill + Wood	civilized: 5-10/mgq												
(coasts and rivers)	borderland: 1-5 mgq				4.51		4.96						
	wilderness (<1/mgq)												
Hill + Wood	civilized: 5-10/mgq				9.02								
	borderland: 1-5 mgq												
	wilderness (<1/mgq)												
Mountain	civilized: NO												
(coasts and rivers)	borderland: NO												
	wilderness: <1/mgq												
Mountain	civilized: NO												
	borderland: NO												
	wilderness: <1/mgq												

ECONOMICS OF THE KINGDOM OF VESTLAND

Summary table 2

Dominion	Population	Defenses	Land Army	Sea Army	Air Army	Tithes:	given to:	Patriarch	Chaplain	Deputych.
Sveamark (5)	25.000	350	0	900		20.417	Ruthin Cult	1	1	100
Rhoona (23)	12.000	105	0	150		11.708	Ruthin Cult	1	1	48
Haverhold (20)	12.000	105	0	150		11.083	Ruthin Cult		1	48
Landersfjord (19)	10.000	105	0	150		9.442	Ruthin Cult		1	40
Marsfjord (4)	9.000	70	70	150		7.856	Ruthin Cult		1	36
Skansicost (13)	7.000	35	0	150		6.334	Ruthin Cult		1	28
Grosfold (3)	7.000	35	0	150		6.164	Ruthin Cult		1	28
Uplands (21)	7.000	35	315	0		5.822	Ruthin Cult		1	28
Hallmark (22)	7.000	35	315	0		5.945	Ruthin Cult		1	28
Falsterholm (8)	7.000	35	0	150		6.263	Ruthin Cult		1	28
Ranviki (7)	6.000	70	35	75		5.331	Ruthin Cult		1	24
Fynmark (9)	5.000	35	35	75		4.500	Ruthin Cult		1	20
Fosterhead (6)	5.000	35	175	0		4.233	Ruthin Cult		1	20
Hennesdair (18)	6.000	70	35	75		5.358	Ruthin Cult		1	24
Brandholm (17)	4.000	35	0	75		3.521	Ruthin Cult		1	16
Norrland (14)	5.000	105	105	0		4.416	Odino-Thor		1	20
Namahed (11)	4.000	70	35	75		3.419	Odino-Thor		1	16
Verfjord (12)	5.000	35	35	75		4.464	Odino-Thor		1	20
Jamtford (10)	3.000	35	70	0		2.536	Odino-Thor		1	12
Bornbank (16)	3.500	35	105	0		3.000	Ruthin Cult		1	14
Hrutmark (15)	2.000	35	0	0		1.872	Ruthin Cult		1	8
Hostmore (1)	3.000	35	70	0		2.640	Ruthin Cult		1	12
Valgard (2)	3.000	35	70	0		2.610	Ruthin Cult		1	12
Altri territori:	3.500									
TOTALS	161.000	1.540	1.470	2.400	0	138.934	TOTALS	2	23	630

(NOTE Enter the data only in the areas in blue)

Faiths & Cults:	Ruthin	Odino/Thor	Frey/Freya	Loki / Hel	Cretia	dwarves	gnomish	elves/half.	other cults	TOTALS
Tenths	124.099	14.835								138.934
Patriarchs	1	1	1		1					4
Chaplains	19	4								23
Deputychaplain	568	62								630
Other deputych.*	0	132	376	4	3	14	2	4	0	535
Total priests	588	199	377	4	4	14	2	4	0	1.192
Total faithfuls	12.554	48.300	93.980	804	737	3.395	456	774		161.000
Percentage	7,80%	30,00%	58,37%	0,50%	0,46%	2,11%	0,28%	0,48%	0,00%	100,00%

(* Other deputychaplain are those supported by the people N.B. chaotic cults are written in cursive

Note: The tenths for the Churches are presumed to be used to support clergy, works of good or otherwise.

Summary table 3

Village <1000 ab		other territories	Leader: Gaz. 7: -	game's months considered 12			
NOTE: 1) data must be written in fields highlighted yellow or using the curtains (fields in blue are optional); 2) Settlement's population must be rewritten under "settlements: inhabitants & area" (cf territories).							
POPULATION	1) RACES (put percentage):	2) FAITHS AND CULTS (put percentage):		3) SETTLEMENTS: located in (territory type) # inhabitants area (acres) gp limit			
3.057	Humans (Heldann) 87,25%	291	Ruthin 8,25%			40	
87	Humans (Ethengar) 2,50%	1.050	Odino & Thor 30,00%			40	
262	Humans (others) 7,50%	2.030	Frey & Freya 58,00%			40	
70	Dwarves 2,00%	17	Loki (&/or Hel) 0,50%			40	
0	Dwarves Modrigswerg 0,00%	17	Cretia (Ethengar) 0,50%			40	
8	Gnomes 0,25%	70	Dwarves cults 2,00%			40	
8	Halflings 0,25%	8	Gnomish cults 0,25%			40	
8	Elves/Halvelves 0,25%	17	Elves/Half. cults 0,50%			40	
3.500	TOTAL INHABITANTS (of wich 1,00% are wandering NOMADS: not tax)	By Fabrizio Nuzzaci 1999-07 (and again 2018-21)*		Hexagon diameter (miles) 8 miles			
TERRITORIES (same type & resource)	# hexes:	Density:	Territories: inhabitants & area (acres)	Settlements: total inhabitants & area (acres)	# Families	usable acres	pasture acres
highland	1 wild. + 3 borderland	4 variable	325		61	113.532	113.532
wood	2 wild.+4 bord.+1 civ.	7 variable	660		124	111.758	111.758
forest <13/mgq	1 wilderness	1 variable	15		2	7.095	7.095
hill	23wild.+11bord.+1civ.	35 variable	1.305		246	558.794	558.794
hill+wood	15wild.+11bord.+1civ.	27 variable	1.185		223	383.173	383.173
mount <13/mgq	1 wilderness	1 variable	10		1	7.095	7.095
----		NO HEX			0	0	0
----		NO HEX			0	0	0
----		NO HEX			0	0	0
----		NO HEX			0	0	0
----		NO HEX			0	0	0



**Mappers of Mystara,
a series by Thorfinn Tait**

In this series, both on his blog [Atlas of Mystara](#) and here in *THRESHOLD Magazine*, Thorfinn will highlight the fans who have mapped Mystara over the years.

PAUL HOLROYD

Pioneering creator of beautiful digital maps

At a time when everyone else was working with raster software, Paul did his mapping with vectors in Adobe Illustrator. Although he only created a small number of maps, they have since been used and reused by the community repeatedly and remain popular to this day.

Profile

Nickname: Hoddie ([Vaults author page](#))

Location: England, UK

Maps Posted: 1999

Areas of Interest: [Known World](#), [Isle of Dawn](#)

Scales: [8 miles per hex](#)

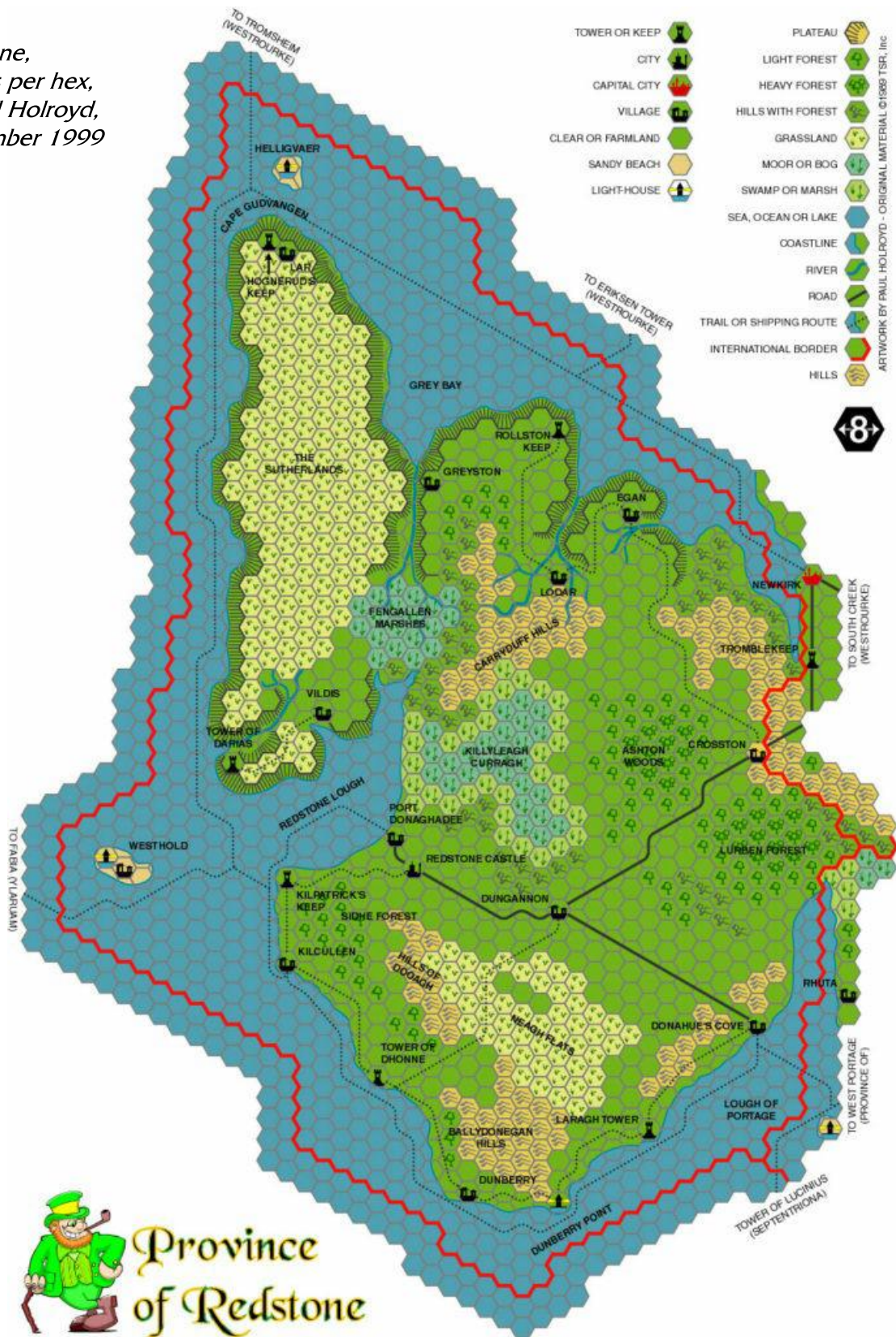
First Posted Map: [Republic of Darokin, 8 miles per hex](#) (August 1999)

Software: Adobe Illustrator

Mapping Style: Detailed hex art with a subdued, professional-looking palette

Fonts: Monotype Script (titling), Black Chancery (titling), American Uncial (titling), Helvetica (labels)

Redstone,
8 miles per hex,
by Paul Holroyd,
September 1999



OVERVIEW

I thought that WotI was the best thing to happen to D&D (or Mystara) - it made it feel like a 'real' world with real problems. I don't think everything is moving too fast - everything that has happened in the PWAs (official or not), seems plausible within the context of Mystara's history.

*"Just Say No to WotI",
1st September 1999, MML*

He also had an interesting view of "*Wrath of the Immortals*", leading to a love of the *Poor Wizard's Almanac* series, as well as the fan-made *Mystaran Almanac* series that followed.

It was becoming boring following the B and then the X series through. That's why I was so excited when WotI came out. When I first bought it I only thought it was to replace the Immortal rules of old (which I never managed to purchase), but since I started reading I have never looked back. I was pretty annoyed when they moved the PWA to AD&D but I thought what the hell? As long as they continue. I was quite upset when they even stopped that, but I found saviour on the net in the form of AC 1014 and AC 1015 - which in many respects are even better than the published ones.

*"Just Say No to WotI",
1st September 1999, MML*

Maps

Paul's major contribution to the Mystaran community came in August 1999, when he started talking about the maps he was working on.

Anyone interested in a jpg file of a map of pre-WotI Darokin?

"Maps", 28th August 1999, MML

A few days later, he posted a link to his excellent Darokin map. Although the map was labelled "AC 1010", in fact it was designed for 1000 AC.

Er, the date was a mistake - it should read AC 1000. Besides, I'm fairly unsure as to where the crater should be, as the map available on the 'net doesn't affect Darokin at all, but from what I remember from the PWA (which I don't have any more), some of Lake Amsorak was lost (along with Fort Lakeside). I may be wrong, but that is why I made a pre-WotI one.

"Maps-Darokin", 1st September 1999, MML

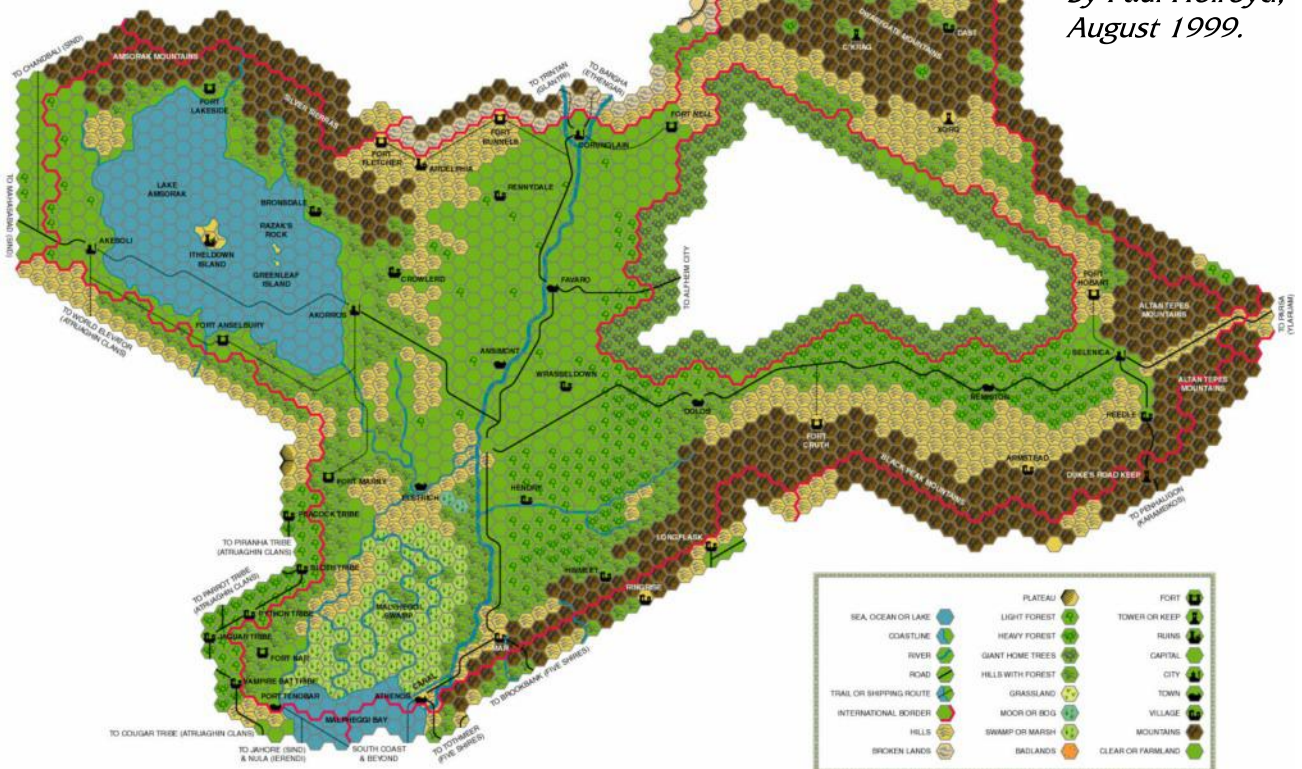
Just a few days later he posted a second map, the Province of Redstone on the Isle of Dawn, followed just one day later by his Kingdom of Alfheim map.

Paul's maps were exceptional for their quality. He custom-designed his own set of hexes in Adobe Illustrator, and the results were top class for the time; only Christian Constantin's maps came close in terms of aesthetics.

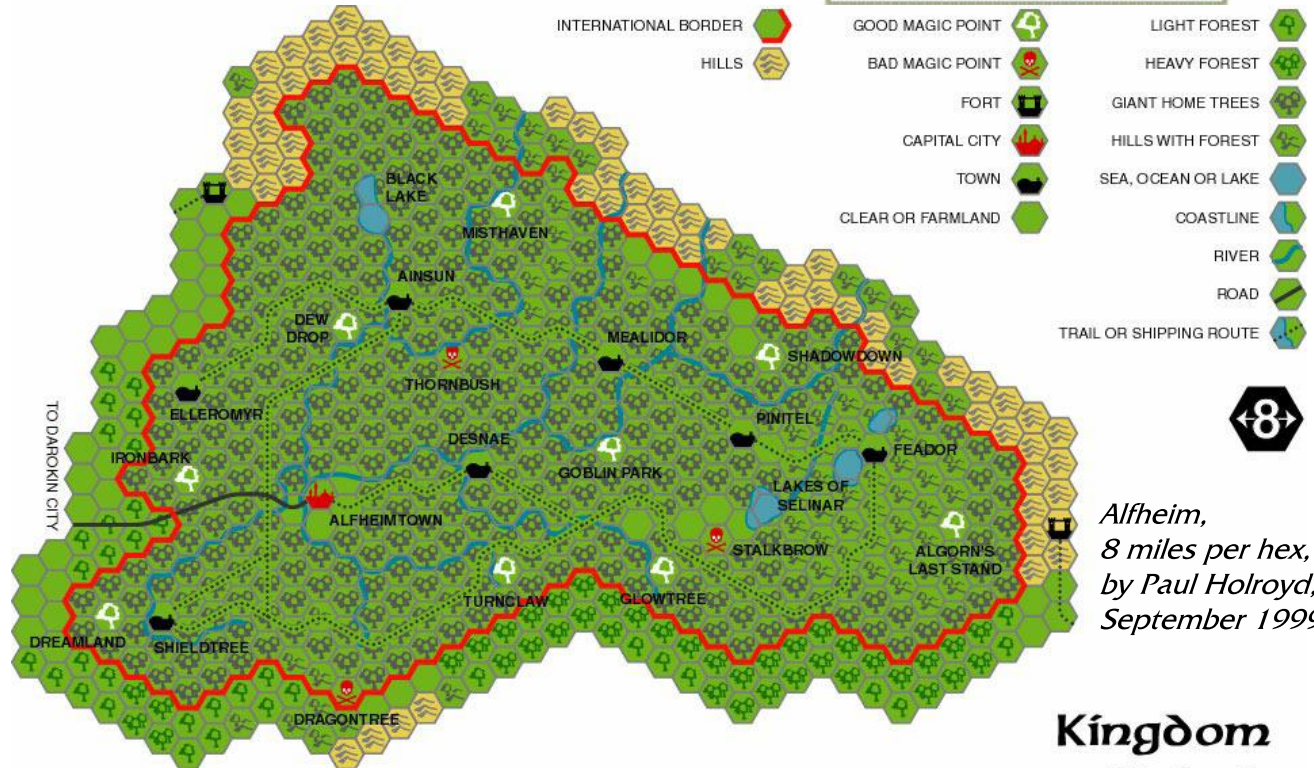


Republic of Darokin
AC1010
ARTWORK BY PAUL HOLROYD
ORIGINAL MATERIAL ©1989 TSR, Inc.

*Darokin,
8 miles per hex,
by Paul Holroyd,
August 1999.*



SEA, OCEAN OR LAKE	PLATEAU	FORT
COASTLINE	LIGHT FOREST	TOWER OR KEEP
RIVER	HEAVY FOREST	RUINS
ROAD	GIANT HOME TREES	CAPITAL CITY
TRAIL OR SHIPPING ROUTE	HILLS WITH FOREST	CITY
INTERNATIONAL BORDER	GRASSLAND	TOWN
HILLS	MOOR OR BOG	VILLAGE
BROKEN LANDS	SWAMP OR MARSH	MOUNTAINS
	BADLANDS	CLEAR OR FARMLAND



GOOD MAGIC POINT	LIGHT FOREST
BAD MAGIC POINT	HEAVY FOREST
FORT	GIANT HOME TREES
CAPITAL CITY	HILLS WITH FOREST
TOWN	SEA, OCEAN OR LAKE
CLEAR OR FARMLAND	COASTLINE
	RIVER
	ROAD
	TRAIL OR SHIPPING ROUTE

*Alheim,
8 miles per hex,
by Paul Holroyd,
September 1999*

**Kingdom
of Alheim**

ARTWORK BY PAUL HOLROYD
ORIGINAL MATERIAL ©1989 TSR, Inc

The best thing I've used is Adobe Illustrator but it's hardly cheap. It does do great rivers though and you can turn layers on and off as you need them. For example, you could 'hide' the hexes while working in detail and then turn them back on before saving.

BTW — Glantri is a toughie as it is all bloody river!!

"Maps in the works", 30th August 1999, MML

He talked of a wish to map out other areas, including other Known World nations and Alphatia, but it wasn't to be, and he drifted away from the project.

Paul left a legacy of three beautiful hex maps, one of which the community has constantly revisited over the years: his Darokin map, which has been marked up numerous times during development discussions of the nation and its history.

Interview: Thorf and Paul talk maps

Thorf: Wonderful work on the maps, by the way. My dream is to someday have a massive collection of interlinking files detailing all the developed parts of Mystara in 8-miles-per-hex... You're showing me that it's not impossible.

Paul: I don't fancy your chances but good luck!

*Conversation in "New Map (Alfheim)",
3rd September 1999, MML*

Paul graciously agreed to answer some questions for this article.

Thorf: How did you first get interested in Mystara?

It was just called the Known World when I first encountered it in the Expert rule book. X1 also piqued my interest as it encouraged people to flesh out some of the other islands. D&D was no longer about dungeon crawling but also exploring. I think the Companion set also included an early world map but I don't recall if it was Mystara by that point. Then the colour maps in the Rules Cyclopeda were incredible, giving colour to my imagination. Until then I had overlooked the Gazetteer series but I quickly collected them all. I was lucky enough to stumble on the Trail Maps, too, and the Thyatis/Alphatia box set after WOTC seemed to have abandoned the line.

What drew you to the setting?

I loved the history of Mystara and particularly the Almanacs which made it a living, breathing beast. My mates stopped wanting to play D&D back when WOTC bought it out, but I persevered by myself for a while. Every few years I go back to the fan-made almanacs for a catch-up but it has been a while. WOTC did Mystara no favours, sad really, but I'm always happy whenever I see the community still going strong.

Did you have a favourite official map?

The one in the Expert rulebook is hard to beat, but the Broken Lands maps for sheer whimsy.

When did you start mapping Mystara?

I don't recall if I'm honest. I got online around 1998 through work, and had an internet connection at home the following year, so not long after that I suspect.

When and where did you post your first map online?

The MML at a guess, or perhaps one of the Yahoo! Groups. I can barely remember the maps. I did 3, I think.

What software did you use?

I used Adobe Illustrator. I was learning the software for work and the maps seemed as good as any to learn with. I had the .ai files up until about 2 years ago when my hard disk failed, now I only have the jpgs sadly.

Did you use Illustrator's patterns feature, or was each individual hex just its own

object? I made my own first attempts at mapping just after you, in October 1999, but quickly ran into performance issues.

I never worked with patterns back then. I created the hex lattice, locked it on a layer and then created each symbol, copying and pasting as necessary. I also had performance issues doing it this way but it was the only way I knew how to do it. The hardest thing for me was the freehand stuff, rivers, lakes, etc. I became quite proficient with Illustrator over the years but back then it was all completely new to me.

It's funny you mentioned performance issues, that reminds me that I could not get the capital city image to appear on the Darokin map. Seems I hit some kind of memory limit on the export of the jpg. It was on the .ai file but would not export.

What challenges did you face during your mapping projects?

The hardware was never quick enough! Nor the speed of the internet connection. I vividly remember the AOL application and I hated it — at a time when PCs could only handle so much stuff being open at once, having this bloated AOL app open just to be online was a nightmare.

What was your favourite area to work on?

I wanted to work on big projects so was drawn to Darokin and the Isle of Dawn. I had Almathia lined up for my next project but it quickly became clear that I'd never be able to do it at the same scale, not least because of the hardware limits, but also because the canon material wasn't provided at that scale.

Do you have any future plans for your maps of Mystara?

I would love to but I just don't have the time these days. Family life and all that. Nor do I have Adobe Illustrator anymore.

What are you doing these days?

Stuck indoors like a hermit, much the same as everyone during this pandemic! I don't get much genuinely free time these days, so what I do get I spend with my soon-to-be 4-year old triplets. I plan to introduce them to a lot of the stuff I enjoyed as a kid, so perhaps we'll take a swing at D&D eventually. I'm looking forward to revisiting my youth through them as they get older. Board games, cycling, tree houses, etc. At the moment it's still all dolls and role play, but the good stuff is coming!

Thank you, Paul!

Paul's Maps

Name	Vaults URL	Date	Date Source	Scale
Republic of Darokin	darokin.jpg	1999/8/27	MML	8
Province of Redstone	redstone.jpg	1999/9/1	MML	8
Kingdom of Alfheim	alfheim.jpg	1999/9/2	MML	8

SOURCES

In researching this article, I searched out all the references I could find, and consulted with everyone I could track down. I have made every effort to ensure that the information is accurate, but in some cases I may have slipped up - especially when dealing with maps that are years or even decades old. I take full responsibility for any mistakes; please don't hesitate to point these out if you find them! Following is a summary of my sources for your reference.

- Direct messaging with Paul
- [Mystara Mailing List Archive](#)

The content of this article was first published at the [Atlas of Mystara website](#).

A generator of (almost) everything for a campaign in Mystara

Tables to create almost any Mystara PCs, NPCs, story and adventure!

Part 3: Scenery

by Francesco Defferrari (Sturm)

INTRODUCTION

The purpose of this series is to provide inspiration for more Mystara stories and adventures. The first part, dedicated to Characters and Plots generation, has been published in [THRESHOLD Magazine issue #26](#) and then the second one in [THRESHOLD Magazine issue #27](#).

As said in the previous instalments of this short series of articles, the protagonist(s) does not exist in a void. There is scenery around her/them, a world made of locations, other people, animals and monsters. Randomly selecting such things could automatically create a plot, but the scenery ideas can be used to greatly enrich it as much as the DM desires.

The first part, in issue #26, was dedicated to the creation of characters, either PCs or NPCs, and stories, from simple events to complex adventures. The second part, in issue #27, was dedicated to encounters, from monsters to common animals.

This third part will instead be dedicated to the environment around the characters and their stories, the so many things which can exist and happen around them, enriching the game world and the adventures to live in it. So this time we will address Time, Calendar and Holidays, Weather and Climate, then Travel, Roads and Transport, including Flying, Trade, Prices and Currencies, Dominions and Disasters, War, Sieges and Armies, and finally a Random generator of towns and villages and adventurers. All are important subjects to add color to a game world. Some of the tables below are derived from the "*Rules Cyclopedia*"¹ and other canon products, as indicated in each description but many have been heavily modified depending on the result I wanted to achieve.

¹ Available as pdf or POD from [DriveThruRPG](#)

TIMES AND AGES



Time could be considered the first and foremost environmental element. Why not something from the past? From Blackmoor to the *“Hollow World”* boxed set and the more recent fan creations, the past of Mystara has been described enough that it is relatively easy to play into it. Your definitive guides here are [THRESHOLD Magazine](#)

[issue #12](#) and [“The History of Mystara and its Races”](#) section in the Vaults of Pandius.

To randomly generate a timeframe in which to place a story, legend or the origin of an item or location, a simple table such as this one could be used:

Table 1: Times and Ages

1d10	Time*
1	Recent years, i.e. since AC 990, the Known World as we know it.
2	From 10 to 50 years ago, i.e. AC 951–990, modern nations formed.
3	From 50 to 200 years ago, i.e. AC 801–950, with modern nations still forming.
4	From 200 to 1,000 years ago, AC 0–800, Thyatian Empire.
5	From 1,000 to 2,000 years ago, BC 1,000–1, Alphasians and Nithians, Oenkmar.
6	2,000 to 4,000 years ago, BC 3,000–1,000, after the Great Rain of Fire, Taymora, Rockhome, humanoid invasions.
7	4,000 to 6,000 years ago, BC 5,000–3,000, Oltecs, Blackmoor.
8	6,000 to 11,000 years ago, BC 10,000–5,000, first human civilizations and migrations, Lhomarr, Carnifex of Y’hog, Serpentine.
9	11,000 to 51,000 years ago, BC 50,000–10,000, rakasta and lupins’ migrations, giants, brute men, reptilian civilizations.
10	Before BC 50,000, remote and lost civilizations, such as elementals, fairies, dragons, insects, amphibians and others**

* Counting down from AC 1,000, but obviously the table is also valid for later years.

** See my [‘99.9999985% Mystara history’](#) article on the Vaults, addressing remote ages and peoples of Mystara.

CALENDAR AND HOLIDAYS



Most Gazetteers have calendars and holidays of each Known World nation and culture. The “*Poor Wizard’s Almanac*” series have the calendar too, including moon phases and local names for the months and days in Thyatis, Alphatia, Ethengar, the Shires, Rockhome, Sind, Ylaruam, Minrothad and Shadow Elves’ lands. TM2: “*The Eastern Countries Trail Map*” also has a table of the **Moon Appearances over Thyatis** and TM1: “*The Western Countries Trail Map*” has a **Solar Time** table. The Almanacs also have descriptions of the holidays of the Known World. Curiously enough, these holidays have major ‘holes’, as there are no festivals for Alfheim and elves, Ylaruam, the Savage Baronies and the Broken Lands, and no list of the days sacred to the Immortals. Years ago I decided to fill these gaps, creating some of the missing holidays in “[Holidays of the Known World and Savage Coast](#)” at the Vaults. In more detail, the Vaults contain “[Savage Baronies holidays](#)”, “[Ylari holidays](#)”,

“[Updated elven holidays](#)”, “[humanoid holidays](#)” and “[Immortal days](#)”. I am not the only one who has added calendars to Mystara, as there is also the “[Hulean Calendar](#)” by Christian Constantin, the “[Milenian Calendar](#)” by Michael Ray Johnson, the “[Hollow Moon Planetology: Blue Moon -- Calendar](#)” by Sharon Dornhoff, the “[Pelatan society](#)” holidays I created in Davania, “[Dwarven Timekeeping](#)” by Bruce Heard and more in the Vaults!

HWR2: “*Kingdom of Nithia*” does not have a calendar or holidays, which is a shame as the ancient Egyptian calendar and holidays were very interesting. A simplified Nithian calendar could be:

Akhet, season of Inundation: first, second, third and fourth month, corresponding to Sviftmont to Nuwmont, months when the river rises.

Peret, season of Emergence: fifth to eighth month, when the fertile land emerges from the river and planting is done, corresponding to the months from Vatermont to Yarthmont.

Shemu, season of Harvest: ninth to twelfth month, when the river is low, corresponding to the months from Klar-mont to Ambyr-mont.

And the holidays are now included in the list below.

Immortals’ days are ‘global’, i.e. followed all over Mystara, at least among the faithful of that specific Immortal, and highlighted in bold in the list below. Note: only the main Immortals are listed, as Mystara has many more (see the *Immortal Rules* boxed set, “*Wrath of the Immortals*” boxed set or “[Codex Immortalis](#)” by Marco Dalmonte.

The list below combines all the holidays indicated in the sources above plus more new ones inspired by real ones from around the world, which can be used for the regions not included in the calendars

above and for the Hollow Word. The sequence of months is the same as that of the Thyatian calendar and many other Known World calendars (i.e. 1st month is Nuwmont).

List of Holidays and Festivals of the Nations of Mystara

1st month

	New Year's Day	Thyatis, Glantri, Aengmor, Minrothad, Ierendi, Savage Baronies, elves, Wendar, Northern Reaches, Darokin, Karamaikos, Heldann
1	Wintergifting	Five Shires
	Good Sprite Day	Erewan of Glantri
	Coldsnow, middle winter	Humanoids
	Odin Day	
1-7	Winter festival	Ethengar
2	Benekander Day *	
10	Victory Day	Ylaruam
10	Day of Martyrs and Heroes	Hule, Yezchamenid Empire
13	Great Banquet	Pelatan
21	Masquerade festival	Skothar

* When or if Benekander's faith spread after the events of "Wrath of the Immortals."

2nd month

1-3	Spring and Lights Festival	Skothar
1	Bonfire festival	Yezchamenid Empire
10	Feast of the Silver Purge	Minrothad
	Ruadhiri Day	
11	Justice Day	Pelatan
12	Festival of Eternity	Nithia
18	Monsters' fair	Glantri
21	The Drowning	Pearl Islands
21	Korotiku Day	
23	Start of the shipping season	Thyatis, Savage Baronies
23	Chancellor's Day	Darokin
24	Scarlet Day	Yezchamenid Empire
25	Cakes festival	Zuyevo
28	Festival of Lights	Sind



3rd month

	New Year's Day	Alphatia, Bellissaria, Isle of Dawn, Norwold, Rockhome, dwarves, Yezchamenid Empire
	First Day of Spring	Thyatis, elves, Savage Baronies, Atruaghin
	Start of Shipping season	Karameikos
1	The Discovery	Aengmor and Shadow Elves
	First raid Day	humanoids
	Rabi Al-Awwal	Ylaruam
	Hosadus Day	Hule
	Colors festival	Skothar
Frey and Freya Day		
1-7	The Rebirth	Ierendi
1-8	Dance of Serpents	Bear clan, Atruaghin
3	Thor Day	
	Atruaghin Day	Atruaghin
	Landfall Day	Alphatia, Bellissaria, Isle of Dawn, Norwold
7	Alphatia Day	
	Atruaghin Day	
8	Alphaks Day	
9	Day of Silence	Skothar
12	Eyrindul Day	
8-14	Spring break	Glantri, elves, Wendar
14	Caravan Day	Rockhome
15	Buffalo hunt	Horse clan, Atruaghin
	Opening Day	Alphatia, Bellissaria, Isle of Dawn, Norwold, Karameikos
	White Horse Ceremony	Ethengar
25-28	Arcanium fair	Glantri
26	Reindeer Festival	North Brun
28	Day of the Dead	Karameikos
	Day of Irresponsibility	Sind
Khoronus Day		



4th month

	New Year's Day	Ylaruam, Sind
	Day of adulthood	Thyatis
1	First Day of Spring	Ethengar
	Worship of the Sun	Pelatan
	Ordana Day	
	Faunus Day	
2	Djaea Day	
	Terra Day	
3	Parliament Day	Glantri
7	Arrangements Day	Rockhome
8-13	Music Festival	Tanagoro lands
10	Merchant Prince Day	Minrothad
12	Winter's End Festival	elves
13	First Day of Crystals	Shadow Elves
13	Empress Eriadna's birthday	Alphatia, Bellissaria, Isle of Dawn, Norwold
13	Water Fight Day	Skothar
15	The Day of Blessing	Ethengar
	Emperor's birthday	Azcan
	Thunder Day	Children of the Elk, Atruaghin
	Holy Marriage of Halav and Petra	Milenia
16	The Day of Partings	Ethengar
	Firstflowering	Five Shires
20	Parade Day	Glantri
21	Darokin Masked Ball	Darokin
	Asterius Day	
22	Birthday of Thincol	Thyatis

5th month

	Day of Magic	Alphatia
1	Cattle Count or Tax Day	Nithia
	Razud Day	
5	Food Preparation Day	Pelatan
9	Day of Births	elves, Aengmor
10	Pflarr Day	
14	Gondola Games	Glantri

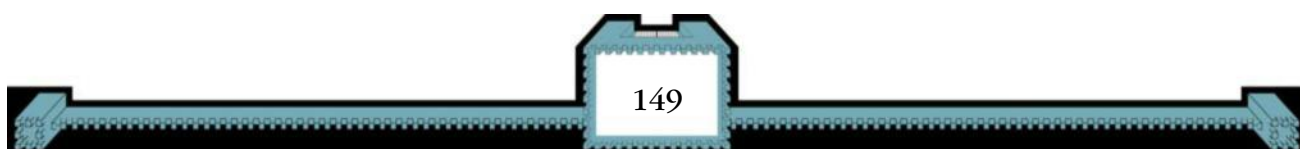


**5th month continued**

15	Howling Day	Alphatia, Bellissaria, Isle of Dawn
	Day of Birth Blessings	Ethengar
21	Kagyar Day	
21-27	Clerics' Forum	Rockhome
27	Minrothad Day	Minrothad
	Garal Day	
	Minroth Day	
28	The Day of Coloured Dress	Pearl Islands and Sea Kingdoms

6th month

1	Summer solstice	elves
	Patshatl	Turtle clan, Atruaghin
	Freedom Day and Crown Tourney	Ierendi
	Day of the Straw Men	Karameikos
	Light Day	humanoids
	Ilsundal Day	
1-7	Bozdogan Day	Ule
7	The Thing	Soderfjord
	Weddings Day	Rockhome
7-13	Tlachtli tournament	Azcan lands
12	Mawlid an Nabi	Ylaruam
	Al-Kalim Day	
	The Rejection	Aengmor and Shadow Elves
14	Tarastia Day	
15	Night of the Red Moon	Glantri
	Night of the Moon	elves
	Daraxi tournament	Viper clan, Atruaghin
	Day of Duels	Savage Baronies
	Buffalo hunt	Horse clan, Atruaghin
15-21	Days of the Hoof	Thyatis
21-27	Sun Festival	Oltec lands
21	Day of Music	Pearl islands and Sea Kingdoms
22	The Unsheathing	Five Shires
22-28	Maize Festival	Azcan lands
28	Night of Fire	Karameikos, Flaems and Boldavians of Glantri
	Rathanos Day	

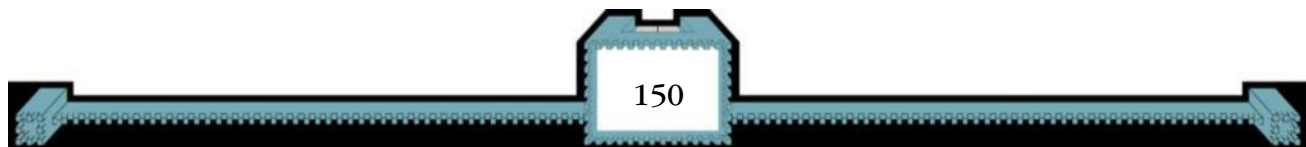




7th month

	Beasts' Day	Karameikos
1	Festival of the Valley of the Dead	Nithia
	Halav, Petra and Zirchev Day	
	Holy men Day	Hule
6	Vanya's dance	Heldann, Thyatis
12	Talitha Day	
13	Countries and Cultures Festival *	Tanagoro lands, Sea Kingdoms
	Feria de Toros	Belcadiz of Glantri, Savage Baronies
14	The Cornerstone	Aengmor and Shadow Elves
	Rafiel Day	
	Day of Valerias	Thyatis, Karameikos, Darokin, Ierendi
	Flowers' Festival	Savage Baronies
15	Highsummer Festival	elves
	Doggerel Days	Alphatia, Bellissaria, Isle of Dawn
	The Gathering	Ethengar
15-28	Highsummer	Five Shires
16	Battle of Sardal Pass	Rockhome
	Feast of the Snakes	Sind
17	Dragons' immortals and Ka Day	
22-28	Green Corn Festival	Atruaghin
	The Games	Milenia
25	Beggars' hope	Glantri
	Quests Day	Pelatan
	Summer Celebration Day	elves
27	All's Reckless Day	Minrothad
	Dia de la Siesta	Savage Baronies
	Lailat al Miraj	Ylaruam

*Inspired by the Festival of the Dhow Countries of Zanzibar





8th month

1	Day of Heroes	Five Shires
	Temple of Chaos Day	Hule
9	Ack-Ack Day	Serraine
13	Darokin Day	Darokin
15	Laylat Al-Baraa	Ylaruam
	Vyonnes Carnival	Averoigne, Glantri
22-28	Great Horse Fair	Ethengar
24	Sea Festival	Pearl Islands and Sea Kingdoms
24-28	The Calming of the Sea	Sind
28	Pharaoh Festival	Nithia

9th month

1	Harvest Day	elves
	Berry Day	humanoids
	Ancestors' Day	Alphatia, Bellissaria, Isle of Dawn, Norwold
	First Day of Riding	Ethengar
	Light Day	Yezchamenid Empire
1-2	Celebration of the Sea	Ierendi
	Freedom Days	Serraine
1-7	Sharing week and tax week	Hule
1-12	The Fast and the Feast	Five Shires
1-28	Ramadan	Ylaruam
3	Showing Day	Rockhome
14	Tricks Day	Pelatan
15	Buffalo hunt	Horse clan, Atruaghin
17	Mealiden Day	elves
	Mustering Day	Aengmor and Shadow Elves
19-22	Four Sacred Days	Pelatan
21	Day of the Young Maiden	Pelatan
23	Marriage Festival	Tanagoro lands
27	Day of the Last Sun	elves
	Bask Day	Minrothad
	Lailat al Qadr	Ylaruam
28	Sleep of Fools	Milenia



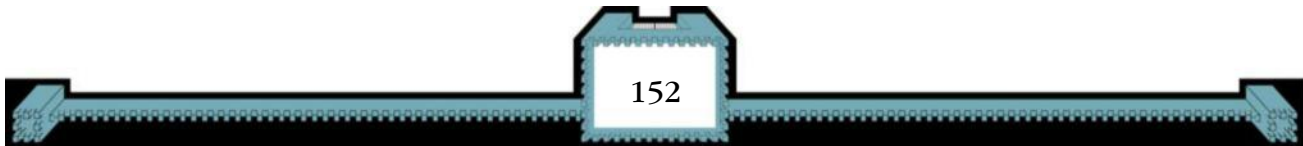


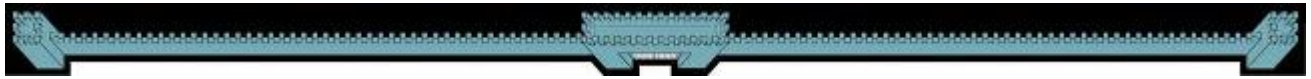
10th month

1	Blood Day	the holy day of all humanoid immortals, excluding Hel
1-3	'Id al Fitr	Ylaruam
2	Affection Festival	Yezchamenid Empire
3	Birth of Dandin	Sind
	Palartarkan Day	
6	New Year's Day	Ethengar
	Best wishes of Krondahar	Krondahar, Glantri
8	Vanya's Day	Thyatis, Savage Baronies, Heldann
8-15	Wine Festival	Alphatia, Bellissaria, Isle of Dawn
13	Birthday of Tarasfir	Aengmor and Shadow Elves
15	Raising the Walls	Glantri
17	Pilgrimage Day	Azcan lands
23	Day of Counting	Ethengar
24	Day of Naming and Welcoming	Ethengar
28	Serpent Day	humanoids
	King Stefan's Birthday	Karameikos
	Día de los Muertos	Savage Baronies
	Atzanteotl Day	

11th month

1	Dark Day	humanoids
	Cretia Day	Ethengar
	Day of the Dead	Azcan lands
	Inundation Day	Nithia
Hel Day		
5	Necromantia	Klantlyre, Glantri
	Thanatos Day	
6	Harvest Day	Darokin
7	Boat Carnival	Tanagoro lands
8	Crafts & Guilds Day	Serraine
15	Night of Spirits	Ethengar
	Caravan Day	Rockhome
	Lanterns and Fireballs Day	Skothar
	Great canoes race	Skothar
Nyx Day		





11th month continued

16	Resolution Day	Sind
17	Mahahiki Festival	Makai, Ierendi, Sea Kingdoms
	New Plants Festival	Pelatan
22	Protius Day, end of the shipping season	Thyatis, Savage Baronies
	The Reaping	Five Shires

12th month

1	Ixion Day, first day of winter Farewell to the Sun	elves, Thyatis, Savage Baronies
	Lair Day	humanoids
1-3	Days of Right	Ierendi
2	Animal Day	Sind
	Koryis Day	
10-14	'Id al Adha	Ylaruam
14-15	Ice Games	Glantri
15	Snow Day	elves
	Closing Day	Alphatia, Bellissaria, Isle of Dawn
	Blessing of the Golden Khan	Ethengar
	Boldavian procession	Boldavia, Glantri
	Diulanna Day	
15-21	Footman's Games	Thyatis
17-23	Banquets week	Milenia
22	Soyal	Children of the Bear, Atruaghin
	Masauwu Day	
23-28	Midwinter Festival	Minrothad
25	Midwinter Festival	elves
27	Day of Law	Ethengar
	Alexander Day	Glantri
	Rad Day	
28	Year's End Feast	elves, Aengmor and Shadow Elves
	End of the Year	Thyatis, Karameikos, Darokin, Five Shires, Ierendi, Savage Baronies
	Hiding from Year's End	Heldann, Northern Reaches, Norwold
	Bells of Fate	Glantri
	Loki Day	



WEATHER AND CLIMATE

It is a favorite topic of small talk and it certainly should be present in all adventures as either a plot device or background color. The general climate of Mystara is described in some canon products. The *“Poor Wizard’s Almanac II”* has a **Climate & Geography** section on pages 170–172 with major mountains, rivers and cities of the Known World, time zones, average seasonal temperatures, sunrise and sunset. The *“Poor Wizard’s Almanac III”* has extensive **Weather Predictions for the year AC 1,012** on pages 121–127, which could be basically used for other years, and the Hollow World shadowfalls of the Floating continents on pages 129–132. Similar tables appeared first in TM1: *“The Western Countries Trail Map”*, mostly focused on travel (see also below): **Main Weather Chart, Checking the Weather, Wind Variations, Highest Moun-**

tains, Dominant Winds and Sea Currents. An extensive Weather generator focused on sea voyages is also present in GAZ9: *“The Minrothad Guilds”* on pages 36–40 of the DM’s guide and one focused on skyships on page 27 of the Designer’s Manual of the *“Champions of Mystara”* boxed set (with Aerial encounters on page 28).

A detailed treatment of the climate of Brun has been described more recently by Mystara author Bruce Heard in his blog post [“The Winds of Brun”](#).

Robin recently created a [“Mystara Weather”](#) screen for DM and PCs which can be found in the Vaults.

A simplified way to generate weather could be as per the table below, inspired by the one on page 90 of the *“Rules Cyclopedia”* dedicated to Water movement (see below in Travel and Roads).

Table 2: Weather

1d20	Weather	Effect in play
1–11	Good climate for the place and season, i.e. sunny or slightly cloudy, pleasant. Favorable to travel by foot, horse or carriage. Good wind at sea.	Normal movement
12–16	Mildly unpleasant weather, i.e. windy, rainy or cold in cold climates, or light snow, or heavy sun or humidity in warmer climates. Weak wind at sea.	Movement reduced to 2/3
17–19	Very unpleasant weather, i.e. strong winds, heavy rain or snow, extreme heat or sandstorm. Gale at sea.	Movement reduced to half or less. Ships have 25% chance of heavy damage, running ashore or sinking. Flying or sailing ships will take a 1d8 random direction in the compass rose.
20	Extreme, unnatural weather, with flood or avalanche or tornado, whirlpool, tsunami or landslide.	Movement impossible, all PCs make a saving throw vs death or suffer 6d6 hp of damage. At sea or flying, the ship is sunk or heavily damaged and moves in a random direction.



In HWR2: “*Kingdom of Nithia*” there are rules on page 33 of the DM’s Guide about Heat exhaustion. As I am not aware of similar rules concerning cold, which are present in other editions of D&D, they could be used for any weather condition of extreme heat or extreme cold, or any other which could endanger normal body activities and functions.

Similar to the rule in HWR2, all PCs should make a roll under certain conditions:

Extreme heat condition triggers

- Fighting or running or other extreme efforts for 10 rounds
- Walking with armor or encumbered, working, or no drinking water for 4 hours
- Walking with armor or encumbered or working and no drinking water for 1 hour

Extreme cold condition triggers

- Out in the open naked or with very light clothes for more than 10 rounds
- Out in the open with extreme cold, heavy snow or wind for more than 4 hours (unless PC has exceptional clothes or magical protection)
- In the water or flying with low temperatures for more than 1 hour (unless protected as above)

Any time that the above conditions apply, a PC should make a d20 roll adjusting the die by the Constitution bonus or penalty, and adding a -1 for each previously done check, with the following result (see Table 3):

Table 3: Dangers of Extreme Climate

1d20 roll	Effect
1	PC dies
2-5	PC passes out and dies in 1d4 hours if not rescued
6-8	PC is delirious for 1d12 rounds then, if not helped, collapses and dies in 1d6 hours if not rescued
9-11	PC suffers 3d12 hp of damage
12-14	PC suffers 1d12 hp of damage
15-18	PC suffers 1d6 hp of damage
19-20	PC resists the effects of heat or cold, for now

TRAVEL, ROADS, MOUNTS AND VEHICLES

-Travel is obviously a major part of adventure. Land, water and aerial travel are described from page 88 of the “*Rules Cyclopedica*”, including a **Terrain effects on Movement** table,

a **Travelling Rates by Terrain** table and a **Water Movement Modification Table** which takes into account the winds while sailing. TM1: “*The Western Countries Trail Map*” has **Trails and Roads Conditions**, **Major Navigable Rivers** and **Travelling Rates** (by travelling mode).

Using some of the data above, here is a basic table with travelling speeds by different means. The table below takes into consideration anything which can increase travelling speed, but Tables 2 and 7 (Weather and Obstacles) should instead be considered for circumstances which can decrease the travelling speed.

In the table below I have reduced the maximum distances a PC on foot can travel in a day because I find it unrealistic for someone who has baggage and has to travel normal roads. Even if an unencumbered and trained person can certainly cover 48 miles in a day, on a plain road, that is not really representative of what



should be the average walking pace of a group of adventurers. The “*Rules Cyclopedica*” table has also a ‘desert’ terrain which I have ignored because desert does not mean much. There are in fact sandy deserts, rocky deserts, plain deserts and hilly deserts, with completely different travel conditions. In general I’ve simplified all the travelling speeds on foot, carriage and common riding animals. Flying mounts’ speeds come from the “*Dawn of the Emperors*” boxed set, page 26 of Book 2, Player’s Guide to Thyatis. Flying ships speeds are from the “*Champions of Mystara*” boxed set.

Combined Travelling speeds

(Refer to Table 4 on following page)

In the “*Rules Cyclopedica*” troops can be moved at 50% more speed with forced marches. The same could probably be done by any walking or flying creature. Troops

Table 4: Combined Travelling speeds

Travelling means	Miles per day	Kms per day
Flying ship with magic or Princess Ark's maximum speed	240	386
Flying ship with strong wind	180	290
Roc, pegasus	144	232
Flying ship, normal speed, giant eagle	120	193
Huge dragon, griffon, hippogriff, sphinx, fly spell	108	174
Large dragon, flying carpet	90	145
Small dragon, flying broom, drolem, flapsails, skinwing	72	116
Sailing ship with very strong wind	135	217
Sailing ship with good wind, normal speed	90	145
Galley, large sailing ship, sailing boat, normal speed	72	116
River boat, canoe or raft down a river	36	58
Canoe, arm powered, in lake or calm waters	18	29
Raft, arm powered, in calm sea or waters	12	19
PC on fast horses, changing at least three horses in a day, on road	72	116
Running PC, no encumbrance, on road	48	77
Unencumbered man on foot, carrying less than 10 lbs (5 kgs), on road	36	58
PCs riding horse, donkey, mule, camel, elephant or similar on road (becomes 24 in hills, 12 in mountains, 6 in uncharted/trackless wild-erlands), or Rockhome lizard	36	58
PCs on foot, carrying 10–40 lbs (5–18 kgs), i.e. with light armor, on road (becomes 16 in hills, 8 in mountains, 4 in uncharted/trackless wilderlands)	24	39
Draft horse with light carriage on road (becomes 14 in clear terrain, 12 in hills, 8 in mountains)	18	29
PCs on foot carrying 42–80 lbs (19–26 kgs), i.e. with normal armor, on road (becomes 12 in hills, 6 in mountains, 4 in uncharted/trackless wilderlands)	16	26
Ox with wagon or caravan on road (becomes 12 in clear terrain, 10 in hills, 8 in mountains), or giant slug in the Shadowdeep	16	26
PCs with 82–120 lbs (27–54 kgs) i.e heavy armor and equipment, on road (becomes 8 in clear terrain, 6 in hills, 4 in mountains and uncharted/trackless territory)	12	19

are fatigued after a forced march and move slower the next day. I would allow PCs the use of forced march to cover a greater distance in a single day, but not for more than one day. So for example a basic PC on foot carrying a maximum of 40 lbs may be able to walk up to 36 miles a day (instead of 24) by road, but then he will have to rest a full day or the next day will be able to walk only 12 miles. With this rule, it would be useless to attempt a forced march for two days in a row but the march could still be useful to reach a specific location in a single day.

(Refer to Table 5 on following page)

The “*Rules Cyclopedia*” uses the coin weight (1/10 of a pound) to measure weight and encumbrance, but in the table below I decided to use lbs and kgs as in the Travelling speeds table above, considering only weight for simplicity. The first column indicates the maximum weight a PC or mount can walk at normal speed (the one in the table above). The second column indicates instead the maximum weight a PC can walk at half speed, and the third at ¼ speed. Beyond that encumbrance, a mount will not move, as indicated on page 68 of the “*Rules Cyclopedia*”, and several flying creatures with even minor encumbrance, as indicated below. The full **Character Movement Rates and Encumbrance Table** is instead on page 88. An intelligent creature, or a very well trained mount, could still walk at one-eighth of its speed up to the double of its half speed carrying capacity (so 240 lbs/109 kgs for average humans), but likely only for short tracts. Considering weightlifting world records, it could be ruled that the double of the maximum can be pushed or pulled or

even lifted with the appropriate posture, but only ‘on the spot’, for example to free someone who is trapped under something. This means an ‘average’ human can push away up to 480 lbs (218 kgs) and a character with 19 strength can push or pull up to 1,080 lbs (490 kgs), a bit more than the current world record of 1,067 lbs (which however is the result of modern training).

I have included in the table below most of the creatures which could be used as mounts or carriers, but not all the intelligent ones, such as djinni, efreeti and nuckalavee, which are IMO less likely to perform such tasks. There are no carrying capacity variations in BECMI D&D for strength, but fans have obviously desumed such values from other rules or D&D editions². I propose mine in the table below, especially to include giants. The weight of the boulders thrown by giants should be the values in the first column.

Even if in the canon rules there are no further penalties beyond reduced speed for carrying heavy loads for extended times, I would rule that the weight in the second column should be carried for only limited times, i.e. probably not more than a day, and the weight in the third column for much less, probably less than an hour, before the carrier must rest. So only the first column should actually be the ‘normal’ carrying capacity. The “*Dawn of the Emperors*” boxed set in the “*Players’ Guide to Thyatis*” has another **Flying Mounts** chart on page 27 with the carry weight of several flying creatures and devices, where indeed only the values of the first column are considered as normal carrying capacity.

² See for example the topics “[\[B/X\] Effects of Strength on Encumbrance](#)” and “[How strong is an Ogre anyway? \(BECMI\)](#)” at the *Dragons foot* forums

Table 5: Carrying Capacity of Mounts and Creatures

Creature	Lbs/Kgs max. at full speed	Lbs/Kgs max. at half speed	Lbs/kgs max. ¼ speed
Kobold, goblin, halfling* strength 6–8)	20/9	60/27	80/36
Human-sized with normal strength (9–12)	40/18	20/9	160/73
Bugbear or gnoll (strength 13–15)	50/23	150/68	190/86
Minotaur (strength 16–17)	60/27	90/41	220/100
Ogre or troll (strength 18)	70/32	42/19	250/113
Hill giant** (strength 19)	90/41	270/122	320/145
Stone giant (strength 20)	110/50	11/5	390/177
Frost giant (strength 21)	130/59	401/182	460/209
Fire giant (strength 22)	150/68	450/204	530/240
Cloud giant (strength 23)	170/77	510/231	600/272
Storm giant (strength 24)	190/86	570/259	670/304
Human-sized (pulling, GAZ11)	100/45	200/91	300/136
Ogre or troll (strength 18) pulling	160/73	320/145	480/218
Hill giant, pulling	200/91	400/181	600/272
Draft horse (on back) or mule or camel (pulling)	450/204	900/408	1,350/612 (pulling only)
Riding horse (pulling) or ox (on back)	500/227	1,000/454	1,500/680 (pulling only)
Draft horse (pulling)	750/340	1,500/680	2,250/1,021
Ox (pulling)	1,000/454	2,000/907	3,000/1,361
Normal horse, mule, donkey, camel, great boar, centaur (on back)	300/136	600/272	(Does not move)*
Small horse, pony, unicorn (on back)	200/91	400/181	(Does not move)
Elephant (on back)	900/408	1,800/816	(Does not move)
Elephant (pulling)	1,500/680	3,000/1,361	4,500/2,041
Wolf, dire****	100/45	200/91	(Does not move)
Giant lizard, tuatara*****	761/345	761/345	(Does not move)

* Average strength values as examples.

** Sea giants and mountain giants vary in hit dice, and so likely in strength, see “Rules Cyclopedia” page 179.

*** While theoretically possible for the animal to carry more, it will refuse to move under such weights.

**** From now on all weights are considered ‘on back’. ‘Pulling’ weight could be obtained by doubling the first number.

*****Three smaller species in the “Rules Cyclopedia” which can carry less, as giant lizards carry 50 cn per HD at normal speed.

Table 5 continued

Creature	Lbs/Kgs max. at full speed	Lbs/Kgs max. At half speed	Lbs/kgs max. ¼ speed
Lizard, Rockhome	400/181	346/157	(Does not move)
Triceratops	1,000/454	2,000/907	(Does not move)
Dolphin	150/68	300/136	(Does not move)
Manta ray (PC3 p.37)	200/91	400/181	(Does not move)
Sea horse, war (PC3 p.37)	761/345	600/272	(Does not move)
Sea horse, draft (PC3 p.37)	450/204	900/408	(Does not move)
Hellhound, 7 HD (max.)	175/79	361/164	(Does not move)
Golem, wood*	100/45	200/91	300/136
Golem, bronze	1,000/454	2,000/907	3,000/1,361
Elemental, conjured, 16 HD	800/363	1,600/726	2,400/1,089
Aerial servant	500/227	1,000/454	1,500/680
Pegasus, manticore, hippogriff	300/136	600/272	(Refuses to fly**)
Griffon, wyvern	350/159	700/318	(Refuses to fly)
Chimera	450/204	900/408	(Refuses to fly)
Pterosaur, large	400/181	800/363	(Refuses to fly)
Hsiao, 10 HD***	323/146	500/227	(Refuses to fly)
Harpy	100/45	200/91	(Refuses to fly)
Gargoyle	200/91	400/181	600/272
Gargoyle, Gargantua	1,600/726	3,200/1,451	4,800/2,177
Skinwing, Shadowdeep	175/79	(Refuses to fly****)	(Refuses to fly)
Skinwing, Savage Coast 7 HD	210/95	420/191	(Refuses to fly)
Small white dragon*****, sphinx	600/272	1,200/544	(Refuses to fly)
Large green dragon	1,200/544	2,400/1,088	(Refuses to fly)
Huge gold dragon	2,200/998	4,400/1,996	(Refuses to fly)
Drolem	2,000/907	4,000/1,814	6,000/2,722
Roc, giant*****	3,600/1,633	7,200/3,266	(Refuses to fly)

* Also bone, obsidian, mud and amber golem in the "Rules Cyclopedia", with different HD, carry 500 cn per HD at full movement.

** Even if a flying creature will refuse to fly with such weights, it can still lift the amount in special circumstances, for example to remove an obstacle or move someone for a very brief tract. So for example the pegasus is able to lift 900 lbs, but will not fly with them on its back.

*** May have up to 15 HD and carry up to 375 lbs at normal speed.

**** The skinwing as specified in GAZ13 will not fly overloaded, but it could still lift up to 525 lbs for small tracts.

***** Only examples given, dragons can carry 100 lbs per HD at normal speed and 200 at half speed in "Rules Cyclopedia" page 172.

***** Also Small and Large, carrying 600 and 1200 lbs at normal speed respectively.

Table 6: Carrying Capacities of Gear and Vehicles

Capacity of containers, carriages and vehicles, again considering only weight for simplicity.

Container or carriage	Lbs	Kgs
Small sack	20	9
Large sack	60	27
Backpack	40	18
Saddle	20	9
Saddle bags	80	36
Mule cart (GAZ11)	400	181
Cart with 2 wheels (two draft horses or oxes, half with one)	800	363
Wagon with 4 wheels (two draft horses or oxes+, half with one)	2,500	1,134
Medium wagon (GAZ11)	4,000	1,814
Large wagon (GAZ11)	6,000	2,722
Canoe	600	272
Raft, small underwater boat (PC3 p.37)	1,000	454
Sailing boat or sailing canoe with outrigger	2,000	907
River boat, small galley, longship	4,000	1,814
Large galley	6,000	2,722
War galley	8,000	3,629
Small sailing ship	10,000	4,536
Large underwater boat (PC3 p.37)	20,000	9,072
Large sailing ship	30,000	13,608
Troop transport sailing ship	60,000	27,216
Flying broom	400	181
Flying carpet	600	272
Elven Swan Ship (CoM)	2,000	907
Oberack's Dragons Prow Longship (CoM)	8,000	3,629
Oostdok Airship (CoM)	10,000	4,536
Heldannic Light Warbird, Azlum Swith's Geodome Airship (CoM)	20,000	9,072
Flying Barge of Sayr-Ulan (CoM)	24,000	10,886
Alphatian Flying Yacht (CoM)	30,000	13,608
Princess Ark, Alphatian Man-o-War (CoM)	32,000	14,515

On pages 19–30 of the DM’s book in GAZ13: *“The Shadow Elves”* there is a very simple table for **Travel Obstacles** which I have modified below (*Table 7*). The probability of encountering such an obstacle should be decided by the DM, or could be 10% for each journey or part of it.

Table 7: Travel Obstacles

1d10 roll	Effect
1–5	Minor obstacle, slows travel time, i.e. -1d10 miles for the day up to 25% of the miles per day. Examples could be: landslide or rockfall blocking a path, big herd of herbivores, overgrown vegetation, fog, debris, rocks or shallows in rivers and at sea.
6–9	Serious obstacle delays travel, i.e. -1d20 miles for the day up to 50% of the miles per day. Examples could be: big avalanche, landslide or collapse, or major numbers of wild creatures/monsters, or minor earthquake, flooded area or forest fire. Something forcing PCs to go back or make an ample detour.
10	Major obstacle completely prevents travel along that route, forcing the PCs to wait at least a day or take another one. Could be anything, such as a passing army, a major migration of wild animals, a flow of lava, a very big landslide, a persistent fog.

TRADE BY LAND AND SEA

Trade is part of everyday life in all the communities of the game world. The first canon product to address this aspect is GAZ9: *“The Minrothad Guilds”* from page 23 of the DM’s book, with cargo capacities and food storage of various ships, their construction costs, and how the PCs could engage in Speculative Trade, with a supply and demand table. Gazetteer 9 also has tables for sailing, weather and sea encounters.

GAZ11: *“The Republic of Darokin”* has a large section about **Merchants and Trade** from page 13 to 32 of the Player’s book, including spells, a map of supply and demand, tables for pack animals and

wagons, rules to buy and sell, weather and road conditions.

The *“Poor Wizard’s Almanac II”* has a **Major Imports and Exports** table on page 166 and **Magic Trade** information on page 167. An economic section with a Major import and export table is also in the *“Joshuan’s Almanac”* on page 192.

For more about this, see also my other article in this issue of *THRESHOLD Magazine*: *“The Amazing Travels of Goods and People”*. But for the purpose of this article, I have created a ‘quick and dirty’ trade table (*Table 8* overleaf) which could be useful if in an adventure or campaign, a trade enterprise is just a plot element or part of a side quest. The DM could assign bonus or penalty depending on the PCs’ actions.

Table 8: Quick Trade Results

1d10 roll	Result of trade enterprise
1	Complete disaster, cargo, equipment, vehicles and personnel vanished without a trace.
2	Disaster, ship sank or caravan was destroyed by flood or fire. Cargo, equipment and vehicles lost, some personnel may have survived.
3	Pirates, monsters or brigands took all cargo and equipment. Ransom demands may arrive for personnel and cargo.
4	Pirates, monsters or brigands took part of the cargo, or killed some personnel, or the market was extremely unfavorable, resulting in a 50% loss.
5	Unfavorable market, or conning competitors, resulting in a 1d4(0)% loss. Also there is a 20% chance that competitors have defamed the caravan master.
6	Unfavorable market, no loss but no gain.
7	Good market, resulting in a 1d4(0)% gain.
8	Exceptionally good conditions, resulting in a 50% gain. Also 20% chance of new commercial relations.
9	Incredible success, resulting in a 60–110% gain (1d6+5(0)%). Also the caravan master established new and profitable commercial relations.
10	Major success, the caravan made a 120+% profit and the caravan master discovered a completely new product or obtained an exclusive for a very rare and profitable commodity.



CURRENCIES AND PRICES

TM2: *"The Eastern Countries Trail Map"* has a **Currency abbreviations and Change fees** table including also Currencies and change for several nations. **Coinage and Exchange** tables also appear in the *"Poor Wizard's Almanac II"* on page 165.

However I think there are two very big problems with the value of coins in Mystara and generally in D&D:

- First one is that gold is seriously underestimated. A gold coin should be no less than the equivalent of about 1,000 euros/1,200 dollars/900 gbp of today, certainly not 100. A pre-industrial society, even with magic and dwarves, cannot possibly dig so much gold it will become worth 'only' the equivalent of 100 euros/120 dollars/90 gbp. That obviously if the gold coin contains at least some true gold.
- Second problem is that no one to my knowledge in RPG world building ever took into consideration a very important characteristic of pre-industrial societies: local goods, agricultural products, rents, houses, basic tools and local building materials did cost relatively much less than price levels today, while everything else which was imported and all finished products did cost a lot more.

The consequences of the above two points should be that for a peasant family a gold coin should be a small treasure with which they could live decently for at least



a couple of years, or even several years considering that still today in many parts of the world there are families who survive with less than a dollar a day.

But just a basic armor or a sword are for many of them a big expense they could hardly afford. Even a young woman or man from a middle income family would have to invest quite some savings to build a full set of adventurer's equipment, let us say as much as buying a costly motorcycle or a car today. In the Known World due to magic, prices could be a bit higher, some goods a little less costly but basically it is not an industrial society and therefore all finished goods which require a lot of hand work should cost a lot and all imported goods require a lot of travel and risk and should cost a lot as well.

Basically all prices in the official sources IMO should be adjusted to reflect the fact

that a gold piece should be worth much more, and also taking into consideration that generally agricultural products did cost much less in the past and finished products much more.

So I have decided to introduce more coins, and therefore I use platinum, gold, electrum, silver, bronze, copper, iron or half copper, zinc or fifth copper, tin or tenth copper and lead or hundredth copper. Finally I have decided that all the prices in official products should be considered in copper and not in gold, and in this way they can be used as they are. Increasing the value and the denominations of the coin system in fact creates a much more realistic economy.

This is IMO the only way to have a more realistic economic system, as the 'official' one is hopelessly flawed.

If nowadays a basic sword in steel can cost as little as 50 dollars/euros, i.e. one or two average days' work in the past it could not cost less than 10 coppers, i.e. about 10 days' work of a laborer, servant or farmer.

Nowadays the basic monthly paycheck of a poor worker in a rich country is at least 1,000 dollars/euros and in a poor country is 100, but the purchasing power is somehow similar only for local products, i.e. mostly food, while it's quite different for imported products, which are relatively much cheaper in the rich world. In a renaissance-like world the purchasing power is similar to the one in poor countries, because all local basic products, such as food or pottery, are relatively cheap, but all the imported goods and all

the products created by specialized artisans are much more expensive. Still an average laborer in normal times can afford about 100 to 1,000 Kgs of basic food each month, which is enough to feed his family. Obviously he'll also have to spend on heating, rent and clothes at least and therefore a family with only one 'basic' laborer will be relatively poor.

Clothes are likely to be much more expensive than they are today (even in poor countries), up to ten times more, as people typically had only one 'good' one and one 'work' one so if nowadays you can easily dress yourself decently and fully with less than 100 dollars/euros in low-cost stores, and very basically with about 10 dollars/euros in a poor country, in a renaissance-level world you had to spend at least the value of ten work days for very basic clothes, those which automatically identified you as a poor, if not a full month.

Magical and clerical services should be expensive, but I think that 1 silver coin would be enough for a single, non-repeatable first level spell; although in certain communities certain clerical services might be provided free-of-charge. That would be 3 months of work for a basic peasant/servant, so effectively unaffordable or only in extreme circumstances.

Keeping in mind the considerations above, my proposed coin system is outlined in *Table 9* overleaf. This table shows the equivalent value of 1 coin of each metal in my extended system to the primary coins of the BECMI system, together with a suggested 'typical' item which that coin could buy.



Table 9: Coin Value and Prices

Coin	Equivalent value of coin in first column to the primary metal coins				Typical value in barter
	In platinum	In gold	In silver	In copper	
1 x Platinum	1	5	50	5,000	A small sailing ship, a small house
1 x Gold	1 / 5	1	10	1,000	A fishing boat
1 x Electrum	1	1 / 2	5	500	A horse's plate barding, a large wagon
1 x Silver	1 / 50	1 / 10	1	100	A first level spell, a 2-wheeled cart
1 x Bronze	1/500	1/100	1	10	A pig, a normal sword, basic clothes
1 x Copper	1/5,000	1/1,000	1/100	1	1 average laborer day's work
1 x Iron	1/10,000	1/2,000	1/200	1 / 2	1 small bird, fish or half chicken
1 x Zinc	1/25,000	1/5,000	1/500	1 / 5	1 liter of milk, 1 kg of flour
1 x Tin	1/50,000	1/10,000	1/1,000	1 / 10	1 egg or half liter of milk
1 x Lead	1/500,000	1/100,000	1/10,000	1/100	1 carrot, potato or apple

Different metals could be used depending on their availability, or the last four coins could simply be 50 cent, 20 cent, 10 cent and 1 cent of the copper coin. Does a coin system need so many denominations? In my opinion, yes, and a 'historical' one

much more than today, as prices had much higher variations, as explained above. Today you cannot buy much with cents, but in the past local agricultural products did cost way less, at least in times of good harvest.





TAXES

Taxation in the Known World is explained in many Gazetteers and then in the “*Poor Wizard’s Almanac II*” on pages 162–164 and in “*Josuan’s Almanac*” on pages 186–189.

Income taxes in the Known World are said to vary between 5% (Darokin, 8% above 100,000 gp/year), 10% (Glantri, Minrothad), 15% (Alphatia, which has also a sort of ‘mandatory’ banking system for gentry and nobles), 25% (Thyatis, Karameikos, but 20% for nobles, Sind, but in produce) and 35% (Rockhome, family based, 25% for foreigners), with only some countries having **custom duties** on

imports (1% Karameikos, 5% Darokin, only temporarily in AC 1013), **Guild taxes** (20% Minrothad) and **licence fees** (Glantri, 50 gp per year on activities) or **sales taxes** (3% Darokin, 5% Ierendi, Karameikos, Thyatis, Rockhome on foreigners, 8% Minrothad on domestic products and 18% on sales by foreigners, 10% Ylaruam), **room taxes** (10% Ierendi), **spell taxes** (10% Glantri), **magic items and services taxes** (20% Minrothad, for foreigners), **hearth taxes** (1 gp per house, Glantri), **poll taxes** (10 gp a year, Ierendi), **monthly taxes** (from 1 cp to 10 gp per month depending on wealth in Ylaruam, double for unbelievers), **tolls** (10 gp per wagon and 1 gp per person in the Northern Reaches), **taxes on treasures** (25% in Thyatis). Some countries (Alfheim, Atruaghin, Five Shires, Ethengar,

Northern Reaches) have a clan-based sharing of wealth which likely means income taxes below 5% for the individual.

Again this tax system is not very realistic as typically governments in the real world's past had little means to check incomes and tax them, and so they generally started to tax what they could better control. Income and sales taxes, which are more or less the standard ones in the modern world, for example could hardly be enforced in medieval times, so they tended to instead use all kinds of tolls, import duties, poll and hearth taxes. In the country, farmers normally gave to their local lord a part of their production, and he gave a part of his earnings to the central government or, more commonly, was simply obliged to arm troops in case of war or levy tolls on public roads. In the cities there was hardly an income tax, but taxes were paid by the guilds or were levied on chimneys or hearths. The nobles, the rich and the clergy were typically exempt from taxes, even if they were supposed to contribute to the country in other ways, the nobles generally by housing foreign dignitaries and arming troops and ships, rich merchants by lending money to the crown or financing public project, and the clergy by taking care of the whole educational, public health and social security system.

Instead in Alphatia it seems there is a working income tax system, as to be a free-man, gentry and noble you have to put money in an Alphatian bank (page 16 of the Player's Guide to Alphatia in *Dawn of the Emperors* boxed set). Clearly this system means that the government checks your income and actually taxes it, but

those who do not have this minimum amount of money are likely not taxed at all.

To use in-game a more realistic taxing system, it should probably be assumed that all paved roads have **tolls**, probably 1 copper per person and 10 coppers per wagon when entering a new country. On a local level or on important bridges, baronies and dominions may require just a lead or tin coin per person when entering their territory or passing the bridge, as it should be an amount affordable by farmers and laborers.

In the rules for **Strongholds and Dominions** (*Rules Cyclopedic* page 141) a PC must pay 20% of all **income** to the higher ruler (in cash, products or in armed soldiers) and 10% (the **tithe**) to the local churches, plus spend what's necessary to host any visiting ruler or noble. Likely peasants have to pay the same to their lord, probably in products, and to the churches, which will use what they earn to supply education to the children, basic food and shelter to the poor and free healing when needed.

In the cities there is probably at least one **poll or hearth tax** on each household, **sales taxes** for shopkeepers and travelling merchants and **custom duties** taxes for foreign traders, plus a **port docking fee** for all ships.

Artisans probably pay a **guild fee**, and the guild then pays the government. **Licenses** may be enforced on several activities, such as building a house or even setting up a temporary stall in the market. **Magic and spells taxes** are probably requested by wizards' guilds and clerics' churches, but the churches are probably exempt from taxes in

exchange for providing, as in the country, education, aid to the poor and healing. The wizards may also be exempt from payment to the government if they provide other services, such as magic items for the army and the rulers.

In many countries the ability of a government to enforce an income tax on what the PCs earn by accomplishing missions is realistically highly doubtful. Historically such earnings could be compared to mercenaries' fees, and these were not taxed. If the PCs set up a dominion or put money in banks (in the case of Alphatia), then it's likely they'll have to pay at least the country's set income tax on what they earn directly from the dominion or the activity. But any other money earned for example as personal payment from a local church, ruler or noble likely will be tax exempt (or anyway tax collectors will be unable to prove the PCs have earned it and take their share).

Likewise, the idea that any government would be able to **tax the treasures** found by adventurers is a bit ludicrous, as it's hard to believe they could actually enforce such a tax, but some may be more than willing to try it. Nowadays in many countries any treasure of 'cultural interest' automatically belongs to the state and the discoverer would get just a fourth of its estimated value. Even in a fantasy world the treasure of an ancient dungeon could be of extreme national interest for a country, especially if it contains historical documentation or precious magic. If the story of a new discovery gets out, government agents could appear to impound the treasure, paying the PCs its estimated value, in the best case scenario, or just taking it without any compensation (especially if the PCs are foreigners).

DOMINIONS, DISASTERS AND RANDOM EVENTS



Chapter 12 of the *“Rules Cyclopedia”* and pages 3–11 of the DM book of the *Companion Rules* boxed set are dedicated to dominion building, including two tables of natural and unnatural events which can affect a dominion. A reduced list is also in GAZ5: *“The Elves of Alfheim”* on page 33, and another different one is in GAZ12: *“The Golden Khan of Ethengar”* on page 48 of the DM's book as a **Clan Event Table**. A recent thread ([“\[Dominions\] Natural and Unnatural Disasters”](#)) on the Mystara forum at *The Piazza* also reasoned on how the list could be expanded.

Based on all the above, I have created my own table (*Table 10* overleaf). It could be used for Dominions events as well for a random generator of rumors or events happening in a certain town, city or nation. It can also be used obviously to generate random adventure seeds as a simplified alternative to the adventures generator developed in the first part of this article in [THRESHOLD Magazine issue #26](#).

Table 10: Natural and Unnatural Events

d100 Roll	Result
1–10	Market shortage or trade route lost or resource lost or lost caravan
11–20	Market glut or new trade route or new resource found
21–25	Drought, bad grazing, disease of crops or livestock, locusts
26–30	Exceptional harvest
31–35	Storm, flood, waterspout or whirlpool
36–40	Accident, explosion, collapse, sinkhole or minor fire
41–45	Death of important character, hero or ruler, or assassination, murder mystery
46–50	Birth or wedding in the ruling family or other important birth or event
51–55	Visit of a ruler or important hero, and/or festival, circus, tournament
56–60	Cultural discovery, invention, visitor from faraway lands or alien places or new resident specialist
61–65	Comet, meteor shower, eclipse or other astronomical event
66–70	Immigration or emigration leading to population change
71–75	Bandits, raiders, wandering monsters or border skirmish, dragon
76–80	Pretender, usurper, minor rebellion, insurrection, strike, corruption scandal, exceptional theft, crime rising or feud
81–85	Spy ring, traitor, espionage, intrigue, trade dumping, sanctions or diplomatic problems
86–90	New temple, religious clashes or new fanatic cult
91–95	Lycanthropy, undead infestation, good or evil spirit, curse or other magical event
96–00	Major disaster with many deaths: earthquake, hurricane or tornado, plague, major fire, meteor strike

WAR, SIEGES, ARMIES AND NAVIES

The main resource for war is Chapter 9 of the *Rules Cyclopedia*, from pages 117 to 126, containing the **War Machine** and the **Siege Machine** to handle battles and sieges, expanding the War Machine rules from the *Companion Rules* boxed set.

Rules specifically dedicated to war on the seas are in GAZ4: *“The Kingdom of Ierendi”* on pages 29–30 and 35–36, including navy building costs, port capacity of Know World nations and size of their navies (and ship counters), and chance table for sea battles.

More battle-related rules are on page 31 of the Player’s book of GAZ10: *“The Orcs of Thar”*, about Commanding troops, and on



GAZ12: *“The Golden Khan of Ethengar”* on page 32 of the DM’s book with Optional War Machine rules specific for Ethengar. Many Gazetteers also have guidelines to use the *AD&D Battlesystem* rules, more tactical-oriented, in Mystara.

I like the War Machine rules, but sometimes I just need something even simpler to resolve mass battles which are ‘in the background’ of an adventure or campaign. For this reason I have created an alternative War Machine system, based on a d20 roll for each side as shown in *Tables 11 and 12* overleaf.

The DM should assign a bonus/penalty up to -5 to +5 to the conditions below, up to a maximum of -20 or +20 for each battle and side, or follow the specific description. Normally the difference between sides should not exceed 20, but it can reach 40 (d20 roll plus bonus/penalty). An elite force against leaderless peasants will always win automatically for example. If the bonus/penalty difference exceeds 20, the DM should decrease the winner’s casualties to -10% (i.e. 0 or near it) and increase the loser’s casualties to +20% (i.e. 90% of the force dead, wounded or captured).



Table 11: Armies' Bonus and Penalty

Conditions
Troop ratio, with +20% equal +1 and +100% equal +5 (i.e. 200 soldiers against 100), +200% equal +10 (300 against 100) up to a maximum of +400% equal +20 (i.e. 500 against 100). So I have purposely increased the 'weight' of superior numbers compared to the original rules.
Leadership, i.e. name level officers or famous heroes or personalities, or lack of good officers and leaders.
Training, up to +5 for regular and well-trained armies.
Equipment, quality and diffusion among the troops, better armor and weapons, presence or absence of shields.
Long range weapons or mounts, to be assigned especially if only one side has them, or one side has much more than the other.
Special powers and spells, including immunities, magical abilities, clerics and wizards, superior speed for troops, mounts and ships, and undersea allies in naval battles.
Morale, if the troops have reason to feel superior or inferior, has won or lost recently with the same enemy, or if they fight with great motivation or to defend their home country, city or town.
Favorable environment or terrain, such as higher ground, elves in woods, dwarves in mountains, troops with infravision at night, or favorable winds for ships.
Adverse conditions, such as fog, marsh, mud, snow, sand, or mounted inside cities or strongholds.
Fatigue, -1 to -5 to the roll.
Obstacles to maneuvers, such as a lake, or the necessity to protect civilians or supplies.
Well fed or starved troops, including availability of drinking water. Alcohol and drugs can also be considered bonuses as boosters of confidence, unless there is too much of it, giving penalties for intoxication.
Flying force or allies, especially if only one side has it.
Cover or fortress give both a bonus to the defenders and a penalty to the attackers. Also attackers' and defenders' casualties change as described in results below.
Siege machines or bombards, especially if only one side has them, rams in ships.
Population support bonus or penalty where relevant, for example inside cities.
Superior tactic, such as trapping, surrounding, bombarding or brute attack on marching enemies. Includes also battalions or ships switching sides before battle. This should be determined by the DM depending on the circumstances on the field.
Reconnaissance or information bonus or misinformation and surprise penalty.
Heroic actions done by leaders or PCs (if visible by one or both sides).
Magic equipment among the troops and other special magical items such as Staff of Health, Rod of Victory or Drums of Panic.

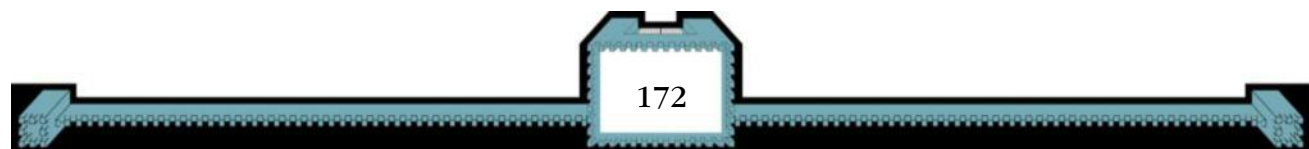


Table 12: Battle Result

Difference after the roll	Result
1-9	<p>Winner takes the field and has 10% dead and 10% wounded, loser retreats up to 5 miles and has 10% dead, 10% wounded and 10% captured, and loser has troops fatigued for 1d4 days.</p> <p>In assaults on fortresses, the attacker is repelled with 15% dead and 15% wounded or captured, the defender has 10% dead and 10% wounded, and the attackers are fatigued for 1d4 days.</p> <p>In the sea or in the skies, the winner has 10% of the ships damaged and 10% sunk or shot down, the loser has 10% ships sunk, 10% captured and 10% damaged, retreats and is fatigued for 1d4 days. All crew of sunk and downed ships are dead, but 50% can be saved or captured if rescued immediately. Captured ships have 20% dead, 30% wounded and 50% captured. Damaged ships have 10% dead and 10% wounded, but can still escape at half speed. The winner may be able to reach them and engage another battle.</p>
10-15	<p>Winner advances up to 24 miles and has 5% dead and 5% wounded, loser retreats up to 24 miles and has 15% dead, 15% wounded and 20% captured. Both sides are fatigued, winners for 1d4 days and losers for 1d8 days.</p> <p>In assaults on fortresses, the attacker conquers the fortress with 10% dead and 10% wounded and is fatigued for 1d4 days, while the loser has 25% dead, 25% wounded and 30% captured. The remaining 20% may escape if not surrounded, otherwise they are captured as well.</p> <p>In the seas or in the skies, the winner has 5% of the ships damaged and 5% sunk or shot down, the loser retreats as above and has 20% ships sunk, 20% damaged and 20% captured.</p>
16-20+	<p>Winner advances up to 40 miles and has 10% dead or wounded, loser is routed and has 70% dead, wounded or captured.</p> <p>In assault on fortresses, the attacker conquers the fortress and the loser has 100% casualties, with 50% dead or wounded and 50% captured.</p> <p>In the seas or skies, the winner has 5% of the ships damaged and 5% sunk or shot down, the loser has 30% ships sunk, 40% captured and 20% damaged.</p>
<p>The wounded will be captured if the field is abandoned, and may be killed by the winner. 50% of the wounded will die if untreated. The dead can be halved and the wounded and captured may be returned to the loser's side if the victor grants mercy.</p>	

RANDOM VILLAGE OR TOWN GENERATOR



I originally created a random Village Generator described in [“Thoughts and expansion on the Demography of Karameikos article”](#) at the Vaults, originating in a forum post about Karameikan demography (inspired by Simone Neri’s [“The Demography of Karameikos”](#) published in the first issue of *THRESHOLD Magazine*), but it can be easily used for any nation, region or city, expanded as in Table 13 overleaf.

ADVENTURING PARTIES GENERATOR

I also created for *Specularum* and *Karameikos* a random generator of adventuring parties which appeared as an Appendix to the article [“Wanted: Adventurers”](#) in *THRESHOLD Magazine* issue #21, and it could be easily used anywhere.



And this is the end of part 3! To be continued...



Table 13: Random Village or Town Table

Internal mood: roll 1d6	
1	Very bad. People in the village are very unhappy, scared and/or there is an internal feud with murders.
2-3	Moderately bad, as above but without bloodshed, so far, but scuffles, fights and beatings have occurred already.
4-5	Normal mood, the village is placid and there are no serious problems, at least for now.
6	Very good, people are happy, friendly and united, rulers are fair.
Ethnic, social or racial relations: roll 1d4	
1	Two or more races/groups are at daggers drawn here, blood has been spilled or is about to be.
2	The races/groups hate each other, scuffles are commonplace.
3	The races/groups tolerate each other well for now.
4	All different people are fully integrated in this village.
Xenophobia: roll 1d4	
1	Severe xenophobia, other races, unknown or not native of the place could be killed on sight.
2	Mildly xenophobic. Many are diffident toward other races and some people could be very violent.
3	Curious and varied toward outside races, but only some people may be diffident or rude.
4	Welcoming community, no prejudices even toward unknown races.
Relations with nearby humanoids, roll 1d4	
1	Humanoids raid the outskirts of the village often.
2	Humanoids aren't attacking now but the village fears they soon will.
3	The villagers appease the humanoids somehow (paying tributes, trading or in worse ways).
4	The village is on peaceful terms with local humanoids.
Relations with local monsters, roll 1d4	
1	Many and dangerous, threaten the very existence of the village.
2	Some monsters nearby, roads are often unsafe.
3	Rare monster sightings, creating more curiosity than fear.
4	No monsters in the nearby area, or only peaceful creatures.



Myconids of Mystara

by Cab Davidson

From the journal of Averyx, Immortal of Time, finder of lost Gods and patron of the Alphatian Expansionist Movement.



Myconid by [Jeffrey Kosh](#)

REGARDING MYCONIDS, PART I

The idea of intelligent mushroom people seems peculiar, I know. Intelligent flying monkeys, vulture-headed sorcerers, bipedal cats, everyone is fine with those. Even halflings don't spark disbelief, and they seem most unlikely. But mushroom people, for some reason that's a step too far for most Mystarans. And it's a shame, because in some ways they're the most interesting of life forms upon that world.

I first encountered myconids in the memory files of a lost Mek that drifted into Old Alphatian space before the Great War. The Mek had extensive information on tall, intelligent, tree-like fungi referred to as Entonids that had resisted the onslaught of early intelligent species such as Hallucigenia and Carnifex. Sort of like the treants of the modern era, but even more resilient and considered in their approach to life. The Carnifex defeated the Entonids, but

unusually for them failed to wipe them out entirely. After the Carnifex wars on nearly everything, the Entonids were among the few surviving races.

While they were able to survive the devastating releases of radiance energy that typified the Carnifex era, they were not immune, and within a few short millennia they mutated into a bewildering array of species colonising almost every corner of the globe, making for a short but spectacularly strange Myconid Era.

Eventually the myconid hegemony succumbed to faster, more adaptable animals. They were simply unable to change at the speed that Mystara was, with new intelligent life forms arising after the Carnifex era. The resistance to change that allowed them to survive the Canifex doomed them as ever more adaptable creatures came into being.

Myconoids (the parent organism from which the myconids grow), are not strictly speaking mortal. I don't mean they're immortal like us, nor that they're of the fey persuasion and just keep coming back. I mean that the organism itself, the central intelligence, is so spectacularly huge and long living that it hasn't even got a concept of mortality or immortality. Did you have a fight with those mushroom-men? Did you kill them? All of them? Are you sure? Sorry, you're wrong, you no more killed the myconoid than you would have killed an oak tree by picking its acorns. In fact to kill the myconoid you would have to extract all of the loose earth and rocks from about a square mile of cave complex, for that is where the bulk of the organism, with an infinitely

dispersed intellect, resides. But this lack of mortality meant that no myconoid ever rose to challenge the immortals or to seek immortal status, which made the early kinds easy prey for Carnifex before the differentiation of mortal and immortal realms was defined. So as the other races, with their immortal patrons, grew stronger and inhabited ever more niches within the world, the myconoids have retreated ever further, and now really only dominate spaces that the most hardened humanoids fear to tread.

There are four common species of myconoid still found in the darkest parts of the world. And there may be anything up to 400 mature individuals of each species, and many tens of thousands of immature specimens. Each individual can produce many thousands of mushroom-men (they are not, of course, men or women) which are referred to as myconids (as opposed to the greater organism, called a myconoid). Myconids are loyal to their parent myconoid, but not unquestioningly so; they are not drones. They are instructed by the myconoid using chemical signals, and while they typically obey they may also choose not to, if that seems prudent. Thus they work well together, to fulfil the goals of the overall organism, without falling into the group-think malaise that inhibited so many of the most primitive collective intelligences in the early days of Mystara.

Myconoid species have good relations with each other, but their interactions with other of the deepest denizens of the world are more complex.

The COMMON MyCONIDS

Pilobolus

Armour Class:	7
Hit Dice:	2**
Move:	90' (30')
Attacks:	1 weapon or special
Damage:	By weapon or 8d6
Number Appearing:	1d6 (40d10)
Save As:	Fighter 2
Morale:	8 (12)
Treasure Type:	None (M)
Intelligence:	8
Alignment:	Lawful
XP Value:	30

The pilobolus is both the friendliest and among the most dangerous of myconoids. Each overall organism inhabits a deep, wet cave, usually one into which a modicum of organic matter leaches into from the surface world. They are at heart a well-meaning people, with each myconoid creating countless myconids to do their bidding, typically to explore and clean neighbouring caves to bring back nutrients for the parent organism. They are not warlike, they do not seek conquest, they merely seek to exist.

They would be unremarkable except for their peculiar jelly-like heads. Each pilobolus myconoid resembles a spindly, pale, 4'-tall humanoid with a colossal jelly-like head and a dark black cap on top. This head forms one massive eye with light of all frequencies focusing on the dark lining at the base of it, giving the pilobolus myconoid the most remarkable eyesight in the fungal kingdom—they have perfect



Myconid by [Jeffrey Kosh](#)

(120') infravision and can see all invisible creatures.

For most of its life a pilobolus myconoid will feel no urge to act in any way other than as a servant of the myconoid mycelium, but upon reaching a final level of maturity they have an urge to settle somewhere near an outer cave and wait, as a standing guard and as the means by which the myconoid reproduces. This is the time when the physiology of their extraordinary heads comes into play. They are light sensitive, and upon exposure to any light brighter than a torchlight (so either a lantern or any magical light source) within 90', they point their heads towards the source and literally explode, flinging sticky fragments of their

spore-laden head caps at the light. Fragments invariably stick to the target, turning it into a vector to distribute those spores.

At any age, however, a myconid can use this same ability to devastating effect. When cornered with no other options a pilobolus myconid can exploit any light source within 90' and point its head at any target within 120', to choose to explode in a targeted attack. This is lethal to the myconid in question, but by weaponising their spore hat they can (if a normal hit roll succeeds) inflict 8d6 hp of damage to a single target.

When protecting their home myconoid, pilobolus myconids have a morale of 12 and will freely sacrifice themselves. Otherwise, if on a foraging mission gathering nutrients for example, they have a morale of 8.

Pilobolus myconoids are not avaricious but they understand that other creatures value treasure and are fully aware of the worth of objects they find. Over their incalculable lifespans they will gather anything shiny or valuable that they can find, and freely exchange it for information, nutrition or protection. Pilobolus have excellent relations with Shadow Elves, who view them as handy cohabiters in the darker corners of the underground world, their sentries exploding if anything that relies on having a light source comes too close. But many other monstrous humanoids see the myconids as prey, hunting them to extract the water-rich jelly from their heads.

Omphalotus

Armour Class:	5
Hit Dice:	1**
Move:	120' (40')
Attacks:	1 weapon or special
Damage:	By weapon or blindness
Number Appearing:	1d10 (40d10)
Save As:	Fighter 1
Morale:	8 (12)
Treasure Type:	None (M)
Intelligence:	10
Alignment:	Neutral
XP Value:	16



The real Omphalotus mushroom

Omphalotus are tall, slender myconids who seem to be almost entirely constructed of mushroom gills. When not in motion they can be mistaken for 6'-tall yellow mushrooms with gills running down to their base. When they start to stir it becomes apparent that their body is divided into long arms and legs, with 7 ridiculously small eyes all around their upper parts. They are typically genial, friendly and on the whole entirely disinterested in the conflicts of other races, and they try to maintain good relations with different species of myconoids and other

humanoids wherever they encounter them. They usually inhabit caves closer to the Hollow World than the Outer World, but they do encounter both Shadow Elves and Schattentalen. The former view them as curiosities and trade freely with them, but the latter view them as dangerous adversaries, and with good reason.

Omphalotus myconids are masters of the production and use of light. While they can learn the vocal languages of others, and while communication from their master myconoid is in the form of chemical signals, their own communication is made up of light signals. They can make their gills glow in a bewildering array of colours, and this is both their own language and their primary means of defence. By illuminating caverns with dim ultraviolet light, they can see perfectly well while other creatures struggle to make anything out at all. And by releasing bright flashes in visible and infrared light they can confuse and blind opponents.

When fighting, omphalotus will initially try to blind opponents. Anyone fighting omphalotus must make a saving throw vs. wands each round for the first 3 rounds of combat. Any failed save will render the target blind for 3d6 rounds, as the bright, rhythmic flashes of light they produce dazzle them. For the remainder of the fight any group of omphalotus of more than 4 will coordinate their light attacks to produce a confusion attack – each round from the 4th any creature within 30' of the omphalotus myconids must make saving throw vs. spells or suffer a confusion effect, until fewer than 4 omphalotus remain active.

Omphalotus and pilobolus occasionally have overlapping territories, and they can learn

to coordinate the explosive attacks of pilobolus with the light output of omphalotus to target foes at a great (up to 120') distance, with devastating effect.

Omphalotus myconids have a morale of 8, unless defending their parent myconoid territory, when they will unquestioningly fight to the death.

Coprids

Armour Class:	9
Hit Dice:	7*
Move:	60' (20')
Attacks:	1 weapon or special
Damage:	By weapon+1 or poison
Number Appearing:	1d8 (20d10)
Save As:	Fighter 1
Morale:	8 (12)
Treasure Type:	None (M)
Intelligence:	9
Alignment:	Chaotic
XP Value:	850

Typically inhabitants of shallow caves, especially numerous in the Broken Lands but found all over Mystara, the coprids appear to be completely harmless. They are tall (8'-9') white, shaggy creatures with legs completely covered by tall, almost tubular caps with domed tops. How they perceive their surroundings is unclear, but they have excellent all-round vision and can hear noise as if a 15th level thief.

Generally speaking, a coprid myconid is a friendly fellow, quite willing to sit and talk with any who pass along their way. They don't seek conflict, and rarely fight any-



The real Coprinus mushroom and a Coprid

thing unless provoked. For as long as you do not appear to be helpless, you are safe from a coprid. However, should you pass out or succumb to any form of paralysis you are in extreme danger—they will, upon finding any helpless creature, perform a coup de grace and carry it back to their home myconoid for digestion.

The coprids are not without blame in creatures passing through their territories becoming helpless. The myconoid constantly produces small (1" to 2"), sticky, almost invisible jelly-like balls that contain poison and powerful digestive enzymes. Coprid myconoids are immune to this poison, and hide the balls all over their territories and hunting grounds. Anyone passing through coprid territory without any protection from poison is likely to come into contact with such balls. The DM must roll 1d6 every turn that characters are passing through coprid hunting grounds, and on a roll of 1 or 2 the character must make a save vs. poison with a -2 penalty. If they fail, they become paralysed for 1d6 turns, and the digestive enzymes in the ball inflict 1d6 damage to the character per turn. Once two or more members of a party are paralysed, coprid myconoids will try to drive any accompanying characters away so

that they can take the fallen back to their myconoid.

Coprids consider themselves the guardians of the subterranean fungal forests in which they reside, and while they don't prevent creatures grazing on the other mushrooms (being predators themselves, they understand this) they will aggressively defend their homes from the ingress of dangerous humanoids. Wise orcish chieftains know to lay tribute, using the bodies of fallen foes in order to appease the coprids. The great enemies of the coprids are dwarves, who hunt coprids and invariably try to destroy entire myconoids.

Coprids fight to the death to protect their territories, in which their myconoids reside, but when outside this territory their morale is 8. An old coprid, reaching the end of its life, will plant its toes at the edge of myconoid territory and, over 2-3 days, slowly turn into an inky, wet mass, most of its body transforming into wet, spore-filled ink. This can be used as a component in magical inks, and is sought after by wizards.

Cordyceps

Individually one could be forgiven for thinking that the cordyceps myconoid is completely harmless. Thin, orange and black, 5' tall and largely looking like almost insubstantial upright fungal-stick insects, their presence hardly instils fear. They are however one of the most unpleasant predators on Mystara.

An attack from a cordyceps consists of a simple punch, and after striking an opponent most cordyceps retreat, their job done.

Armour Class:	6
Hit Dice:	1*
Move:	90' (30')
Attacks:	1 fist+special
Damage:	1d2+special
Number Appearing:	1d8 (20d10)
Save As:	Fighter 3
Morale:	8 (12)
Treasure Type:	None (M)
Intelligence:	5
Alignment:	Chaotic
XP Value:	13



The real Cordyceps mushroom

The victim, as well as taking damage, must make a saving throw vs. death ray. If they fail, they are infected with cordyceps spores.

Initially the victim will feel a little malaise and some nausea, but unless a cure disease spell or similar is cast upon them within 48 hours then their fate is one of subjugation and death. On the third day the victim will feel entirely recovered, prior to, on the fourth day, becoming irreversibly (other than by means of a wish) under the control of the cordyceps myconoid. They will seek out the location of the myconoid, and serve it in whatever way the myconoid finds to be most useful, for up to 3 weeks. After this time they will return to the myconoid, lie down, and die. From their bodies 2d8 new myconids are formed, each reaching maturity 3 weeks later.

The victim will take all of their treasures and any belongings they can carry to the myconoid. On rare occasions if multiple (20+) victims are in thrall to the myconoid at the same time, it may choose to send them to another location where they will die and establish a new myconoid entity,

sending more myconids out to find further prey from a new location.

While essentially chaotic creatures, cordyceps are not especially evil. They are merely remorselessly predatory. Thankfully, they shun sunlight and only inhabit the darkest places of Mystara, namely, the caves and caverns shunned even by most other myconids. Other creatures of darkness recognise cordyceps for what they are, and will actively hunt for and burn their myconoids. While they can increase to plague-like numbers in a few short months, they are in a constant struggle for survival against such hunting.

Cordyceps are rare in the caves beneath the Broken Lands and Alfheim, where orcs and Shadow Elves alike make sport of hunting them. But they are far more common in the dark complexes under the Great Escarpment on the Isle of Dawn, and explorers have described infestations of cordyceps among the strange humanoids of Skothar.

REGARDING MYCONIDS, PART 2

As I mentioned, I first discovered myconids during my initial investigations of Mystara as a colonisation site for Alphatians after the war. What fascinated me about these strange mushroom-men was their sense of detachment. They represented a midpoint between the absolute single-minded group-think of the earliest life forms, and strength through unity of action of the Carnifex. Or so I thought. Which is why the myconoids were among the first creatures I went looking for on Mystara. I will confess that I was disheartened by how few myconoid species survived to the modern era, but what I discovered when I made contact more than made up for that.

What you may find hardest to understand about the myconoids is that they really don't have a great deal of understanding of the world around them, at least in a way that makes sense to us. One can only communicate with a myconoid by direct mental contact (unless you're keen to learn the intricate details of communicating via auxins and pheromones—which isn't as much fun as it sounds). And when you do so, you will immediately discover that you are dealing with a creature of vast, alien intellect and inventiveness. They get reports from their myconids about dangers and opportunities, and can in response coordinate and control them. But they expend as much effort in a constant struggle with other creatures of the soil—the bugs, worms, other fungi and lower organisms with which they both compete and cooperate with to gather the nutrients they need to survive. And in effect, through

those lesser organisms of the earth, they maintain a loose contact with other myconoids both of their own and other species. But this is not in the form of a discussion; it is akin to an endless game of Whisper down the Lane on a global scale. Messages pass across the entire world in a matter of hours, but they are inconsistent, incorrect or even completely lacking in meaning by the time they reach any particular recipient. As a result the myconoid lives in a state of perpetual perceived legend, with tales of victories and defeats confused and conflated by passage through lesser minds than theirs.

They have no innate understanding or interest in the matters of the Immortals. The idea that a being may be limited in time is beyond them. The notion of travel itself seems alien to them; they understand that there are living things that do this, but that it happens is as relevant to them as the passage of stars across the sky is to a squirrel.

In other words they are fabulous repositories of incomplete and erroneous history and current world events, yet they know intimately and precisely what is happening in their rhizosphere down to the last microbe or animalcule.

Oh, and you think you know what a big creature is? You don't. Myconoids may grow to any size, being constrained only by the presence of competing organisms in the soil. There are examples that are many tens of miles across. Indeed in my early experiments trying to cajole myconoids to grow and aspire to immortality I transported some to worlds within outer planes, and within a few years, if not faced with competition, they grew to dominate the entire

worlds. The only theoretical limit to their expansion and growth is the scale of the celestial body upon which they reside. That potential is humbling, even to an Immortal.

I am honoured to count many myconoids, of many different species, among my friends. It would be wrong to view them as followers or worshippers, they really have no capacity to understand such concepts. Friends who see me as being merely another stranger rumour on the global Myco-web.

The UNCOMMON RACES OF Myconids

Marasmian

Armour Class:	4
Hit Dice:	3*
Move:	180' (60')
Attacks:	1 weapon or special
Damage:	By weapon or special
Number Appearing:	1d8 (10d10)
Save As:	Fighter 3
Morale:	8 (12)
Treasure Type:	None (M)
Intelligence:	12
Alignment:	Lawful
XP Value:	50

Marasmians are among the myconids found on the surface of Mystara and indeed in the Hollow World. They are tall (6'-7') pale brown myconoids, with spindly bodies, long, thin legs and slender arms, topped with a flattish, gilled cap. To most they give a feeling of geniality, of friendliness, and this



Marasmian myconoid by [Jeffrey Kosh](#)

comes from having an aeons-long relationship with the fairy folk.

Marasmian myconoids grow in circles from a parent marasmian myconoid, which itself takes the form of a ring in a woodland or field. The ring will start small, but over many years can grow to colossal form, many hundreds of yards across. Marasmian myconoids appear to grow from small mushrooms to mighty mushroom-men in the space of around a fortnight, typically after extensive rainfall and in warm conditions. After a day, although still bound to the myconoid, they are

around 1' tall and sentient, and able to communicate or even defend themselves (in a rudimentary fashion). Upon reaching maturity they wander off and go looking for rotting, decaying vegetation, animal faeces, etc. which they carefully break up and arrange around the outside of their myconoid. Having completed their tasks in daylight, they return to their rings and spend the nights enjoying everything that is good in a mushroom's life, releasing spores, dancing and singing in their circles, and for the most part bringing nothing but joy to those lucky enough to see them. Their delightful performances attract the attention of the fey, and pixies, sprites, and others of the fair folk are often to be found dancing with the marasmians on moonlit nights. Indeed, inasmuch as a myconoid can ever make friends with anything, the fey are friends to the marasmians.

If threatened, a marasmian may pick up a weapon and fight. Over many years successive myconoids bring weapons back to their myconoid and store them nearby, and aggressors may be surprised by the lethality of their arsenals. While the larger, mature marasmian myconoids will typically fight with weapons, any group of more than 6 marasmians (mature or immature) may, each round, cast a special form of the *dance* spell. Anyone inside the circle of or within 30' of their myconoid must make a saving throw vs. spells or begin to dance in a circle around the ring, being subject to the same detrimental effects of *dance* as the spell. The group may use their Dance attack every round, in addition to any other attacks they make. The victim may make another saving throw once every 6 rounds, but is immediately

vulnerable to the same effect again. The victim will fall to the ground, unconscious and exhausted, after their constitution score in rounds (either continuously or after making a saving throw and failing another subsequent save). Typically marasmian myconoids will ignore any dancing enemy and simply back away, continuing to use their dance effect each round until the targets fall to the ground exhausted. Once all enemies are thus captured, the marasmians will search them for anything useful, entertaining or interesting, and carry them to a point at least a mile away, to be deposited in the most humiliating pile they can envisage.

Marasmians are not aggressive or hostile, and cannot easily be provoked into violence. Treasures possessed by the myconoid are buried in the centre of the circle, and will be defended, as will the habitat upon which the marasmians and their fey allies depend. Marasmians will do all they can to avoid a fight, but they will defend their homes and their allies to the death.

Marasmians are now a rare species. Formerly they were common in elven lands such as the Sylvan Realm and Alfheim; now they are restricted to the forests of the Shiye and a few hidden locations in Norwold. In the Hollow World there is rumour of a strange floating island that is sloped to a strange degree, Tir Na Nog, populated solely by marasmians and long lost races of fair folk, living a joyful and oblivious life dancing and drinking ale under the perpetual twilight of a red sun.

Muscarid

Armour Class:	5
Hit Dice:	3**
Move:	120' (40')
Attacks:	1 weapon or special
Damage:	By weapon+1 or special
Number Appearing:	1d8 (30d10)
Save As:	Fighter 3
Morale:	12
Treasure Type:	None (M)
Intelligence:	7
Alignment:	Chaotic



The real Amanita muscaria mushroom

While most myconids are typically quite placid and, in their own way, friendly, the muscarid is entirely different. They stand around 5' tall, with white bodies that have a frilly veil around their middles, beneath stocky arms, with feet almost in the shape of half egg shells lying on the unbroken end. But it is their big, meaty, red cap speckled with raised white spots with white

gills on the underside that they are most known for.

Muscarid myconoids are found in the darkest and dankest of all woodlands, where they grow in twisted, misshapen rings around great old trees. Myconids grow from this typically only in late summer and autumn, and after around a week of growth they are ready to stalk the woods and find their prey. That prey is literally anything that moves, and hunting as a pack they can unleash terrible harm on the fauna of the woodland in a very short time. This prey is taken back to the myconoid, stripped of anything of worth, and buried within the circle, where its decomposition feeds the myconoid.

What makes the muscarid dangerous is that they both produce and are infected by certain compounds that affect perception. When a muscarid is provoked to combat it will not back down, hesitate or surrender, and it will continue to fight well past when it has 0 hit points. It must be reduced to -12 hit points (its constitution score) before it stops fighting, it must quite literally be cut apart. But every time a muscarid is wounded it releases some of the same compounds into the air. Anyone in melee combat with a muscarid must, when the muscarid is first wounded and every subsequent round, make a save vs. poison or fall under the influence of potent hallucinogenic compounds for 1d6 turns, during which time they can move at only half speed, and attacks, saving throws and armour class are penalised by 4.

Muscarids do not make allies of other woodland creatures, considering anything that moves therein to be fair game. It is,

however, fair to say that some of the darker fey races view them favourably.

Muscarids bury their treasures in hidden locations in the forests, and they value weapons above all other things.

Muscarids are, thankfully, rare, but increasingly common in some parts of Mystara. They were almost unknown in Canolbarth before the Shadow Elven invasion, but have become a serious pest since then. They are also among the more unpleasant predators of Blackheart in Alphatia, and are known to sporadically appear in the great forests of northern Norwold.

Morchellid

Armour Class:	8
Hit Dice:	3* to 3****
Move:	90' (30')
Attacks:	1 weapon or spell
Damage:	By weapon or spell
Number Appearing:	1d10 (20d10)
Save As:	MU 6
Morale:	6 (12)
Treasure Type:	None (M)
Intelligence:	17
Alignment:	Lawful
XP Value:	50-95

Morchellids are by far the most intelligent of all myconids. They are a surprising looking race, resembling a 6'-tall, pock-marked brown mass on ridged, white legs, with arms that seem to be formed of the same brown mass as the head. Almost as if they are massive, brown brains on sticks but with inverted sections rather than ridges. Morchellids are peculiarly curious and intelli-



The real Morchella mushroom and Morchellid

gent creatures, seeking to bring knowledge of the works of men, elves and all creatures back to their home myconoid, where they spend most of their time converting the information they have found into a chemical form of communication that it can understand.

Troops of morchellids arise early in the year, as the frosts of spring recede, and they possess, from their moment of emergence, an extraordinary ability to learn and cast magical spells. Typically these are well understood by their myconoid, and distributed to each myconoid according to their ability to learn. And curiously, the more morchellids are present, the more potent their magics are. Scholars are undecided as to why this should be so. If the morchellids know why, they're not saying. Practically speaking, if under 10 morchellids are present, they each cast spells (50% as magic users, 25% as clerics, 25% as druids) at 1 level of experience per morchellid present. The spells each knows are determined randomly. Per 5 morchellids above 10 present, another level of experience is gained. So for example if there are 30 morchellids present each morchellid can cast spells as a 14th level spellcaster.

They prefer dark places but have no preference for being above or below ground. They have a curious ability to be able to walk on walls and ceilings as if on the ground, and this allows them to make their homes on the ceilings of great caverns of the Broken Lands, the Shadow Elven kingdoms and even on the underside of the floating islands of the Hollow World (from which they may fly or levitate to the surface to explore for information). The morchellid myconoid consumes little, often satisfying itself with the decaying residues of living creatures slowly leaching into their rhizospheres. But their thirst for knowledge is inexhaustible. The Shadow Elves know that the morchellids are harmless and never oppose them, but do trade stories and tales with them. The Schattentalfen, with their characteristic friendliness, pursue morchellids for study, to try to extract their magical potential. Few of the humanoids of the Broken Lands even know the morchellids are there – and the morchellids are happy with that.

Morchellids are never aggressive, preferring to escape from any potential enemies rather than to fight. But like all myconids they will fight to the death to defend their myconoids. They prefer using their magical abilities to misdirect foes, but if necessary will use any offensive magics they possess.

Morchellids hide their treasures in places most accessible to themselves. They frequently construct hollows in the ceilings of great caves, where few other creatures may find them. They favour spellbooks and scrolls above all treasures.

Volvariellid

Armour Class:	7
Hit Dice:	1+1
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon+1
Number Appearing:	1d10 (20d10)
Save As:	F1
Morale:	12
Treasure Type:	None (M)
Intelligence:	9
Alignment:	Chaotic
XP Value:	15



Volvariellid myconoid by [Jeffrey Kosh](#)

Volvariellid myconids begin their time as small (8" across) egg-shaped balls of fungus, appearing rapidly in fields after grain (wheat, barley, oats, field peas, rice, *etc.*) harvest, and straw is scattered across the field. The parent myconoid can be many hundreds of yards across, connecting fields separated by hedgerows, patches of woodland, even rivers, and can wait for decades for an opportunity to form myconids. Most years, a tidy farmer will collect up sufficient straw for use in thatching, basket work, ropes and animal bedding *etc.* such that the myconoid has insufficient to feed on to produce myconids, but on occasion an untidy farmer or an unfortunate set of circumstances will combine such that strewn straw covers the field after harvest, and that is when the volvariellid strikes.

The egg-like structures, called volvas, from which the myconids spring, seem to grow in a matter of hours, and depending on how much straw is present may appear in massive numbers and generate a virtual army of myconids overnight. They are perhaps the most humanoid-like of all myconids, having identifiable heads and faces beneath grey mushroom caps with pink gills. They are short-lived, with a single purpose—to kill.

In truly wild spaces volvariellid myconoids are both rare and benign, producing a few myconids each year who generally keep the wooded pastures in which they reside clean and safe. But farmlands, fertilised with animal manure, are both the ideal location for the myconoid to grow and, through annual ploughing, the most hostile for the growth of their myconids. Over years, indeed over generations, their

increase in scale is matched only by their growing resentment. It takes little, merely a slovenly farmer or unfortunate storm to make a crop rot, and volvariellid myconids can rise in frightening numbers to seek revenge.

They attack farms and villages in a coordinated way, using weapons and armour sequestered in oiled rags and sack cloth in hedgerows and under walls for years, arming themselves with more weapons and agricultural tools as they travel. They seek to destroy farms, farmers, their families, labourers and their tools (ploughs, rakes, hoes and spades, anything that moves earth) and to sequester weapons and treasures away for future attacks should their renewed attempt to wipe out local civilisation fail.

Volvariellid myconoids in farmlands cannot be reasoned with. Maddened by years of what they view as agricultural warfare, each believes that only a policy of complete elimination can solve the human problem. They have no allies as such, but clever bands of kobolds have experimented with spreading straw and detritus from hay ricks and straw stacks in the hope of creating chaos—but they have discovered that the volvariellids are not discerning in their all-consuming quest for revenge.

Next page:
Myconid brute (generic)
 by [Jeffrey Kosh](#)



REGARDING MYCONIDS, PART 3

Rarely is it necessary to answer this question, if I'm honest I think most are usually too embarrassed to ask. So I'm going to save you the red face and just tell you. "Averyx, old chap," you're thinking, "I almost don't like to ask, but these mushroom-men, how do they, well, not to put too fine a point on it... Breed?"

There's no need to be embarrassed. The myconids certainly aren't. In fact of all species I know, they're the least embarrassed about this. The surprising reality is that none of the myconoids I have ever talked to have the faintest idea how this works, nor do they care. As far as they're concerned it just happens. They're happy making their own myconids each year, but they don't give the continuation of their species the slightest thought. And this is a shame, because their breeding habits are among the most surprising of anything on Mystara.

The myconids are merely sentient forms of existing fungi, and they all reproduce by producing spores. The mushrooms you see on the ground produce spores, as do the myconids. The spores of most mushrooms find a place in the soil or dirt and start to grow into a sort of slow, almost inert blob of life. They can persist this way for years, if there is enough to sustain them. And then, if by chance they encounter another of their type and, crucially, of a compatible mating group (that complexity itself I am yet to fully understand!) they will, errrm, do their thing, and recombine into a new, faster growing form. And here's the crucial

part – to form a new myconoid, a spore released from a myconid must grow and encounter an appropriate example of its type. As you might imagine almost none of the unimaginable number of spores produced by the myconids ever meet up with the right counterpart. Is this why they are so rare? Well, yes, probably. Although if you run the numbers, and look at probabilities, it's hard not to wonder why the myconids are not in fact Mystara's most dominant life forms. If you go down to the woods to pick mushrooms, but the mushrooms fight back, this is probably why...

Myconids Only in the Hollow World

Arthrotryd

Armour Class:	7
Hit Dice:	5**
Move:	240' (80')
Attacks:	1 weapon or special
Damage:	By weapon+2 or special
Number Appearing:	1d8 (5d10)
Save As:	Fighter 8
Morale:	8 (12)
Treasure Type:	None (M)
Intelligence:	9
Alignment:	Chaotic
XP Value:	425

Now rare outside the Krugel Orc territories in the Hollow World, the arthrotryds are a fascinating people. They produce the largest of all myconids, which begin existence as amorphous, orange-coloured blobs

that only slowly rise above the sandy earth of their homelands. They slowly take the form of a sandy-covered copy of whichever local humanoid is most numerous (and which has been observed by previous myconids from the same myconoid) upon the local mount of choice—in the Krugel lands they appear very like a Krugel orc on either a horse or lizard. Note that this is only an appearance, and no creature within 10' of the myconid would be convinced by the charade. The myconid could not, for example, dismount; the humanoid and the mount are part of the same creature.

Arthrobotryds hunt in packs, using the most extraordinary tools to do so. They may form a sort of lance, extending almost instantly from their own bodies; it can be used as a lance with a +2 bonus to damage. They can charge into combat in the first round for double damage. They may likewise fashion swords and clubs from their own body mass. But their most feared attack is their myco-lasso. They form a looping, contractile filament that can be thrown at any target within 20' as the arthrobotryd gallops past. That target, if it is the size of a bugbear or smaller, must make a save vs. paralysis or be trapped by the lasso and dragged along. Once captured, the lasso starts releasing paralyzing venom, and unless the victim can escape or be freed they must make a saving throw vs. paralysis each round or be paralysed. To free themselves from the lasso, a character must make an open doors roll (1d6+strength bonus, with a success only obtained with a 6 or more) to break the strands. Each round that the character struggles, the arthrobotryd will continue to move, inflicting 1d4 damage to the victim as they are dragged along.

Once the victim stops struggling, the arthrobotryd will absorb it into its own mycelium and return to the ground in which its own myconoid is growing, to re-fuse with the myconoid. The myconoid will, over the course of many days, absorb the memories and whole body of said victim. The victim may be rescued at any point in the first 3 days—during that time they remain conscious and aware, as the myconoid slowly probes their mind. Afterwards the myconid re-emerges from the myconoid, and awaits other arthrobotryd myconids to gather for the next great hunt.

Like all myconids, the arthrobotryds will defend their home myconoids to the death. The myconoids of this species are more interested in knowledge than treasure, but from their numerous victims they grow to learn the value of treasure and guard their wealth in the earth around their myconoid.

Craterellid

Armour Class:	5
Hit Dice:	1**
Move:	90' (30')
Attacks:	1 weapon or special
Damage:	By weapon-1 or special
Number Appearing:	1d10 (20d10)
Save As:	F1
Morale:	3 (12)
Treasure Type:	None (M)
Intelligence:	8
Alignment:	Chaotic
XP Value:	16



Craterellus mushroom

These small (1'-1'6") blackish, trumpet-shaped myconids with somewhat greyish outer parts inhabit dark, mossy woodlands and seem completely harmless. In fact they are considered a delicacy by other races, and are often picked and consumed before reaching maturity. This leads to a certain amount of resentment among the craterellids, who have to watch their brethren being taken for consumption. And watch they do. And wait.

Craterellids were formerly common in Glantri, where they were referred to as *trompette de la mort*. Unfortunately they were on the verge of extinction, with voracious Glantrian appetite for mushrooms being a serious problem for them. The few remaining myconoids were transferred to the Hollow World by an as yet unidentified Entropic Immortal.

In a savage twist of irony the craterellids have learned to distinguish edible and poi-

sonous fungi, and will, as soon as they are able, scour the woodlands for poisonous mushrooms, which they then take back to the darkest parts of the wood to work into a wicked, magical poison. This poison, when hidden in the food and drink of humans, demi-humans and humanoids, is lethal (save vs. poison or die in 1d6 turns). A successful wisdom check will allow the victim to work out that there is something unusual about the dish—it isn't unpleasant, it isn't obviously poisoned, it is just unusual. Many victims will continue imbibing the (delicious) poisoned meal. The victim will, 12 hours after death, rise as an undead zombie under the control of the craterellid myconoid. The zombies are used to defend the site from anyone who might pick growing myconids, and to gather any organic matter from around the forest to allow the myconoid to grow.

The craterellid myconids exploit their small stature and natural stealth abilities (they can move silently and hide in shadows as if thieves of 12th level) to sneak into the homes of civilised and uncivilised folk alike, lacing food with this poison. They do all they can to avoid a fight, being able to handle no weapon larger than a dagger and inflicting -1 to damage with all blows. If they anticipate there is likely to be no option but to fight, some craterellid myconids will create a distraction while others try to get behind their foes to backstab (as a 12th level thief).

The craterellid myconoid keeps its treasure hidden amongst the hollows of great trees, buried there by its enslaved zombies. It often disperses its better treasures among multiple sites, to try to avoid losing all of it should it be found.

REGARDING MYCONIDS, PART 4. MYCONIDS IN SPAAAAACE

The funny thing about Mystarans... Well, one of the funny things about Mystarans, because there are many, is that for the most part they ignore the fact that they are part of a wider universe. They care more for planar boundaries than planetary ones, which is odd when you consider that at the heart of at least three of their major nations are alien races and intelligences, and when so many of their defining historical events involve alien visits or the devices they left behind. Be that as it may, this has never been a one-way relationship with alien worlds, and there are several examples of Mystaran peoples or races that have colonised far off planets, even whole new star systems. But it is testament to the hardiness and extraordinary adaptability of the myconids that it is one of their number, the geastrid, that has had the greatest impact on the wider Universe.

There are three reasons why that is the case. Firstly, their means of reproduction is ideally suited to panspermia (founding life on other worlds from a first). The spores they produce are practically indestructible, and can survive for decades, even centuries, without degrading—if they find their way into the void and onto the surface of a rock, they can persist almost indefinitely. Secondly, they are masters of adapting to different foodstuffs, and can utilise a bewildering array of materials as the basic building blocks of life. And, thirdly, remember that a myconid is essentially a sentient version of a fungus that already has the properties of resilience and adaptability that I have

described—it takes only a single spore from a myconid to find the mycelium of that fungus on another world and turn it into a new myconoid.

One might assume from these advantages that myconids have conquered the galaxy! Far from it, in fact, the distances involved are enormous and even with these advantages the odds are always against them. But there are dozens of worlds and thousands of planetoids where the geastrid myconoids have made their home, despite now being extinct on Mystara herself. Well, extinct there until one finds its way back...

Geastrid

Armour Class:	6
Hit Dice:	4*
Move:	120' (40')
Attacks:	1 weapon or special
Damage:	By weapon+1 or special
Number Appearing:	1d3+5 (10d10)
Save As:	F4
Morale:	9 (12)
Treasure Type:	None (M)
Intelligence:	11
Alignment:	Lawful
XP Value:	125

The geastrid myconid is one of the most peculiar-looking humanoids in existence. It begins life as an almost spherical, pale brown ball with a round frill at its base. It grows slowly until it is around a foot across. At this point, it pulls itself out of the ground to reveal a spindly, fibrous humanoid body beneath it, around 7' to 8' tall, and it sets about exploring its immediate surroundings.



The real Geastrum mushroom and a Geastrid

When 4-8 of them have reached maturity they begin their major toil, which involves exploring as a group and mapping the area around them, in an ever expanding range. Generations of myconids work to produce a map, which contains details of any creatures found, settlements, lairs, and any potential food sources, including major plant and animal resources and even any reactive ores. Once they have spent several months exploring further, and adding more information to the master map, they eventually choose to sit in an opportune spot, look upwards, and wait for the skin around their heads to peel back in the shape of a star, revealing a spore-filled head that puffs spores into the open every time the myconid is jostled, disturbed or rained on.

The geastrid myconid can also choose to unfurl its head covering when it is threatened. The very act of doing so will encourage many creatures (with an intelligence score of 5 or lower) to have to make a saving throw vs. death ray or run away in fear for 3d6 rounds. The geastrid can then release spores from its head in a cone 15'

long and 10' wide at its far end, up to 3 times, and each breathing creature therein must make a saving throw vs. dragon breath or fall asleep for 2d6 turns. This is a magical sleep that is not affected by being disturbed or even slapped, and the victim must make a second saving throw vs. dragon breath or suffer horrific nightmares about being attacked by strange egg-like fungi in the void of space until they wake. Any victim who has suffered such nightmares also incurs a -2 penalty to all hit and damage rolls and a +1 penalty to armour class, until they can get a mostly undisturbed night's sleep. If forced to fight the geastrid myconid will either attack using its spores or by using weapons—they favour polearms, with which they attack with a +1 to damage.

Each generation of geastrid myconid reports the locations of all resources onto the myconoid, which slowly sends mycelium growing towards each. The myconoid can eventually, over many centuries, grow to an astonishing scale, taking nutrition from food sources that may be tens of miles apart. The geastrid myconoid can extract energy and nutrition

from nearly anything—the bodies of animals, plants and roots, even metal ores. The purpose of this is to gain enough energy to reach its ultimate goal—to create a great geastrid.

The great geastrid is essentially identical to the head of the geastrid myconid, but on a massive scale—it can reach three or four hundred feet across, four to five hundred feet high, and it produces a near incomprehensible number of spores at a velocity sufficient to perfuse not only the entire atmosphere of the world the myconoid is growing on, but also to be flung into outer space. There the spores can remain viable for centuries, floating until they settle on an asteroid, planet or even vessel upon which they can germinate. The spores are essentially identical to those produced by the geastrid myconids, but their dispersal is spectacularly more effective.

Production of a great geastrid by geastrid myconoids is thankfully a rare event, typically only occurring after centuries of growth, and it so depletes the myconoids that there is 25% chance of the myconoid dying. If it survives, it is massively reduced

in scale and will once again have to start from scratch, finding new resources to grow a new great geastrid. Spore dispersal by great geastrids takes several weeks, during which time all creatures within 100 miles must make a saving throw vs. dragon breath or be affected as if attacked by a geastrid myconid spore attack. Creatures that fall asleep will wake up after the great geastrid has finished releasing its spores, if they are fortunate enough to survive weeks sleeping without food or drink.

Geastrids have colonised hundreds of worlds, and while they are typically friendly, considered folk, most civilised creatures don't tolerate them once the extraordinary danger of the great geastrid has been realised. Once they have worked out what the source of the danger is, they will seek out any sites geastrids grow from and destroy any and all likely sites where the myconoid may be. Geastrids originated on Mystara, but have been extinct there for millennia. Any geastrid myconoids detected there are destroyed by mortal agents sent by the Immortals to do so, the danger they pose being so great.

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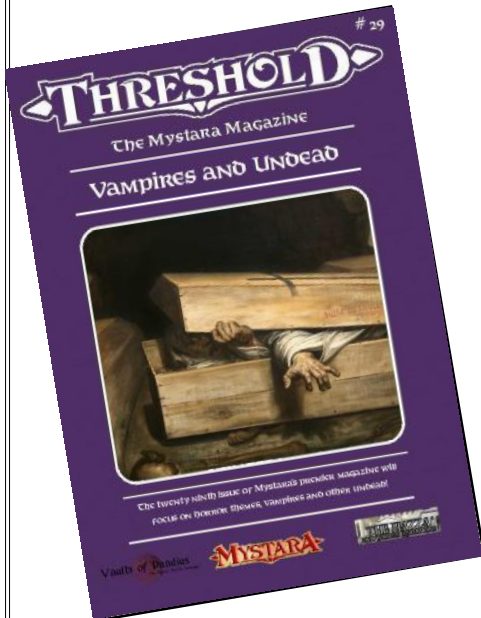
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(<https://jeffreykosh.wixsite.com/jeffreykoshgraphics/home>). Used by permission.
- Page 190: **[Image: Myconid brute]**
Myconid brute (generic) by Jeffrey Kosh
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- Page 193: **[Image: Craterellus mushroom]**
Photo by user John Kirkpatrick (natashadak) via Wikimedia commons:
[https://commons.wikimedia.org/wiki/File:2011-11-20_Craterellus_cornucopioides_\(L.\)_Pers_183522_cropped.jpg](https://commons.wikimedia.org/wiki/File:2011-11-20_Craterellus_cornucopioides_(L.)_Pers_183522_cropped.jpg)
- Page 195: **[Image: Geastrum mushroom]**
Photo by user Georg_Slickers via Wikimedia commons:
https://commons.wikimedia.org/wiki/File:Geastrum_fimbriatum_566.jpg
- Page 195: **[Image: Great Geastrid]**
Original illustration by author.
- Back cover: **[Image: Back Cover of issue 28]**
Back cover of issue 27 by Sturm, using Azalai salt caravan from Agadez to Bilma, Niger, by Holger Reineccius:
<https://commons.wikimedia.org/wiki/File:Bilma-Salzkarawane1.jpg>



NEXT ISSUE

The next issue of THRESHOLD Magazine will focus on vampires, undead and terrible creatures of the dark!



Cover not yet finalised

VAMPIRES AND UNDEAD

Anticipated contents include:

- Strange Types of Mystaran Vampires
- Blessed Salt, Holy Water, and The Many Different Ways to Kill Undead
- Beyond Nebligtod: Mystara in The Mists
- The adventurous travels of goods and people part 2
- Mappers of Mystara

...and much much more!

YOUR OPINIONS?

The Editorial Team welcomes your feedback on this issue of THRESHOLD are welcomed. Please post your comments either by posting in [The Piazza Forums](#)

Please begin the subject line with the tag “[LETTER]”

Or by email to the Editorial address:
Threshold.Mystara@gmail.com

Submission Guidelines

Proposals

All proposal submissions can be sent by mail to the editors at the following address Threshold.Mystara@gmail.com, and must be received by the proposal deadline†. The Threshold editorial team will contact you within 7 days of the proposal deadline regarding the status of your proposal.

Submission proposals should be sent inline in the mail, using the following subject format: [ISSUE#][Proposal]<title of your article>

The mail content should include the following:

- Proposed article title
- The type of article being proposed (short story, adventure, geographical location, organization, etc...)
- A one paragraph description of what the article is about
- An estimated word count of the article (articles should range anywhere from 1000 to 7000 words, depending on the type of article submitted)

Manuscripts

Manuscripts should only be submitted after you proposal has been accepted by the Threshold editorial staff, and must be received by the manuscript deadline†. When submitting a manuscript file, please use the following naming convention:

threshold_#_your_title.<extension>

(extension: see below for recommended file formats)

and the following subject format:

[ISSUE#][Manuscript]<title of your article>

The mail content should include the following:

- The article title.
- An attached document containing the article contents.
- The final word count of the article.

Other types of contributions: the editorial team will consider on a case by case basis other types of contributions. Please contact us to inquire if and how we can accommodate unusual contribution formats.

The following guidelines apply to different types of submissions:

Illustrations: Please submit art and maps in lossless format (e.g., PNG).

Articles: Manuscript submissions can be sent by mail as plain text, doc(x) or odt, or shared as Google Doc. The issue editor will create a shared document (for each article) to allow the author and editorial team to work on it. Articles can be as short as a single page, or as long as 6 pages, depending on the specific content. The editorial team will do its best to accommodate the contributions, but especially long works may be split over several issues.

Tables: Tables should be numbered (Table X: Name of Table), and any references in the article should refer to that table number (and not to “he table below,” for example).

Author Bios: Please include a short blurb (one or two sentences) biography/blurb about yourself for our “contributing authors” section. It can be serious or silly, but don't get too carried away with it, please.

Other types of contributions: The editorial team will consider on a case by case basis other types of contributions. Please contact us to inquire if and how we can accommodate unusual contribution formats.

†Refer to “*Call for Contributions*” (page 7) for next issue deadline dates.

#Insert relevant issue number in place of ‘#’



THRESHOLD

The Mystara Magazine



TRADE ROUTES AND DAROKIN

In this new issue of Threshold magazine we explore the economy of Mystara and the center of Known World's trade, the Republic of Darokin!

We start with an updated Merchant class by Cab, then a bird's eye view of the vast network of Known World's trade and the sources of the most traded foods by Sturm, and a Dark view cast on Darokin by Not a Decepticon. Personalities of Selenica by Korro Zal leads us from Darokin to Planescape, while the Turtles' Tears by Geoff Gander and Luc Greenwood highlight an isolated turtle population at the footsteps of Darokin. Fabrizio Nuzzaci delves deep into the economics of Vestland, and Thorfinn Tait guides us to review the maps of Paul Holroyd. Finally a third part of the Mystara Generator of (Almost) Everything by Sturm, and the many Myconids of Mystara by Cab!

All this can only be found here in the latest issue of our favorite magazine!

