

THRESHOLD

The Mystara Magazine

Vampires and the Undead



The twenty-ninth issue of Mystara's premier magazine focuses on horror themes, vampires, and other undead!

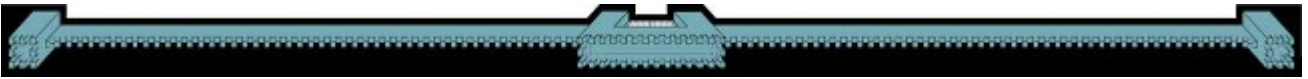
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THRESHOLD

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All issues of **THRESHOLD** are available for **FREE download** from the [Vaults of Pandius](#) website

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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

Vampires and the Undead

This issue of *THRESHOLD Magazine* is dedicated to the undead, to horror and vampires, and to monsters and places with which to scare your players, especially if they must risk losing hard-gained levels! Indeed, we'll start with **Strange Types of Mystara Vampires** by Cab, and proceed with **The Many Different Ways to Kill Undead** by Glenn. We'll then make a detour to Ravenloft, following Doctor Necrotic to **Mystara in the Mists**, where we'll get to know—and fear—the Darklords born in Mystara who are now rulers of a Dark Domain.

Returning to the Known World, Khuzd guides us through the **Five Markets to Buy and Sell Undead**, and two dark adventures converted to Mystara. The first one is the module “*Death, Frost, Doom*”, and its consequences described by Not a Deception, as a zombie apocalypse that might overwhelm the Known World. The second, by Agathokles, is the adaptation of the D&D 5th Edition module “*Tomb of Annihilation*” set in the Thyatian Hinterlands.

In the rest of the issue, our Master Cartographer Thorfinn Tait continues his series on **Mystara Mappers** with the works of James Mishler, an Old One among Mystara's fans! In the next article Fabrizio Nuzzaci (fabriziohockey) continues his detailed series on Known World nations with the **Economics of the Emirates of Ylaruam**, including

updated Dominion and Trade rules. The last article is the second part of my **Amazing Travels of goods and people** which began in issue #28, this time detailing all other trade goods from beer to magic.

Our talented illustrators for this issue are [Jeffrey Kosh](#)¹ and [Linus Andersson](#)².

The next issue of *THRESHOLD*, to be published towards the end of 2022, will focus on **The Isle of Dawn and Alphatian Sea**, a theme in which we had already delved into in issue #11, but it has been voted for in [our recent poll](#)³. To contribute to the next issue as an author or illustrator, please send your proposal to the *THRESHOLD* mail—check Submission guidelines and mail on the last page of the issue—or [write in the proposals thread of The Piazza forum](#)⁴, soon to be updated with the call for issue #30.

Even if we have no shortage of articles, we always need help proofreading and editing submissions. As we currently have two main editors, *THRESHOLD* magazine has been scaled down to two issues a year. Any

¹<https://jeffreykosh.wixsite.com/jeffreykoshgraphics/home>

²<https://www.artstation.com/nplillustration>

³<https://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=25176>

⁴<http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=22287>

help to the *THRESHOLD* Editorial team is greatly appreciated. So please come forward and contact us through email or in The Piazza thread mentioned above. Helping *THRESHOLD* magazine is certainly a time commitment, but is creative and rewarding work, and also a great way to keep up on fan-created material that could be added to your campaign.

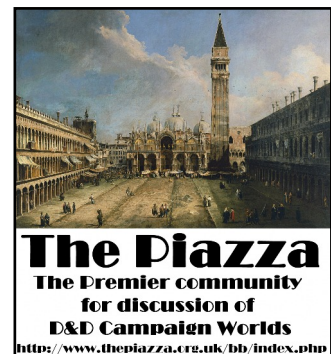
The *THRESHOLD* Editorial Team, authors, and illustrators hope you'll enjoy this new issue as much as we enjoyed putting it together, and stay tuned for the next issue!

Francesco Defferrari (Sturm)
Editor, *THRESHOLD* Magazine Issue #29

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

Giampaolo Agosta (a.k.a. Agathokles) agrees with Schiller that “man is only completely a man when he plays”. Therefore, he makes a point of taking gaming seriously, and real life casually. Besides Mystara, his gaming interests include (among others) Dark Sun, Planescape, Ravenloft, Birthright, Call of Cthulhu, Star Wars and Witchcraft RPG.

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 DTP skills to consolidate the writings of others into the issues of *THRESHOLD*.

Cab Davidson has been running his Mystara campaign since the 1980s, and while he has years of experience handling dangerous microorganisms, has not knowingly created a new form of vampirism.

Doctor Necrotic (Brian Rubinfeld): despite never being as intense of a fan as much of the fandom, Brian has had a fondness for Mystara stretching back as many eons as the stars! Whether coming up with zany ideas or diving into the earthiness of the setting's lore, he always finds something to love about the Known World and beyond. When not writing for *THRESHOLD*,

Brian is an amateur writer and game creator looking into freelance options, as well as currently working in a pharmacy.

Fabrizio Nuzzaci (Fabriziohockey) met *D&D* BECMI 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.

Galdor aka Glenn Tanner is a *D&D* player that has strange ideas and horrible plans. He hopes that his ideas have merit but for the most part they have no merit. He is trying to come up with 100 different weapon masteries though has not triumphed so far.

Jeffrey Kosh is the pen name of a writer and graphic artist specialized 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/home>)

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.

Pol Ginés, a.k.a. Khuzd, is Pablo J. Ginés, a journalist from Barcelona living in Madrid, who usually writes about religion, bioethics and society issues. He learned role playing games with BECMI, the Red Box in Spanish, in 1986, when he was 12 years old. Expert Rules were never translated to Spanish, so he had to work harder in improving his English. Although he has always been a hardcore fan of Tolkien's Middle-Earth (he founded the group of the Spanish Tolkien Society in Barcelona), he has always preferred Mystara and BECMI for role playing, even though this system was never popular in Spain as AD&D took its place soon. About 2005 Pol was amazed to discover the

Mystara community on the Internet. Now he plays 3 campaigns in Mystara: two with his children—a classical one, and another with humanoid PCs—and a 36th level campaign for PCs on the way to Immortality.

Even though **Sturm (a.k.a. Francesco Def-ferrari)** 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 (mystara.thorfmmaps.com).

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](#)

Or by email to the Editorial address:

Threshold.Mystara@gmail.com

Please begin the subject line with the tag "[LETTER]"

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 30 - The Isle of Dawn and the Alphatian Sea

The second 2022 issue will focus on the region that lies between the Known World and Skothar to the east.

Proposal Deadline: August 1st, 2022

Manuscript Deadline: October 15th 2022

Issue Published: December 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 31 - Undersea

The first 2023 issue will focus on the dominions and the people found below the waves of Mystara's oceans!

Proposal Deadline: February 15th, 2023

Manuscript Deadline: May 1st, 2023

Issue Published: June 2023

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 [230](#) 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.

THRESHOLD

The Mystara Magazine

PDF editions and print-ready files are available for free download from the Vaults of Pandius website: <http://www.pandius.com/>



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Over time, the *THRESHOLD Magazine* Editorial Team received enquiries about obtaining print versions of its issues. Following continued interest, in 2022 an initial trial using issue #28 created print-ready files of cover and interior page that could be submitted to a print-on-demand service (such as www.lulu.com) by individuals to produce a professionally printed version for their personal use. The trial garnered a positive response and work continued through 2022 to generate print-ready files for all previous issues (as well as incorporating the process in the production of new issues).

The print-ready files are an option provided in addition to the “normal” PDF document version of each issue. Individuals may freely download the two print-ready files (cover and interior) and submit them to a print service for professional printing at their own risk. Any associated financial transaction is between the individual and their chosen print service. Neither the *THRESHOLD Magazine* Editorial Team nor the Vaults of Pandius receive monies in respect of the provision of these print-ready files or from the printing of them.

The print-ready interior and cover files have been formatted to produce an A4-page sized paperback book; no other page size/format is available; the print service will offer users choices of colour quality, paper stock, cover finish, etc. The print-ready files have been successfully used at www.lulu.com to produce a printed book; the Editorial Team cannot guarantee the use of these files with other print services.

The print-ready version of *THRESHOLD Magazine* is provided for personal use only. *THRESHOLD Magazine* in either its PDF or print version cannot be sold in any online or physical store.

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 - "Mystaraspac"](#)
- [#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"](#)
- [#28 - "Trade Routes and Darokin"](#)



STRANGE VAMPIRES OF MYSTARA

From the Journal of
Averyx, Immortal of
Time, Finder of Lost
Gods and Scholar
of the Mysteries of
the Multiverse

by Cab Davidson



Vampire by Jeffrey Kosh
(<https://jeffreykosh.wixsite.com/jeffreykoshgraphics/home>)



“WHAT IS VAMPIRISM?”

Vampirism isn't undeath. It is much worse. Vampirism is an unholy synergy of deadly disease and the curse of never finding death, and is the most perfect form of living entropy. But perhaps that's an overly poetic way of describing what is actually a very, very simple thing. Vampirism is above all one thing—something called a virus.

We don't entirely know how or where in the multiverse vampirism came about. Yes, I know, we could find out, we could travel in time to even stop it, but we've come to a sort of gentleman's agreement with the Entropic chaps not to research this. Sometimes our schemes go awry, sometimes theirs do, and perhaps it is enough that we acknowledge this and work within the new norms that these cockups create rather than go back and try and clean up the mess. Whichever of the entropic immortals created vampirism is keeping quiet, and with good reason. Vampires neither respect nor revere the entropic pantheons, nor indeed any immortals, as is evidenced by their extraordinary aversion to any and all holy symbols.

Most diseases come about on their own without any immortal help, of course. They may be caused by how living things live, how they age, or more often by tiny living or almost living things around them. Cholera, goblin pox, the common cold, harpy clap, these are examples of diseases that arose through entirely natural processes. Lycanthropy in all its myriad forms was created by human mages “playing god” (and why not, I say, that is after all in the finest traditions of Alphatian wizardry!). But vampirism is more unusual again in that it

can only have been created by an immortal; it has specific traits that cannot be formed from mortal magic or science.

To get down to specifics, vampirism is caused by a virus. I shan't bore you with the specifics of how a virus works, but it is sort of like the smallest of animalcules, the smallest, swarming forms of life, simplified to a point where it can only exist in association with its victim. And, quite uniquely, it exists in a form that touches not only the body of its victim but also the link between the soul of the victim and the time of their own death. The result is the stuff of true horror—the soul can no longer enter Limbo, rather it is bound to the body such that merely killing it no longer severs the link. The subject cannot die, but they are no longer ‘alive’ in terms as would be recognised by any creatures of the positive planes either. And thus they are stuck between worlds, trapped by a metaphysical virus in a strange existence that deprives them of any normal means of sustenance. To exist they must still feed, but being neither alive nor dead they need to tap into the very essence of living things to do so.

Like most viruses, the vampirism virus (*Orthobepadhavirus sanguinum*, as named by the Blackmoorian Centre of Disease Control) usually has a limited range of hosts. But on occasion it may infect creatures that perhaps are not associated with vampirism. And being such a strange virus, one that exists in metaphysical as well as physical space, the list of species that can be infected is more broad, more complex, than anyone would have imagined. I shall now outline how these infections occur in various new hosts, and what the implication of this is.”



Baobhan Sith

From the Journal of Averyx

“The fey of Mystara are not beholden to the laws of the immortals, to the realities that obviously bind the living to immortals and (less obviously) immortals to the living. And they are among the most variable of all creatures, each being essentially an undying soul that may choose to return as almost any other fey form. This is in most respects a great strength of the fey realm, which is older and more bizarre than you’ve ever considered. That is, however, a subject for another day. Suffice to say that, despite the fey not being subject to the ravages of time, they also do not exist outside of time and change, and the choices they make as to what to return as are influenced by the mortal world around them.

Theirs is a different world to that of the mortals, but it is one that holds a sort of mirror to it, and as such many of the ailments that inflict mortal man can also inflict the fey.

The vampirism virus rarely takes hold of the fey, partly because there are so few encounters between the fey and vampires. When it does, the result is tragic. Rather like the way that the soul of a mortal is cut off and unable to pass on, the soul of the fey cannot find its way back to the spirit realm. Finding itself unable to reform, it transforms its body into a twisted interpretation of both the fey and the mortal.

It is quite interesting that while the fey soul can construct a huge range of forms, and come back as almost any other known (and ample as yet unknown) forms, the baobhan sith has but one. It appears as if a red-headed human female, invariably clad in a green velvet gown hiding a lower body in the form of a deer. Human sages in the regions of Heldann and Norwold (where the baobhan sith is most common) have speculated that this may have been influenced by an unknown entropic immortal, chosen as the form for infiltration. But sages do have a habit of making things up to cover gaps in their knowledge, and the truth is far simpler—there is but a single mutant of the virus that can infect fey, most common in the northern parts of Brun, and it cannot quite copy the form of the humans it previously infected. This strange visage is the best it can do.

So what we have in the baobhan sith is a creature of darkness but which is still in essence a fairy, with some of the strengths of each and a mixture of weaknesses that

reflect both. Perhaps, in swapping one form of immortality for another far less pleasant one, the baobhan sith is the vampiric variant which most deserves our pity.”

Baobhan sith*

AC:	2
HD:	7** to 9**
Move:	120' (40') or per animal form
Attacks:	1
Damage:	1d10 + double energy drain
No. Appearing:	0 (1)
Save As:	F7-9
Morale:	11
Treasure Type:	F
Intelligence:	10
Alignment:	Chaotic
XP Value:	1,250; 1,750 or 2,300

The rare and dangerous baobhan sith are believed to be the unusual product of vampiric infection of fey creatures. It is unknown exactly how they are created, but the result is one of the more feared and hated undead.

They appear as beautiful women with pale red hair, invariably wearing green velvet dresses that hide the fact that rather than human feet they have the hooves of red deer. They can gaze at any foe within 120', who must make a save vs. spells (with a -2 penalty) or be charmed, and this (alongside their great beauty) is used to attract victims. They can at will take the form of a raven, black cat, deer, or hooded crow. In any form, a baobhan sith regenerates 3 hp per round, starting from the round they first take damage. They may also assume

gaseous form at will. All such transformations take 1 round to complete. They may summon any of the following creatures to assist them, and if they are within 300 yards they will arrive as quickly as they can.

Creature	Number	Creature	Number
Cats	2d10	Ravens	5d10
Great Cats	1d6	Valravns	1d8
Deer	2d8	Eagles	2d8

Baobhan sith are like vampires in many ways, but there are important differences. They cast a reflection in a mirror, and they do not abhor garlic. They do not need to retreat to a coffin, nor does sunlight harm them (although they prefer to hunt by night, to hide their deer-like feet and footprints). They spend the day in mist form, merged into the soil. They suffer no restrictions crossing running water. Lastly, they have no immunity to normal weapons, nor is a wooden stake required to kill them—but iron weapons must be used (see below). They are unable to approach holy symbols and are turned as if vampires.

They are somewhat vulnerable to iron, and weapons containing iron in as pure form as possible cause them more harm than those which do not. Mundane steel weapons cause normal damage to them, whereas magical weapons up to +2 enchantment cause half damage, and weapons of +3 or greater enchantment contain so little iron in an appropriate form that only the magical bonus causes damage (e.g. any blow from a sword +4 causes 4 points of damage to them). Baobhan sith are immune to first and second level spells. A baobhan sith reduced to 0 hp will turn to mist and retreat, merging into the earth until the following sunset. Unless the final (killing)

blow to kill a baobhan sith is made with a pure iron (rather than steel) weapon then it will survive and return to solid form the following night.

A human killed by a baobhan sith rises the next night as a vampire, but independent and not under control of the slayer, whereas an elf killed by baobhan sith rises as a banshee. It is postulated that a sidhe and other fey may return as a baobhan sith. Other creatures are believed to remain dead.

There are baobhan sith spellcasters, and many are clerics—they can be clerics or magic users of up to 9th level. Note that spellcasting undead may have some resistance to turning (see RC).



Peuchen

From the Journal of Averyx

“It was in the ancient days of the Azcan empire that the peuchen variant of vampirism first arose, which makes it one of the oldest of the vampiric bloodlines. They were created by priests of Atzanteotl, in

what can only be described as one of the most massive perversions of natural order in the history of Mystara.

The work to create peuchen was accomplished primarily by the priest, Cuetzpallee, a quite brilliant man in his own way. While he had no hope of ever understanding that vampirism was caused by a virus, he grasped that the means of infection included (as well as draining the life force of the living) depositing something new in the bodies of the dead. He was a Mystaran of rare genius to work this out, but the discovery came at an unimaginable cost. He sacrificed thousands in disgusting ceremonies to Atzanteotl, his means of execution being a vampire under his control, the horror of his work being compounded by the rapid demise of (most of) the neonate vampires created.

His work eventually reached an unacceptable cost even to the dark Atzanteotl-worshipping kings he served, and in his own eventual quest for immortality he travelled to new lands seeking victims for his greatest crime against the living. He would produce, in honour of his Immortal master, the perfect vampire in the image of a feathered serpent. He settled in a faraway land, a place on the cold shores of what would become the Great Bay of Norwold, and there he built his new temple. He had found what he most desired—a colony of metamorphs he could enslave to make his vision come true.

Over the course of many years, almost all the metamorphs died. But through prayer to Atzanteotl and self-sacrificing rituals, Cuetzpallee finally succeeded in his task—and predictably his creation escaped him

and infected many of his acolytes. His new creation exceeded expectations and had much of the shapeshifting capacity of its metamorph forebear, but still needed a connection to other-worldly power to produce more of its kind. Thus, it preyed on clerics, and the plague thereof destroyed Cuetzpallee's order, and he eventually fell himself. Not ungrateful, Atzanteotl saved his soul and honoured him with presence in his demonic court, where he can still be found to this day. He's not such a bad chap, for a demon, you understand. His mind is as sharp as ever, and I think he has earned his place as one of Entropy's most respected lieutenants.

Meanwhile, his creations have periodically wiped out clerical orders throughout history. And to this day they are a significant hazard in the lands of the Atruaghin."

Peuchen*

AC:	2
HD:	7**
Movement:	120' (40') (slithering)
ovement :	240' (80') (flying)
Attacks:	1 bite or special
Damage:	1d10 + double energy drain or special
No. Appearing:	1
Save As:	F8
Morale:	11
Treasure Type:	F
Intelligence:	10
Alignment:	Chaotic
XP Value:	1,250

Peuchen are intelligent shapeshifting vampiric spirits. Their natural form is a blue, feathered snake with wings radiating multiple colours of feathers, but they may take

the form of any living animal that they have seen. Such a transformation takes a single round, and the peuchen may then use any of the natural attack forms or abilities of said animal. A peuchen may also assume gaseous form, that transformation also taking a single round. They are by nature predators, preferring sentient prey but quite willing to consume mindless beasts to survive.

Like other vampires they possess a gaze ability. Once per round, in addition to any other activities a peuchen may gaze at one target, which must make saving throw vs. paralysis with a -2 penalty to the roll or be paralysed for 3d6 rounds.

Peuchen may summon any one of the following creatures, which will if within 300 feet (yards outdoors) come to their assistance.

Creature	Number	Creature	Number
Snake, spitting cobra	1d6	Lizard, giant gecko	1d8
Snake, giant rattler	1d4	Lizard, giant draco	1d4
Jaculus	2d10	Lizard, giant tuatara	1d3

Like all undead, peuchen are immune to sleep, charm and hold spells, and all forms of mind-affecting magic. When injured, they regenerate 3 hp per round, and they can only be struck with magical weapons. A peuchen reduced to 0 hp turns to gaseous form, must return to the earth of its lair, to which it is bound, and it reforms into its normal winged snake form therein. In this

state a cleric can kill a peuchen with a single touch of their holy symbol.

Peuchen cannot enter hallowed ground, except if that ground is dedicated to an entropic immortal. They cannot approach within 10' of a well-presented holy symbol. A peuchen can only hunt at night, but unlike a vampire is not physically damaged by exposure to sunlight. If they fail to rest within the earth of their lairs during the day, they suffer 2d6 damage per day, and are unable to regenerate that damage until they do.

A victim killed by a peuchen will rise as undead. Most humans or demi-humans will rise again as wights, the following sunset, under control of the slayer. A cleric of 5th or higher level killed by a peuchen will appear to remain dead, the body indistinguishable from any normal corpse. One month later, a new peuchen, the tortured spirit of that cleric, will rise from the earth at the location of the cleric's death, independent of its slayer, and ready to wreak revenge on a world that allowed it to die thus.

Jubokko

From the Journal of Averyx

“When I first learned of Mystara, as a world that existed far across the Universe from the homeworld of my people, I was stunned by the savagery of the wars that had been waged there in its ancient days. And when I first visited and observed the world closer up, I was saddened at how little things had changed between the time of those stories and my arrival. It is not just the loss of life



and the damage to civilisations that is to be lamented, but also the strange, unintended consequences of such actions.

Death is an unfortunate necessity for the process of life, but if enough souls should pass in the same place and time that puts a tremendous strain on the fabric of the multiverse. Life is natural, death is natural, but there is nothing natural about the wholesale slaughter of sentient beings. We observe this in all the great disasters that have befallen Mystara: all had unintended consequences. Whether that takes the form of dangerous radiance energies being trapped in a range of notorious artefacts, the creation of magical locations, or even the wholesale cursing of lands for all time, the impact of such events is surely apparent to scholars of the history of Mystara.

Great battles attract many dark forces, including vampires, nosferatu, and other haemovores. Their presence at a time of extreme metaphysical disturbance can

affect the nature of the land around them, their excessive feeding causing leaching of virus into the land itself, combining to produce some of the oddest, rarest and most dangerous offshoots of vampirism.

The jubokko is the most frightening of them. They are, thankfully, rare, being most common in Ochalea (where a nest of vampires with a tradition of particularly messy feeding has frequented battlefields for centuries) and the Isle of Dawn (where the history of warfare between the great empires is so intense that it has created many strange phenomena). The jubokko is a great tree that has absorbed a huge volume of spilled blood infused with the vampiric virus through its roots; the metaphysical aspect of the virus allows it to infect the tree but only when such slaughter has occurred. The tree gains a certain amount of malign intelligence in addition to a perverted version of the vampiric skillset, and takes stewardship over the cursed site of the battlefield. And it soon cultivates strange plant-like monsters to accompany it.”

Jubokko*

AC:	2
HD:	9***
Movement Rate:	60' (20')
Attacks:	1 branch
Damage:	2d6 + Energy Drain
Number Appearing:	0 (1)
Save As:	F9
Morale:	10
Treasure Type:	F
Intelligence:	10
Alignment:	Chaotic
XP Value:	3,000

A mighty tree that has been on the site of a battle and become infused in the energies of destruction and blood of the fallen, the jubokko most resembles a beautiful, leafy tree while being in temperament and behaviour most akin to a vampire.

During the day the jubokko turns into liquid form, that of blood, and dissipates its essence into the earth. At night it rises again, as a tree, and stalks the fields and woodlands for a perfect place to lie in ambush. It most favours roadsides and pasture where victims are likely to be heading home from a hard day's work, or may be leaving to tend herds or flocks before dawn.

Jubokko have multiple means of attack. They can form a mesmeric pattern among their leaves for the attention of a single victim within range (60'), who must make a saving throw vs. spells or be charmed and attracted to approach the tree more closely. Closer targets can be attacked with a modified branch, with a hollow tube, and which is sharpened at the end. Any victim struck takes 3d6 damage and suffers a single level of energy drain. If the jubokko's hit roll is a 16-20 then the victim is skewered and in addition to normal damage will suffer a single level of energy drain per round until dead or the branch is removed (taking a character's action for the whole round). While the jubokko can only attack with a single branch per round, if a victim is skewered another branch may be used, and a jubokko is able to employ a maximum of 6 branches in this way. After they have fed, the lush green leaves of the jubokko take on an autumnal red shade.

Creature	Number	Creature	Number
Amber Lotus Flowers	1d8	Strangle Vine	1d10
Archer Bush	1d8	Whip-weed	1d10
Killer Tree	1	Vampire Roses	1d8

Jubokko frequently tend their hunting grounds for the growth of other dangerous plant-like monsters, which will (if they can) assist the jubokko. Only creatures already in the area around the jubokko can answer the call.

Victims of jubokko are absorbed into the tree, and their faces can be seen in knots in the bark when in moonlight. The faces of elves or dryads killed by the jubokko remain animated, and those entering melee with a jubokko that has consumed such a creature must make a save vs. spells or fall to the ground in fits of tears at the sight of their soundlessly screaming faces.

Jubokko can only be struck by magic weapons, and are immune to sleep, charm, hold, and all mind-affecting magic. They have none of the typical weaknesses of vampires, being immune to garlic and not repelled by holy symbols, and having no hearts to stake. They do however take double damage from fire-based attacks, which they fear, and they are killed if reduced to 0 hp by fire. They can be turned as vampires.



Vrykolakas

From the Diary of Averyx

“It is well understood that lycanthropes and vampires share an historic animosity. To many, even among the immortals, this seems quite strange. Both are after all creatures of the night, with lycanthropes craving the flesh of creatures and vampires preying upon their souls, one might imagine that a synergistic relationship may be possible. The truth is very far from that. The two can never come to terms, they will never be allies. And the reason is surprising.

Old Lord Lycan was a wily soul, and I will admit that I have a grudging admiration for what he achieved. He was the wizard, tucked away in the wilds of Alphatia, who isolated the infectious agent that created vampires, when experimenting with their blood. He didn't quite know what he had,

but he did work out that no matter how much filtering and separation he carried out, there was always something therein that would, if applied to another dying individual, create a new vampire. In our terms, he ruled out every other form of living thing that could cause illness and was left with an extract containing what we know to be the virus *Orthobepadhavirus sanguinum*. He couldn't manipulate it directly, but he could work various magics upon it to see what happened. I hope you'll understand if I don't tell you precisely what he did with this material, because I do think that some of the most dangerous forms of knowledge should be earned through your own hard work. But the result of his work was quite magnificent.

Lycan managed to break the metaphysical link that the vampirism virus had to limbo. The result was remarkable—free of this, what started out as a slow-growing virus that required the victim actually be killed such that it could fully express symptoms, became a far more voracious pathogen. In his experiments, Lycan managed to infect not only the creatures we recognise as lycanthropes now but dozens of other species. He had in effect created not only a new kind of creature, but also had an adaptable means of creating new forms on the fly. Lycan was a genius, the very archetype of a mad wizard in his tower playing with forces he couldn't possibly control. Bravo, that man. More of that please!

Sadly, (in a way that's reminiscent of what happened with both Thaneg¹ and Gargantua) rivalries with other wizards vying to be the greatest of the era eventually did for

¹ For more on Thaneg, see [“Origin of the Isle of Dread”](#) by the author on the Vaults of Pandius.

poor old Lycan. Which is a shame; it would have been fascinating to see what he might have achieved if he had ever joined the ranks of the immortals. Perhaps I should go to one of the outer planes of my knowledge and oversee that work recommencing...

Anyway, the reason for animosity between vampires and lycanthropes is all based on what Lycan created. The lycanthropy-inflicting forms of the virus can infect vampires very easily, just as easily as they may infect any mortal. And that virus is, short of the use of a *wish*, deadly to vampires. In fact there are no known examples of vampires recovering from this. The lycanthropic virus overwhelms the original form of the virus and vampires cannot survive this: they are unable to feed once severance of their link to Limbo is challenged. Whereas if a vampire bests a lycanthrope and kills it, a creature of such unimaginable evil is created that it is shunned even by most followers of entropy. The vrykolakas, as such abominations are known, are rare and reviled by all.”

Vrykolakas*

Vrykolakas are rare and universally shunned lycanthropes infected with vampirism. Indeed, they are so hated both by lycanthropes and vampires, and the possibility of their creation so reviled, that the mere chance of making one is sufficient to create near legendary enmity between lycanthropes and vampires.

They crave the flesh of intelligent prey above all things, relishing the internal organs, especially the livers and hearts, of such creatures—the enjoyment of these

Strange Vampires of Mystara

	Rat	Wolf	Boar	Tiger	Bear
AC:	3(2)	1(2)	0(2)	(2)	(2)
HD:	6****	7****	7+1****	8****	9****
Movement:	120'(40')	180'(60')	150'(50')	150'(50')	120'(40')
Attacks:	1	1	1	2/1	2/1
Damage:	2d4+ED	2d8+ED	2d10+ED	2d6/2d6 3d6+ED	2d8/2d8 3d8+ED
No. Appearing:	1	1	1	1	1
Save As:	F12	F14	F16	F16	F18
Morale:	11	11	11	11	11
Treasure Type:	F	F	F	F	F
Intelligence:	12	12	12	11	11
Alignment:	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic
XP Value:	975	2,050	2,450	2,850	3,700

	Bat	Fox	Shark	Seal	Devil Swine
AC:	0(2)	2(2)	0(2)	1(2)	(2)
HD:	6+3****	6+2****	7****	8+2****	12****
Movement:	60'(20')	180'(60')		60'(20')	180'(60')
Flying:	180'(60')				
Swimming:			180'(60')	180'(60')	
Attacks:	1	1	1	1	1
Damage:	2d4+ED	2d6+ED	4d6+ED	4d6+ED	2d12+ED
No. Appearing:	1	1	1	1	1
Save As:	F14	F15	F14	F17	F24
Morale:	11	11	11	11	11
Treasure Type:	F	F	F	F	F
Intelligence:	11	11	11	11	11
Alignment:	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic
XP Value:	1,550	1,550	2,050	3,275	(2)

blood-rich organs being a reminder of their vampiric heritage. Creatures killed by vrykolakas do not return as undead, nor do those who are damaged by them contract lycanthropy, but their presence and touch

is poison to all of those around them. Anyone consuming food or drink within 120' of a vrykolakas, including a potion, must make a saving throw vs. poison or die in 2d6 turns.

To create a vrykolakas a vampire must slay a lycanthrope by energy drain. The victim will rise from the dead up to a month after slain, on the first night of the next full moon, as a free-willed undead with no allegiance to its slayer. It retains the knowledge and shape-changing abilities of its were-form, and can also, at will, transform into a gaseous form. In animal form it is more potent than a typical lycanthrope, and in addition to causing more physical damage each blow also inflicts a single level of energy drain.

A vrykolakas also retains all knowledge and abilities (except for divine abilities such as druidic or clerical spellcasting) in their human form. They become as resistant as vampires, having an armour class of 2, and can, again, strike a foe for a single level of energy drain with their fist or with a weapon.

In either animal or human form, vrykolakas may use a charm gaze attack to affect a single target, once per round. They are immune to sleep, charm, hold, all mind-affecting magic, magical cold, and they cannot be polymorphed. In either human or animal form they may only be struck by magical weapons, and they are turned by clerics as if vampires. Once damaged, vrykolakas regenerate at a tremendous rate, at 5 hp per round, and like vampires when reduced to 0 hp they revert to gaseous form and return to their lairs. They do not require coffins but must have a haven refuge that is shielded from sunlight (which causes them 3 hp damage per round of exposure, damage that cannot be regenerated until the next full moon). Typically, they retain several such havens, often in caves, ruins or in the case of sharks and seals among reefs and shipwrecks. They are

repulsed neither by garlic nor wolfsbane but cannot approach an openly presented holy symbol or enter any hallowed ground, nor can they enter an intelligent creature's home uninvited. Vrykolakas can be killed by driving a wooden stake through their heart or by decapitation

They cannot summon animals of their own type as a lycanthrope or of other types as if vampires, being shunned by all other living creatures. They can however exploit their unnatural status by howling up to once every 6 rounds. All creatures hearing this howl within 120' must make a saving throw vs. spells or flee in fear for 1d6 turns.

Dhampir

From the Journal of Averyx

"Perhaps the least expected of the strange vampire offshoots of Mystara is the dhampir. In that this is simply a person infected with the vampiric virus but who is still alive.

Now, you'd be right to be confused, since I've been telling you all about strange creatures that have caught vampirism as a metaphysical virus, and that the act of a vampire draining the life from someone creates conditions for the virus to thrive and resurrect the person, cut off from Limbo so that their soul cannot pass, leaving them to live what is typically a lonely existence neither alive nor dead. But herein lies the paradox of the creation of the dhampir. You see, vampires are not strictly dead, nor are they strictly alive. They have a soul but no living body. But they do have a body. And that has... consequences.



Whether it is with someone a vampire loved in life, or a new person obsessed with finding a lover in true darkness, it matters not. But it is such coupling that creates the dhampir—a human infected from birth with the vampiric virus. I shall not provide details of this, I'm sure your imagination will do well enough. And if you do not, the penny horror stories that soon make the bum-fodder of some societies are replete with Lady and the Vamp tales.

This condition has a number of effects. Firstly, the progeny casts no shadow—they feel the warmth of the sun and see its light, but the sun itself does not see them. Secondly, they are enormously perceptive if confronted with supernatural entities, and can typically detect such before other mor-

tals. Lastly, should the dhampir have children, they can pass this trait on—but only to the first born of their own sex (a man to his son, a woman to her daughter). Once the virus is passed on, any further children are not infected. Why? Well, that will be the subject of further study. Wouldn't life be dull if we knew everything?"

Dhampir

AC:	9
HD:	2*
Movement:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1 (1)
Save As:	F1
Morale:	9
Treasure Type:	P (U)
Intelligence:	12
Alignment:	Any
XP Value:	24

Dhampir result from the union of a vampire and a human, usually (although not always) a male vampire and a female human. There are examples of the women meeting with their husbands for a final night after they have been turned into vampires, and others of men and women who have sought out vampires for such a reason.

Dhampir are almost indistinguishable from humans, identifiable only by lacking a shadow. They are a little more robust than most humans, saving as first level fighters and having two hit dice. Many live relatively ordinary lives, but a few take up adventuring professions where they may excel. An adventuring dhampir requires 5% more experience points per level gained.

They can use any weapon or armour allowed to their class and possess few abilities that normal humans do not. They can, however, sense supernatural creatures within 60' of them. They have a 5% chance per level of experience of detecting hidden or unseen creatures that require silver or magic weapons to be struck. They also have a 10% chance per level (to a maximum of 90%) of knowing if an invisible, charmed, gaseous or shape-changed/polymorphed creature is within 10' of them.

Dhampir are not ordinarily predisposed to be sympathetic to the undead; in fact, many become hunters thereof, seeking redemption for their line or revenge against the parent that abandoned them, using their innate skills to infiltrate organisations supportive of the undead.

While being able to mix freely with humans, dhampir may also breed true, but each generation only produces a single true dhampir. A male dhampir's first son will also become a dhampir, and a female will beget a new female dhampir as her first born daughter. Whole lineages of dhampir have been known to devote themselves to ridding the world of undead, especially vampires.

Jiangshi

From the journal of Averyx

"One of the strangest and most enduring lineages of vampires is the jiangshi. It first arose in Ochalea, shortly after the Alphatian landfall, and it can be traced to a specific infection event. And despite the spectacular result this is otherwise the most

fascinatingly mundane thing that has happened in the whole history of vampirism.

A young lady, a farmer's daughter and laundress by the name of Ying Ying, was suffering the early effects of a perfectly ordinary viral disease that would have led to a lingering and painful paralysis. She was washing laundry in the river close to her village, sharing tales of boys and future ambitions with her friends, but they were, as the young frequently are, tardy in finishing their work before sunset. A particular vampire had been stalking the village for weeks and seized this as his chance to prey upon them. By pure chance the vampiric virus copied picked up just a little of that other virus creating something new and terrifying. Ying Ying is, as a result, still around, and she's one of the oldest extant undead creatures on Mystara.



The jiangshi are all descended from her. They are rather like vampires in that they prey on the living, but the particularities of their lineage, carrying so much of another virus that leads to paralysis, mean that they're incredibly stiff, getting around this with a bizarre hopping motion to move at speed. The paralysis they suffer also leads to a strange colouration, a bluish or greenish tinge, and their skin seems to tighten and draw back from their hands and faces, creating prominent fangs and claws. They are in every way monstrous in appearance,

and perhaps this is why they form such affinity with lowlife creatures such as slimes and carrion crawlers, which they may coerce to do their bidding.

The jiangshi have colonised Ochalea, some parts of the Isle of Dawn, and in recent years have moved through the Thyatian Empire in the Hinterlands and across the northern coast of Davania, as well as across the Pearl and Alatian Islands and into the otherwise quiet farmlands of Bellissaria. So far none have been found in mainland Thyatis or the Known World region, but I should think it only a matter of time before some of Ying Ying's blood find their way to those lands."

Jiangshi*

AC:	2
HD:	9**
Move:	180' (60')
Attacks:	1 touch or special
Damage:	1d10 + double energy drain or special
No. Appearing:	1d8 (1d8)
Save As:	F9
Morale:	11
Treasure Type:	F
Intelligence:	8
Alignment:	Chaotic
XP Value:	2,300

Jiangshi are a form of vampire. They typically inhabit ruins, and maintain sites with hidden coffins to rest. They are, like all undead, immune to sleep, charm and hold spells, as well as other mind-affecting magic. When damaged, they regenerate 3 hp per round, unless reduced to 0 hp, in which case they must return to a coffin to

regenerate until the next sunset. They are typically thin, with somewhat stretched, pale skin, pointed teeth, long finger-nails and white hair. There is frequently a greenish pallor to their skin, as if of a thin layer of mould growing there. Their typical movements are stiff, and to maintain balance they usually walk with their arms outstretched. But they are capable of quite remarkable speed when necessary—this they achieve by hopping, both feet at once, their feet reaching around 4' from the ground, a form of locomotion they are capable of maintaining for as long as is necessary.

Upon first seeing a jiangshi all characters must make a saving throw vs. fear or run in terror for 3d6 rounds. In combat, a jiangshi strikes once per round with its clawed hands, for 1d10 damage plus two levels of energy drain. A jiangshi may also assume gaseous form, this taking a single round, and travel at 360' per round as such. Jiangshi may summon any of the following creatures if within 500', and they will, if they can, respond and obey to the best of their ability

Creature	Number	Creature	Number
Ghouls	1d6	Rust Monsters	1d4
Black Pudding	1	Dropper Beetles	4d10
Carrion Crawlers	1d4	Robber Flies	1d6

Jiangshi may be turned by clerics as vampires, however they do not have the same response to holy symbols, which they typically ignore. They do, however, fear and revile their own reflections, being monstrous parodies of who they once were, and will avoid mirrors if presented visibly. Staking does not kill a jiangshi, unless with a peach-wood stake, but they may be killed if their coffins are found and the bodies decapitated or burned.

Unusually for energy draining creatures, victims killed by jiangshi do not rise again as the same undead, they merely remain dead. However any surviving victim damaged by a jiangshi will, if not magically cured, slowly transform into a jiangshi over the course of 1 month.

Other Creatures Mentioned

Most of the creatures that can be summoned by the various creatures here are detailed in either the *Rules Cyclopedia* or the *Monstrous Compendium*, but a few others mentioned here are detailed below.

Dropper Beetle

AC:	5
HD:	½
Move:	60' (20')
Attacks:	1 bite
Damage:	1d2
No. Appearing:	1d100 (2d100)
Save as:	NM
Morale:	2 and 12
Treasure Type:	U
Intelligence:	0
Alignment:	Neutral
XP Value:	5



This 1'-long beetle is rarely of any concern individually. It is flattish, brown, shaped rather like a dinner plate, with a tiny thorax and small mouth. While alone this causes little concern, but they are rarely found alone. They gather in vast numbers, and together they patiently await prey.

They typically like to sit on the underside of cavern ceilings or under the branches of mighty trees in ancient woodlands. When they sense movement underneath them, they drop on to it and attack (surprising on a roll of 1-3 on 1d6). Individual droppers will flee if damaged, but this has no impact on the behaviour of the group, who will ignore fleeing damaged beetles and continue an attack on any live prey until it is dead.

While potentially dangerous in groups, they are slow and can be evaded by most cave-dwelling species. They will not approach within 5' of an open flame, and they can be fooled into attacking foes they have no chance of defeating (such as gelatinous

cubes). Many humanoids hunt them for food, and they are particularly esteemed by kobolds.

Jaculus

AC:	5
HD:	1*
Move:	120' (40') or special
Attacks:	1 bite
Damage:	2d10
No. Appearing:	1d4 (1d8)
Save As:	F1
Morale:	2
Treasure Type:	U
Intelligence:	1
Alignment:	Neutral
XP Value:	11



Jaculus are small (up to 24"), green, arboreal snakes with narrow, retractable sails on either side of the front half of their body. They leap on targets from tree branches, by means of coiled, spring-like tails suddenly straightening, propelling them forward with their sails gliding them to their targets in a single devastating attack. In this first attack, unless their victims are already alert to the possibility of jaculus being present, they surprise their targets on a roll of 1-4 on 1d6.

Their initial devastating attack is their sole means of taking prey. They will attack almost any target, anything up to the size of a human, and if they fail to kill that target they will immediately try to retreat and climb back into a tree to escape.

Valravn*

AC:	5
HD:	3*
Movement	180' (60') (flying)
Attacks:	2 claws + 1 bite
Damage:	1d2/1d2/1d4
No. Appearing:	1d6 (8d6)
Save As:	F3
Morale:	9
Treasure Type	C
Intelligence:	6
Alignment:	Chaotic
XP Value:	50

Valravn are ravens that have feasted upon the flesh and gorged upon the energies of warriors fallen in battle.



Through this they have gained both potency and intelligence, and are significantly larger, more aggressive, and hazardous than normal ravens. They crave the flesh of the race they have previously devoured, so if they

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BLESSED SALT, HOLY WATER,

and the Many Different Ways to Kill Undead

by Galdor aka Glenn Tanner



Blessed Salt

Blessed Salt does a little damage to undead (1d4 damage against undead only). However, when combined with Holy Water it does greater damage than either separately (3d4 damage against undead).

The first mention of blessed salt in any writings is during the year AC 160 in the area of land that is now known as the Emirates of Ylaruam. This manuscript tells about how a youth of a community went into an apprenticeship to a Thyatian cleric named Patriarch Augustine. Christened Bartholomew by Augustine, he learned spells from the cleric, but soon the cleric left. This Bartholomew grew older and started to explore the Nithian tombs. These tombs are now known to contain many undead. So Bartholomew was exploring this tomb with torches, flint, bags, and preserving materials which included salt, and encountered a mummy. After trying to attack it with torches, he blessed the last item he had and that was the salt. This salt, which was blessed, most likely just finished off the mummy after the fire and the spells did most of the damage.

In the lands that are now The Duchy of Karameikos, a Thyatian cleric, Patriarch Cornelius, records that holy water in the Traladaran territories nearer the coast is more efficient than regular holy water. The cleric suggested that it had something to do with using salt water.

Now that you know a small part of the history of blessed salt we will go into its making process. The creation of blessed salt is a tedious process of first purifying the salt and having a decent amount to do something with. After gathering it and purifying it you first have to bless it twice (the second time to make sure all the salt is blessed) after that you have to put it into a ceremonial bowl for a day. Then to combine blessed salt and holy water use a purifying spell (*purify food and water*). This is a portion of the history and how to create blessed salt for all you wandering clerics out there.

Holy Water

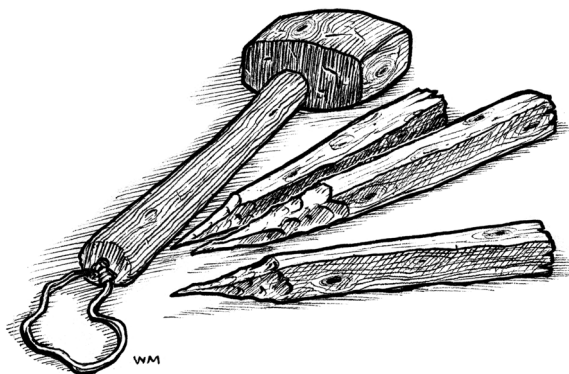
Holy Water is such a common item that most people think that everyone makes it the same way in every country. There are also many different variants of the process in each country.

The Grand Duchy of Karameikos's way of making holy water is quite a short process compared to other techniques. Three clerics first gather the water in a ceremonial bowl. Then they start chanting the Song of Halav and each blessing it in a different way than the other. This process usually takes about an hour but in some cases as when using a larger bowl it takes longer. Of course the exact blessings are only told to those of The Church of Traladara and some in the Church of Karameikos know of them too.

The Emirates of Ylaruam have a longer process, completely based on The Dream of the Garden in the Desert. First a cleric must find water through faith by using a spell to find water. Then the cleric recites parts of the Nahmeh, blessing the water after every verse. All of this takes a day more or less depending on how fast the cleric finds water.

In the Golden Khanate of Ethengar there are three processes to make holy water. The first and most common process is used by clerics of Yamuga the Yurt Dweller. First the cleric gathers grass from the Land of Purple Grass and then he fills a ceremonial bowl with water. Finally the cleric sprinkles the grass around the bowl while speaking the many miracles of Yamuga the Yurt Dweller. The second and shortest process is used by the clerics of Tubak the Law-giver. The cleric prepares for the blessing

of the water. The cleric starts blessing the water during the twilight hours. The last and most cruel process is used by the clerics of Cretia, The Lord of Chaos. The cleric splatters the blood of freshly killed men on the battlefield around and in the water while praising the works of Cretia. These are just a few of the many processes used to make holy water in the Known World.



Different Ways to Kill Undead

There are many different and sometimes unconnected ways to kill undead. Let's start with the weakest of the undead and work to the strongest.

Skeleton: Skeletons have no specific thing that they are killed by since they are easily killed.

Zombie: Zombies can be killed by lead since their minds are so weak that it stops their thought process.

Ghoul: In Ylaruam it is said that a ghoul can be killed simply by hitting it with a sword at its clavicle. Though to prevent

someone from turning into a ghoul is to salt down the whole body until every part of their body is covered with salt.

Wight: Wights can be killed by an underabundance of life around them since they feed on life. So bring as few people as possible when hunting them. They can be easily killed by quicksilver (doing 1d4 damage each turn), though it is toxic to humans too. Other than that, run away from them if you're an elf.

Wraith: Wraiths can be killed by several toxic gases such as nitrogen dioxide and carbon monoxide, even though the same gases are toxic to humans, they do more damage repeatedly (1d6 damage).

Mummy: Mummies can be killed by healing spells doing the same amount of damage to them as they would healing to the living. Fire does continual damage (1d2) after the initial hit.

Spectre: Spectres can be killed by the same things as wraiths since they are both ghostly and permeable.

Vampire: Vampires are able to be killed by a plethora of things such as: decapitation in



Wraith by Jeffrey Kosh
<https://jeffreykosh.wixsite.com/jeffreykoshgraphics/home>

human form, salt in any form, and wood from a cypress tree in bat or wolf form.

Phantom: Phantoms can be killed by opera music but only if the music is performed by professionals, not by a regular adventuring

group, however a group of bards could use their talents.

Apparition: Apparitions can be killed by quicksilver just like wights though it does less damage (1d4-1 each turn).

Shade: Shades can be killed by passing over a small, sluggish lake in a mountain pass.

Vision: Visions can be killed by somehow getting one out of its specific area.

Haunt: Haunts can be killed by blessing the place where they died multiple times.

Banshee: Banshees can be killed by cold, unforged, magical iron hitting its head.

Ghost: Ghosts can be killed by something that was involved with their death or something that could have saved them at the time of their death.

Poltergeist: Poltergeists can be killed easily if there is nothing around them for the poltergeist to throw.

The higher level undead have not been experimented with enough to find out what could kill them. All methods that were listed have been reported multiple times by adventurers. Try these methods with your own judgement since adventurers are known for their tall tales. So good luck and happy exorcism.



Ghost by Jeffrey Kosh
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Beyond Nebligtode:

MYSTARA in The Mists

by Doctor Necrotic (Brian Rubinfeld)

“No minor setback will stop me. Sind is mine, the Princess Ark shall be mine too. I have the arcane skills to already lead a land into a new age, escape from this bubble dominion should be no problem. The Known World will meet its true Master once I further refine my incredible craft. No wise sage or magi can dare get in my way!”

—*The Black Rajah, Darklord of Jaibul*



“Ship of Horror”—cover of the Ravenloft module tied to Mystara, now available as a [pdf from DriveThruRPG.com](https://www.drivethrurpg.com/products/100/100000)

The Demiplane of Dread, it is a holding prison for some of the worst of the wider multiverse, including the reality of the Basic Dungeons & Dragons game. Despite a seemingly different cosmology, the Dark Powers have proven that they can reach into the world of Mystara and beyond. Their first known victim was Meredoth, an isolationist and misanthrope from the realm of Norwold. His desire to work on his craft in peace led him to destroying the realm bestowed to him, one he had to reluctantly rule over. This led to a thought experiment: who else from the Known World and beyond could be taken into the Ravenloft Mists? Many names both canonical and fanon didn’t make the cut. This included Zandor the Crown Prince of Alphatia, The Master of Hule, Night Dragon Synn, Prince Brannart McGregor (another lich darklord is never a good idea), Ludwig von Hendricks, Skarda the raider wizard and a massive group of custom characters. Even the notorious humanoids of the Broken Lands were given some consideration. Oh, and how could I forget Bargle the Infamous? While only a few of the canon characters and many of the custom characters fit the undead theme, I ultimately chose only one new Mystaran darklord that is

truly undead. However, the Demiplane of Dread has enough dread crossover to still fit the *THRESHOLD Magazine* theme well enough. Save for the Black Rajah, all of the featured villains in this article are new characters tied to some part of the world and its history. And even then, the Black Rajah does not have an elaborated domain at this time. Some of these darklords and their domains come from more contemporary parts of the Mystaran timeline than others. In fact, one of the darklords hails from the Age of Blackmoor before it rose and massively fell.

To understand these new domains of dread, one must understand the setting. As said before, it is a prison demiplane. A darklord is chosen by the Dark Powers of the demiplane once they have committed an act so reprehensible, there is no redemption for it. They have been doomed to a strange chunk of land reflective of their home and their respective sins. Likewise, they are cursed to dwell upon those sins in some manner. In this article, I've built on that base with further Mystaran themes. Does this mean I'll incorporate the Great Wheel into Mystara as TSR considered doing? No. I feel that the BECMI cosmology can work fine for *Ravenloft*, just allowing the Dark Powers to reach through the Dimension of Nightmares or some other loophole to snatch the worst up. While I will use the 2E version of *Ravenloft*, it shouldn't be too hard to meld it with BECMI logic. Regarding *Ravenloft*, the following article otherwise takes from the *Campaign Setting* published by TSR Inc. in the 1990s for 2nd Edition, as well as the continuation licensed to White Wolf games during 3rd Edition. Or at least, where the lore can connect with BECMI and Mystara, rather than contrast.

Due to the controversial nature of the recent book, "*Van Richten's Guide to Ravenloft*" for 5th Edition will be ignored. As such, if you are not familiar with the prior setting, I encourage you to obtain one of the primary setting books from 2nd or 3rd Edition to understand the full contexts of this article. In general, I encourage you to give the older version of the setting a look over.

Likewise with *Ravenloft*, my Mystara focus will favor the Gazetteer era, if I can help it. I have deliberated back and forth as to whether or not I should grab one of the domains and bring them from the Wrath of the Immortals timeline. That event alone is ripe for creating a darklord or two. I won't do that here, but maybe a follow-up article will feature a villain from that time... and perhaps one from in between the Great Rain of Fire and AC 1000. Another cut domain idea involved Taymora. Again, perhaps another time. Plus, there's that obligatory use of vampires. A domain with Taymoran vampires would be a joy to tackle. But again, that would be for another day. Other scrapped concepts include something I've been setting up since the first article of *Returned Blackmoor*¹. If the villains are not stopped by valiant heroes in time, it is very likely that one of many antagonists will draw the attention of the Dark Powers. And thus, we'd see a technological dystopia rewritten by the Mists. More than likely, it would run on logic similar to the Blacklore Elves of the Hollow World.

¹ Published in *THRESHOLD Magazine* issues #20: "*Returned Blackmoor*", #22: "*The Egg Be Damned!*", #26: "*The Factions and Foes of Returned Blackmoor*" and #27: "*Treats and Terrors of Returned Blackmoor*"

With that, here are four domains of dread that sample some aspect of Mystara's world and history. This history isn't just the in-world calendars of Mystara, mostly mapped through the years **After Crowning** of the first Thyatian emperor (**AC**). This also includes the **Barovian Calendar (BC)** for time within the Demiplane of Dread. When referring to Mystara's BC (or Before Crowning), notes will be given to ensure that it is not confused with the Barovian Calendar. Each timeline will reflect each setting. Due to the strange nature of the latter's setting, this article will not attempt to convert between the two, as you have a Blackmoorian villain emerging into a realm from near-contemporary Northern Reaches for one.

Let us look at the domains ahead in brief though. The first, Vasfar, plays with folklore and mythology in a realm based on ancient Blackmoor's neighbor of Skandaharia. The second deals with a thieves' den descended into backstabbing and rampant paranoia. And finally, we look at the misdoings of the Tiger Clan of the Atruaghin Plateau taken to new heights. As an added bonus, I pay homage to Jaibul as seen in the *Princess Ark* storyline. Despite origins in Mystara, each of these domains can either be found as an Island of Terror (independent domain) or part of a gathered Cluster. Save for Scarred Crag, the other domains are part of larger clusters. However, interactions with other cluster domains not related to Mystara are kept to minimal details for the purposes of this article. Mechanics are kept to a minimum, but favor an approach more akin to 2nd and 3rd Edition to keep more in line with the *Ravenloft Campaign Setting*. As such, certain aspects may not line up entirely with BECMI. However, by modifying class

levels and tweaking alignment, these basic concepts can line up easily within this version of D&D. Should you take interest in running Ravenloft in BECMI, a few resources should prove helpful. "*White Box Gothic*", the "*Rules Cyclopedia*" and any of the primary *Ravenloft Campaign Setting* Boxes or Books should be enough to help you on your own dark journey.

THE NATURE OF RAVENLOFT AND MYSTARA

From the personal notes of the Black Rajah

"I know that this otherworldly dimension is not my own. This Dimension of Dread is governed in part by supernatural entities that the wanderer tribes, Vistani, call "Dark Powers." But, it begs the question: how did they come to me? They seem akin to tribesmen that I have encountered before, their origins around Sind, perhaps towards Hule. Their mannerisms and methods are not dissimilar either. But something about these "Vistani" is uncanny, something that should draw a sense of unease. But worse so, these powers. What could they be? How could they govern? After all, the realm I belong to is a chronicled world. Despite sorcerous abilities of an elemental nature, it is not so easily swayed by Planes Beyond. Other places from my home dimension are said to exist here, plucked from time itself. Time is not normal here, as it too operates on the same anomalous exceptions as the rest of this horrible dimension. But how? Perhaps these

Dark Powers found a loophole through the Dimension of Nightmares, or even Limbo. It would explain this suffocating sense of entropic power. It could be that a Demiplane forged by Entropic Immortals was built to torture and abuse iconic figures such as I. Their methods and workings speak to me as the work of an Entropic Immortal, at least at first. What inspires a level of fear within me is that the Immortals usually stop extra planar forces from tampering too much in the world before them. It's likely that the Immortals themselves are complacent in the appearance of this entity. These Powers are no Immortals though. Their reach circumvents Immortal bans on outer forces. A Pact must have been formed by the Immortals to hand me over as their prisoner!

And thus, it came for me amidst my greatest failure in the Material realm.

Needless to say, my experiments with the boundary of my dimension have been intriguing. This parody of Jaibul is as much a mockery of me as it is a prison. And worse, the longer I dwell here, the more it places a curse upon me. There is no doubt that this is indeed part of another dimension as a whole. And if it isn't Limbo, it is most certainly a pocket of Nightmare given sway in our home world. If it isn't Nightmare, it is somewhere else. And where might that



*Black Rajah
in military garb*

be? Uncertain. And that uncertainty makes this a truly horrifying concept. Perhaps I need more test subjects in my efforts to escape this nightmare of my own. Three years has already proved too much. I will not suffer the incompetence of fools and charlatans, I'll find my escape my own way. This Dimension of Dread will not hold me forever. Try as I may, I shall not be deterred. The workings and ways of this bizarre alternate dimension remain alien to me. But, they have some consistency... even if they clash with expectations of Mystara. For one, the magic of my true world proves far more stable. Magic here is twisted and cursed, pushed in ways meant to punish, the more morally dubious the spell or method. One can even find themselves hexed over using such powers. There is risk for others to be collected as I have, even from within these dread pocket realities and clusters. In a way, it speaks to me as a more insidious version of the Red Curse that polluted the regions to the west of me. However, there is a direct control. Impossible matters can occur too, as if the caretakers of these realms are Immortals far more willing to engage with their subjects. While Mystaran Immortals refrain from deeper taboos, these equivalents revel in looking for whatever causes drama. They are not Immortals, but Cosmic Playwrights and Eldritch Stage Directors. Everything in front of them? Merely the actors for their disdainful and warped stories. In the end, they know that I know and will actively use that against me. Reality bends around them, but that will not stop me."

NEW DOMAINS: FROM MYSTARA TO THE MISTS

Vasfar (Frozen Reaches Cluster) ²

Land(s) of Origin:

Vestland/The Northern Reaches and Skandaharia/Blackmoor, AC 953 and The Age of Blackmoor/around BC 3950 (Mystara); Emerging 712 Barovian Calendar (as an Island of Terror under Jarl Lars Yoricksen), 720 Barovian Calendar under Nils Ignur and 759 Barovian Calendar (in Frozen Reaches Cluster)

Population 15,000

Leadership: Jarl Dordrok Ravenebb, formerly Jarl Lars Yoricksen

Darklord: *formerly Jarl Lars Yoricksen C(E) Human Thief 4,*

Nils Ignur N(E) Undead Human Warrior 16; has enchanted armor that functions like +4 armor, sword that can damage Constitution on successful hit

Encounters: (*Common*) Wolves, Bears, Elk, Giant Ravens, Draugr; (*Rare*) Other Undead, various Werebeasts, Seasonal Spirits, Dread Giants

Nils Ignur. In his time, he was a true warrior hero. With berserkers and blessed warriors, he rode and trailed upon snowy hills and valleys. Creatures of the Egg of Coot, overbearing soldiers of Blackmoor, wayward Afridhi raiders; it mattered not.

² Frozen Reaches Cluster is mentioned in "Ravenloft Third Edition" (p. 18) and "Ravenloft Player's Handbook" (p. 20)



Nils, original drawing by Linus Andersson (<https://www.artstation.com/nplillustration>) with frame by George von Zarovich of Mistfactor Press

All those who opposed not just him but the Skandaharian people would be cut down. And by his blade, he was a single-handed force of opposition. In what would one day become Kottsberg by the time of Late Era Blackmoor, his lodge would be ready for epic deeds while spinning their own tales of previous encounters. However, the chance to face a true emissary of the Egg proved too great of an opportunity to pass up. This, in his eyes, made him worthy of the Gods (or the Immortals) of his people. Joined by other mighty heroes in their quest to rid the Egg from their lands, they came upon an accursed point within the northern lands beyond Blackmoor. A

tainted swamp was said to hold the vile thing. Corrupted creatures and dark minions fell before the band as they advanced in the villainous lair. The unspeakable horror drilled into the minds of Nils and his companions, but they fought on, even as their mental states dwindled into horror and madness. The terror that Nils experienced ate away at his insecurity. What if he wasn't destined to be the hero? What if someone would steal that? Would he find Valhalla? A strange otherworldly vigor overtook him, as he shook off the doubt brought upon by the Egg. Viciously attacking the entity's form, he also lashed out and slew his former allies one by one. With all of them dead, he silenced the Egg of Coot to a long sleep with a decisive blow. This proved to be his undoing, as strange magic enveloped him. It was not the Egg, it was not the Immortals. No, he found something worse. At first, he thought he had been magically taken home. However, the lands proved unfamiliar. All that seemed recognizable to him was a farmstead that beckoned him home. Despite his trials and tribulations grabbing the Dark Powers, he was not the first to emerge in the mists. No, he emerged in 720 of the Barovian Calendar, 8 years after his new home was formed. The domain's earlier years were the torments of another.

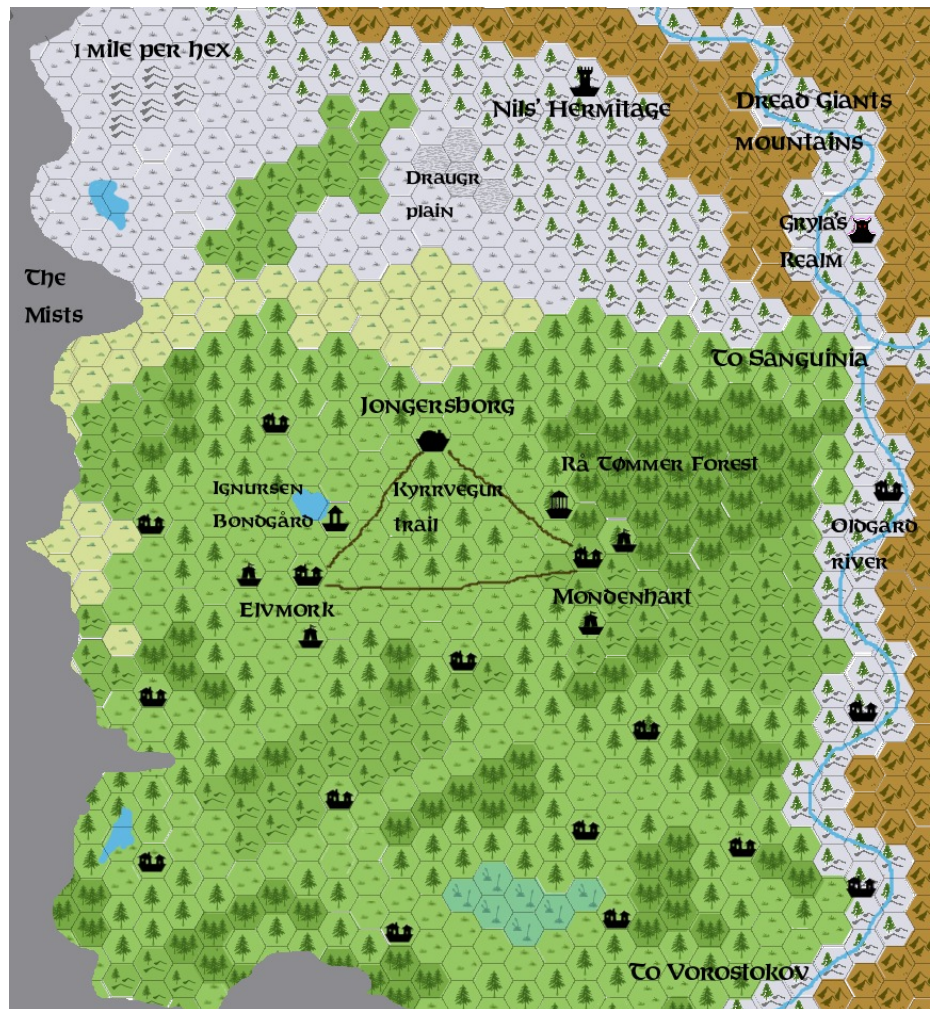
There was indeed a Darklord for this domain before Nils set foot. Lars Yoricksen was a troubled soul who wanted to rekindle old conflicts with the sibling nations of Soderfjord and Ostland. AC 950 marked the end of an era for him, the start of the Northern Reaches working towards common goals. The Nordhartar Defense League ruined everything. His own travels gained him the upper hand in more devious forms

of magic, through uneasy pacts with the Immortal Loki, thanks to cultists in the Gnollheim Hills. In his private life, he aspired to positions of power while doing what he could to have agents spy on the other two nations. Meanwhile, he sent out contacts in the hope of gaining support to spite them. His damnation came in the form of an ice giant he made a mutual pact with. The giant would harass and meddle with caravans aiding the other two countries, while he would magically ensure the giant's safety and protection... and any goods raided. The attacks spread much worry, causing Lars's sister Elga and brother Ulric to join a caravan in hopes of protecting it on the way to Soderfjord. Conflicted over continuing his plans or alerting his siblings, he chose the former. In fact, to ensure his plots continued, he asked the giant to eat them as well. Just as before, the caravans were attacked. Debris and carnage littered the grounds for miles. After the act concluded, something different happened than in all the previous attacks. A strange snowstorm separated him from the meeting place he used to communicate with the giant. He found himself in a new land. In 712 BC, he emerged upon a large town, only to discover he was the Jarl himself. Likewise, he was greatly supported by his cousin. However, all territories were cut off from supplies due to weather, raiding and more. And under his rule, they endured starvation, isolation and treachery. For years, he did all in his power to try to end this. For periods of time, normalcy returned and the settlements flourished. However, the pattern would always repeat. Rumors of giants emerged from the mists. And worse, the living dead. To try to win the good spirits of his people, Lars and a band of warriors set off to investigate. It was here

that he met Nils and sealed his fate. Upon his death, Nils became the new Darklord. But bearing a new mantle also bears a new curse. While tales of his infamy had spread upon the land, they were quickly usurped by others. The wrath of gods, visions of foul ogres to ruin festive traditions, legions of the very undead he belonged to and much more. His name was forgotten, as his story was rewritten into that of an old and eccentric hermit that few wished to deal with. He will never achieve fame in this state and his outcast status buries anything more than brisk rumors. Even worse, when he does accomplish something great, it will never be recognized, and will be misattributed to something else every time.

The villages of Mondenhart and Elvmork connect to the town of Jongersborg, both along a trade trail called Kyrvegur. Given the size and larger amenities, Jongersborg fares better against the cold climate, complete with more capable farms to supply the area. However, the two smaller villages maintain an active trade through their own supplies and goods, many of which are artisanal, others being goods from successful raids. Rare raids beyond the cluster have brought back untold treasures and oddities never seen

within such lands. Mondenhart, while too small to be a recognized town itself, remains a great part of the domain's culture. Many of the foundational communities who wished to expand beyond Jongersborg were given clearance to do so. The town is the site of shrines dedicated to the Gods, including a small hillside containing wooden carving posts made in dedication to divine beings. Elvmork is more based on economic support than its neighbor, filled with artisans, farm markets and ideal fishing spots. This isn't to say that Elvmork isn't a place of faithful communion, but is far less so than Mondenhart. Both Monden-



Map of Vasfar

hart and Elvmork are surrounded by encampments. Here soldiers keep watch for both savage wildlife and potential foes. The villages aspire to create a more permanent barracks, to leave behind the old lifestyles of temporarily settling down. This has allowed for different trends among the villages to surface. But, there are still some commonalities from tradition.

The people of Vasfar are often hardy, stocky and sturdy folk well readied for the harsh conditions of this domain. Likewise, much of the produce needed to survive proves as fortified as the folk here. Skin tones are predominantly a light palish peach, some even lighter. Hair ranging from reds to browns to blondes is common within the domain. Among men and women alike, it is not uncommon to wear hair to a long length below the shoulders. In both cases, it is well groomed and maintained with braiding being not unheard of. The same goes for the beards of the men, which are sometimes braided as well. Garb is often simple, often incorporating furs and hides to remain warm against the endless winds and snow. These adorn already padded or reinforced cloth layers. Variations in both hair and clothes range to an extent that is subtle to outsiders; different types of braids are not uncommon. While tributes are given and laws are followed as dictated by the Jarl, the people remain otherwise self-sufficient and left to their devices. Ideologically, the Vasfari are fiercely devoted to not just working to survive, but to showcasing faith. Shrines in nearby houses are often used to venerate different Immortals at times. When the worst of storms lighten, new wooden monuments are made to their Immortal patrons in honor of them. Likewise, temporary

shrines have emerged along the paths between the settlements, in an effort to offer relief and prayer for travelers as well as ensuring that their duties are not forgotten. Despite all of this, literacy is not widespread, often due to being poorer than their Known World counterparts. This honor is often held by Wise Women and Godi.

Beyond a determined ethic and deeply held religious values, they are a people more concerned with their own issues than that of outsiders. Unlike many domains, the Vasfari aren't immediately suspicious or hostile. Rather, they might prove somewhat cold unless a great service is done for them or should their own people find and adopt someone in their travels. Otherwise, locals will care more about their own relevant issues. Said issues are often day to day in order to keep their village or town functioning. These can be average tasks like fishing, trapping, enduring the grounds in an attempt to farm or other typical endeavors.

The land isn't wholly alone. Vasfar exists as a heavily separated neighbor to Vorostokov, which warrants one to two to three days' travel over snowy slopes and valleys. A few villages dot the area, mostly residing by the Oldgard River, which somewhat snakes its way through the revealed western part of the Frozen Reaches cluster. These villages depend heavily on the hearty fish called "Vas Trout," which swim through the area, beyond often fruitless attempts at farming during what should be summer months. Though, hardier vegetables have faced the tyrannical tundra winds far better. Especially strong root vegetables have proven to endure rather well. Shepherds have also tried to maintain cattle along flatter landscapes, away from the tall peaks. To better

sustain themselves, bands of marauders have assembled to loot supplies from Sanguinia, well aware that Vorostokov barely has much to offer. In the few years where snow has receded enough, there has been some success in farming. Nonetheless, village folk often stock up as much as possible, the cold temperature preserving the food well, as well as through salting and other means. Another specialty is ale, particularly mead and pilsner. While filtered snow has been used for water, contaminants and diseases have made much of the populace reluctant to try boiling water, lest the more experienced try first. However, various types of alcohol remain ever popular, with each territory having at least one active brewer.

There are several peculiar sites within Vasfar. On the southern end of Kyrrvegur, on the way to Elvmork, there is a fish pond that specializes in Vas Trout. Attached to it is a vast farmland that has proved especially fruitful in a trying land, slowly thriving into a business of its own. The farmstead, Ignursen Bondgård, carries a dark secret. While the pond itself is well stocked with trout and the land is fertile, these are the boons granted to the owning clan by evil serpents. On a monthly basis, travelers are captured and sacrificed to the serpents in exchange for continued success.

In the Rå Tømmer Forest, due west of the hilly Mondenhart, lies the lair of a vengeful forest nymph known as a Skogsraet. This creature looks like a petite but beautiful woman, but with a strange hole on her back and a tail. While she targets lumber men in particular, due to the growing deforestation, she aims to drive anyone who enters her realm insane. The timber-

cused forests otherwise sport sturdy and vibrant pines, as well as energetic wildlife. Many have wandered here to witness the sheer beauty of nature, only to fall into the nymph's traps.

Many religious shrines lay just outside of the village of Mondenhart. One, however, hides within plain sight. The otherwise innocent home of a carpenter sports a secret door into a basement, to a shrine dedicated to Loki, a lasting connection to the domain's original Darklord. While other shrines passively acknowledge him, this one exists for the sole purpose of asking Loki for chaos and entropy to spread upon the land. The growing mad cult seeks to capitalize on strange phenomena. However, they are too unnerved to enter the draugr-infested area by Nils's hermitage. They have remained shadowy and secretive following an incident in 751 BC, when they drove five mothers into a murderous rage against their children. The mylings that arose from the bodies of the children nearly exposed the cult, causing them to go into hiding until justice against the mothers was brought and the children were buried.

In Elvmork, there is a movement to seek peace with the more good spirits of the land while finally pushing out the more wicked. The Heroics Guild of Elvmork has its history in raiders changing from pillaging nearby domains to being paid to rid their supernatural problems. More mercenaries than actual heroes, the monster hunters have begun their own journey to purge the more malicious things in the realm. So far, this extends to Saguinia and Vorostokov. Even Jarl Ravennebb has granted his blessing. However, many small groups and associations of supernatural



Draugr, original drawing by Jeffrey Kosh
<https://jeffreykosh.wixsite.com/jeffreykoshgraphics/home>

evils have taken to sponsoring the group as a glorified association of hitmen. Their goals are to use the hunters to attack rivals when they grow too strong. This extends to one domain more or less attacking another. The Darklords of the other domains have likewise grown the wiser. Ironically, Nils tries to use them to cut down the draugr and hopefully face him. None who have endured the undead army are willing to acknowledge the strange old man however.

While not overtly superstitious, there is much more than straight locales for the

Vasfar folk to fear. The most common sights to threaten the public is savage wild-life. Bears, wolves, wild cats, elk and more are perils to hunters, trappers and many others that must traverse the fringes of civilization to offer much to others. Some of these beasts carry a supernatural quality, which could be considered divine in some cases. In terms of true paranormal, there are many odd creatures that hide in blizzard gusts.

As harvest season concludes, this is when a time of festivities known as “Jule Time” begins; a time normally filled with well lit streets, brewed beverages, activities for the young and much celebration. While Jule Time³ is often one of joy, certain horrors dwell to terrorize the locals. The Jule Cat haunts and consumes those who do not care for their gifts of clothing, while the Jule Lads cause all means of chaos to villages in the name of the foul ogress Grýla, an infamous devourer of naughty children. Fiendish serpents slither below the ground and deep in the water. They bring to mind Jörmungandr the World Serpent, an eventual bringer of epic apocalypse.

Towards the mountains, Dread Giants are said to hide in the falling snow, and are blamed for disappearances of those locals who stray from the path when traveling. Madmen tell tales of escaping slavery under the eyes of said giants, if they weren’t considered for food.

Perhaps the most immediate threat is something that the current darklord can relate to all too well, the draugr. These gruesome and vile undead carry the scars of battle

³ Inspired by Icelandic mythology—see Wikipedia entry for [“Icelandic Christmas folklore”](#)

and an eternal stench of rot. Heinous and tainted, they lumber near their place of death in search of victims to share their pain. Despite looking gaunt and rotten, they are anything but weak. Should one die to them, the curse brings the victim back as one of their own. Clad in the vestments and armaments they wore before their death, each of them share a tragic story leading to the moments before their demise. Unbeknownst to Nils, he suffers a variation of this curse. Despite functioning like a living human, he is secretly as undead as the draugr he accidentally creates. He is not damaged by negative energy, but by positive. Likewise, the cleric ability to turn undead can affect him as if he were a High Level Ancient Dead. The draugr shares stats of these ancient dead, but are turned as vampires, can see the invisible and can shatter armor/weaponry. In regards to the last ability, this requires a save vs. rod/staff/wand or a specific non-magical piece of equipment is destroyed. Likewise, their presence is disgusting. Creatures that stand within 2 meters of a draugr can be overwhelmed by vile stench, requiring a save vs. poison to avoid sickness. Failure induces a 1d4 penalty upon attacks and related rolls for 1 turn. Success allows a creature to endure for said turn instead. In the end, these evil dead are the fault of the olden Darklord who gazes afar from his cottage shack.

Despite existing in a hilly and frigid expanse, Nils is forever doomed to dwell within his hermitage. This fixture of this domain is his ultimate prison. Few dare to visit him due to terrored stories of a mad hermit who struck a deal with dark spirits. However, his remote location makes it easy to avoid him. This is all the more apparent



from more dire supernatural threats that hold civilization in the balance. Due to the willful ignorance of the masses, most are unaware that the draugr threat is directly tied to the Darklord. Indeed, a facet of his curse will always result in denizens shrugging off any association that Nils might have. He is forever doomed to be forgotten, only to be challenged by the especially mad or cruel. He shall prevail in all fights against dishonorable foes, but no one honorable from the land would dare visit him. His domain will otherwise forget him, until some rumor brings the curious to his door. These are often outsiders, looking for trouble either accidentally or intentionally. Should they not be directed towards the rumored giants of the mountain, the hermitage is a viable alternative. Should the visitors not prove to be vile brigands, rather just here to pay the hermit attention, he might feel a brief moment of solace. Just as he had done before with his allies, a dark temptation will always befall him. The mad old man will seek to betray and murder his guests, often damning them to the fate of undeath upon slaying. The act of slaying the hermit in return does not truly kill him. One group of adventurers came close, if by accident. In a fight against the hermit,

draugr soon closed in the violence. With equipment either scattered or destroyed, a lone warrior took Nils's own weapon and severed the hermit's head. However, without chopping off all his limbs and burning the body, Nils would always return. The warrior thought the deed was complete, however several Living Dead ambushed him. As the warrior was brought into the ranks of the undead, Nils felt himself slowly restoring. It was then that he learned his weakness and how close he could have been. Ever since, he does all in his power to keep his equipment close and ready for a retreat should matters look bad enough. On the subject of retreat, he can close domain borders. Those looking to escape find themselves ambushed by draugr as winds kick up snow to impair vision. The undead hordes will not cease their attacks until the victim turns back. The Darklord hates this as it reminds him of his own weakness. It has often dawned upon him that he is no hero, but he is cursed to always come back to that delusion.

The Current Sketch speaks of both new conflicts and resolution. For several years after the death of Yoricksen, transitioning to the rule of Ravennebb, the beginnings of a vacuum began to cost the security and stability of the region. The truth of Yoricksen's death was disregarded as a cruel joke, as blame quickly spread. Families gathered resources, anticipating a civil war. Rare sightings of giants in the distance allowed the rising influence of Ravennebb to use a scapegoat and close the power vacuum, by decree of many regional Karls. The public accepted that the threat of giants cost them their last great leader. Some years after succession, Ravennebb helped lead a crusade to thwart the giants. A Dread Giant, linger-

ing near the mountains, was brought down at the cost of most of the raiding party involved. Likewise, Ravennebb himself was almost killed (leading further credence to his story). While only one of these foes was vanquished, it furthered his own popularity. Likewise, more stable trade stays active, so long as conditions aren't bad enough. Likewise, great effort has been made to maintain and share supplies between the villages and towns along said networks. While the cultural quirks between settlements exist and some tensions remain from the power gap, most citizens are forthcoming about this. Nils has learned that his attempts at attention rarely work to his benefit, further resigning himself to his hermit status.

Ylar (Amber Wastes Cluster) ⁴

Land of Origin: Ylaruam, Emirate of Abbashan, AC 998; Emerging 740 Barovian Calendar (as an Island of Terror) and 752 Barovian Calendar (in the Amber Wastes Cluster)

Population: 42,000 (35,000 in/around the city)

Leadership: Ahmed Al'Bashar C(E) Human Thief 11, Karim Asif Al'Merrik the Forsaken C(N) Human Ghost Thief 12, Amir Kalzafred N(E) Werejackal Cleric 15

Darklord: Ahmed Al'Bashar C(E) Human Thief 11; capable of scanning

⁴ Amber Wastes Cluster is mentioned in the "Domains of Dread" hardcover (p. 17)

surface thoughts of those around him, sometimes might receive paranoid lies; has an enchanted dagger that strikes fear into targets

Encounters: (Common) Scorpions, Desert Cats, Bandits; (Rare) Werejackals, Mummies, Ghouls

Within the Emirate of Abbashan, a den of thieves began to worsen from a mere issue to hiring other Emirate mercenaries to handle the beginning of a crisis. A scoundrel who preferred to only be called by his first name, Ahmed, led the charge to build a city of thieves that could operate its own independent structure. In reality, while it operated as something of a sovereign territory, it was still run by criminals and ran others into ruin. In the mind of the ambitious, yet cruel, leader, it was justice and a living act of retribution. Many of the emirates have grown complacent and decadent in the modern age. They have forgotten many teachings of al-Kalim, not that Ahmed was ever a man of deep faith. For Ahmed, too many practiced law without any honor or dignity; there was no compassion or romanticism. As a result, the common people began to experience more and more suffering. Whether this is true under Abbashan can be greatly debated on perspective. But Ahmed was far more wizened and traveled than the average thief. For a long time, he was a mercenary desperate for gold. His young years were that of a poor peasant boy, within a family who used their name to tie themselves to churches of al-Kalim. It was all a lie: they were cheating liars who created scams as a means of gaining ground. Like an older Ahmed, they claimed it was their way of getting back at a society that had neglected



Ahmed, original drawing by Linus Andersson (<https://www.artstation.com/nplillustration>) with frame by George von Zarovich of Mistfactor Press

them. Many painted his family as hailing from the Nithian region, infamous for its own bands of thieves. Whether or not this was true has been contested, but it is something Ahmed himself has embraced to a small degree. In time, they found themselves brought to justice as Ahmed fled the tracking eyes of guardsmen. He took up fighting for coin wherever it may have been, ultimately discovering a thieves' guild operating beyond the sight of the grand sultan himself. Enamored and amazed by their activities, he forced himself into involvement and pushed his way through the ranks through trickery, bribery, threats and classic thievery. Fear and admiration sur-

rounded him, with mythology building him up as a people's hero. Unbeknownst to the public, a hard life and jaded outlook made him abusive, easy to displease and brutal in his behavior at times. Before the mists had taken him, some suspect that he was responsible for several bastard children born from less than ideal circumstances.

Regardless of his dark personality, he aspired to make something worthy of a legacy, something that would make his life of sins worth it. He envisioned a haven for brigands like himself to build their own society while reforming for the better in the process. This came about when bands under his control found themselves seeking more. Their time in Nithia proved mostly fruitless, save for clashing with locals without end. In time, they traveled to Jaboor, a shimmering beacon of hope that faces seas beyond. Rumors of a "City built by-and-for Thieves" brought much terror to the locals, only to discover that tales of this den of miscreants proved all too real. Time favored them after this jump, but for only so long. By AC 993, their time proved short lived. Their acts of burglary were not unnoticed by forces of order and the thieves' guild was driven out. In the lands southwest of the amazing Abbashan oasis, the foundations of a new land were born. For a few months, it was disregarded as another bandit camp insensitively dubbed "Little Nithia." Karim, a childhood friend of Ahmed, teamed up to create an unbeatable duo of bandit lords. A mixture of scraps and simple homes quickly evolved into a fortified stronghold. Magi, hired by the Bandit Lord himself, created a dangerous smokescreen of sand, whipping around to conceal and protect this new thieves' hub. Jaboor was sent into panic, after raids

began to be conducted in greater organization and strength, with demands for tribute to keep them away. Their reach began to slowly expand into other emirates. In an attempt to be seen as a legitimate power, Ahmed and his bandit lords petitioned being recognized as an emirate all their own. Despite this being rejected, his overall success greatly inflated his ego. When Karim addressed concern over this, this was treated as a lack of conviction and courage. Others expressing distaste for Ahmed's elevated sense of self-worth were likewise dismissed as jealous at best, traitorous at worst. In lieu of this, the self-proclaimed Bandit Lord's personality continued to degenerate from the pursuit of power. The bandit hive became a more brutal and demanding place, a borderline tyranny that whipped its subjugants into service for a new empire. Perhaps a more successful Yasir al-Achmed⁵ for some time, only to fall far more spectacularly.

After much deliberation and verbal fighting, Ahmed's best friend, Karim, could not take the corruption around him anymore. After years of fighting against the very same cruel order, he resolved to leave his friend. On a mission to end the reign of terror, Karim set off east to alert authorities and raise up resistance against them; lest they bring torment to the land. After several days, a tired man warned Jaboor guards of a would-be Master of Hule preparing to spread tyranny upon the realm. After a week of preparation, Karim led the charge on the Fortress City. The battle was waged for hours, as Karim slipped away and into Ahmed's own quarters. Ahmed, overwhelmed by feelings of shame, regret, para-

⁵ A powerful warlord NPC found in GAZ2: "The Emirates of Ylaruam" (pg. 48)

noia, betrayal and rage was ultimately stunned. Karim delivered a simple ultimatum: stand down and accept that these ideals have failed. Overcome with despair, Ahmed moved to accept the offer and hug his close friend. In reality, Ahmed stowed a knife in his sleeve for a last stand. Instead, he stabbed his friend in the back. As Karim attempted to escape severely wounded, Ahmed belittled him for his lack of faith, his lack of conviction and lack of friendship. As the battle continued through hours of the night, a strange blast of sand surged through Ahmed's windows. The sandstorm also cloaked the nefarious Thieves' City, granting all sides a deadly cover. Despite the familiar setting, trained soldiers continued to hack through the brigands and irrefutable folk who took arms against them. Those who didn't oppose the soldiers simply fled, knowing that their enemy would not take prisoners now. The opposing force pushed through barricades and fortifications. As they got into Ahmed's home, none were still there. Both men were trapped in the outside sandstorm. Karim asked for Ahmed to come to his senses, but was distracted by another wayward soul in his midst... a merchant from Jaboor who was aiding the soldiers. Ahmed tossed a dagger, which nailed him right upon the head. As Karim looked in shock, now bleeding out, he condemned his former friend. As Ahmed rushed towards Karim, the sands overwhelmed him. The storm soon cleared, revealing a massacred fortress. And just beyond, the bodies of Karim and the unknown merchant. Ahmed was nowhere to be seen. In the years following the disappearance of most life from the City of Thieves, terrible rumors circulated. The survivors of the sandstorm incursion were left mad, many

overwhelmed by guilt and a desire to repent for their wicked ways. It is said that the Thief City stays as empty ruins, even through the years. People from the Emirate know to avoid it, fearing it is terribly cursed. It is said that ghouls and phantoms lurk there. Within its Misty copy, this remains true for other reasons...

The first twelve years of his time within the Dimension of Dread were rife with hardship in their own right. Paranoia and regret ate away at Ahmed, while the tragedy of seeing his Bandit Empire trapped in a deadly desert was not lost on him. His glorious days of raids were over, as he had to contend with thieves out for blood and coins. Years of division, backstabbing and getting ahead by any means sundered the makeshift city state. Brother against brother conflict became the norm, as everyday life was a struggle in its own right. However, midway through 752 of the Barovian calendar, the flesh-ripping sandstorms and endless desert wastes parted to reveal something... nearby land. While they revealed more, Ahmed only gained a little more control over them. The deadly gusts awakened around the domain borders when he needed to close them. But, to those lucky enough to escape? They see what he witnessed. This new place wasn't Jaboor, it was something new. For a time, this new "Pharazia" became a new place to take aggressions out on. However, the wrath of Diamabel⁶ became too much for the low-lives to actively contend with. And worse, a little of Pharazia made its home within Ylar. Clan Kalzafred found the remote Thief Haven preferable than the judgemental kingdom nearby. But, in welcoming them,

⁶ See more on [Diamabel](#) at the *Mistipedia*, a Ravenloft Wiki

Ahmed and his own bandit empire signed their souls away. While division was no stranger to the domain, the clan of secret werejackals did all in their power to split devotion between the Bandit Lord and them. Sneaky propaganda, rumors and more created a schism that granted the clan nearly half of the city, while the Bandit Lord Ahmed helped to fortify the other half. The sown distrust and disgust nearly ripped the city in two. For the time being, an uneasy peace lingers. Ahmed wants all of his city back and the rival family exterminated. Meanwhile, the outsider family takes great amusement and sees themselves the likely victor of this predicament.

Tales within the mists tell a more unique story, a false history. Ylar had always stood near Pharazia in records, but it was cursed by Diamabel and his own. 12 years ago, a deadly sandstorm was conjured after raiding the holy city. And worse, the bandits had committed even worse of a sin, having the audacity to cut down all guards and soldiers that retaliated against the Bandit Lord... even countless innocents. Prior to this, Ylar had an awkward trade relationship with Pharazia, even going as far as contending with other populations in the desert sands. This relationship soured, as there were reports of Ahmed making grandiose claims that they didn't need the decadence and theocratic foolishness of that nearby city. Ambitions rose to strike back against the hand that fed them, in a defiant push to be independent. Before the storm, there were nearby villages that managed to push for agriculture, even helping to cultivate a river nearby. The curse that befell them not only cut them off from all lands, but it destroyed the river as well. Few realize that this is a False History

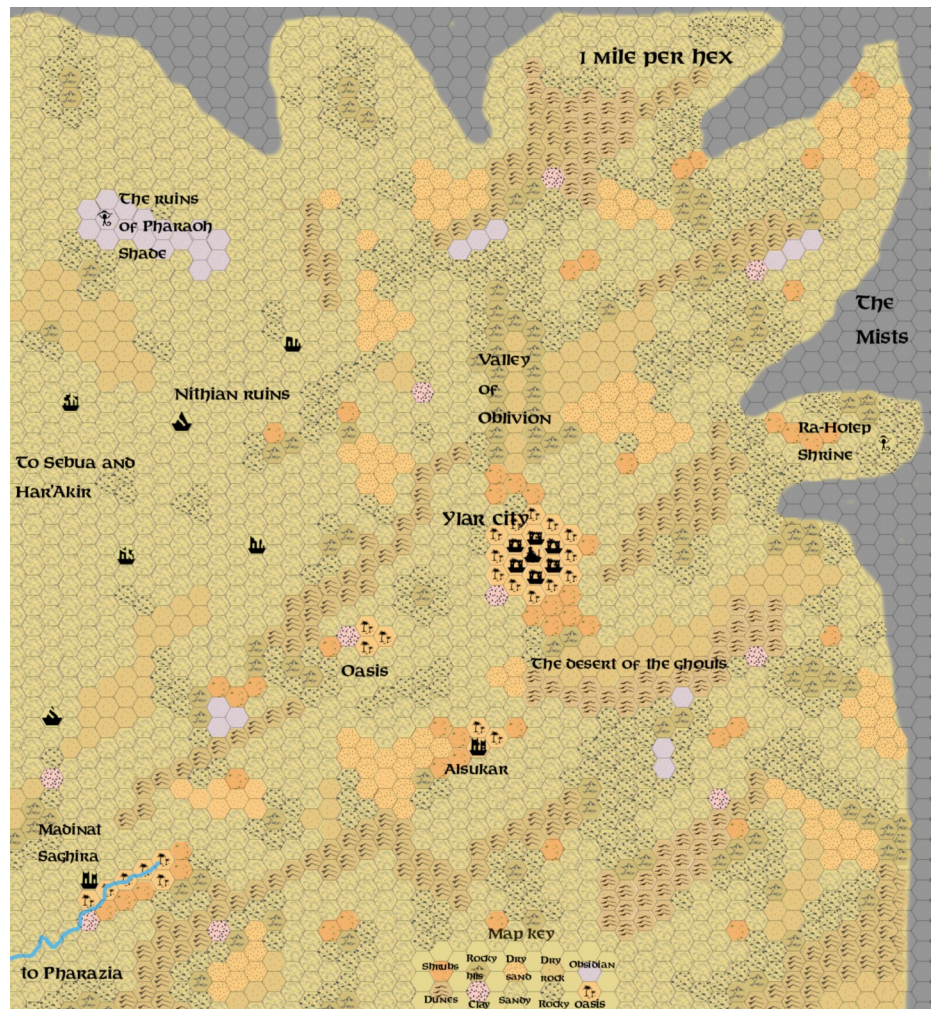
made to enhance Ahmed's torments. He does not recall a river ever existing, nor does he actively remember working with Pharazia. He does remember sending many of his reluctant thieves to take from the city in recent days though.

Life in the Bandit City is a dreadful life. While religion is deeply frowned upon, Ahmed's gang has reluctantly accepted a general worship of the elements, with small shrines adorned near homes as of 755 BC. These priests of elements are not entirely numerous and often keep to themselves, neutral to the overall politics. The only currently banned religions within the thief city are those of al-Kalim and faiths practiced in Pharazia. Much of this came from the consequences of his degenerate and grim treatment of his "subjects" in the months prior. His second-in-command, Da'Nul, was assassinated after one of his personal slaves slit his throat during rest. Said slave was devoted to a spiritual religion based on the elements. Upon being able to keep numerous guards at bay, Ahmed shockingly listened to his demands and they were met. Ultimately, he was later betrayed and killed in his sleep by another slave. Aymin, another captured slave toiling within Ylar, was a secret agent of Pharazia. His backstabbing only spurred the religious movement further, which in turn was adopted as a symbol of pride for the city. Likewise, hatred towards Pharazians festered. The elemental priests have found themselves able to keep natural phenomena at bay, at least to protect themselves. Those who anger the Darklord and attempt to flee often meet their doom, as their attempts to quell his closed border powers always fail. Only one exception to the rule has been discovered so far. The strange cults have mostly been a

benefit to the domain, even supplying water at times. However, attempts to call upon too many elemental powers has a negative side-effect, bringing in a Dread Elemental. Elemental forces of Pyre, Bone, Mist and Grave have haunted the domain as a result. This has led the Darklord to reconsider his promise from a few years ago.

Cynicism, anxiety and reluctance hangs over Ylar like a miasma, with few looking to do anything outside of self-interest and paranoia. However, the dichotomy often pushes the jaded into a side, lest they make up a bitter third group. Ahmed's brigands, gangsters, pirates and rogues make up the primary faction to command power. Clan Kalzafred and their allies make up the other. Almost all attempts at business are split between the two "crime families" plus a recently attempted schism group. The first two are more head to head with each other, while the splinter outsources in an attempt to bring the whole city down. A general unfriendliness fills the streets, especially if word of supporting a rival gets out. For the moment, there is a war of words and exchange. Each faction wants to outdo the other whether through semi-legitimate business or petty raids on villages and neighbor-

ing domains. Should an outsider prove to not just be another victim to exploit, both crime families will seek to win them over as an added recruit. Those within the wretched hive who don't take part in the politics do their own duties day to day, grumbling to themselves. Many desire a return to anarchy, excising and executing both families in the process. Rumors circulate of another land, one which has the glories of a sea beyond it. This is the City of Temptation, Aljaugasba. But, as none of Ylar have seen it, none can confirm its potential as salvation. The more neutral parties plan to seek their own fortunes



Map of Ylar

there, if Ylar becomes especially treacherous. While most within the city are treated quite poorly, especially refugees that sought new life, a group of dwarves have found themselves too useful to suffer exploitation. Led by Sakhar, a foreman for the enclave, they lead productive lives. However, temptation has had many help the splintered political groups in numerous crafts.

Mundane politics and schisms are not the only worries within Ylar. Monsters, curses and other horrors are not far away. Ahmed's claims to Nithian ancestry have somewhat been a curse as well. While not quite towards the lands of Har'Akir or Sebua, Nithian ruins can be found west and slightly north of the bandit city proper, moving past Pharazia and towards Sebua. The mummified dead and other spirits reside here, all somehow able to overcome the Immortals' banning of Nithian memories. Once a year, the angry souls gather to attack the city, in hopes of reclaiming it for the Nithian empire. While such things should be impossible, the Dark Powers defy even the logic of the Immortals themselves. In this rare instance, the city will come together to repel the undead hordes. Likewise, they have wandered through the desert in hopes of dragging other similar ruins into their fold. From somewhere south of the Thief City, ghouls have slowly become an issue. These hungry dark souls feast upon the dead and happily kill the living. Other ravenous forces swarm Ylar beyond the living dead. Conspiracies have been created by wicked shapeshifters, as they infiltrate and subvert the already troubled domain. These tricky creatures are not mere humans, but werejackals. Whether or not they arose before the emergence of

Clan Kalzafred, the werejackals have found a voice through the sinister family. The very nature of the Demiplane of Dread is lightly questioned by Ahmed. But he is not perceptive enough nor intelligent enough to ponder too deeply. In his mind, the ghostly traitor he once called a friend hired a sorcerer to move the city into an especially cursed part of Nithia. The little known about Nithia speaks of lingering mysteries and a deep sense of foreboding. As for these fears of sorcery, a dark mage frequently travels between Pharazia and Ylar, calling restless spirits to her cause. The necromantic sorceress seeks to hear the calls of the dead and help them enact revenge. Ahmed fears that Karim will find her, potentially resulting in a true uprising. Or worse, the final key that Clan Kalzafred needs for victory. Ahmed knows that something deeper than dark magic is afoot though. He can almost sense the work of "strange spiritual powers" just beyond his grasp. Any further notions of the Dark Powers are lost upon him. Likewise, he is confused about how he is able to close his domain borders with the help of the deadly sandstorms. All succumb and find themselves shredded while the block is up, save for the mysterious sorceress. To combat this and the rival family, the Darklord's gang has employed their own use of fell magic.

Clan Kalzafred are a mystery unto themselves. Few know that they are werejackals, but sense something supernatural about them, likening them to the ghouls that hover beyond the city borders. The closest to the truth are fellow outcasts hated by Ahmed's gang, cultists of Ranivorus and Thanatos. The devout raiders in service to the Immortals of Entropy sense something



*Werejackal, drawing by Isabella Calvin
(<https://drathelholmesrevenge.weebly.com>)
originally published in THRESHOLD Magazine
issue #15*

feral and sinister about the clan, which all the more attracts them. As for the family itself? While they migrated to Ylar from Pharazia, they did not originate in that Pharazia's home world, nor in Mystara. In truth, their origins lie in the same world as the Ambreville Clan and McGregor Clan, a strange world known by names like "Laterre", "Terra" and "Gothic Earth."⁷ Only clinging onto the religious values of their

⁷ "Ravenloft: Masque of the Red Death and Other Tales" Boxed Set

Arabian homeland as a smoke screen, their true interests fell into something more blasphemous and eldritch. The Terran public knew them for years as secretive but otherwise devout practitioners of Islamic faith. In time, their facade was blown and they were banished from the lands. They carried secrets of Babylon, the depths of Memphis and buried cities of pillars found in ancient deserts. Bloodlines of fell sorcerers and grim occultists polluted their ancestry for ages, all thanks to the dark deeds of one many generations ago. Almost all of this bloodline is thanks to the bastard progeny of a fallen scholar. They had long received visions of a dimension of dreams, some even vanishing on "Dream Quests." These endeavors into other dimensions marked one of their children, Abdullah. Curiously, Abdullah is not a werejackal, but carries a strange divine connection. In addition, he was the last of the bloodline to know Terra before lands of the Mists became the clan's home. Named after a distant relative with a legacy in the arcane, the now young adult seeks out Nithian ruins beyond Ylar City, to carry on his legacy. He has heard calls of the Pharaoh Shade, an eldritch entity that lives on in the Mists' grasp as a lingering vestige of power. It is there that he may embrace his destiny and embrace the clan name that his family carried upon Terra, Al-Hazred! While the clan has been dispelled to the Demiplane of Dread for years, many are aware of their dark past in full, even ignoring new familial lore presented to them in Pharazia.

Beyond the feuding crime families, there are still points of interest throughout the city stronghold and beyond. Towards the border of Pharazia, there is a meeting point between the two domains. Madinat Saghira

is a little town that has been terrorized by the bandits of Ylar's reaches. They have since aligned with the ways of Diamabel to some degree, especially after benefitting from both trade and water. An oasis north of them has its agents from the city of thieves, to keep the remote territory in line. In more recent years, escapees of Clan Kalzafred have emerged in the town, preaching holy words from their Terran home world. They are in fact normal humans and not werejackals, rejecting the ways of their clan's disgraced name.

The Pharaoh Shade and many lost cities aren't the only vestiges of Nithia brought into the mists by darker powers. In the western portion of the domain sits an actual vestige, which an ancient High Priestess who rivaled that of Ra-Hotep seeks to return to an age of glory. Her time suppressed within a sealed crypt was cut short, as bandits began to explore the ruins in hopes of plunder. Instead, protective wards were broken and the undead ruler was freed. While greatly weakened, she is still a destructive Ancient Dead. Slowly, more and more undead in the domain have fallen under her sway. While aware of the Pharaoh Shade, she does not currently fear it. She is too distracted with seeking her brother, a victim of Ra-Hotep that she wishes to avenge and resurrect. He is secretly nowhere to be found in the Demi-plane of Dread.

Al'Abamimi is something of a legendary physician within the city, capable of healing the wounded brought to him. His methods are cold, intellectual and effective. He is quick to dismiss supernatural methods of thinking, seeking a "realistic" approach behind everything. While he

acknowledges the Immortals of his home Mystaran realm, he sees them as powerful entities who discovered incredible energy. Unbeknownst to him, he has been guided by a djinn refugee of another realm, Al-Kathos. While Al'Abamimi is still a genius, some of his inspirations have come from elsewhere. However, he is too stubborn and obnoxious in his own beliefs to fully accept the djinn yet.



Related to Al-Kathos itself is the Valley to Oblivion. This Mistway is reliable, but no less dangerous. A roadway that is never blown over or covered abruptly emerges beside sandy rock formations flanking the oddly darker colored sand path. Exiled bandits, strange beasts and unfathomable desert horrors linger near the path; invalidating most of its reliability as a connection between domains.

A village exists several miles south of Ylar's fort city, on the edge of an oasis. Alsukar, a name eerily similar to a territory in Al-Kathos, is something of a sugar farm. Origins of the town are unknown, save for that the people flocked around the staple crop that mysteriously grew there. Extensive use of

slave labor has raised hypocritical eyebrows from Ylar, due to some use of the trade within the city. This is mostly because of labor imported from Pharazia. However, the end result of this has been a major supplier of the substance for both food and medicine. One desire of Ahmed is to have the city slowly sprawl outwards towards the farm town.

Ylar only seems healthy from the outside, as per current events. Growing tensions means that a civil war between Ahmed's loyalists and Clan Zalafred is possible in the near future. Despite disliking them greatly, Ahmed has been sending out spies to relay information to Pharazian forces. He suspects that the rival clan in his city is practicing profane occult rituals that would prove detrimental to his city's future. The Bandit King is not ready to enter a full unity pact with the theocratic neighbor, but he weighs his options. Beyond small feuds and nervous glances, business carries on as usual. Fears of the walking dead have been pinned on both major sides. Clan Zalafred accuses Bandit King Loyalists of playing with supernatural powers beyond their control. However, those in favor of Ahmed suspect that the rival clan is dabbling in dark arts to give them an edge. Majority of everyday people try to go about their day to day business, seeing how long they can get away with remaining impartial. Even many of the rogues and scoundrels who use the city as a safe haven don't take kindly to the growing division, gaining animosity towards both the Darklord's faction and his rivals. A growing resistance towards the conflict could bubble into a battle royale for the city's power.

SCARRED CRAG (ISLAND OF TERROR)

Land of Origin: Atruaghin Plateau, Tiger Clan, AC 903; Emerging 743 Barovian Calendar

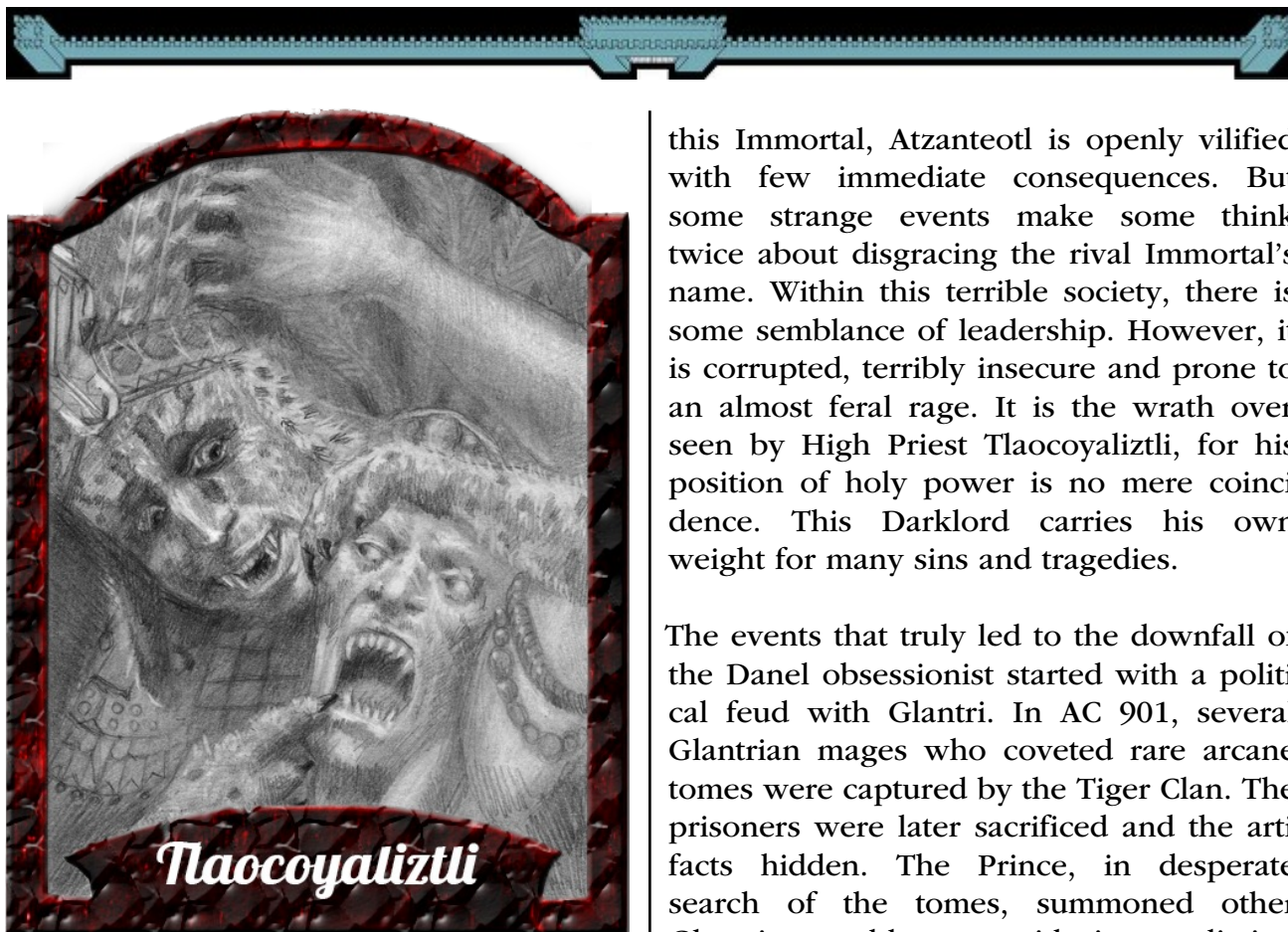
Population: Around 600 altogether

Leadership: High Priest Tlaocoyaliztli

Darklord: High Priest Tlaocoyaliztli N(E) Human Werepanther Cleric of Danel 14; clan armor that grants bonuses against mental effects & enchanted macuahuitl that ignores weapon immunities

Encounters: (*Common*) Mountain Lions, Snakes, Black Bears; (*Uncommon*) Jaguars, Giant Heads; (*Rare*) Werejaguars, Phantom Warriors, "The Dragon"

At first glance, such a place resembles a land where the Tiger Clan has triumphed over the other clans and nations of Atruaghin. It shares flora and fauna found within respective parts of and around the plateau. However, things are quite twisted in one way or another. For starters, the higher elevated lands seem almost terraformed by the invasive "Jaguar Tribe." Tropical plants create shade for big cats to prowl and hunt. Strange cries of seemingly foreign beasts join the distant felines as well. Below the towering rock, a more temperate climate remains stable. In both instances, unusually large black bears can be seen. The bears remain distant towards both tribes, but turn instantly hostile upon getting too close. Likewise, venomous snakes have made their home in both environments, some capable of killing victims within an hour of a bite. Even poisonous



*Tlaocoyaliztli, original drawing by Linus Andersson
(<https://www.artstation.com/nplillustration>)
with frame by George von Zarovich of
Mistfactor Press*

plants have begun to slink into the lands, growing like uncontrollable weeds. These hazards aren't the only perils faced by this Tiger Clan offshoot. This new branch of the Tiger Clan is overstretched and overtaxed, attempting to make up for inept order through intimidation and exploitation of the other tribes in their grasp. If the strain and struggles of the Jaguar Tribe were made aware to their captives, the illusion would crumble and the colony would quickly fail. The namesake of this domain comes from the scarred appearance of Danel Tigerstripe, a grim Entropic Immortal deeply revered by the Darklord of this domain. Despite this deep admiration for

this Immortal, Atzanteotl is openly vilified with few immediate consequences. But some strange events make some think twice about disgracing the rival Immortal's name. Within this terrible society, there is some semblance of leadership. However, it is corrupted, terribly insecure and prone to an almost feral rage. It is the wrath overseen by High Priest Tlaocoyaliztli, for his position of holy power is no mere coincidence. This Darklord carries his own weight for many sins and tragedies.

The events that truly led to the downfall of the Danel obsessionist started with a political feud with Glantri. In AC 901, several Glantrian mages who coveted rare arcane tomes were captured by the Tiger Clan. The prisoners were later sacrificed and the artifacts hidden. The Prince, in desperate search of the tomes, summoned other Glantrian nobles to aid in retaliation. Before there was potential for blows, the Tiger Clan framed the Bear Clan. Attempts by Darokin to sort this out met an indignant Bear Clan, who furthered problems. The start of a potential war was averted by the declarations of a Darokinian trader. The trader investigated, convinced the Tiger Clan to relinquish the books and maintain peace. This would one day lead to events in AC 927 with the Great Merger. Likewise, the Darokin Diplomatic Corps truly got their start through this event. But, this foiled attempt at gaining great power both intrigued and frustrated Tlaocoyaliztli. This was an opportunity that was squandered and he could do far better, in his mind.⁸

⁸ Zendrolion's post on AC 900 Glantri, Darokin and Atruaghin Plateau—Italian MMB, episode of conflict between Glantri and the Atruaghin lands referenced in GAZ11: "The Republic of Darokin", page 5 and 12

Tlaocoyaliztli viewed himself as a tragic figure as a child, unable to grasp glory without fighting back. From within the Tiger Clan, he viewed Danel as something of an admirable folk hero who fought back against a corrupt status quo. In truth, this was nonsense concocted by a damaged and troubled mind. His clan frequently excluded him, finding him weak and annoying. This only furthered his feverous devotion and madness. In time, he did receive attention from the clan, but it was too late, his own agendas had grown far darker than anything the clan could anticipate. A small cabal assembled

around him with the mission of holy war against all other clans, especially those who revered Atruaghin. His holy war mostly amounted to brutal butchery of innocent lives after finding a way onto the plateau, as many cohorts were quickly put down. His last victim was a powerful Medicine Woman in an emerging Tribe of the Snipe. She cursed Tlaocoyaliztli in her dying breath, to share the flesh of the beast he acted as. As strange mists arose, the fervent

and blood-soaked priest also became a werejaguar⁹ as he roared in tribute to Danel. Upon exiting the destroyed hut of the murdered healer, he saw more targets. In his monstrous form, he took to slaying the natives who crouched in fear. His massacre was a moment of triumph for him, but he knew something darker lied in store. As

⁹ High Priest Tlaocoyaliztli pays homage to the [“Children of the Night: Werebeasts”](#) cover as seen at [DriveThruRPG.com](#)



Map of Scarred Crag

tribesmen of this new location readied to fight back, he turned tail and ducked into a fog bank nearby. Lost in the swirling void, he feverishly ran in search of something new. He desired further tribute to Danel, further proof that he was worthy. In time, he heard the voices of his people. "Yes, they shall hear of my conquests and merit!" he thought to himself. He saw a vision ahead, a land most familiar. Where he emerged, it looked like home. But he knew this was a new land, a colony of sorts that finally realized his ideals and potential. There was no Atzanteotl here, under the watch of Danel.

Life in the Scarred Crag is cruel, unforgiving and blatantly oppressive. A new tribe, the Jaguar Tribe, is the true power of the land. As a symbol of the Scarred Crag, the population must undergo a series of scarification rituals to ensure that they belong to the land and to their patron Immortal, with wounds not unlike the gash stripes of Danel himself. Even the recent adobe style buildings must be dealt slashing marks upon their outer structure; scars to prove that a whole clan is dedicated to Danel's cause. In the mind of the Darklord, their service to his people is an act of divine retribution. To him, they failed their new primary patron ages ago by letting him suffer under the wrath of orcs, and later fellow tribesmen. And for that, the Atrughin people must suffer dearly. Even for the Jaguar Tribe, life is wrought with toil and tribulation. Supplies are prioritized to the soldier caste serving under the High Priest, with far less for the rest of the tribe. The casualty rate for Tlaocoyaliztli's settlement has increased due to retaliating guerrilla fighters, supernatural horrors and poor conditions. Countless children are left

without family, due to slain fathers and mothers withering away. Day-to-day life is worse for the subjects under the eyes of the Jaguar Tribe though. Their subjects' daily tasks are forcibly made harder, such as through needlessly heavier buckets for carrying water, shackles upon all active workers and other means of oppression and torture. This endless use of petty force has pushed the citizens to the limits, however Tlaocoyaliztli likes to think it created a self-sufficient nation that makes up for lack of trade. However, the military that has been used to enforce such rule has extended itself too far. Basic needs of the people outside of this new Tiger Clan splinter group are not met and many die off from malnutrition, disease, animal attacks and suicide. Bands of resistance often form beyond the watch of hired guards and soldiers, striking back at opportune times. However, rebellion is put down, as it has time and again. This does not impede attempts to start new movements, much to the chagrin of Tlaocoyaliztli. The most recent incident of this occurred in the year 751 BC, where the farmers of what would be the Crag united with assorted tools to attack soldiers demanding food and payments. The deployed squad was shocked and overwhelmed, but not before further troops arrived to massacre the majority of the insurgents. The remainder were penalized heavily, including use of divine prayers to Danel to modify them into something more docile and submissive, forced to work without complaint. It was because of this that such property is now referred to as the Plains of Vacant Murmurs by others, who witness farmers operating in a soulless trance-like state.

High Priest Tlaocoyaliztli is quick to attempt ceremonies that venerate his primary patron, while glorifying his sadistic nature. Most often these are sacrifices as well as executions. With granted permission of both the chief as well as other priests, he is one to deliver a grandiose speech. When contending with execution, it is often mocking and trivializing the victim in order to dehumanize and minimize them. For all of his desires and pendants for cruelty, he'll never be satisfied. His interests often clash and collide with each other, contradicting at every turn. His want for more brutal authority clashes with a lurking want to terrorize the masses through chaos. Often he'll be caught in deep brooding, preventing him from deeper action. Only when someone else commits something he wished to do will he break from this fugue to observe. In the end, he is not satisfied, as he did not orchestrate the events himself. He is doomed to be part of someone else's plan. In the end, this will cause him to lose confidence in himself and fall into a torpor-like depressive state, reminding him of his earlier years of being victimized and failing. Despite not understanding the machinations of the mists, Tlaocoyaliztli can still close the borders of his domain. In doing so, teams of warriors rush to confront those who wish to escape. They are all supernaturally imbued by the boons of the cleric himself. Over time, he has begun to realize that he is nothing more than a pawn. His communings with his patron have made him grow concerned and cynical. He knows this is not the Tiger Clan he was accustomed to. Likewise, the rules of reality have changed. He senses a dark master toying with him. In his mind, it is Atzanteotl playing with him, as he has with Danel Tigerstripes.

Another curse of Tlaocoyaliztli is the lycanthropic condition afflicted upon him. Initially, he saw his curse as a gift from his Immortal patron. However, he learned that he had little control over it when he became overly emotional or offended. This caused him to become destructive, even sabotaging his own works and attacking subordinates. Because of this, he has had to subdue himself, including ceremonies where he would mock his victims. However, this curse has made his sadistic tendencies far more satisfying and gratifying to him. When he held back the inner beast for too long, it would leak into his behavior at times. This causes Tlaocoyaliztli to be awkward at times to his public, acting in very unusual and uncanny ways ill befitting of a human. For most, the village of his Jaguar Tribe sits at an advantageous position. Unlike the Tiger Clan of his past, his new tribe is elevated by a small plateau, utilizing numerous carved passages and caves as a means of descending carefully. All can visit their conquered neighbor. Or, all except Tlaocoyaliztli. His curse doesn't just end at controlling his emotions. Even setting foot into this colony will cause him to transform and lose all inhibitions save for hunting his prey. Instead of subjugating the tribe under his control, a bestial urge pushes him to slay and even consume some of them. After returning to normal, he is haunted by the same terrible sound, the distant laughter of Atzanteotl taunting him over his failure. Should that not be enough, his own internal doubt and personal horror continues where the distant laughing trails off. His insecurities towards his ability to lead and function are always thrown out whenever his lycanthropic side takes over. He fears that one day, his mind will degenerate into a simple state, fitting of the beast

he sometimes becomes. His own actions have caused him to afflict his most trusted soldiers. While they too suffer the curse of the werejaguar, strange forces have instead rewarded them by turning them into natural werebeasts perfectly in control of their power.



Opossum tribe chief

Despite the oppression brought upon by domineering masters, the distant Atruaghin people known as “The Opossum Tribe” prosper and endure in their own ways. Their original name, roughly translating to “The Original Ones,” is otherwise lost to the mists beyond. Contrasting to the Darklord’s broken parody of machismo, the tribe below operates on more matriarchal principles. The Council of the Great Mothers were once the primary rulership over the

tribe, prior to the conquest. The original site was sacked and burned by Tlaocoyaliztli and his raiders, forcing a reconstruction down below. Much of the Council was slain by the time Tlaocoyaliztli emerged from the mists, only to be replaced by majority political puppets who serve Tlaocoyaliztli’s interests. Their role has also shifted to that of moral support and inspiring just enough hope for the Opossum Tribe to persevere. While the Council building is more elaborate, the rest of the villages prove to be more humble. Homes are often round and dome-like, fortified through tree bark. Longer houses modeled after those from neighboring tribes is not unheard of, to house larger families and important people. They ultimately prove effective against the shifting weather patterns of the seasons. The semi-temporary nature of the homes allow for families to travel and transport easily, especially when toiling under the demands of their current overlords. What were once incredible rivers have been reduced to small streams opening into small hand-dug lakes. Still, a primary means of travel between tribes and clans was severed. Even with the drastic shrinking as a waterway, it still provides some freshwater fish and even some plant life; being a short walk away from the primary tribal village. Unlike the scaled and bony armor of the Jaguar Clan’s warriors, the Opossum Tribe prefers garb made of skins/hides and moccasin shoes. Women of the area tend to wear flowing dresses and sometimes a feather mantle, while men tend to wear leggings alongside wrapping breechclouts.

Lore speaks of a time when they lived upon the raised land to survey the hard agricultural work around them. The lands below

were spaces where they worked as stewards of the land, while ensuring the prosperity of their own people. However, after their forces were crushed by the aggressive Jaguar Tribe, they were moved off their rocks and forced to farm for their new masters. The Opossum Tribe sits just below the raised land, gazed upon mercilessly by their grim captors. The lush forests around them provide much in the ways of vegetation, game animals and much more. In ancient days, great leaders, medicine men and more spoke of a great river that united their people with many others in a mighty confederacy of nations. The plateau gave the Opossum Tribe a great privilege over their allies, something they didn't take lightly. However, tragedy struck after an ancestor committed a great heresy. Beyond speculation, the actual deed was lost. It could have been blending metal craft with rituals, using evil spiritual powers or something else entirely. In response, mighty beings of power punished the tribe by cutting the river off from them. And from there, a source of resources and travel was forever lost to them. This moment of weakness left them vulnerable to enemies, as many of their former allies and kin left the Opossum Tribe in deep shame and disgust. Knowledge of the actual blasphemous act is vague, save for the attempt to reconcile a shamanistic talent with strange and dark magic from more fell realms. The Highest Creator and their servitors sent spirits to smite the land in retribution, lest corruption spread. A bank of fog moved over the sibling tribe to the Elk Clan and it was taken away. This False History narrative does not consider a previous Darklord over the land. It is possible that one existed, before being slain by Tlaocoyaliztli and their domain being rewritten. Before "The

Great Heresy," this tribe would often migrate between stations along the river. These activities ranged around the year: maintaining staple crops in a lush valley during the spring, taking the river to a shoreline to hunt for different types of seafood along a "realm of sea fans," harvests and huddled survival during the autumn through winter and collecting sap from uphill trees by the plateau in later winter into spring. Farming was secondary to hunting and trade networks though, practices that have been heavily suppressed in the years since their conquering. Likewise, the strategy of stations has long been interrupted, with younger generations completely oblivious to it. Late autumn and early winter hunts have mostly been taken over by the Jaguar Tribe, to prevent their subjects from gaining an upper hand or extensive supplies of their own.

There are many secrets unknown to the Jaguar Tribe. One is an attempted pact with the Jogah that lives in the depths. False History speaks of the oppressed tribesmen calling out to those who would hear their pain. For years, the Jogah rejected the fallen Opossum Tribe for their decadence and sins, trying to wield and fuse power not meant for them. But in time, the faerie-like Jogah took pity upon them, making the lives of the transgressors a maddening nightmare. These spirit creatures are prone to acts of mischief not unlike the Fair Folk of the Shadow Rift. However, those within their liking gain far more preferential treatment, while those who draw their ire will suffer dearly. Forest territories that are claimed by the Jogah are feared and avoided by the Jaguar Tribe, well aware that divine retribution comes to them if they push too hard. This was discovered in

753 Barovian Calendar, when an attempt to cut down the forests to provide farmland was met with Jaguar Tribe foremen and soldiers returning from the effort. They were driven insane by “unfathomable woodland horrors.” Those who attempt to investigate suffer the same fate, usually resulting in their execution in response to their “uselessness.” The Darklord does not fear them and hopes a way will be found to eliminate the “spiritual pests” once and for all. However, he is more than content sacrificing troops in an effort to slay them. Deep down, he suspects that these adversaries are powerful and prevent him from his goals of expansion. All the same, he dreads the idea of sacrificing himself and putting his settlements at risk. In reality, the Jogah are far more capricious than initially seems. They are not actually allied with the Opossum Tribe, just dislike them to a lesser extent than the Jaguar Tribe. Their allegiance was more tied to a neighboring tribe lost to the Mists themselves. This severed connection has upset them greatly, making them bitter and somewhat vindictive. Should the Opossum Tribe upset them once more, they too will be the target of attacks. However, the Jogah are the only ones who know of their roots in the Elk Clan of the Atruaghin Plateau, knowledge long lost upon the people themselves. As such, reaction to them tends to be pity over immediate hatred.

Spirit-filled woods are not the only things to inspire awe or terror. Worse yet are creatures that frightened even the home nation of this land, within a deep area of the woods called “Place of the Dragon.” It is said that strange and powerful entities dwell there, including a foul spirit with a horse-like head and bat-like wings. While



the spiritfolk already provide much in torment, the meaning behind this cryptic and fabled place is clouded to the Jaguar Tribe and their mighty warriors. In truth, The Place was once an outpost operated by Darokinian tradesmen. The Great Heresy marked them just as much as the nearby tribe, causing a recently arrived couple to give birth to a foul and heinous creature. While the fates of the Darokinians are long lost, the creature still roams the forests in confusion, anger and lack of greater purpose. However, it is said that the beast has taken to protecting the land. One territory that the Jaguar Tribe has managed to maintain with a degree of success is an outpost village that belonged to a rival nation to the Opossum Tribe. Hailing from a larger clan, the outpost was an attempt to move in on enemy territory while pushing all rival peoples out. The efforts ultimately failed, as a shaman made pacts with dark forces to not only drive away the assailants, but mercilessly slay them. The Jaguar Tribe has since occupied the longhouses left behind and have even taken to refurbishing them. Out of a reluctant respect, they have ensured the quality of the furnishings left behind as well. Despite never meeting these rivals, they feel an odd kinship to them. However, the cursed souls that haunt

the grounds do not necessarily feel the same. When warbands from the annexed grounds prepare to engage the people of the Opossum, hauntings stir up. This can range from strange images and sounds being observed, to phantasms engaging in violence against the ground occupiers and their original enemies alike. The wayward souls seek to escape the grounds that ensnare them, in hopes of a proper afterlife. Until their hexed grounds are properly consecrated, all they can do is retaliate and enact pain. They are not ghosts in any traditional sense, but spirits forcefully extracted from their bodies and bound to the land itself. When all of this is finally undone and the curses are broken, these people find peace in the afterlife of a Realm of Great Spirit. This isn't the only instance where the colonizers have come to know fear itself. One curiosity nearby is an island that was once captured by descendents of the Jaguar Tribe long ago. However, it is abandoned and said to be deeply cursed by a murderer who turned against her people. The Island of Acotlaza is one shrouded in terror, one that even Tlaocoyaliztli dares not go to.¹⁰ In reality, this pocket domain has its roots with the Azcan people in the Hollow World. While the Darklord could consider them a distant ancestor, much knowledge of this has been scrubbed away by both time and the Dimension of Dread.

Current matters in the Scarred Crags do not bode well for Tlaocoyaliztli and his legion. The morale in his own tribe is plummeting rapidly. Families are punished greatly, even executed, for trying to keep their sons from

the ranks of the High Priest's army. The soldiers themselves have started to succumb to fear after witnessing or hearing about the dreadful things that lurk in the forests. Some fear their own ranks, hearing rumors of curses that cause men to take the shape of violent great cats. One rebel leader has managed to survive all predecessors: Glidingwind Jayfeather. Descended from a Great Mother of the Council, she seeks to restore the proper traditions, along with confidence and power to her people. While some think of her as a force for progress, she is heavily xenophobic and seeks as much destruction of the Jaguar Tribe's people as possible. She wants to return to an idyllic past, one before her people fell from grace. However, her actions for the Opossum Tribe are mostly supportive and kindly, despite an authoritative and intimidating presence. Her profile has remained low enough to evade much of the Jaguar Tribe for now. So far, she is only seen as a meddler that helps feed her tribe. Other troubles have emerged for both tribes too. The claimed Elk settlement has brought with it the rage of the phantoms cursed to dwell there. Phantasmal Elk Clan warriors have materialized to attack both Opossum and Jaguar territories. The ambushes and assaults are rare, but the incursions have raised alarms. A General serving Tlaocoyaliztli has requested abandoning the land in favor of somewhere easier to subjugate. While offended, Tlaocoyaliztli has been left in an uncertain state as to whether or not his colony can survive.

¹⁰ Acotlaza is a Pocket Domain that can be found either alongside this domain or within another Cluster of domains. The "[Daemons and Deathrays blog](#)" looks at the latter.

CLOSING NOTES

From the personal notes of the Black Rajah

“So concludes my own musings on the others who are trapped in this hell of miasmic mists and intricate mind games. Others toil under their curses and self-inflicted damnation. Is this place a prison? Purgatory? A grim after-life? It is hard to tell at this time. What can be said is that this is no normal world, it simply can't be. The logic is too different from the nations around me, the world of the mortals. This otherworldly dimension is built by something different, grim judges beyond the planes themselves. But to that end, all judges revere higher powers and higher laws. I cannot think more on these questions for now, as they bring head pain rather than answers. But, one thing scratches my head... What is real? The adventurers I see at my door, these mocking shades have aspects of that wretched crew of that Alphatian sky ship! But, are they real? The current people of Jaibul, they too have a certain uncanniness to them as well. This madness too must be suppressed. Perhaps I can reach out to those also

suffering for their failures or perceived evils. They too know immense pain, they too have lost Mystara. As I have touched upon before, they weren't the first to be discovered by Mystaran and “Mist Lands” denizens alike. That honor is evidently bestowed to Nebligtode of Norwold, taken away for the callous brutality of Meredoth. My extended network informs me that he is no longer haunted by the whims of his Alphatian province, but surrounds himself with undead and some hired help to run his isolated and frigid chain of islands. This new land is not too unlike his home province, in that Norwold is not a welcoming place all its own. Twas a somewhat isolated and remote land already; some mad project concocted by the decadent mages of Alphatia. It was no wonder that one of them would eventually snap so terribly. And yet, he was the first of us to be found in this new dimension. The other Mystaran prisoners? They seem far too unstable to be of much use to me. But, it might be in my own interest to reach out to this Meredoth... somehow.”¹¹

¹¹ The “*Domains of Dread*” hardcover establishes the domain of Nebligtode as originating in Norwold

FIVE MARKETS TO BUY AND SELL UNDEAD IN THE KNOWN WORLD

by Pol Ginés (Khuzd)

Lesser undead are useful: they never tire as workers, servants or fighters. They need neither food nor air. An entire business enterprise has evolved around them, great trade networks that produce specially trained or especially resistant undead, and sell them around the Known World. Most of these networks operate by sea, and are related to smuggling, piracy and the slave trade. Most governments, demihumans, druids and churches actively fight against this unholy trade. But there are powerful entities—evil Immortals and their priests, and human powers, governments and businessmen—interested in keeping it alive.

Zombies and skeletons can never learn new things. In fact, they forget many things that they used to know. When a highly-skilled mounted bowman dies and is raised as a skeleton rider with a bow and a skeleton horse he can still ride and shoot but he is no longer highly-skilled (no weapon mastery higher than Basic). Skeletons cannot work in trained squads of pikemen, except for those who were trained pikemen when they were alive. They maintain their military training, their military formations and some tactics with weapons. Any 8th level cleric or 9th level magic-user can cast *animate dead* on dead peasants and give them crude weapons, but only former sol-



diers will be able to use bows or halberds as zombies or skeletons. In the same way, you need former sailors to obtain zombies and skeletons that work as an undead crew for a ship. Only former miners, dwarves and gnomes are useful working underground in a mine. All corpses are not of equal value: those who can be animated with interesting skills are of greater value.

Also, some evil clerics and wizards, and their evil guilds, are especially good at creating undead. Using certain old, secret and forgotten techniques, if they bring bodies to special evil places and animate them with special magics, those zombies, skeletons and sometimes even ghouls and mummies, are especially strong. They are perhaps a little more intelligent, have maximum hp or

get a bonus to Saving Throw against Turning. Perhaps these undead are especially strong by night (+1 or +2 to hit and damage) or as long as they are in their pirate ship or near a magical banner. All of these hardened undead are not destroyed by *dispel magic* (the undead created by a simple *animate dead* are vulnerable to this spell). Of course, these specially powered undead are more expensive to the buyer.

Anyone can buy these “undead packs,” usually already equipped with weapons and armor. The place of delivery, usually by ship, can be a neutral spot in a remote place. Or buyers can go to the “undead warehouse” when they are told that their undead servants are ready. It is quite similar to buying slaves. Traders usually give control to buyers simply by ordering the undead to be obedient to their new masters. Most “elite” products (such as mounted bowmen, or skeleton packs of lions, or troglodyte bands, or giant zombies) are produced with a “security back door:” the producers can destroy them simply by pronouncing a keyword, so that buyers cannot use them against their former masters. Even if the buyer is a vampire or powerful undead lord with a pawn-and-liege control over the recently bought minions, the producers can activate these keywords. Some Entropic Immortal magic usually protects these keywords from magical divination or scrying, but heroes such as the PCs can quest in secret places to obtain them and stop undead hordes. Producers and distributors focus usually on physical undead such as skeletons, zombies, and sometimes ghouls, wights and mummies, because incorporeal undead are very difficult to keep, control and transport. You can produce wights in cells and farms, and

transport them with chains and cages and locks, but you can’t do so with incorporeal wraiths.

Let’s read now about the five main places to buy, sell and produce undead servants in the Known World: Gruk in the mountains near the Broken Lands, the hidden pirate port of Cave Harbor in Minrothad, the shady Port Tenobar next to Malpheggi Swamp, the dusty port of Surra-Man-Raa on the coast of Ylaruam and the pirate outpost of Caerdwicca, in the southern coast of the Isle of Dawn, a plague for the Alatian Islands.

I. GRUKK, THE JEWEL OF ORCUS IN THE KNOWN WORLD

Gruk used to be simply a great and remote enclave of orcs in the mountains between northern Darokin, the Broken Lands, the Ethengarian southwestern border, and Alfheim. Darokinian legions from Fort Nell and elves used to keep the orcs penned in the mountains. But a few years ago the human cleric Orguz Rammaster (C30 of Orcus, C) came to power and changed it all. Orcus enjoys both brutality and undead, and Orguz, his human priests and a few goblinoid wokani, have created a great emporium of undead trade, with a surprisingly cunning net of partners and allies. Ethengar is only 20 miles to the north. There, Orguz buys yaks, horses, big goats and bulls from the Taijit clan. He also buys dead Ethengarian warriors and their equipment. Yellow Orks and Hobgoblanders from the Broken Lands bring Taijit warrior corpses to Gruk, usually with living horses.

Sometimes Taijit warriors bring their defeated enemies, Yakka clan warriors, to Gruk. Orguz also buys dead wargs or giant wolves and goblin wolf riders, either from the Gostai horde in Yugatai lands or from Hobgobland. Hobgoblander shamans of Yagrai and Wogar are utterly opposed to giving or selling their fallen to Gruk so this is not a frequent source. But both humanoid Khans, Hutai Khan and Moghul Khan, are happy to sell their own dead warriors, or enemy prisoners (from each other's hordes or from other neighbors) to Orguz, who will pay with obedient skeletons and zombies, sometimes of ogres or monsters.



Orguz works hard to procure lizardman corpses or prisoners from The Mucks, as they are useful as underwater fighters and guardians. Yellowworkians usually raid their neighbors of Gnollistan to obtain valuable gnollish prisoners or corpses to sell. Hobgoblanders, as a result of Orguz's suggestions, have developed a strange alliance with their neighbors of High Gobliny to conduct trade with unscrupulous Glantrian wizards. Selling strong undead minions is a

good business in Glantri: there aren't churches nor clerics opposing it, and many wizard nobles feel that undead warriors are a lot cheaper and more reliable than human soldiers and guards. In Klantyre and Boldavia many lords are ready to pay for zombie ogres and bugbears, and good skeleton bowmen, as well as for all kinds of monsters.

Skeleton bulls and yaks from Ethengar are useful both as draft animals (to move corpses and orcish artillery and other things through mountains and hills) and as a charging and quick attack force. They are easy to obtain in Gruk. Boldavian vampire lords are quite tired of Yugatai Ethengarian raiders and they would like to invade their lands with a herd of undead bulls, yaks and horses. They would also like to use undead horse bowmen, but those are more expensive. Skeleton foot bowmen are very useful as guards for Glantrian wizards. Orguz is also paying for dwarves, gnomes and shadow elves, that is, races with abilities for underground building and mining. Those are useful for mines and underground warfare and also for wizards that need workers to build dungeons under their towers. Gruk is also developing a really cheap product: giant rats in skeleton or zombie form, very useful for undead lieges, and easy to pack and hide. Many customers would like to buy skeleton tigers and cougars, lizards (tuataras, chameleons, dracos, geckos), bears, boars and giant boars, but these wild animals have to be hunted. Also, rich customers are ready to pay for undead giants, especially in Glantri: they can be used as artillery and for construction and hard work. To obtain these products, Gruk has deployed teams of hunters. To produce especially resistant undead, they have to capture these crea-

tures alive and then kill them in the ritual chambers of Orcus. Hunting these creatures alive is not easy. Many creatures are now going to hide in Alfheim and druids in the forests and the elven frontier have already discovered that humanoids are strangely dedicated to the capture of live bears, cougars and boars. Orguz asks Glantrians for magical objects as a payment for his undead: magic arrows, potions, and magic items that his wokani can use. He also accepts money that he can spend on powerful items (you can buy lots of things with money from Darokinian merchants).

Orguz's next plan is to animate a great horde of skeleton goats, horses, bulls and mounted bowmen, with some undead ogres and giants, and organize it with able cleric sergeants and captains. He will then set an ambush on the Legions of Fort Nell. He hopes a legion or two will go into the hills thinking about fighting orcs, but they will find mounted bowmen and fast moving troops surrounding them in a deadly ambush. He plans on locating and killing the clerics of the legions first. Then, he will animate the dead legion and will have 2,000 or more undead skeletons trained as a legion with pikes and rapiers, to conquer Fort Nell. If he succeeds, all the orcs in Dast, Xorg and the mountains, and his allies of Yellow Orkia, Hobgobland and other areas of the Broken Lands will march under the banner of Orcus. They will convince Kol and Ogremoor to mount a decoy attack against Corunglain, but the real army of Orcus will bypass this heavily protected city and move directly against Favaro, which is very rich and not well protected. Again, their dead—and food and animals—will become part of the army of undead and humanoids that will march on Darokin City.

2. PORT TENOBAR, YOUR PLACE FOR STRANGE MONSTERS

Grukk is an evil place working for the glory of Orcus, bringing undeath and destruction, with a regional importance but territorially limited. Port Tenobar (pop. 12,000), next to the Arbandrine River, Malpheggi Swamp, Atruaghin forests, and far from real civilization, is a nasty port to do nasty business. The Night Hand is a criminal guild that has developed an alliance with evil clerics of Nyx and some well-paid magic-users to create and provide undead to customers of Darokin, Sind—their main market—and all the southern coast of the Known World. Their real factory of undead is somewhere near the Arbandrine River and the swamp. There they receive human warriors and prisoners from Atruaghin. Usually, these are prisoners captured by the Clan of the Tiger and sold to the Night Hand. Some of them can pay a ransom and save their lives.

The Night Hand business is really about monster zombies and skeletons that they hunt in the swamp. They specialize in lizardmen, giant lizards such as tuataras, lots of crocodiles (of all sizes), troglodytes, bears, hydras, some great worms, toads and



humanoids from the swamp. They also hunt griffons and hippogriffs in the hills and tigers, panthers and bears in Atruaghin, or buy them from Tiger warrior hunters. Nets, traps and *sleep* spells are useful to capture these creatures alive. Dark rites make them especially strong undead. Many customers come to Port Tenobar to buy these kinds of creatures. The Night Hand can deliver a ship to any coastal place with a shipment of crocodile, troglodyte and lizardman zombies for a good price. They are not good at providing weapons or armor, just simple maces and primitive weapons from these victims. The Night Hand is a business that uses bribes and murder to keep it running smoothly. They are in serious negotiations with their rivals in Cove Harbor, in Minrothad, to avoid a war. Probably the Minrothaddans will ask for exclusivity for undead trade in Thyatis and the northern countries, and the Darokinians are ready to accept it.

3. COVE HARBOR, GOOD SERVICE AND DELIVERIES

Cove Harbor is the main pirate settlement in Minrothad, protected from magical scrying and with a strong industry of kidnapping and ransom and selling stolen cargo. The same ships that take these purloined goods also do business with undead. Cove Harbor sellers are good at tailoring their trade to the demands of the international market. If somebody asks for 30 gnoll zombies with



plate mail and pikes, they try hard to find them and bring them to the customer. They can locate business niches in wars, when they can be asked for undead bowmen or crossbowmen. They are also really good at finding undead sailors and rowers to power ships. And they have strange ties to Undersea tritons and perhaps devilfish to work together in dark businesses. They work mainly in the Thyatian black market—in Ierendi, Ylaruam, and Karameikos too—but their ships travel as far north as Alpha in Norwold, and they have customers in the Isle of Dawn. They ask their pirate friends not to throw enemies to the sea, but bring them to Cove Harbor. If a ransom is not possible, their undead body can be of use. They have mercenary wizards and clerics that are not as devoted to evil or entropy as they are to their personal enrichment. Their ship captains think this is simply another business line of work, similar to smuggling or selling slaves.

4. SURRA-MAN-RAA, THE DUST QUEEN OF UNDEATH

Everybody suspects that Surra-Man-Raa, on the coast of Ylaruam, is an evil place, probably related to very old evils, but when someone visits the location it looks old, dusty, rather small and even sleepy. There is little to no activity at port, and the market is of little interest. But for those engaging in undead trade, Surra-Man-Raa is of utmost relevance. There are three very ancient families involved with this trade: one is devoted to Hel and specializes in creating wights and ghouls, another one is devoted to Thanatos and

creates skeletons and zombies, and the last one is devoted to Nyx and creates mummies. They have all been working together for centuries and have formed a good relationship. They like things that do not change. They know quite a lot about old Nithia and its curses, and about ways to make undead more resistant.

The family devoted to Thanatos is the most interested in market trends and military (and destructive) needs. If somebody needs skeleton heavy cavalry with lances, their agents in Thyatis City speak about a war or a crusade in Soderfjord against gnolls and organize a group of crusaders (usually followers of Halav) asking them to acquire that equipment. Then, they bring them to an ambush in the Soderfjord hills where gnolls, evil clerics and some undead are waiting for them. This is the way they obtain the specialized troops and equipment they will sell. There are some gnollish tribes that have been working with them for a long time and some places well tested for ambushes. If the customer asks for undead sailors able to fight at sea with axes and swords, they bring Vestlander ships into the ambush. The ambushes take place not far from the coast and the rivers so they can easily take the corpses to their ships and to Surra-Man-Raa to perform their special rites.

The family that produces wights has a simple technique: in their "farm" they just make captive wights touch and kill victims who then become wights. With nets, chains and cages they can put them in ships to anywhere. Some customers simply ask them to throw 20 or 30 wights on some island or coastal colony to destroy an enemy. They also have a secret way of pro-



ducing ghouls, which is a not very common kind of undead and not easy to find at the undead market.

The third family, devoted to Nyx, sells expensive mummies to selected customers. Sometimes they sell old mummies from forgotten Nithian tombs that they can find and control. Other times, they create new mummies, even animal mummies such as great cats, boars or crocodiles.

Those three families have total control over what is happening in the city. They conduct business, but they are sincerely devoted to their Immortals and some strange Entropic appreciation of making time be slow and undeath nearer to life. They will never deal with Glantian wizards nor put their tradition at risk by making powerful enemies.

5. CAERDWICCA, THE PORT OF THE UNDEAD PRIVATEERS

Thyatis asked Thane Uthgaard McRhomaag (F20, C) and his McRhomaag clan to bring as much havoc and chaos as possible to the Alatian Islands and make sure that Alphatians were not free to attack Ochalea or the Pearl Islands. Uthgaard asked for undead ships, undead crews and undead pirates. And Thyatis paid for it. Through secret and non-official ways, Thyatian officers buy and train some low-level clerics and some evil pirates to use undead crews or mixed crews (some alive, most dead), with Caerdwicca as their base and training ground. In this small and nasty place there are some avengers and clerics of Alphaks that *animate dead* and make undead a little bit harder. Sometimes, pirates from Ochalea and Ne'er-do-well bring victims here. Captains, evil chaplains on board and MacRhomaag clansmen enjoy their stolen treasures and attacking Alphatian ships and colonies.

McRhomaag spends part of this money in buying better undead, such as giant zombies. Other times, he launches raids into the interior areas of the Isle of Dawn to hunt humanoids that can be used as undead. He is mainly interested in clans of hobgoblins or bugbears that are proficient with longbows, but those are not easy to

find nor to hunt. Thyatian officers are seriously studying the limits of using undead soldiers and sailors to damage Alphatian frontiers.



This is quite a secret operation and military orders and churches in Thyatis know nothing about it, or dismiss any rumor of Thyatian undead pirates as Alphatian propaganda and silly legends of drunken sailors. There are also rumors that Borydos Island in Thyatis is a base for further investigation of this strategy and is building undead resources against Alphia.

The Cost of Undead

Suggested market prices for different types of undead (always gp) - see table on following page

These are market prices for skeletons unless otherwise specified. Zombies are usually less popular than skeletons, and they are 25% more expensive. Normal wights are usually 2,500 gp each. Mummies are expensive, about 12,000 each. Good clients can bargain for some discounts. Specially resistant undead can be 50% to 100% more expensive.

Equipment (weapons and mounts) not included

Five markets to buy and sell Undead

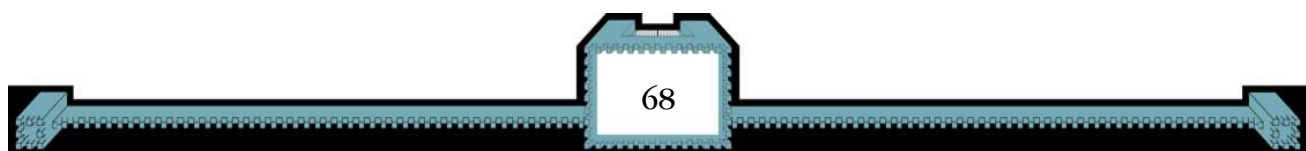


Table - Prices for purchasing Undead

Undead	Price (gp)	Undead	Price (gp)
Kobold civilian skeleton	10	Troglodyte warrior	120
Kobold warrior skeleton	20	Lizardman (they know more weapons)	130
Kobold archer skeleton	30	Bugbear warrior	130
Kobold trained with crossbow	60	Bugbear pikeman	200
Kobold rider (without mount)	140	Civilian ogre	180
Ethengarian horse warrior (without horse)	300	Ogre warrior	250
Human light horseman	200	Ogre pikeman	320
human heavy riding lancer	400	Skeleton horse	100
Human civilian, orc, hobgoblin	18	Skeleton warhorse	120
Human fighter, orc, hobgoblin	40	Skeleton goat or ram	15
Human sailor	30	Skeleton big dog	40
Human trained pikeman	80	Skeleton wolf	80
Longbowman or crossbowman	100	Skeleton bull or yak	200
Skeleton artillery	100	Skeleton boar	120
Trained miners (human, gnome, dwarf...)	40	Skeleton warg	170
Gnollish warrior	70	Skeleton cougar, or gecko lizard, or black bear	220
Gnollish archer	130	Skeleton tiger or tuatara lizard	700
Gnollish pikeman	110	Skeleton hill giant	1,200

Tigers and lizards are in great demand because they fight well and do not need weapons. Bulls are cheap and quick and do not need weapons, either. Many customers ask for zombie pikemen (ogres, gnolls, hobgoblins and bugbears): they are slow at ini-

tiative, but strong. Kobold crossbowmen sound odd, but they have no penalty (-1 to damage) if they have been trained in this weapon. Training and then killing them to animate them as undead is a way of having courageous and obedient kobolds.

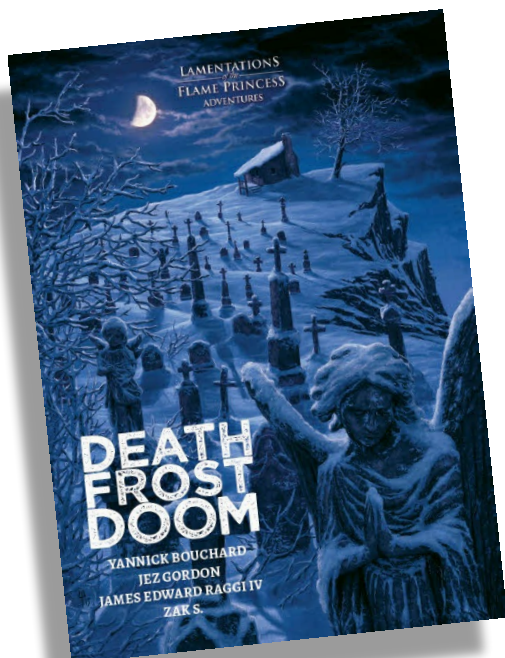


DEATH! FROST! DOOM!

ZOMBIE APOCALYPSE IN MYSTARA

by Not a Decepticon

You've done it this time. You've run the infamous "*Death, Frost, Doom*" module for your Mystaran campaign. And the obvious thing happened, the players got the bad ending. Which means the end of your favorite setting. Or does it really? Or can it be salvaged yet? Let's take a closer look.



THE WHAT NOW?

For those unaware, "*Death, Frost, Doom*" is an adventure module for a low-level party, written for the B/X retroclone "*Lamentations of the Flame Princess*" by game's creator, James Raggi IV. As such it is easy to adapt to B/X, BECMi or any other D&D-adjacent game, be it OSR or 5e. It is one of the most famous and infamous modules that in a way defines the controversial nature of its parent game. Depending on whom you ask it is either a genius horror module that is the cornerstone of the entire OSR movement, or a cruel joke made to, pardon my french, fuck over your game, your players, you and your whole setting for no other reason than to prove how "smart" the author is.

This module even led some critics to create a whole new category of dungeon, the nega-dungeon. Nega-dungeons are similar to classic Deathtrap Dungeons, like "*The Hidden Shrine of Tamoachan*" or "*Tomb of Horrors*". However, a Deathtrap Dungeon is built on the idea of luring the adventurers in to kill them for some nefarious purpose and usually once they enter the party is trapped inside, with only one way

out. Nega-dungeon meanwhile is built on an idea some things are better left unexplored. In a proper nega-dungeon the act of going in is supposed to have some negative consequences that will make the players and characters alike question whenever the adventuring life is worth it. Raggi experimented with this format in multiple of his adventures, with a less than stellar record. In "*Death, Love, Doom*", the dungeon turns out to be a farmhouse where a demon left a horrifying show of, so to speak, "creatively mutilated" bodies of the residents to spite love itself. In "*Hammers of the God*" every attempt at exploring will trigger more and more lore-dump of dwarven history. Both are likely to just bore the players who have nothing to do aside roleplaying being disgusted or bored. Less said about "charmingly" named "*Fuck For Satan*", an adventure that reads like written by someone who holds D&D and idea of adventuring itself in a deep contempt, the better. He had more luck with Deathtrap Dungeons, like "*Grinding Gear*" or "*The God That Crawls*", if I can be honest.

But "*Death, Frost, Doom*" (DFD for short) is different and it emphasizes the best kind of nega-dungeon, in my opinion. The one where by going in, the party dooms not just themselves but often the whole world. The one where you can probably just stop at any point, but if your curiosity gets the better of you, consequences may be dire. A journey like in "*Heart of Darkness*" or "*Spec Ops: The Line*", that actively ruins the mental state of the character taking it and makes things so much worse for everyone else in the region. And the best part of it is that if your players are clever they can realize the cost of this expedition and turn back. And then the dungeon may sit in

your setting for all eternity, as this terrifying place that the party should never, ever, ever go to. Which in itself can add a lot to the mythology of your campaign.

In DFD the party is presented with rumors of a hidden dungeon of a strange death cult on top of a mountain, which Raggi suggests placing relatively close to a place the party cares about. This makes it so easy to put in Mystara, as the setting is filled to the brim with mountains, so this module can be placed almost anywhere. Seriously, I thought at least places like Atruaghin Clans, Ostland or Minrothad would be omitted due to their isolation, but even on islands or giant plateau the creators managed to squeeze in a few mountains. The only countries that could truly be omitted from this are as follow: Alfheim (or, post "*Wrath of the Immortals*", Aengmor)—nearest mountains are separated by a fair chunk of Daronian territory from elven lands; Ethengar Khanates, which have a single mountain that doesn't fit for this adventure. The country has a lot of hills but they don't really work for this module. whose mountain is tall enough for it to snow on top; and Sind, where the nearest mountains are separated from the country by the Plain of Fire, a huge desert.

The cult of death can easily be turned into ancient Nithians as well. In fact this is why I put a plot hook leading to this module in my own campaign when players expressed interest in secrets of the lost Nithian Empire. My party is going to be overleveled by the time they get there, but most DMs will likely listen to Raggi's advice and put it in front of PCs of level 6 or lower. Which may present a problem if the players trigger an event named "Hell Vomits Its Filth".

Long story short, the dungeon turns out to be a hidden necropolis with countless coffins and little to no treasure. All the dead are held by a song of a plant (retconned in later revisions into an undead creation) that locks the way to where real treasures of the dungeon lie. So there is a pretty big possibility players will destroy it and then all the dead will awake as zombies.

That's it? All this drama about a bunch of zombies? This is nothing that a 6th level party couldn't take. I mean how many corpses could this place sto...

There are 2,127 bodies buried on the surface in the clearing in front of the cabin. There are 1,762 bodies in the priest crypts, 1,814 bodies in the warrior crypts, 2,533 bodies in the commoner crypts, and 3,925 bodies in the child crypts. Every single one will animate if the plant creature stops making its noise.—Actual quote from the module.



Ghoul by Jeffrey Kosh

(<https://jeffreykosh.wixsite.com/jeffreykoshgraphics/home>)

That is a total of slightly over 12 thousand undead. The bodies on the surface are also said to reanimate not as zombies, but as ghouls, meaning there are now slightly over 2 thousand ghouls and 10 thousand zombies that will manage to descend from the mountain in 48 hours. Way above what a low-level party in any D&D-adjacent game can handle. A lot of high-level ones may struggle with this.

If this happens in Mystara, what does it mean? Would it spell doom for the Known World, as it is ravaged by a horde this enormous? Not exactly.

EMPIRE OF GHOULS NOT

First of all we should consider the numerical advantage this horde of zombies has. Their numbers are roughly the size of the entire population of Black Eagle Barony, humanoids included. There are very few countries with a standing army large enough to match it. Let us crack "*Poor Wizard's Almanacs I and II*" and see who can match these numbers. Both books list the percentage of population serving in the country's standing army and what force it can call upon in time of war. This is important as if the country will need to bring their wartime forces, it means severely weakening their defenses. If the entire army is fighting zombies in the north, southern neighbors are likely to see your kingdom as a free meal. Gathering wartime army also takes time, meaning the zombies will be rampaging across the land for that much longer, doing worse damage.

Thyatis's total military force in peacetime is listed as over 223 thousand before "*Wrath of the Immortals*" by "*Trail Maps*", and 122 thousand after. Glen Welch's analysis gives them a force of thirty active legions, each one 5 thousand soldiers in size¹. They can easily dispatch three, a mere one tenth of their military power, to crush the zombies. As such, we can ignore the empire in this analysis as they can easily handle this, especially when taken into consideration that a trained military unit operating with strategy and coordination is going to be much more dangerous than a mindless horde of the

dead. For Thyatis this fact is an additional advantage, for other countries it's going to be often very crucial.

Alphatia is in a similar position. The empire as a whole has a standing army of nearly 51 thousands post "*Wrath of the Immortals*". With calculations done by James Ruhland² giving the country before WotI an army of 66 thousand, with the possibility of raising a military force of 165 and half thousand. But here we need to consider another factor. Alphatia has a ton of magic-users, of all kinds, at its disposal. As such it is easily capable of sending a smaller force just a few casters' strong, enough to wipe a huge chunk of undead with turning and Area of Effect spells. *Fireball* may wipe just a miniscule number of zombies when compared to the size of this horde. Multiple *fireballs* cast one after another by wizards protected by a wall of shields and swords is an entirely different thing. If Alphatia could not afford sending enough troops or raising a wartime army, they have another option: sending the slaves as an opposite horde, trying to beat the undead at their own game, so to speak. Slaves may not be willing to fight for their oppressors, but it is clear they are going to fight for their lives against the undead. Just put them in a position where they cannot escape.

This of course changes if we try to calculate the size of military forces in individual kingdoms constituting Alphatia, but that is a material worth of its own article by the sheer number of those.

¹ Glen Welch, "[Tactical Analysis of the Structure of the Armed Forces of the Alphantian and Thyatis Militaries](#)" at the Vaults of Pandius

² "[Thyatian Armed Forces AC 1018](#)" by James Ruhland at the Vaults of Pandius

DEAD COLD

Let us move away from the large empires then to the place where I put the module—the Northern Reaches. **Ostland** keeps a standing army of almost two thousand, that in wartime can be increased tenfold. For **Vestland** and **Soderfjord Jarldoms** the respective numbers are near two and half thousand standing and twenty four thousand wartime. As such each one of those would have to enter war mode and throw a large chunk of their entire military force at the horde. Vestland and Soderfjord would need to devote half of it to match the dead, while Ostland would need to devote around 60% of their whole force to do so. I'm sure their enemies would be delighted to see them needing to deplete that large number of warriors against an internal threat. They would prepare for an invasion before the nation in question can recover. Looking at you, **Heldannic Knights**. Not that they wouldn't be in a similar situation, with a standing army near half the size of the undead horde. And while their total military is an impressive sixty two thousand, and thus would need only around 20% of their total army to offset zombies' numerical advantage, the Knights are widely spread and may simply not be able to do that.

However, this is a good moment to bring up that the numbers alone are not a deciding factor. Humans have training and equipment on their side. They can coordinate their actions in a way undead can not. And in the majority of editions of D&D a zombie is gonna have a hard time hitting a Heldannic Knight or a Northern Reaches' warrior. Or speaking realistically, teeth and finger-

nails aren't gonna do much against a guy in full plate or a viking with shield and chain-mail. Realistically one warrior should be able to handle multiple undead, so the whole thing doesn't need mobilizing as a large force. Not to mention that both Heldannic Knights and Northern Reaches are bound to mobilize their clerics. Or, if you are far enough into Bruce Heard's Heldannic Timeline³, they may even have their own paladins.



³ [“Heldannic Knights -- Historical Timeline”](#) by Bruce Heard at the vaults of Pandius

CHARGE OF THE CALVARY

Similarly I do not think **Atruaghin Clans** have anything to worry about. Sure their standing army comes at not even half the size of the undead horde. But the only mountains they have are north of Horse Clan territories. Now here's the thing: Horse Clan are one of best calvaries in the Known World. An accomplishment for a civilization whose technology is listed as "stone age," while everyone else seems to be roughly at the level of the Renaissance. Calvary is very good at taking down the infantry, especially if you use hit-and-run tactics to lure large chunks into a trap and massacre them. And what is a horde of zombies if not an extremely slow, disorganized and stupid infantry? One that has no weapons or armor, one that cannot adapt or learn from past mistakes. And their advantages are only sheer numbers and inability to flee in terror... which isn't so helpful when they cannot break the line of defense, since they never could form one in the first place. Moreover, archers can have a field day with zombies, as long as you aim at the legs. The dead do not feel pain and an arrow won't kill them. But a leg needs to function properly if they're supposed to walk. A hit in the wrong place is bound to send a person down simply because the leg can no longer hold the weight of the body.

A very good strategy could be to lure chunks of the horde into traps with hit-and-run tactics, make them unable to walk with arrows to the knees, then have the cavalry just stampede over prone zombies, crushing skulls. It will be a long and methodical effort, but I believe it will all end as a glori-

ous victory for the Horse Clan, that hopefully will satisfy their thrill for battle and make them a bit less of jerks to their neighbors for a little while.

Situation with **Ethengar** is similar, but with even larger cavalry, possessing better equipment. The thing is, I do not think the uncoordinated horde of undead would even reach the Khanates. There is enough area of hills between the country and nearest mountains that it is far more likely the zombies will just wander off in all directions. The part that will reach Ethengar is going to be much smaller, maybe even just a few small groups that can be easily dealt with. The area between the mountain and the Khanates will likely be infested with zombies for years to come, but there is no immediate danger.

HAVE YOU SEEN MY ZOMBIES?

Let us now move to **Darokin**. This is a peculiar case because Darokin does possess a standing army (and post-WotI their full force was reduced to the size of said standing army) that from the start is nearly twice the size of the undead horde. Meaning they can easily overcome the threat by numbers alone. And again, they are likely to be strategically organized and possess technology advanced enough to not need equal numbers. However, Darokin is pretty vast and the army is spread all across the borders, meaning they may not be able to quickly mobilize enough force to deal with zombies. But it also works in their favor as the undead are bound to eventually just, again, wander off in all directions. The horde is

going to spread itself if unopposed and this paradoxically makes them easier to defeat for the individual military units, picking small groups one by one. However, if not properly equipped to track the undead down and hunt them, it is likely that the local area for miles will just have zombies wandering in and out of sight constantly. If you want to have an event like this have an impact on the setting, but not wreck it entirely, you could mark several hexes as “zombie hills” or “plains of death” and have random encounters on the road through it be more likely to give you zombies than anything else.

Similarly the Emirates of **Ylaruam** have a standing army of less than three and half a thousand, but an additional issue is that the zombies will have to walk through the desert. So not only chances are they just, say it with me, wander off in all directions, but that they get buried under the sand or stumble upon desert ruins. Again, it is possible that several hexes near the mountain the zombies came down from will become known as “desert of dead,” and random encounters with undead there will be more common. Something similar would happen in **Sind** and in the unlikely case the zombies would make the trek through the Plain of Fire, whatever remains from the horde should not be a match for the standing army of 27 and half thousand members of a warrior caste.

Five Shires’ Standing Army counts at nearly nine thousand. I think this may be a big enough number for a trained army to deal with the zombies. Of course this being Five Shires they have Fangs at their disposal. Cavalry riding on small ponies, each

Fang composed of experienced adventurers from 2nd to 4th level, plus a pair of commanding officers, one of 6th and 8th level each. Which combines how easily the cavalry will deal with the zombies with how an adventurer is likely to last much longer and kill many more undead before they themselves expire. Of course this is assuming the bulk of this army isn’t busy invading Black Eagle Barony.

Speaking of which, the Grand Duchy of **Karameikos** gets a similar number for standing army to the Shires, but without that factor. Fort Doom is an impenetrable fortress and if Baron Von Hendricks and Bargle are still around in your campaign, they likely have a large contingent of humanoids at their disposal. Still, the total population of the barony is listed as 10 thousand, majority of which are fishermen. Zombies themselves may be very good at a siege since they can just go on forever. I wouldn’t be surprised if Van Hendricks and Bargle tried to take control over the undead and use them for their own needs, which sounds like a very interesting adventure hook. So does a possibility of an undead horde either breaking the Hin siege of Fort Doom or forcing the two sides to work together. Castellon Keep may have a similar issue. And I wouldn’t be surprised, if the adventure was put together with “*B1 Keep on the Borderlands*”, if zombie invasion forced the keep’s defenders to work together with residents of Caves of Chaos against a common foe. Or that the zombie apocalypse itself was something the party was tricked into unleashing by the evil cult in the Caves. Threshold, due to being home to many adventurers, can be relatively safer than others.

Depending on when you place this adventure in time Darokin, Ylaruam, Karameikos and Five Shires have one more factor to consider. They are part of Western Defense League. Meaning they could potentially pull their forces together if one gets attacked by the horde. This may have interesting consequences on the international scene. The world will be watching. Thyatis, Heldann, Hule, Ethengar and, if it's still up, Alphatia are all likely to have sent their people to gauge the performance of WDL against the horde and form opinions about it. How well will the alliance handle this threat will determine how keen any of these would-be hegemonies are to challenge them.

CLOSE ENCOUNTERS OF THE ZOMBIE KIND

Principalities of **Glantri** have a standing army of nearly the size of the horde. And post-*Wrath* their wartime army shrinks nearly to the size of standing army. They do have a lot of magic-users so they could theoretically mobilize enough of them to just put the undead down with continuous bombardment of spells. It should at least weaken them enough for the regular army to finish them off. If not, then I could see three other possibilities. First one is similar to Bruce Heard's *Fall of Glantri*⁴, where the princes are forced to abandon their country, fleeing from a goblin horde that won by overwhelming numbers. This is the least likely of the scenarios. Second option, the Principalities lift their clerics' ban and invite

a huge number of clerics to help with this threat. Something similar has happened at the end of Glen Welch's "*War On All Sides*"⁵ alternate timeline: Glantri was forced to accept clerics to deal with rampaging



undead left from hordes Brennard McGregor and Morphail Gorevitch-Woszlany unleashed against Alphatian attack. Third possibility is that the two above-mentioned princes and their principalities come with means to take control over the zombie horde. This would be a huge asset to the Glantrian army, but it may also breed fear among other princes, unwilling to just let a rival have a private army the size of a Thyatian legion or two on their command.

Neither the first nor second volume of "*Poor Wizard's Almanac*" list the percentage of population to calculate the army of **Minrothad** Guilds. If we assume it is comparable to other known world nations, it would be between two and three and half thousand standing, ten times that in wartime. For **Ierendi** these numbers are slightly over a thousand standing and ten thousand wartime. Both however benefit from the fact their mountains are all placed on islands.

⁴ "[World in Flames: The Fall of Glantri](#)" by Bruce Heard at the Vaults of Pandius

⁵ "[War On All Sides](#)" by Glen Welch at the Vaults of Pandius

Worst case scenario, a single island may be overrun by the undead for the time being, but the nation itself will remain relatively unharmed. I suspect Ierendi will send a large number of Adventurer's Club members, which include a red dragon, to deal with the issue. Minrothad will probably outsource this, maybe even to the same Adventurer's Club.

In **Savage Coast** the only place for this module are the Black Mountains. This means only some of the city-states—Zvornik, Zagora and Nova Svoga—are threatened by the potential zombie attack. However, I could not find information on their military size. Using calculations similar

to those described in PWA, I do not believe they could be very large, due to the small size of each nation. If we generously assume that in wartime they could muster enough force to push against the undead, they come at risk of being then attacked by their rivals or by Hule, whose threat looms always above them.

I think this analysis shows that, despite its world-shattering reputation, "*Death, Frost, Doom*" is not going to deal as horrifying damage to Mystara as to other settings. In fact it may be used to spice a bit more flavor or generate many interesting plot hooks. All it needs is a bit of strategic placement.

STRANGE VAMPIRES OF MYSTARA

Continued from page [26](#)

became valravn following a battle between humans and dwarves then that is the flesh they crave, and they choose the weakest prey they can—the very young, and the elderly and infirm.

Their origin gives them a certain amount of protection from normal weapons—they can only be hit by silver or magical weapons. The process of becoming a valravn also imparts them with some of the sorrow of those who have fallen. Their cry sounds like that of other ravens, but has undertones of the wails and screams of fallen

warriors. All within 40' hearing the cries of a treachery (the collective noun for a group of valravn) of 6 or more must make a saving throw vs. paralysis or fall to the ground as if felled warriors for 1d6 rounds.

Like all ravens they tend to collect shiny, valuable objects, which are taken back to their lairs, typically on rock faces or in the heights of mighty trees.

TOMB OF ANNIHILATION

in **MYSTARA**

An adaptation of the 5e campaign
to the Thyatian Hinterlands

by Giampaolo Agosta (Agathokles)



This article is dedicated to the memory of Maurizio Zannini, longtime member of the Italian Mystara community.

This article provides a set of adaptation options for “*Tomb of Annihilation*”, with the goal, on one hand, to minimise the effort for the DM, and on the other, to maximise the “Mystaran factor” in it, providing the players with as much immersion as possible in the setting.

“TOMB OF ANNIHILATION” OVERVIEW

“*Tomb of Annihilation*”¹ is a D&D 5e campaign-length adventure, which is basically a retelling of “*Dwellers of the Forbidden City*”², expanded with an “*Isle of Dread*”-style wilderness adventure, and the final eponymous tomb. The addition of the jungle exploration and the tomb allows “*Tomb of Annihilation*” to be a full-scale campaign rather than a single locale-based adventure.

As such, it is an ideal candidate for an adaptation to Mystara, where the tradition of hex-crawls in “lost world” areas dates back to the seminal “*Isle of Dread*” adventure, from which “*Tomb of Annihilation*”, as mentioned above, draws significantly.

¹ [“Tomb of Annihilation” entry](#) at Wikipedia

² [“Dwellers of the Forbidden City” entry](#) at Wikipedia

Plotline and Hook

The main driver for the campaign is the “Death Curse,” an event that traps the souls of the dead into a special device, the Soul-monger, that the archvillain Acererak is using to empower an Atropal (a type of godlike entity), with the goal to transform the Atropal into an evil god. Furthermore, people who have been resurrected in the past start wasting away at a pace of 1 hit point per day since the activation of the Soulmonger.

The adventure aims at taking PCs from level 1 to level 10, spending the first few levels in Port Nyanzaru and in the surrounding jungle, then moving towards the Forbidden City itself by level 5, and into the Tomb of Annihilation by level 9.

A peculiar aspect of “*Tomb of Annihilation*” is permanent death. Due to the effect of the Death Curse, the souls of the dead are trapped, and progressively consumed by the Atropal. Therefore, resurrection and similar magics do not work for the duration of the campaign.

The initial adventure hook is that the characters are hired to find and destroy the Soulmonger by a rich merchant who is afflicted with the wasting effects of the Death Curse.

Weaknesses

While the adventure is otherwise well designed (possibly one of the best 5e adventures of this scope), the premise and hook lead to some weaknesses:

- Very low-level adventurers are hired to deal with a world-wide, incredibly powerful threat. This is rather absurd, considering that people who have been resurrected include many rich and powerful individuals who could certainly hire higher level parties.
- The adventure poses a strict deadline, as the patron will be dead in less than 80 days (some leeway is allowed as souls are not immediately destroyed, but in my run it took over 120 days to reach the Tomb). Thus, the PCs are expected to go from zero to hero in less than three months.
- Reaching the Tomb too early will result in a total party kill—the Tomb is difficult to exit, as well as filled with traps and deadly guardians.

Where is the Tomb in Mystara?

By default, “*Tomb of Annihilation*” is set in the *Forgotten Realms*’ jungle region of Chult, even though the original Forbidden City was part of the *Greyhawk* campaign setting.

The text of the module makes a token attempt to provide options for resetting it in other campaign settings. In particular, for Mystara, it proposes Specularum as a replacement for Baldur’s Gate, the Savage Coast for Chult, and Slogovich for Port Nyanzaru, the city in Chult where the initial phase of the adventure takes place.



The Jungle of Chult

Unfortunately, the idea does not really function well for a couple of reasons. First, the provided patron is a powerful wizard, and high level wizards are not especially common in Specularum. Second, the Savage Coast does not have many jungle areas, and particularly the environs of Slagovich do not match at all with the terrain of Chult.

However, there is no lack of jungles in Mystara, so it is easy to provide a better setting.

Another key aspect to keep in mind when deciding a location for the Tomb, beyond the geographical features, is the set of races and monsters that feature prominently in the adventure:

- **Tabaxi:** in Mystara, *rakasta* take the tabaxi's place as the default feline humanoid species.
- **Pterafolk:** these flying dinosaur-men have no direct correspondent in Mystara, although the *krolli* might be used in a pinch.
- **Chultan humans:** the *Tanagoro* humans are the most similar in appearance and language to the Chultans of the Forgotten Realms, and are quite common in many regions of Mystara, including Skothar and parts of Davania.

• **Aarakocra:** *faenare* are the primary bird-like humanoid race in Mystara.

• **Grung:** these are amphibian humanoids, similar to salamanders. In Mystara, there are three types of salamanders: the elemental fire and frost salamanders, and the *newt* (from Thunder Rift, actually). The latter are the most similar to grung.

• **Dwarves:** groups of degenerate and dispossessed albino dwarves are found in Chult. The limited diffusion of dwarves in Mystara makes replicating the albino dwarves somewhat more difficult.

- **Yuan-ti:** these serpent-folk are not a major issue—they feature prominently in the adventure, but may be considered native of this area only, if needed.
- **Batiri goblins:** these tribes of matriarchal goblins are not difficult to match, but still need to be taken into account.
- **Tortles:** *tortles* are natives of the Savage Coast, although they could be conceivably found elsewhere, particularly in nearby areas.
- **Kobolds:** 5e draconic kobolds are better represented by *caymas*. These are native to the Orcs' Head Peninsula, but might have been brought elsewhere by Herathian expeditions.

Finally, the factions that drive part of the side quests are an aspect to take into account:

- **Emerald Enclave:** this is simply the local druidic circle, so it is easily replaced, particularly in Davania, where true druids are found.
- **Flaming Fist:** in the Forgotten Realms, the Flaming Fist is a mercenary company that is also the military arm of Baldur's Gate, much like the Mercenary Guild of Minrothad or the mercenary companies of Torreón. However, it can as easily be recast as any standing army,

since the Flaming Fist do not really operate as mercenaries in the context of the adventure.

- **Harpers:** this well-known faction is not really appropriate as-is in Mystara, where people are rarely generic “do-gooders.” However, the Harpers’ involvement in the adventure is minimal.
- **Lords’ Alliance:** this is the political arm of Baldur’s Gate and other northern cities, including Waterdeep and Neverwinter. Mystara does not rely as much on city-states as world powers, but the Lords’ Alliance for the purposes of the adventure can be any colonial power.
- **Order of the Gauntlet:** this militant cult that worships deities of justice and vigilance, and opposes the undead plague in Chult. In Mystara, it can be any religious-military order associated with the local equivalent of the Lords’ Alliance.
- **Red Wizards of Thay:** Thay is a magocracy, and the Red Wizards’ presence in Chult is less overt than the Lords’ Alliance. Their main goal is to steal the Soulmonger. They can be replaced by any of the several magocracies available in Mystara.
- **Ytepka Society:** this is a local independentist secret society. It is not especially difficult to translate to Mystara, unless one needs to change the Chultan culture, in which case a new name is needed.
- **Zhentarim:** like their nemesis, the Harpers, the evil faction of the Forgotten Realms is a bit more difficult to translate to Mystara, which is a shades-of-grey setting. However, in the adventure they feature prominently as mercenaries for the local merchant princes, so some care is needed.

The ARM of the IMMORTALS

The Arm of the Immortals is a jungle area, pretty remote, and with mountain ranges. Porto Maldicão is a good candidate to replace Port Nyanzaru—it is a colonial holding, although it is certainly smaller than Port Nyanzaru. The terrain around Porto Maldicão is remarkably similar to the jungle of Chult.

The Arm of the Immortals also has some helpful features, including the presence of rakasta of the jakar and jakarundi breeds, which are possibly the most tabaxi-like of all the rakasta breeds. Also, it is not impossible to justify a Tanagoro presence in the area, and krolli are native. On the other hand, there are definitely no dwarves matching the albinos, and the nearest dwarven group is in Bellayne, with a rather different culture. Aarakocra might be replaced by the nearby enduks or ee’aar rather than by the usual faenare, or some kind of relation must be designed among them.

The Thyatian HINTERLANDS

The northern coast of Davania provides a good match in terms of terrain, particularly the Jackal tribelands. Port Nyanzaru can be replaced by Cittanova³, a colonial town on the northern tip of the Jackal tribelands.

The Hinterlands are a colonial holding of Thyatis, providing a good rationale to get both the PCs and several of the factions

³ See e.g. the [24 mph map of Northeast Davania](#) and its [associated notes](#) at the Vaults by Christian Constantin, based on previous works by John Calvin and Geoff Gander.

involved in the adventure in play. The presence of rakasta and goblins is easily explained, and Rockhome is known to have sent expeditions at least as far as Thanegioth, which is not too far and could explain the origins of the albino dwarves.

While the Hinterlanders are in canon M-Celts, there is enough space in the area to move the Jackal tribe south and east, leaving enough space for the Chultans to be an offshoot of the nearby Yavdlom. Alternatively, one could easily replace the Chultans with the Jackal Hinterlanders, albeit at the cost of having to rename half of the NPCs in the adventure⁴.

Other areas in Davania have more or less similar advantages and disadvantages as the Jackal lands, but the map does not fit as well, and they are more distant from the Known World, making a strong presence of Thyatian or other colonial powers less likely.

The Serpent Peninsula

The Serpent Peninsula sports a massive jungle (much larger than needed, actually). Kladanavich could serve as a starting point, if needed, although it is not as isolated as Port Nyanzaru. However, the map itself does not fit especially well.

The local Yavi population is of Tanagoro stock, and the Immortal Yav can easily replace the god Savras. However, Yavdlom is a large and powerful kingdom, so the area is not as remote as it is needed for the purposes of the adventure. Also, there are

⁴ Due to the sheer number of Chultan NPCs, in the rest of this article it is assumed that an Hinterlands adaptation is performed using the first approach.

no good matches for many races, as the Serpent Peninsula is mostly inhabited by humans (the elf-blooded Yavi and the Ulimwengu pygmies). However, goblins, turtles, and rakasta could all be easily explained.

Cestia

The map of Chult fits well with the one of Cestia, which is also in the right position from the point of view of climate. However, Cestia is far from the Known World, so it would be difficult to justify a colonial presence. Rakasta might be easily justified, goblins less so as the area is quite far from their main directions of expansion. The same is true (and possibly even more difficult) for dwarves.

TANGOR

Tangor, along the southern coast of Skothar, does have a large number of rakasta, as well as Tanagoro humans. The map fits relatively well, thanks to the sparsity of pre-existing information on Skothar, although it would need to be rotated, as the ocean is north of Chult, but south of Tangor.

The main colonial power in Tangor needs to be Alphatia rather than Thyatis, and PCs from the Known World are much less likely.

Table 1: Summary of Possible Locations

Location	Advantages	Disadvantages
Arm of the Immortals	Krolli can be used as pterafolk, jakar and jakarundi as tabaxi, Tanagoro presence is reasonable	Enduks and ee'aar probably need to replace the aarakocra, very far from any dwarven settlement, a lot of Mystaran background not so easy to adapt
Serpent Peninsula/Thanegia	Large Tanagoro presence, large jungle	Map does not match especially well
Thyatian Hinterlands	Map matches quite well, near the Known World	Hinterlanders are celtic in canon
Cestia	Already a Tanagoro land, map matches reasonably well	Cestia is a relatively unified kingdom with no relations with the Known World
Tangor Bay	Tanagoro land, many rakasta types	Map requires rotation

ADAPTING CHULT

Port Nyanzaru



Port Nyanzaru as a Thyatian Colony

In “*Tomb of Annihilation*”, Port Nyanzaru is an independent city state, although it does not have significant armed forces, while its former colonial masters do, right outside the city. Depending on where the DM decides to locate Chult in Mystara, it might make more sense to have Port Nyan-

zaru (or its local equivalent) as a colony rather than an independent city state. In this case, it is easy to recast the Harbormaster, **Zindar** (an incongruously powerful character for his role) as the colonial governor, and the merchant princes as merely a local council.

In the *Arm of the Immortals*, **Porto Maldicão** is definitely a colony of Texeiras. In theory it could break away, but then Texeiras would not have an interest in keeping its limited armed forces in the area. Here, Zindar is a krolli wicca in the employ of Texeiras.

In the *Serpent Peninsula*, **Kladanovic** is an independent city-state, and a former colony of Slagovich, most likely, or another of the Traladaran city-states. Here, Zindar is a mage from Tyjaret.

In the *Thyatian Hinterlands*, **Cittanova** is definitely a Thyatian colony, albeit not the provincial capital—that role is given to Raven Scarp. Here Zindar is the local Thyat-

ian governor—you can keep him as a former krolli mercenary from the Arm of the Immortals, or as a half-dragon, or even as a full dragon, thanks to the Thyatis-dragons agreement.

In *Cestia*, **Port Nyanzaru** is located in the Morovay kingdom, but it is an independent city-state backed by the Empire of Thyatis. It retains its independence because Thyatian fleets act as a deterrent for Morovay, and because the latter kingdom has other problems with its southern neighbours. Here Zindar can be an unusual figure, perhaps even a renegade Alphatian wizard.

In *Tangor Bay*, Eannal is part of the Alphatian Raj⁵. It is not the capital, and it is inhabited mostly by Tanagoro humans, so it is basically managed by the local merchant council on behalf of Viceroy Qanetar. Here, Zindar is the Alphatian overseer of the city.

Gods of Chult

Chult's main god is the enigmatic Ubtao, but there are several temples in Port Nyanzaru that require an adaptation. Most of them represent foreign religions from the colonial powers.

In the *Arm of the Immortals*, the following mapping can be applied:

- **Waukeen:** The Ambassador (Masauwu), as one of the chief Immortals of Texeiras and the Savage Baronies.
- **Gond:** Kagyar, the dwarven patron, easily reached from Bellayne.

⁵ see [“The Tigers of Kuraman”](#) by this author in *THRESHOLD Magazine* issue #20 at The Vaults

- **Savras:** Yav, the Immortal of prophecy from Yavdlom. Use Bozdogan instead for a darker spin.
- **Sune:** Valerias, another of the main Guardiano Immortals.
- **Tymora:** Milan (Mealiden Starwatcher), another of the main Guardiano Immortals.
- **Ubtao:** Ka the Preserver.

In the *Serpent Peninsula*, the following mapping can be applied:

- **Waukeen:** Halav. While it is not thematically appropriate, the Traladaran city-states all follow the cult of Halav as their main religion.
- **Gond:** Kagyar, the dwarven patron, easily reached from Cimarron.
- **Savras:** Yav, the Immortal of prophecy from Yavdlom.
- **Sune:** Petra, another important Traladaran Immortal.
- **Tymora:** Zirchev, another important Traladaran Immortal.
- **Ubtao:** Urt/Ulimwengu.

In the *Thyatian Hinterlands*, the following mapping can be applied:

- **Waukeen:** Asterius, the Thyatian patron of trade, merchants and thieves. The temple can be more generally part of the Church of Thyatis.
- **Gond:** The Twelve Watchers as part of the Augrist cult from Minrothad.
- **Savras:** Use Yav if the Chultans are originally from Yavdlom, otherwise Tiresias if they are replaced by the Hinterlanders.
- **Sune:** Valerias, as part of the Church of Thyatis.
- **Tymora:** Korotiku (as a native Tanagoro Immortal) or Tyche (as a Thyatian Immortal).
- **Ubtao:** Ka the Preserver.

In *Cestia*, the following mapping can be applied:

- **Waukeen:** Asterius, the Thyatian patron of trade, but it should definitely be expanded to include the entire Church of Thyatis.
- **Gond:** Possibly the Twelve Watchers as part of an Augrist mission from Minrothad.
- **Savras:** Isonara (Ixion). There is a mismatch in domains, but the Cestian religion does not offer many options. The same applies to Sune and Tymora below.
- **Sune:** Tamarepna (Ordana).
- **Tymora:** Vaati (Vanya).
- **Ubtao:** Ka the Preserver.

In *Tangor*, the following mapping can be applied:

- **Waukeen:** the Cult of Supremacy (followers of Brissard) is the main religion of the Alphantians in the area—this is a much darker take than the original adventure, though.
- **Gond:** Kagyar, the dwarven patron, can be part of a Stonewall colonization.
- **Savras:** Ssu-Ma, a Pachydermion cult from the north.
- **Sune:** Bastet, the main Rakasta Immortal.
- **Tymora:** Ixion, either in its Alphantian persona, or in the Jennite version.
- **Ubtao:** Ka the Preserver.

Factions

The next major issue is to adapt or convert the factions, as they play a major role in the adventure. Of course, it is simply possible to make minimal adaptations, such as replacing the gods followed by the Order of the Gauntlet or reassigning the home

base of the Flaming Fist. However, I do not particularly like the idea of worldwide factions, particularly ones that are not attached to state actors, like the Harpers or the Zhentarim.

EMERALD ENCLAVE

The Emerald Enclave does not need to be a global faction. It can simply be the regional druidic circle. Practically no change is needed.

FLAMING FIST



Fort Beluarian

The Flaming Fist needs to be adapted, depending on the specific location chosen for Chult in Mystara.

- In the *Arm of the Immortals* or in the *Serpent Peninsula*, the Flaming Fist is a Torrëoner mercenary company, El Puño Flameante.
- In the *Thyatian Hinterlands* or in *Cestia*, the Flaming Fist is the Legio XV Ferrata Firma, which is in charge of the region where the adventure takes place and

reports to Governor General Leila bint Nadir in Raven Scarp.

- In *Tangor*, it is the mercenary army of the Alphatian Raj, the Fist of Rathanos.

Key NPCs: Gruta Halsdottir remains unchanged, becoming an Eusdrian, Ostlander, or Qeodharian depending on the location of the adventure. Korhie Donadrue, Thaeven the Bald, and Sigbeorn Dunear should likely be adapted using Espa (Carlos Benitez, Tristan Castro, Santiago Campos), Thyatian (Curius Dentatus, Tiberius Calvus, Sextus Demetrius) or Alphatian (Thesked, Uthior, Quirkim) names.

Harpers

The Harpers are one of the less easy factions to place in Mystara. However, here are some options.

- In the *Arm of the Immortals* or in the *Serpent Peninsula*, the Harpers are the Friends of Freedom (the Chaotic society), or else one of the Inheritor Orders, most likely the Crimson Alliance (Neutral Inheritors).
- In the *Thyatian Hinterlands* or in *Cestia*, the Harpers are replaced by the Darokini-an Diplomatic Corps. They mostly operate to oppose the Thyatian influence in the area, and create distractions so that the Empire's eyes remain far from Darokin.
- In *Tangor*, it is the Tigers of Kuraman, a group of rebels and pirates fighting against the Alphatian Raj.

Lords' Alliance

The Lords' Alliance is simply the most relevant colonial power in the area.

- In the *Arm of the Immortals* or in the *Serpent Peninsula*, the Lords' Alliance is the Signatory Council of the Treaty of Tampicos.
- In the *Thyatian Hinterlands* or in *Cestia*, it is the Thyatian provincial administration headed by Governor General Leila bint Nadir in Raven Scarp.
- In *Tangor*, it is the Alphatian Raj.

Key NPCs: *Lerek Dashlynd* is unchanged if he is Alphatian, otherwise use a Thyatian (*Laelius Decimus*) or Espa (*José Luis Diaz*) name.

Order of the Gauntlet

The Order of the Gauntlet is another relatively simple faction—it is simply replaced by one militant order from the chosen colonial power.

- In the *Arm of the Immortals*, the Order is composed of Defenders of Fanha.
- In the *Thyatian Hinterlands* or in *Cestia*, it is the Sisterhood of the Grey Lady, another knightly order of Vanya. For a more complex version, in *Cestia* it can be the Heldannic Knights instead.
- In the *Serpent Peninsula*, the Order is replaced by the Knights of Halav.
- In *Tangor*, it is a religious warrior caste from the Rajasthan of Berlian-Wajik (and thus all the NPCs are rakasta).

Key NPCs: There are several NPCs associated with the Order of the Gauntlet. Since there are also several possible adaptations, see the table below for the replacement names for each case.

Table 2: Order of the Gauntlet

Original	Guardiano	Thyatian	Heldannic	Slagovich	Berlian-Wajik
Niles Breakbone	Nacho de Burgos y Vélez	Njall Breakbone (from Westrouрке)	Nils von Bruch	Nidzo Zlomovich	Patah Tulang
Ord Firebeard	Ordoño Ordóñez	(unchanged)	Berthold Feuerbart	Ordoño Ordóñez (from the Savage Baronies)	Mujur
Perne Salhana	Pedra Santana	Peregrine von Saale (Hattian)	Petra von Salhaus	Pera Salcich	Sela
Undril Silvertusk	Urraca Garra-de-plata	(unchanged)	Ulrike Silvertusk	Ula Silvertusk (a goatling)	Ikal
Sister Cyas	Sancha	(unchanged)	Gunhilde	Jasna	Hijau
Wulf Rygor	Lope Regueras	Marcus Ulpus	Wulf Gregor	Vuk Grigorevich	Waspada

Red Wizards of Thay

- In the *Arm of the Immortals* or in the *Serpent Peninsula*, the Red Wizards are Herathians.
- In the *Thyatian Hinterlands* or in *Cestia*, the Red Wizards can be Herathians or Alphantians, or even Glantrians. In *Cestia*, Alphantians are more likely, while one of the other options works better in the *Hinterlands*—myself, I used Herathians, mostly.
- In *Tangor*, the Red Wizards are henchmen of the King of Blackheart.

Key NPCs: *Valindra Shadowmantle* becomes a Shiye elf or an aranea with a Herathian elf persona, depending on the nature of the Red Wizards. If she is a Herathian, her name changes to *Yalsbeema*.

Ytepka Society

The Ytepka Society is purely local, and can be easily ported without changes.

Zhentarim

The Zhentarim need to be replaced on a case-by-case basis, as the idea of a global evil network is not very realistic in *Mystara*.

- In the *Arm of the Immortals* or in the *Serpent Peninsula*, the Zhentarim can be the Bleak League, or even the Inheritors of Flame or the Lawful Brotherhood.
- In the *Thyatian Hinterlands* or in *Cestia*, the Zhentarim can be the Minrothad Guilds, particularly represented by the Mercenary Guild, the Thieves' Guild, and the Blue Eels.
- In *Tangor*, the Zhentarim are the Cult of Supremacy, and the associated Company of Mage Adventurers. Note that in this version, they are allies rather than enemies of the Lords' Alliance, so some change may be needed.

NON PLAYER CHARACTERS

This section provides ideas for replacing or adapting some of the key NPCs from “*Tomb of Annihilation*”.

Acererak

Acererak is an iconic villain—of the Greyhawk setting. While he is a plane-spanning villain, and therefore does not strictly require an adaptation, it may be possible to better connect the adventure with other Mystara-focused plotlines.

In the *Arm of the Immortals*, Acererak can be replaced by *Ashepherath*, the most powerful of the Yeshom. The Yeshom are undead Herathian mages, who underwent a necromantic mutation to gain more power, obtaining an undead form with vast shape changing powers. Like Acererak in the original adventure, the Yeshom also like to kill people out of boredom, and gain nourishment from their souls. In this version, the *sphere of annihilation*, rather than being an external object, represents the engulfing power of the Yeshom.

Another option, that works well with just about any other location, is to replace Acererak with one of the Nithian lichs, especially if one has been freed during the campaign—this is what actually happened in my first run of “*Tomb of Annihilation*”, as the PCs had adventured on the Isle of Dawn, where they had inadvertently freed *Kbneramset*, a Nithian prince, from his tomb-prison, but canon lichs *Hashaburminal* and *Haptutbep* could work as well under the right circumstances. Since the

Soulmonger has only been active for 20 days at the beginning of the adventure, it is sufficient to have the lich freed some months before the start of the adventure, assuming he created the tomb at an earlier time. The use of a Nithian lich can also work well with the replacement of the Atropal with a Burrower (see below).

Artus Cimber AND the RING OF WINTER

Artus Cimber is a former member of whichever organisation replaces the Harpers. If he is a former *DDC agent*, then he was originally assigned to Norwold. If he is an *Inheritor*, then the Ring of Winter amplifies his Legacies and sustains them outside the Haze. If he is a former *Tiger of Kuraman*, then he is a rakasta rather than a human.

In the case of the Inheritor Artus, the frost giants might need to be replaced with a more appropriate group of enemies. Glassine horrors could be a suitable replacement, since giants are not found along the Savage Coast—glassine horrors are huge constructs, but sentient and definitely as alien to most jungle regions as frost giants (they are created by the ee’aar, but will serve others in return for gemstones).

Since Artus Cimber is a recurring character in the Forgotten Realms, the DM may want to alter his name when using the character in a Mystara campaign, although the name per se can easily work for a Darokinian character.

As to the Ring of Winter, it is an artefact, which might have been created by Hel to help her champion, Stodos, in reaching

Immortality. It keeps the same powers as in the original adventure.

The Atropal

To give the Atropal a Mystaran spin, it is possible to replace it with a dormant Burrower. The souls consumed by the Soulmonger will, at some point in time, partially awaken the Burrower. Note that Burrowers are particularly enemies of Ka the Preserver, as shown in “*Warriors of the Eternal Sun*”, so since Ka is likely Utao’s replacement, their presence as a key enemy would make sense.

Dragonbait

Dragonbait is a saurial in the original adventure. In Mystara, he could be recast as a wandering wallara champion, which would certainly be a good option for areas near the Savage Coast, or even for the Hinterlands. Otherwise, he can be a lizardman—possibly even a Malpheggi lizardman from the Hollow World. The actual nature of Dragonbait does not necessarily need to change with the selected location, since he is supposed to be a traveller from a faraway region even in the original adventure. Once more, like Artus, he is a recurring character in the Forgotten Realms, so he might be renamed, *Djargawalidj*.

Liara Portyr

Liara is the commanding officer of the Flaming Fist. As she is a high level character, she could be directly replaced by Laila bint Nadir in the Hinterlands or even in

Cestia. Otherwise, she can be used as is (maybe adjusting the name to sound more Thyatian or more Espa, depending on the location). In Tangor, she is an Alphatian mercenary officer, and can keep the same name.

Mwaxanaré and Na

These Chultan characters can remain unchanged, unless the DM wants to fully replace Chultans with Hinterlanders, in which case they need M-Welsh names.

Ras Nsi

Ras Nsi is the former guardian of Mezro, a lost city in the jungle, as well as the leader of the yuan-ti of the Forbidden City of Omu. There is little need to change this character, unless a full replacement of the Chultan culture is performed.

Volothamp Geddarm

This character has a minimal role in the adventure, and can be easily omitted. If necessary, he can be replaced with any of the local reporters for the *Mystaran Almanacs*: Gnighmen Lodestar for the Arm of the Immortals, Erakliton for Tangor Bay, Rikard Prospero for the Serpent Peninsula, and Favonius Viator for the Thyatian Hinterlands.

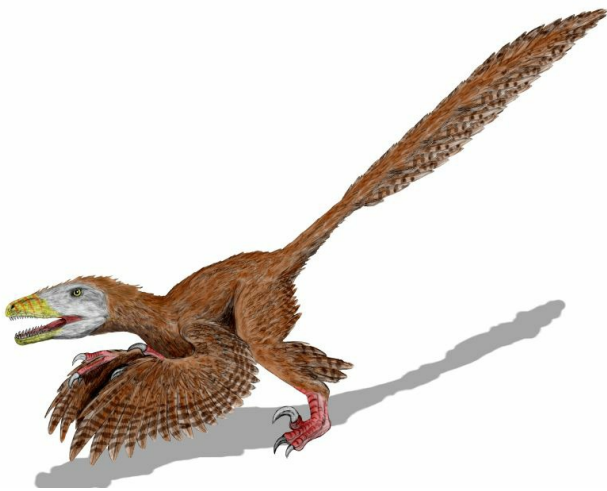
Xandala

In Mystaran terms, this half-elf draconic sorcerer is on a quest for Immortality, most

likely in the Sphere of Entropy, and recovering the Ring of Winter is part of her Quest. Given her nature, she might be either Glantrian (and her draconic sorcery is a feature of the Secret Craft of Dracology) or Wendarian (and then she is likely a follower of Idris, who bestowed the draconic bloodline on her). She is a traveller from distant lands, so either version works in all Mystaran locations for the Tomb.

Zindar

Zindar, the harbormaster of Port Nyanzaru, has been discussed fully in the section discussing the city itself, since his adaptation is closely dependent on the nature of Chult's capital.



IMPROVING THE PLOTLINE AND HOOK

In the original adventure, the main hook is provided by a wealthy patron, Syndra, who is a merchant, a wizard and a former adventurer. She is affected by the Death Curse due to a resurrection during her adventuring times, and has only so much time left before her soul is dragged into the Soulmonger. The premise is that she has already hired other (higher level) adventurers, and they failed, so she turns to the PCs. Obviously this is not a very believable hook—having failed with a given set of adventurers, she should retry with higher level ones, not with lower level ones. The world (Mystara in particular, but this is true for other heroic worlds, including the Forgotten Realms) certainly has more than enough level 10+ adventuring teams, and the Death Curse is a global threat, so multiple parties should be interested in ending it, and have no special reason not to cooperate.

A reasonable fix is to make the Death Curse progressively spread across the globe, starting with the reasonably remote Chult replacement. In this way, the DM can control the spread of the Curse so that the major powers (Thyatis, Alphatia, the Heldannic Knights, etc.) will send high level parties only after the original deadline (around 70 days). Note that at least the Red Wizards faction replacement might already be looking for the Soulmonger with the intention of deactivating it, although the most evil members might not want to destroy it outright.

If Acererak is replaced by a different villain, and the PCs start the adventure at a higher

level, then it is possible to provide some additional connection to justify their selection. In my run of *Tomb of Annihilation*, the PCs started at level 5. They had previously freed a Nithian prince from his pyramid prison in the Isle of Dawn, so they had at least a connection with the Acererak replacement. Furthermore, I replace Syndra with an unnamed Glantrian noble. The idea is that Glantrians do not have access to clerical magic, so in theory they are not resurrected. Thus, Glantri officially would not care too much (at least initially) about the curse, which actually weakens clerical powers and thus their enemies. However, some Glantrian nobles have been resurrected—maybe while adventuring abroad or by illegal clerics—and now face loss of status as well as death. Thus, they need to quietly hire adventurers to stop the curse before it's too late.

SECONDARY PLOTLINES AND LOCALES

The Hvalspyd AND the Frost Giants

The frost giants come from Frosthaven, of course. There is no need to change the specifics of the encounters, nor the motivations for them to be in Chult.

Jahaka Anchorage AND the Pirates

It is worth adapting the pirate captains to the specific area where the Tomb is set. Otherwise, the plotline is mostly unchanged.

Elok Jaharwon: this character is a Chultan pirate captain, so he can remain unchanged. He is a wereboar in the original adventure, but could be changed to a weretiger if the adventure is set in Tangor Bay.

Laskilar: this pirate captain can be a Vilaverdan swashbuckler (Luis Angelo de la Renda) or a Minrothaddan or Minaean human.

Zaroum Al-Saryak: this pirate captain is a Saragóner in the Savage Coast, a Ylari elsewhere.

Bosco Daggerhand: Bosco is a Minaean if the adventure is set in Tangor, a Texeiran in the Arm of the Immortals (Florestano Mão-de-punhal), and an Ierendian elsewhere.

The Star Goddess

This flying ship is, obviously, an Alphatian skyship in the Mystaran adaptation. It would be reasonable to adapt the officers by changing them into spellcasting NPCs (e.g., the Navigator Ra-das becomes a **bard** or **priest** while the captain Thasselandra becomes an **apprentice wizard**, and the master-at-arms, Falx Haranis, can become a Shiye elf—just add a cantrip attack to the standard **veteran**).

Note that these people might be the survivors of an Alphatian expedition to destroy the Soulmonger, and could easily join forces with the PCs. In my campaign, several of them went on to become replacement PCs or hirelings.

APPENDIX: CHARACTER OPTIONS

This appendix provides some character options to quickly define backgrounds and origins for 5e PC races and classes that make sense in the context of Mystara.

Character races

Some adjustments to races are needed. There are no dragonborn or tieflings in my version of Mystara, for instance.

So, I have implemented the adaptations reported in the table on page 93

Character classes

The majority of character classes and archetypes are general enough to be used without modification or adaptation. The exception is those character classes that involve a patron entity or deity. The table beginning on page 94 provides some options for those patrons, considering the region where the adventure takes place.

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The Vaults of Pandius



Table 3: 5e races in Mystara

5e Race	Mystaran equivalent
Dwarf	Both hill and mountain dwarves can work as rockborn dwarves in Mystara. The subrace choice can be based on the specific clan or region (e.g., Highforge dwarves are hill dwarves, whereas Northern Reach dwarves are mountain dwarves), but in Rockhome both subraces should be available.
Elf	As for dwarves, also for elves the subrace is normally based on the clan—except for the sea elves who map directly to the aquatic elves of Mystara. The shadar-kai could be used for the Minrothaddan water elves, and/or for the Shadow Elves. Use high elves for the Belcadiz, Vyalia, Torreón, and some Alphatian elves, and wood elves for the majority of other clans.
Halfling	Stout halflings are the standard variety in Mystara, while fleetfoot halflings are more of a variant than a separate subrace.
Dragonborn	Dragonborn can be remapped to the krolli, a race created by the Herathians. They are descended from wallara, thus kin to dragons to some extent. They normally fly, but this is compatible with 5e, more or less.
Tiefling	The simplest option is to use tieflings as a human variant, particularly the Flaems. Their appearance is obviously much more human-like than in standard 5e.
Goliath	Goliaths are called stalwarts in Mystara. They come from the Isle of Dawn, and possibly other mountainous regions, including the Altan Tepes. As such, they can be easily justified in a Thyatian- or Alphatian-controlled area as mercenaries.
Half-orc	Half-orcs can cover a variety of goblinoid/human hybrids for whom 5e does not have specific rules.
Half-elf	As usual, half-elves simply represent humans with some elven traits or elves with some human ancestry rather than a separate species.
Aarakocra	The faenare are the nearest species in Mystara.
Eladrin	Eladrin can be easily used to represent the sidhe, in particular in combination with the Warlock class.
Gnome	5e rock gnomes cover both sky and rock gnomes in Mystara. Forest gnomes may be used to represent brownies.
Turtle	Turtles are a natively Mystaran race. While they are native of the Savage Coast, they could reasonably be found in the Hinterlands in small numbers. They are less appropriate for the most distant locales (Cestia and Tangor).

Table 4: 5e Cleric Domains, Paladin Oaths and Warlock Patrons in Mystara

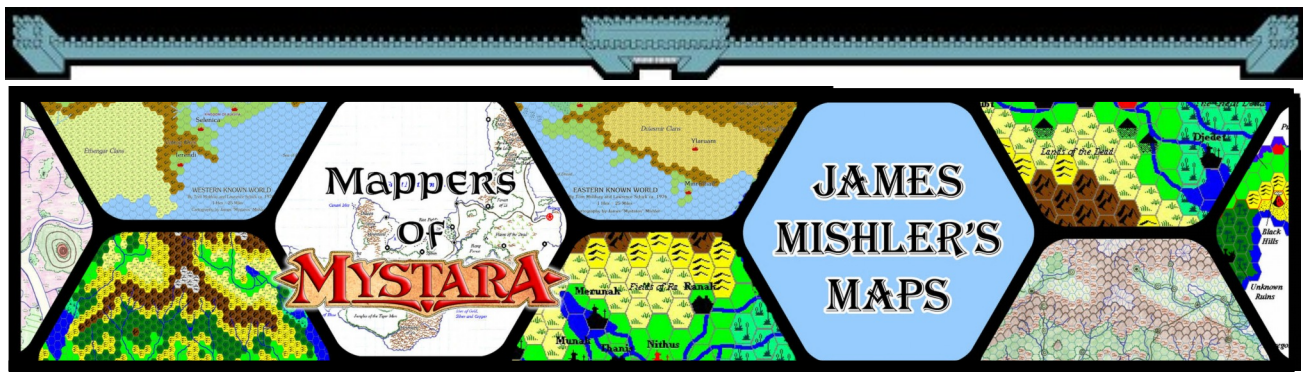
5e Domain/ Oath/ Path	Mystaran Immortals and Patrons
Cleric (Death)	Hel (Robrenn, Eusdria, Northern Reaches, Qeodhar, Frisland), Thanatos (Thyatis, Tangor, Blackheart), Nyx (Thyatis, Karameikos, Orc's Head), Orcus (goblinoids), Demogorgon (goblinoids)
Cleric (Forge)	Kagyar (dwarves everywhere), Wayland (Isle of Dawn, Tangor, Norwold, Thyatis), Garl (gnomes), and the Twelve Watchers (Minrothad, Darokin)
Cleric (Grave)	Hel
Cleric (Knowledge)	Odin (Northern Reaches, Robrenn, Eusdria, Thyatis, Norwold), Tiresias (Thyatis, Milenian City-States), Ilsundal (elves), Khoronus (Alphatia, Thyatis), Yav (Serpent Peninsula)
Cleric (Life)	Ka (Orc's Head, turtles, rakasta), Valerias (Thyatis, Savage Baronies, Herath), Alphatia (Alphatia)
Cleric (Light)	Ixion (Narvaez, Orc's Head, goblinoids, Alphatia, Thyatis), Rathanos (Thothia, Alphatia)
Cleric (Nature)	Djaea (Thyatian Hinterlands, Isle of Dawn, Jennites), Terra (goblinoids, Alphatia), Frey and Freyja (Northern Reaches, Eusdria), Ordana (Robrenn, Bellayne, Minrothad)
Cleric (Tempest)	Thor (Savage Baronies, Northern Reaches, Thyatis), Odin (Thyatis, Northern Reaches)
Cleric (Trickery)	Korotiku (Herath, Thyatis), Asterius (Thyatis, Robrenn), Eiryndul (Alphatia), Talitha (Alphatia), Loki (Northern Reaches, Hule)
Cleric (War)	Halav (Karameikos, Slagovich), Thor, Vanya (Thyatis, Savage Baronies), Odin, Wogar (goblinoids), Kaarash (goblinoids), al-Kalim (Saragón, Ylaruam)
Paladin (Oath of Devotion)	Works for most good Immortals, particularly Petra, Halav, and Tarastia.
Paladin (Oath of Vengeance)	Associated with Vanya (for Thyatian/Guardiano PCs), and Yagrai (for goblinoid PCs). Brissard can work for Alphatian PCs.
Paladin (Oath of Conquest)	Associated with Vanya or Thor (for Thyatian PCs) and Kaarash and Wogar (for goblinoid PCs). Odin, Halav, and al-Kalim are other reasonable options.
Paladin (Oath of the Ancients)	This archetype is equivalent to the Druidic Knight found in Robrenn and similar lands (Thyatian Hinterlands, Isle of Dawn).

Table 4 continued on next page

Table 4 continued: 5e Cleric Domains, Paladin Oaths and Warlock Patrons in Mystara

5e Domain/ Oath/ Path	Mystaran Immortals and Patrons
Warlock (The Fiend)	<p>The Fiend is either one of the actual Fiends (Alphaks, Orcus, Demogorgon and Leptar), or the Immortal locked into the Carven Oak (Oleyan). Thus, Minrothaddan wood elf keepers can be represented as Warlocks</p> <p>Alphaks works well in Alphatia and Thyatis, Orcus and Demogorgon in the Savage Coast and Karamaikos.</p>
Warlock (The Archfey)	<p>The Archfey can be one of Oberon, Titania, Gwynn ap Nudd, or Iubadan. Chuarbhidhe is another viable option.</p> <p>Eladrin Warlocks with the Archfey patron are also a good choice for sidhe characters (using the Pact of the Blade for sidhe warriors, and the Pact of the Talisman for the sidhe rogue).</p> <p>Since the Dreamlands can move around Mystara, these patrons may be used in most areas.</p>
Warlock (Great Old One)	<p>Reasonable choices in Mystara are Arik, Zargon, the Outer Beings, or the Burrowers. The Burrowers are particularly interesting as the Atropal is replaced by a Burrower in this adaptation. They all work equally well in most regions.</p>
Warlock (The Genie)	<p>Genie patrons are easy to adapt to Mystara. Any of the Elemental Lords or the Genie nobles could easily work in all regions.</p>





**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.

JAMES MISHLER

Sparks of genius from one of the community's founding members

A member of the Mystara online community from its earliest days, James has contributed an incredible wealth of material to the setting. He is a prolific designer, and nowadays a published RPG designer to boot. While his main Mystaran legacy is undoubtedly his articles, he also created some highly significant maps whose lasting influence can still be felt today.

Profile

Nickname: [Mystaros](#) ([Vaults author page](#), [Piazza profile](#), [Company site](#), [Personal blog](#), [DriveThruRPG products](#))

Location: Wisconsin, USA

Maps Posted: 1998-1999, 2003, 2005, 2015, 2019

Areas of Interest: [Known World](#), especially [Karameikos](#)

Scales: [24 miles per hex](#), [8 miles per hex](#)

First Posted Map: Ancient Nithian Empire, 24 miles per hex (July 1998)

Software: Various-hand-drawn, Andrew Theisen's Mapping System, Hexographer

Mapping Style: Various, depending on the map

Fonts: Times, Algerian D, Arial



OVERVIEW

Under the nickname of Mystaros, James Mishler has been a part of Mystara's online community since time immemorial. Uh, well, that is, at least since 1995, and the beginnings of the Internet. Back then, Mystara's home on the web was limited to TSR's message boards on AOL. James was a frequent poster there, interacting with other fans as well as TSR staff..

Mystara AOL and the netMAGs

Always a prolific writer and designer, he posted various glimpses into his developments for Mystara-many of which were preserved in Brant Guillory's [Mystara netMAG series](#); James was a regular contributor from *netMAG 3* until the last issue, *netMAG 8*. The topics he chose to write about are an eclectic mix, and yet many of his later interests were already present: Taymor, the Thanegioth Archipelago, Kaarjala, and a focus on populations, migrations, and their languages. All of this and more from this time can be seen and enjoyed at the [Vaults of Pandius](#).

It seems like ancient history now, but back in those early days, Mystara was still (barely) in print, Red Steel was just appearing (before being rebranded to Savage Coast), and Bruce Heard was still working at TSR-which was still functioning, with the Wizards of the Coast buyout and rescue yet to happen.

Thanks to that climate, reading [the old chat logs](#) is quite informative, as at first there is still talk of possible products to come, as

well as real time reactions to Mystara's cancellation, and so on. One such discussion was about possible future trail maps, about which James speculated as follows:

If my calculations are correct, each of the trail maps covers approximately 700 miles from east to west; if the new maps would be a continuation of the old maps to the west (i.e., Sind and the Great Waste), 2 maps would cover an area from around the eastern end of the territories of the Atruaghin Clans (which were not portrayed in the original trail maps) to a point just east of the territory claimed by Slagovich. 3 more maps focused on the Savage Coast would cover the area from just east of Slagovich nearly to The Horn, not quite including the entirety of Orc's Head Peninsula. The breakdown: 1st map is from east of Slagovich to just west of Estado de Guadalante; the 2nd map then covers the area to the border between Renardy and Bellayne; and the 3rd to The Horn. A fourth map would cover the area from The Horn to about the middle of the mountains dominating the Arm of the Immortals. Altogether, 6 new maps to cover the entire area, not including the parts north and south (because of the near "marginal" material, there is some play in this area; however, almost all of the Serpent Peninsula would be out of the picture). This would not be a terrible problem, as the map could be dropped down a few hundred miles south, as much of the region north of the Savage Coast and Sind is, as yet, underdeveloped in an "official" manner.

Would it ever be possible that the Isle

of Alphatia would be developed on such a scale?

James Mishler, "Re: Trail Maps", 21st August 1995, Mystara AOL Message Board

Unfortunately trail maps as a product were never a success, due to unforeseen costs—the folding process was ridiculously expensive, and remains a barrier to printing such maps to this day—and none of this has come to pass. On the other hand, in terms of the maps themselves, what James outlined back then, more than 25 years ago, remains a tantalising dream, and one that the Atlas of Mystara still aims to deliver on in the near future.

The Heyday of the Mystara Mailing List

From 1997, James moved his focus to the burgeoning Mystara Mailing List. While AOL was a closed garden, limited to AOL subscribers, the MML was open to all comers. Due to the popularity of BECMi outside of the US, a relatively large portion of Mystara's fan base was (and still is) made up of international members: people from the UK, Italy, France, Germany, Australia, Ireland, Spain, Mexico, Brazil, and many other countries; people who grew up with the Red Box and the Gazetteers, and never saw AD&D as a step upwards, if it was even available at all in their language.

This was truly the heyday of the MML, and James was a great contributor. Aside from his writing, he also began to post maps to his site, giving his design a new and excit-

ing aspect, which of course is our primary interest here at the Atlas. The first of these was Ancient Nithia, done in Andrew Theisen's hex mapping system in MS Paint. In fact, James had long been drawing his own maps, but he nevertheless chose to post mostly digital maps. (See page 99)

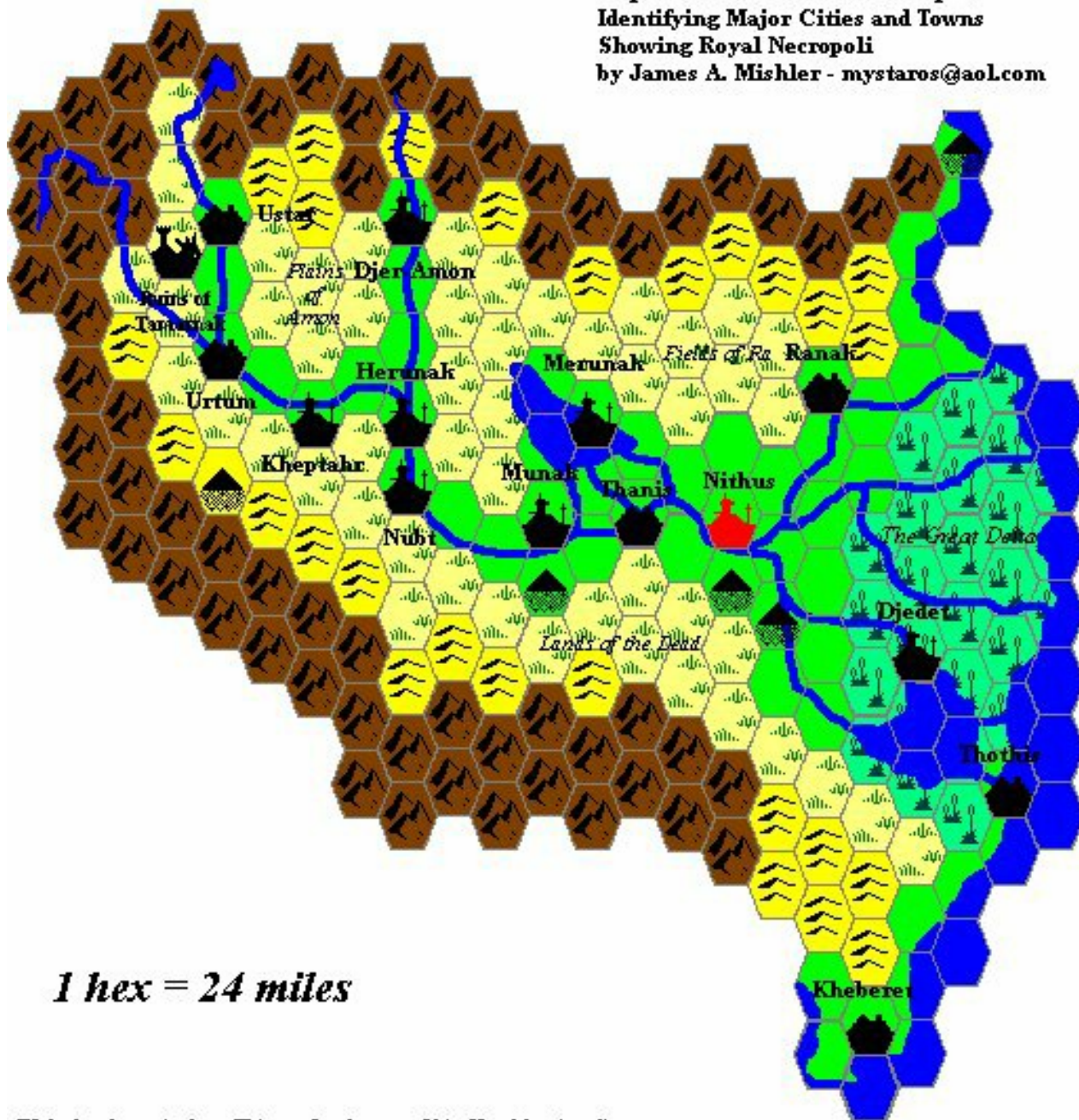
An exception to this came next in the form of his political and geographic maps of Ochalea (see page 100), which used his hand-drawn map as a backdrop to enhance with digital labelling and other markups. As with Nithia, there was a clear link between what he was designing and the maps he drew. This may seem obvious, but to me it's the sign of a true designer, with feet in both the writing and production/cartography sides.

The MML was all about discussion, of course, and James never shied away from controversial topics, as you can see from this wonderful quotation:

Hmmm... One thing I have been wondering about lately is where people have been placing Blackmoor, Thonia and the other nations mentioned in the DA series. I always thought that Blackmoor and Thonia were clearly placed on Skothar according to the HW world maps (though Blackmoor and Thonia were reversed, see below). I've heard of people placing Blackmoor on Brun, but never on Davania. What is the general consensus in the Mystara list, if there is such a thing. 😊

James Mishler, "Re: Arica", 27th April 1997, Mystara Mailing List

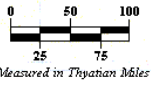
**Map of the Ancient Nithian Empire
Identifying Major Cities and Towns
Showing Royal Necropoli**
by James A. Mishler - mystaros@aol.com



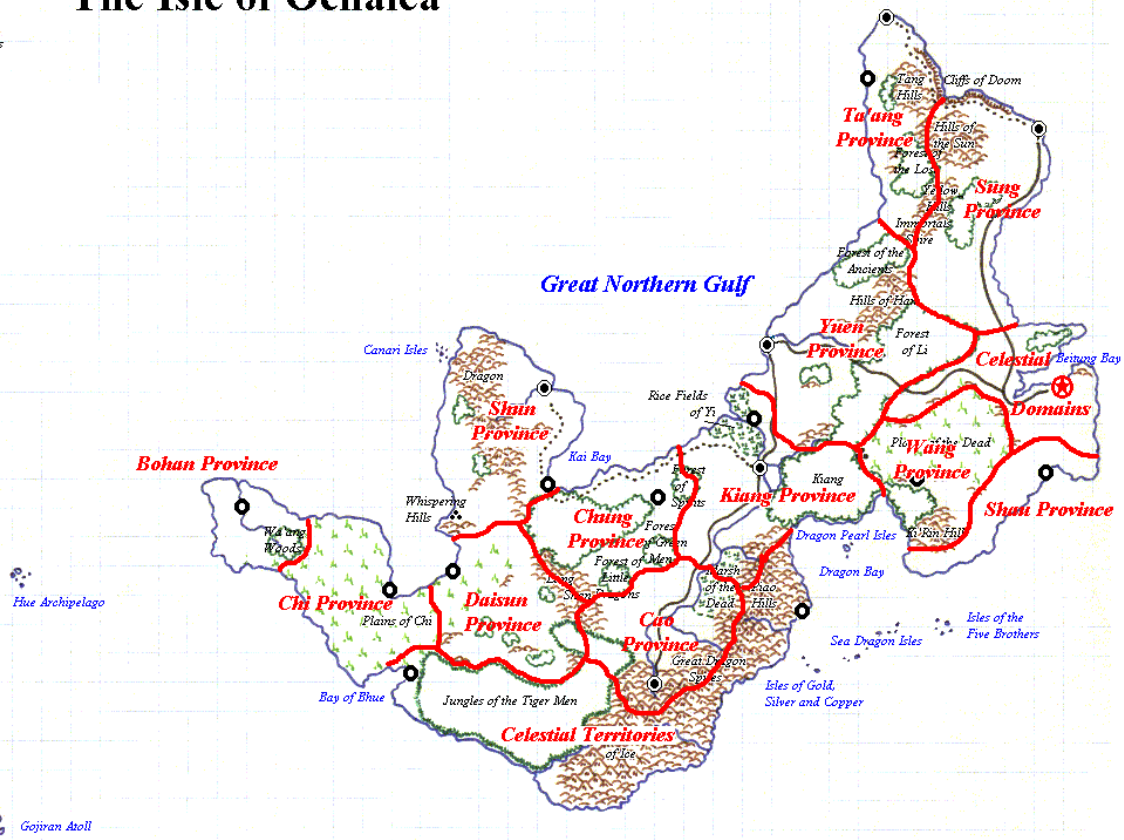
1 hex = 24 miles

With thanks to Andrew Thiesen for the use of his Hex Mapping System

Ancient Nithia, c. 1500 BC, 24 miles per hex, by James Mishler, June 1998



The Isle of Ochalea



Geographical map of Ochalea, by James Mishler, September 1998

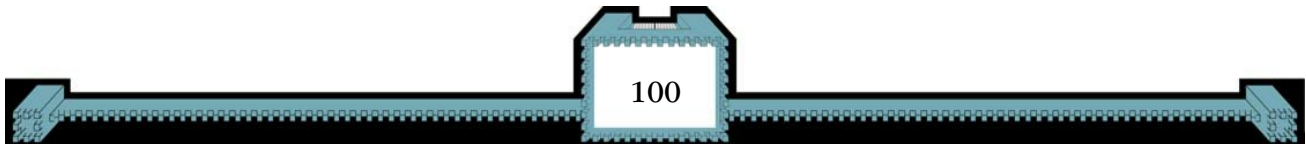
In fact, I had my own clashes with him, and I must say, reading them again almost 25 years later, I am somewhat aghast at what a jerk I was 😊 back then! Sorry about that, James.

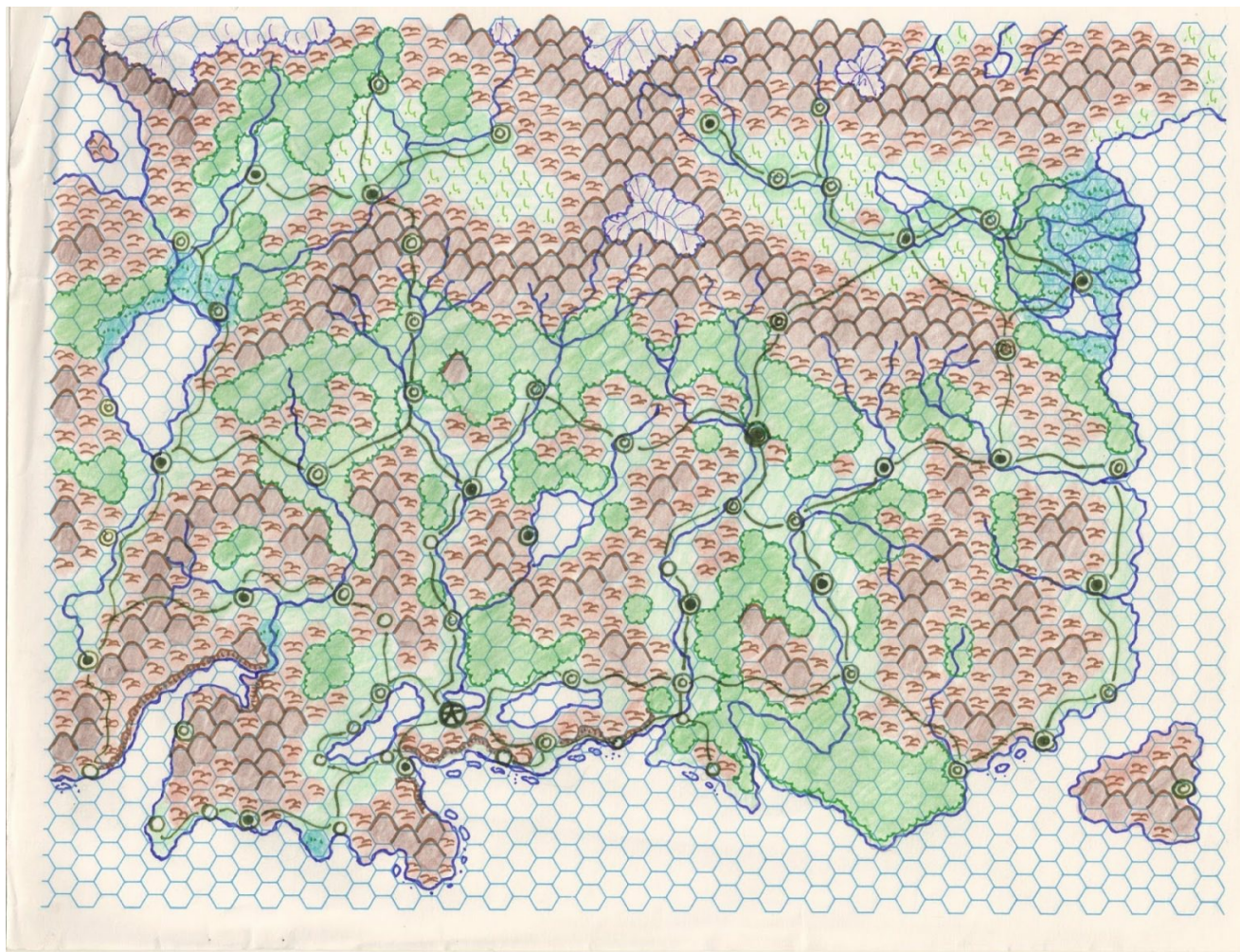
Other highlights of his MML years were [Southeastern Brun](#) in the era of ancient Taymora (see page 101), his take on the [Malpheggi Swamp in the Westerlands campaign](#), and [Nueva Ispañola](#) in the Thanegioth Archipelago. All of these went on to influence later fan productions.

Later Years

After activity on the MML died down, James spent many years pursuing his career as a professional game designer, posting less about Mystara. Indeed, his Mystara work of that time-revised versions of [Atruaghin](#) (see page 102) and [Karamaikos](#) remained private for many years, and is only now coming to light.

More recently, he has returned to Mystara on his blog. In 2015, when Lawrence Schick posted his fascinating story of the





Taymora c. 2500 BC, by James Mishler, posted August 2015

Original Known World map, it was James who lovingly recreated [Moldvay and Schick's original map](#) (page 103, and interviewed Lawrence to make it the best it could be.

After that, he posted a few scans of old hand-drawn maps-lost treasures, if you will, that I am always very thankful to see.

And most recently he returned to Kara-meikos in 2019 to detail a new development in the Altan Tepe¹ Mountains around Castellan Keep, which he named [Tepeshiya](#) (see page 103).

¹ The mountains are called Altan Tepes from the map in GAZ1: "The Grand Duchy of Karameikos" onward, but were called Altan Tepe in the X1: "The Isle of Dread" original map.

The Atruaghin Clans, 1000 AC

Based on GAZ4, GAZ8, GAZ11, GAZ14, TM1, and Wrath of the Immortals

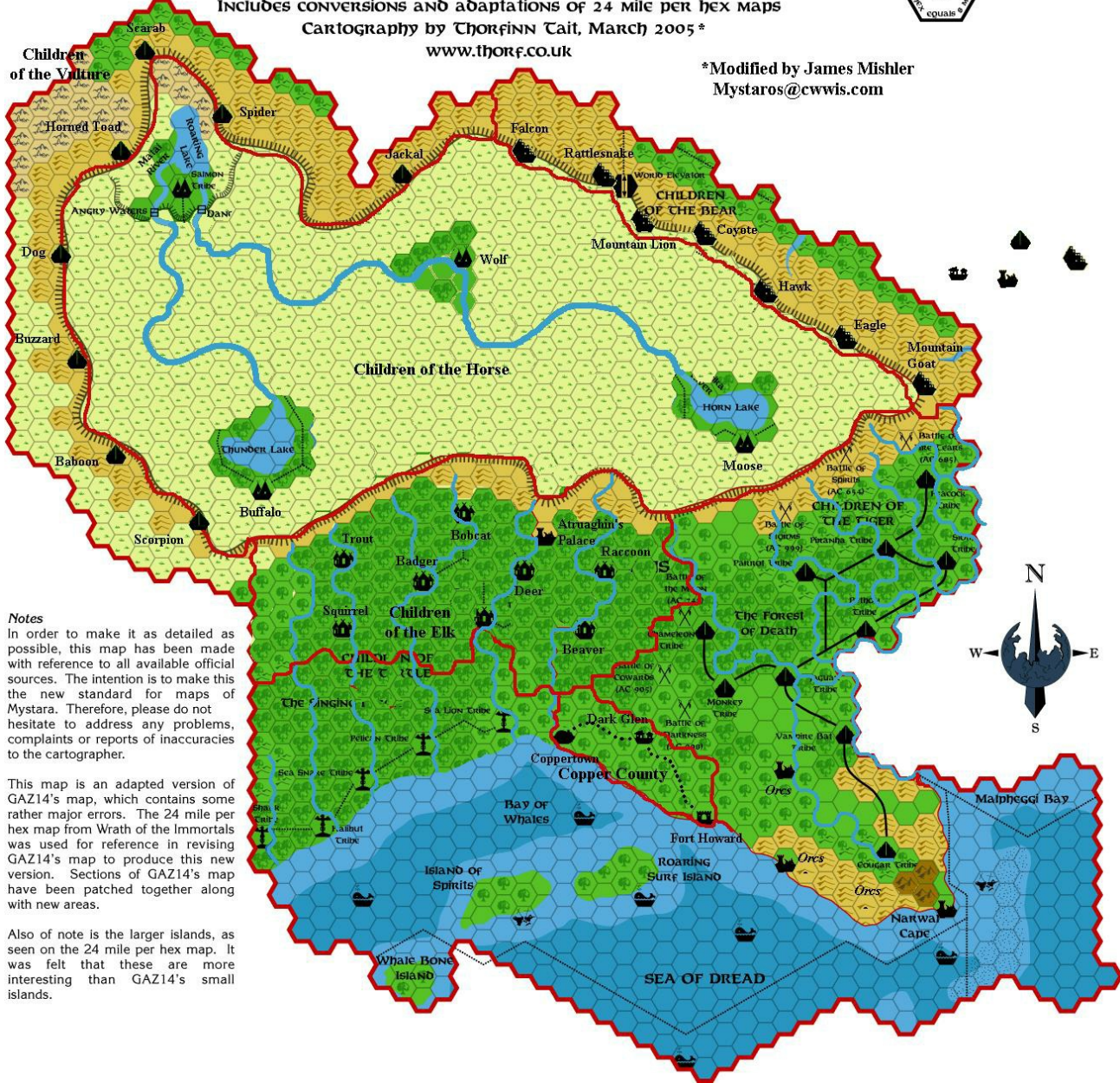
Includes conversions and adaptations of 24 mile per hex maps

Cartography by THORFINN Tait, March 2005*

www.thorff.co.uk



*Modified by James Mishler
Mystaros@cwvis.com

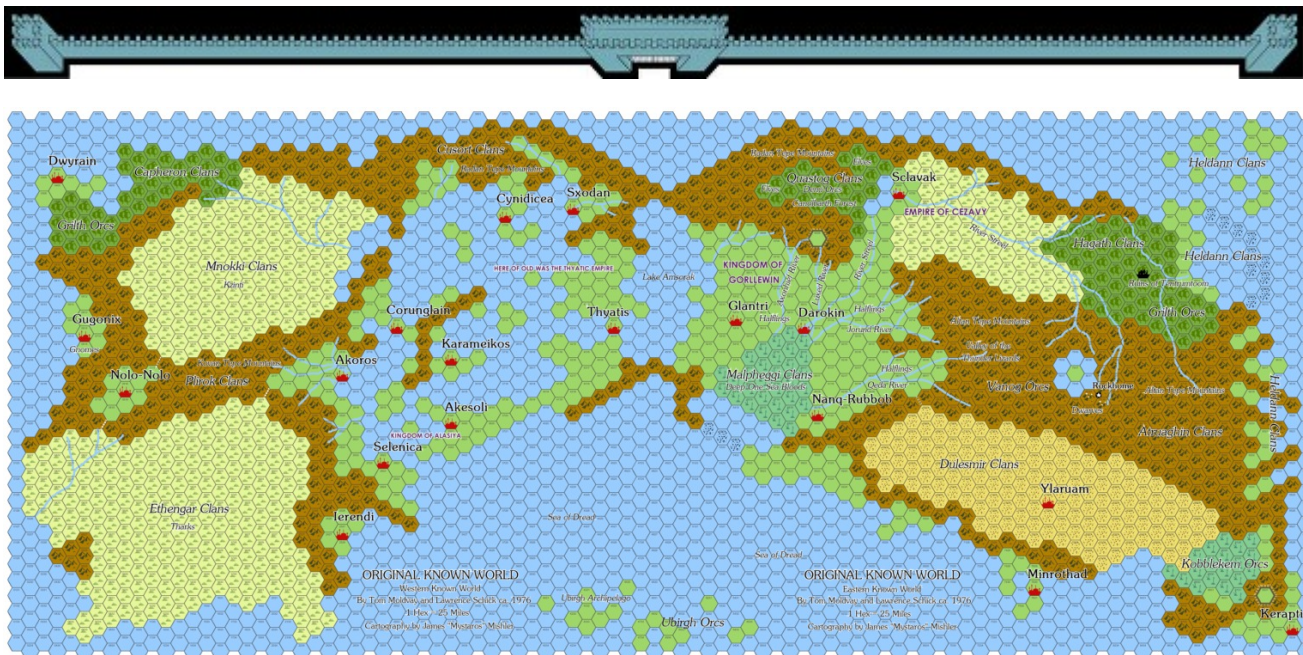


Notes
In order to make it as detailed as possible, this map has been made with reference to all available official sources. The intention is to make this the new standard for maps of Mystara. Therefore, please do not hesitate to address any problems, complaints or reports of inaccuracies to the cartographer.

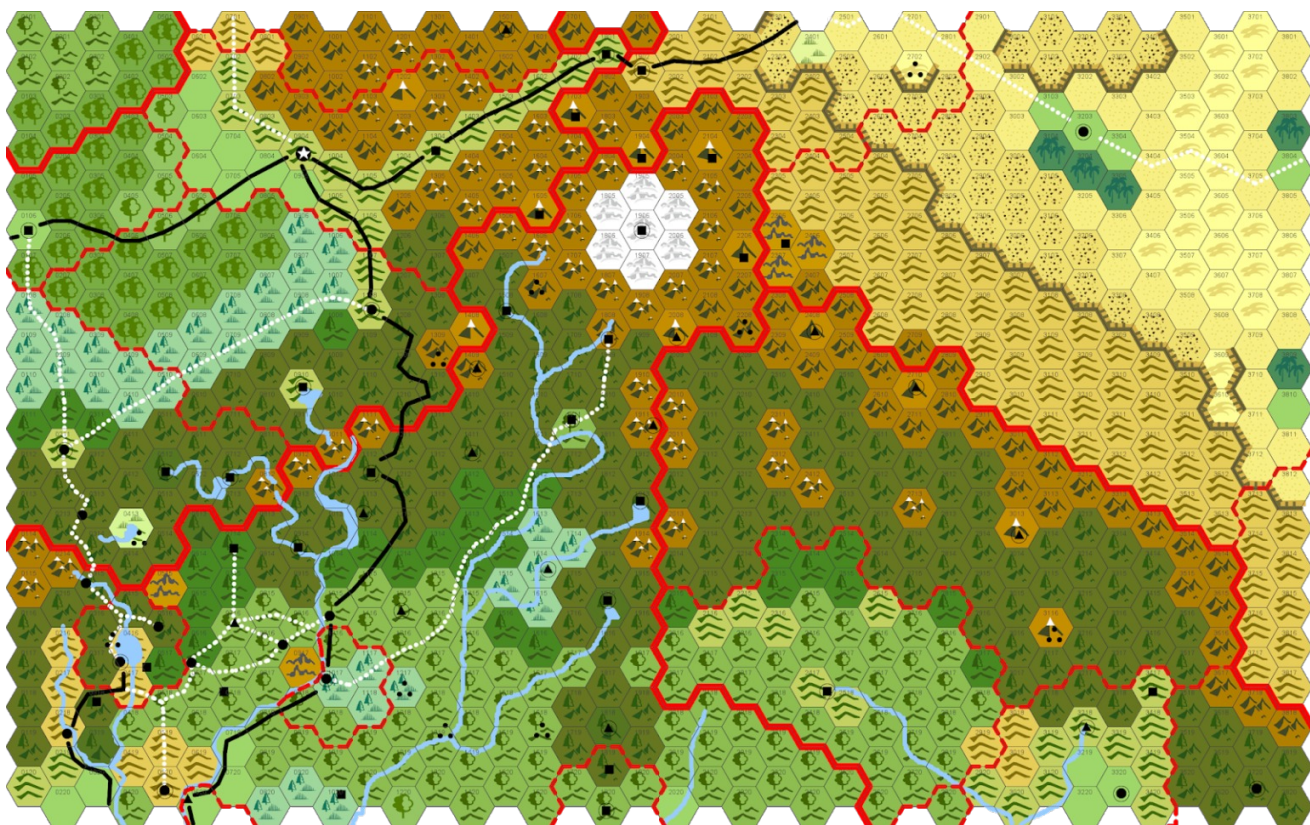
This map is an adapted version of GAZ14's map, which contains some rather major errors. The 24 mile per hex map from Wrath of the Immortals was used for reference in revising GAZ14's map to produce this new version. Sections of GAZ14's map have been patched together along with new areas.

Also of note is the larger islands, as seen on the 24 mile per hex map. It was felt that these are more interesting than GAZ14's small islands.

Draft revised map of The Atruaghin Clans, 8 miles per hex, by James Mishler, March 2005



James Mishler's combined replica of Tom Moldvay and Lawrence Schick's Original Known World, March 2015



Tepeshiya, 8 miles per hex, by James Mishler, September 2019

Interview

James graciously agreed to answer some questions for this article.

How did you first get interested in Mystara?

I received the Moldvay Basic Set for Christmas in 1981, and within two months had picked up the Cook/Marsh Expert Set, the Dungeon Master's Guide, and modules B1: *"In Search of the Unknown"* and T1: *"The Village of Hommlet"*, because I was hooked! The Basic Set had B2: *"Keep on the Borderlands"*, and the Expert Set had module X1: *"Isle of Dread"*, which of course had the Continental Map, and the Expert rule book had the 6-mile per hex map of Karameikos.

I immediately started using that Karameikos map for my first adventures, the very basic beginnings of a campaign.

There being no central settlement along the unnamed main river for a home base, I placed my own-"Geneva"-just north of where Kelvin was eventually placed on the map, using Hommlet as the map for the locale (as "Hommlet" was in Greyhawk, naturally I had to change the name).

The Keep on the Borderlands and the Caves of Chaos were placed north of that, close to where Threshold would later be placed (to protect the gnomes from the monsters of the Lost Valley, the caves being merely their forward outpost).

From Geneva and the Keep the adventurers delved into the ruined gnome lair, Quasqueton, the Caves of Chaos, and the ruined moat house, though they never got to the

haunted keep, Krakatos, or Specularum (too far south).

In my original campaign, Karameikos had been a part of the Thyatian Empire, but fell into chaos and anarchy when the western portion of the empire was invaded by humanoids from the Broken Lands (as had the whole continent at the time). The humanoids were most successful there, though, and civilization fell.

A century later (the campaign timeframe), the land is being re-settled and re-claimed by peoples from Thyatis, Darokin, the Five Shires, Ierendi, Minrothad, and even Ylaruam, under the mysterious "Grand Duke," Stephan Karameikos, whose claim to the land is precarious at best (Thyatis is a crumbing empire in this version of the setting, and can do little more than bluster at the insult).

[I should note, once I got access to it in 1983, I used the *"City State of the Invincible Overlord"* as Specularum, and the "Grand Duke" was also known as the "Invincible Overlord"; I used Viridistan for the City of Thyatis.]

What draws you to the setting?

Some of the best things about the Known World are its cultures; its size; and its wide-open nature.

Even before the Gazetteer series, from the names and the description of the continent in X1, you knew you had a whole ton of neat historical cultures jammed together in a relatively small area. Some call this a bug; I call it a feature. So many great adventur-

ing ideas to take from history, myth, and legend!

You can get into all sorts of adventures without having to travel across half a continent of wilderness just to have a single adventure (I'm looking at you, Greyhawk). Like my other favorite setting, the Wilderlands, you can adventure from town to town, village to village, even hex to hex, and something new and different might be just around the corner.

But, even with the historical cultural background, it is still wide open, wild and woolly, as it inherited that aspect from the B/X system, which inherited it from the OD&D system, and did not get reined in by the AD&D system and the campaign assumptions of that edition.

It is a true fantasy world with a veneer of historical sensibilities.

Did you have a favourite official map?

I've always loved the original Continental Map included with X1. It showed the whole Known World region plus the Sea of Dread. All the add-on regions were nice, but none ever had the huge potential for adventure as did that one single map.

When did you start mapping Mystara?

Almost immediately, if you count modifying the maps to meet campaign needs, as I did with the Karameikos map. But as this was 1982, materials to make maps were few and far between, even if I had any idea of how to begin. I started running campaigns in the Wilderlands, my second campaign

setting, ca. 1983, when introduced to the setting via my high school game club. I finally got and used the 25-hex across blank hexes from Judges Guild's Campaign Hexagon System to detail the 6-mile hexes. I just used the map blanks with the 6-mile hexes as the Wilderlands used it with the 5-mile hexes and called it good. None of those maps survive, lost long, long ago...

All that 6-mile hex work went to the wayside when TSR released GAZ1: *"The Grand Duchy of Karameikos"*, using the new 8-mile hex designs adapted from designs used in DA1: *"Blackmoor"*, published the year before, themselves adapted from the hex designs provided in the Cook/Marsh Expert Set. After that I adapted to the 8-mile hex, but my campaign went to the wayside as I spent a year in Germany and then started college.

I finally got some Armory 8.5" x 11" hex sheets, and re-drew the main map and the connecting maps by hand to put them together in one huge map, cut and taped together. It had the Known World, Sea of Dread, Wendar, Norwold, Great Waste, Hule, Serpent Peninsula, and Southold, mostly per the original maps but with my own additions here and there (the Broken Lands were more detailed, and more like Mordor than what was later developed in Mystara). This was a process that took years (ca. 1988 to 1990) as I got the time to draw the maps, and you could actually see how my skill developed from map to map! Sadly, that map is also long since gone, literally having fallen apart through many moves and much use.

When and where did you post your first map online?

To be honest, I really do not remember which was the first map I posted. I think it was the Nithia map? It would have been through the AOL Mystara Message Board, no sooner than 1995, as that is when I first seriously got into the online gaming presence (I remember that distinctly as I was living in Seattle at the time).

What software did/do you use? Or did/do you draw your maps by hand?

At first it was all hand-drawn.

Then I used some hexes (I think they were from Andrew Theisen?) and stitched stuff together in Paint (Nithia, Westerlands, etc.).

Finally, I got Hexographer, which is the sweetest program you can find for designing classic Mystara maps. I used to draw a lot of maps by hand, but as I get older, I haven't the patience anymore to draw when I can use the computer to do it that much quicker and cleaner!

What were/are the limitations or peculiarities of that software?

For drawing Mystara-style maps, none, really. I love Hexographer!

When I get a new computer, I plan on upgrading to the next iteration, Worldographer; it has more bells and whistles.

Please describe your process in brief.

These days with Mystara if I am drawing a map, it will invariably be a "child map," and

so what I usually do is draw the portion of the big map I wish to use in Hexographer, then use the program to blow that up to the scale I want. So when I most recently drew a portion of the Altan Tepes at 8-miles, I took the section of the region I wanted from the 24-mile hex map, drew that in Hexographer, then blew it up into a "child-map" at 8-miles per hex.

I then restyle the topography to fit the natural flow of rivers, valleys, ridges, etc., and from there I place settlements, strongholds, ruins, remnants, lairs, and so forth as I feel it fits the geography and history of the locale. I've used a variety of randomizer systems to add randomness to the process, usually derived from Moldvay's original dungeon stocking chart on p. B52.

It is not so much a science as it is an art.

I'm actually in the process of creating a procedural method to generate the topography, settlements, strongholds, ruins, remnants, lairs, and so forth, in a hex, based on my experiences with developing campaign settings, inspired by systems going all the way back to the works of Dave Arneson.

What challenges did you face during your mapping projects?

Originally, the limitations of my creativity, artistic ability, and time; now it is mostly just finding time, as I have more ideas than I could ever express, and Hexographer takes care of the rest. I have designed and developed so many maps now, it seems to come as natural as breathing. So creatively, unless I am in some doldrum, I have no problems. The problems come when I have too much I want to express, whether in

writing or cartography, and I do not have the time...

But until Hexographer? Hoo-boy, stitching together those hex maps in Paint, one hex at a time, and making everything match up and fit... that was a pain. But even then, it was a great advancement on what we had before, which was nothing...

What was your favourite area to work on?

Known World, Karameikos, hands-down. It has always been my favorite region in Mystara. You can do so much with Karameikos; the re-skinned "Normans vs. Saxons" in the Gazetteer series is only one of the many, many ways that you can develop that region.

Lots of wilderness, lots of geographic variety-seas to mountains, deep forests, marshes, hills, lost valleys-even desert lands on the other side of the mountains, which themselves have glaciers! Great mapping opportunities, great adventure opportunities.

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

I hope Wizards eventually opens up Mystara for third-party publishing on DM's Guild; I will rebuild Karameikos and the Known World from scratch assuming 25-mile hexes on the Continental map and breaking that down to 5-mile hexes for Regional maps.

What are you doing these days?

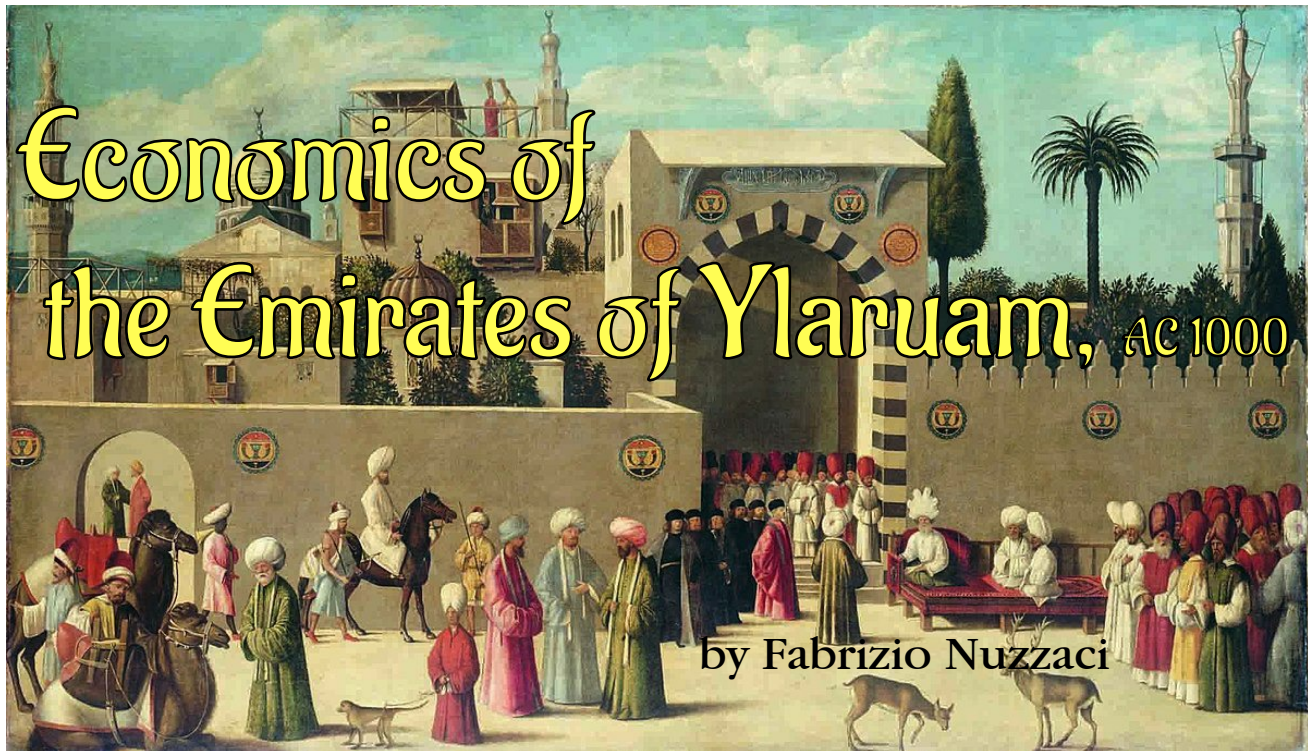
As I mentioned above I am working on a procedural system for designing hex maps; this is a spin-off of my current work on a new High Fantasy campaign setting for Labyrinth Lord that I hope to have published in a few months.

My recent products through James Mishler Games-*Expanded Dragons*, the *Necromancer Class*, *Runemaster Class*, and upcoming *Bard Class*-have all been spun off from this work as well. That's how my creative process goes these days, which is why it takes forever for me to bring out a big product.

You can keep up with my work on my company blog at <https://jamesmishlergames.blogspot.com> and on my personal blog at <https://adventuresingaming2.blogspot.com>.

James Mishler's Maps

Name	Vaults URL/Filename	Date	Data Source	Scale
Ancient Nithian Empire	anc_nith.jpg	1998/6/25	Vaults	24
The Isle of Ochalea (geographical)	MY OCH Ochalea.gif	1998/9/30	Web Site	Non-hex
The Isle of Ochalea (political)	MY OCH Politique.gif	1998/9/30	Web Site	Non-hex
Skothar as Oerik— A Mystaran Flanaess	mystghmp.jpg	1998/12/14	Web Site	Non-hex
Southeastern Brun circa 2500 BC	2500bcp.gif	1999/1/19	Web Site	24
Taymora	taymgeo.gif	1999/3/12	Web Site	24
Condado Grande de Nueva Ispañola		1999/10/29	Web Site	8
The Westerlands Campaign		2003/2/8	Vaults	8
The Atruaghin Clans, 1000 AC	TA Mod JAM.JPG	2005/3/26	E-mail	8
The chduchy of Kara- meikos, 1001 AC	Karameikos Mod.TIF	2005/5/23	E-mail	8
Taymor	Mystara Taymor0001.jpg	2015/8/31	Blog	24
Original Known World	OKR 03 Combined.png	2015/3/2	Blog	
Altan Tepes Castellan Snippet	Altan Tepes Castellan Snippet.png	2019/9/1	Blog	8
Altan Tepes Region Snippet	Altan Tepes Region Snippet.png	2019/9/2	Blog	8
Tepeshiya 8 miles per hex	Tepeshiya 8mph Test 01.png	2019/9/3	Blog	8
Tepeshiya 24 miles per hex	Tepeshiya 24mph.png	2019/9/2	Blog	24



Welcome everyone to my DEFINITIVE* version (7.4+) of the Emirates of Ylaruam (April 30th, 2022).

* Actually I already wrote the word “*definitive*” in a previous publication (2021), but that wasn’t the time: I had to make several corrections, at different times, for issues related to the food production (e.g. in my previous simulations I gave to the deputy chaplains the power to create food like C10+; but I noticed deputy chaplains are low level clerics—lesser than 5HD—so they cannot create food (they need a magic rod to do so) and some other questions. Indeed, Ylaruam has been a huge test of the entire system.

With these simulations I try 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).

Then I 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 neighbor?”

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 possibility to modify his maps. In particular, the one used here is an “updated” map, not faith+ drew up 3 different demographic maps (**basic** demographic, **density** and **military**).

Compared to the original map as modified by Thorfinn, on these maps I have:

- 1) **increased the number of vassal domains** (all bordered in red and white), due to the reasons you will read below.

The new ones are:

- 4 vassals of Alasiya (Deraan, Hedjazi, Sulba and Kuznetz), created both to respect the *surplus limit* of 15,000 gp/month resources income (according the *Rules Cyclopedia* dominion’s economics), to better represent the feudal system and due to the big distances from the capital city of Ylaruam;
- 1 vassal of Nicostenia (Cubis), created to respect the *surplus limit* (see Alasiya, above);
- 1 vassal of Nithia (Cinsa-Men-Noo), due to the significant differences between the coastal part and the internal area;
- 2 vassals of Abbashan (Jaboor and Fabia), due to the significant differences between the coastal part and the internal area.

- 2) I’ve added some settlements on some wilderness hexes on the commercial route between the emirates of Dithestenia and Nicostenia (as described in GAZ2: “*The Emirates of Ylaruam*”).

- 3) I’ve added the **Barimoor’s Underground Complex** (as described in GAZ2, but not found on Thorfinn’s map).

- 4) I’ve determined the population of the village of **Dar el Tamyya** (already on Thorfinn’s map) at 300 inhabitants (the difference between the Emirate’s total population of 229,700 indicated in GAZ2 and the 230,000 inhabitants indicated in PWA1: “*Poor Wizard’s Almanac AC 1010*” and TM2: “*The Eastern Countries Trail Map*”).

- 5) I’ve changed the position of the village of **Kirkuk** (already on Thorfinn’s map, where it was placed in an isolated location on the trade route in Dithestenia-Nicostenia) for the following reasons:

- Dithestenia is a really under-populated Emirate: I think we cannot place there the village of Kirkuk simply because this Emirate hasn’t enough population; in fact, there are 400 people living in Kirkuk, at least 650 nomads living around it, plus a group of 130 bandits: too many people ($400+650+130 = 1,180$ people) for the under-populated Dithestenia (it has a total population of 7,600 mostly concentrated around the main city; thus, surely, cannot have 1,180 of them in a single area in the middle of its wilderness hills);
- Barimoor’s Agents strike Kirkuk (this means Kirkuk must be close Barimoor’s underground complex; the

hills in the middle of Dithestenia aren't);

- GAZ2 describes Kirkuk as a city in a hilly region close to the Altan Tepes (there are rains), but it's also very close to the desert;

I preferred placing Kirkuk in Makistan, where we meet all the conditions described in GAZ2 (even the presence of the ruins of the Thyatian fort could be reasonable) and this makes the village a "key-place" to keep away Barimoor's enemies. And, last but not least, there we also meet the population requisite (in my simulation, 1,225 people live in the hex of Kirkuk and the surrounding hexes).

Note:

another good placement (there is a "Thyatian fort") could be in Nicostenia (the 2nd hex, south/west Cubis) but, again, Cubis seems far from Barimoor's underground Complex.

A final note on Makistan:

surely you will notice that I have not created vassals in Makistan, although this emirate has a population of 31,800 (a few more than Abbashan) and 4 cities; and despite GAZ2 stating there are more Makistani "clans." This has been my choice ("*Makistan united!*") and by clan we mainly mean a social organization, not necessarily a political entity; but you may easily change it.

Based on a simulation I made, Makistan can be divided into 2 domains: a main emirate (Parsa-Anram) and a vassal sheikhdom (Uruk-Warqa); the vassal will rule the northern area (11 civilized grasslands and 2 or 3 border grasslands).

From a military point of view, the only Makistani Regular Division (labeled as "10th" in the Makistani sheet) will have 4 regiments (instead of 5), due to the administrative expenses of the two domains; while the defenses of the cities will remain unchanged and the personal guard (of the emir and the sheik) will be 20 units each (instead of a single 40 unit guard).



1) basic DEMOGRAPHIC MAP

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

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 ??).

GAZ2 provides the following information about the civilization level of the various territories, expressed in inhabitants per square mile (sq. mi.):

- coastal plain (civilized): 40–70 inhabitants / sq. mi. (more in the major cities of Nithia–Abbashan–Nicostenia), but *note* that Jaboor’s coastal plains cannot have so much;
- steppe (civilized): 10–20 inhabitants / sq. mi.;
- hills (civilized): 5–10 inhabitants / sq. mi.;

- hills (and any other territory), borderland: 1–5 inhabitants / sq. mi.;
- hills/desert (and any other territory), wilderness: less than 1 inhabitant / sq. mi.;
- desert/borderland: 30–60 inhabitants / sq. mi. (this is definitely a MISTAKE: borderland areas cannot have more than 5 inhabitants / sq. mi.).

I had to integrate these values with the following:

- plain (civilized): 20–30 inhabitants / sq. mi.;
- oasis (civilized): 10–20 inhabitants / sq. mi.

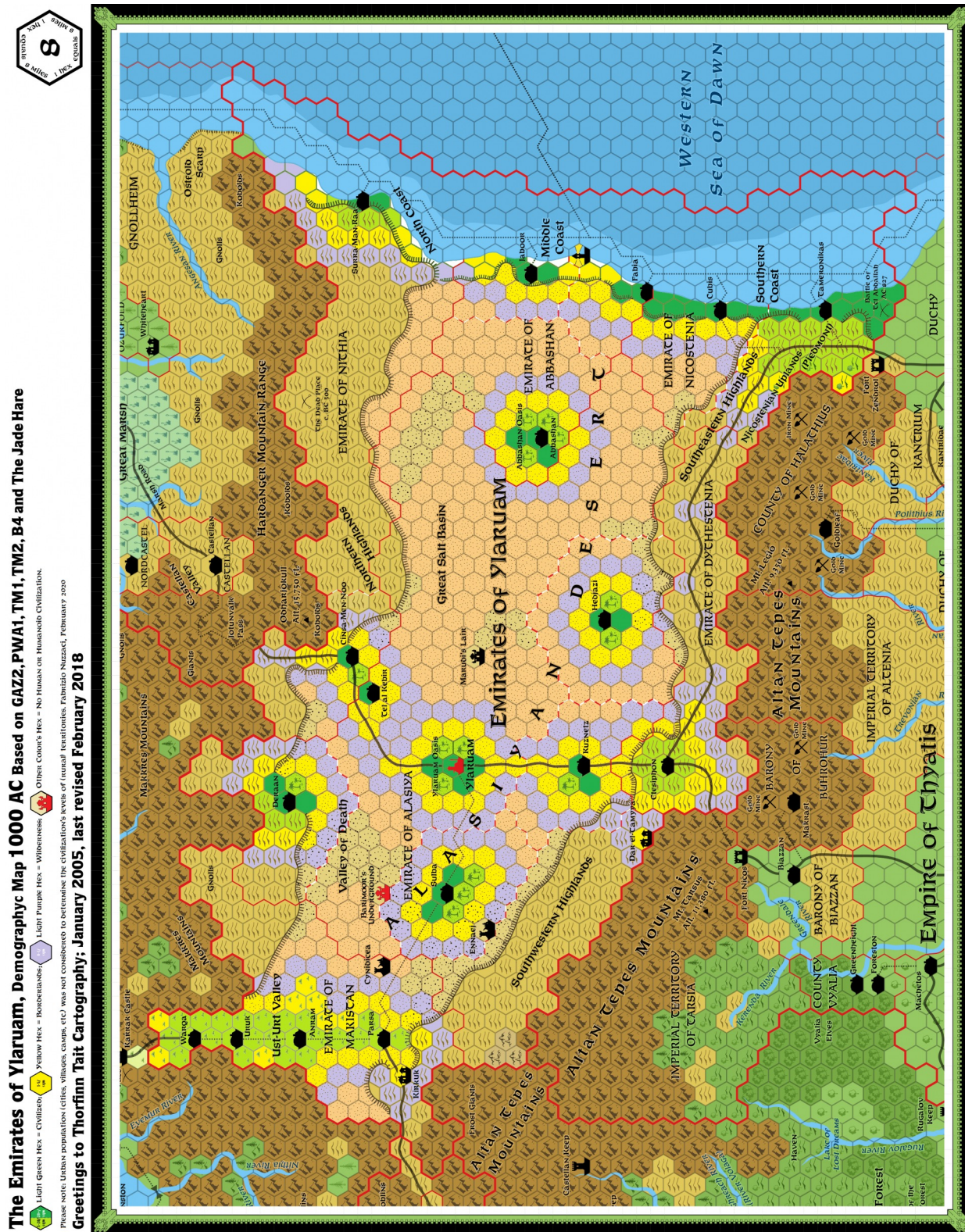
2) density DEMOGRAPHIC MAP

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 centers is not added to that living on the single hex of the territory. This is due to my method in simulating economies.

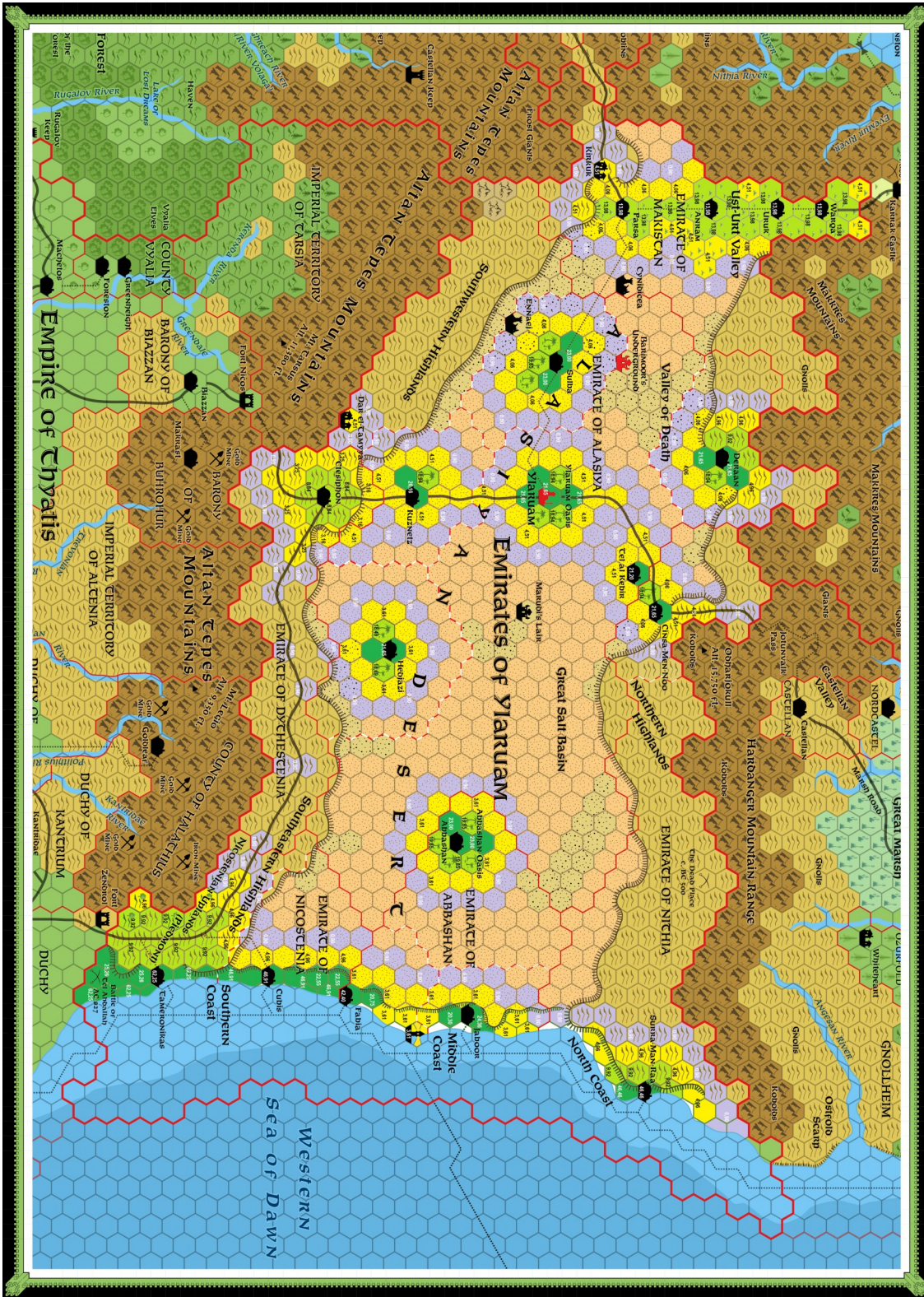
Now, knowing that an 8-mile-diameter hex has an area of 55,426 square miles (sq. mi.), it is easy to calculate how many inhabitants live (on average) in a given hex (or group of hexes) of the map; as written just above, this number does not include the population of any urban centers.

Map 1: Demographic map



ECONOMICS of the Emirates of Ylaruam

Map 2: Density map



The Emirates of Ylaruam, Density Map 1000 AC Based on GAZZ, PWAI, TM1, TM2, B4 and The Jade Hare
 Light Green Hex = Civitas, Yellow Hex = Boreberlabash, Light Purple Hex = Wimbrensee, 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 settlements. Fabrizio Nazzari, February 2009
Greetings to Thorfinn Tait Cartography: January 2005, last revised February 2018



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

In my representation I have distributed the entire population indicated in PWA1 and TM2: 230,000 inhabitants (*note*: GAZ2 instead indicates a population of 229,700).

For those who want a setting with a greater extent of human presence, it would be enough to halve the density of wilderness hexes to double their number; I consciously indicated a density of 0.90 inhabitants / sq. mi. (or 50 inhabitants per hex) for all the wilderness areas due to this reason.

However, in this way, you would have a more or less stable human presence even in “very hot” areas (primarily, above the underground complex of Barimoor) as well as at a considerable distance from the most important population centers (up to 24 miles in the desert maybe it would be too much ... but this, of course, is just my opinion).

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

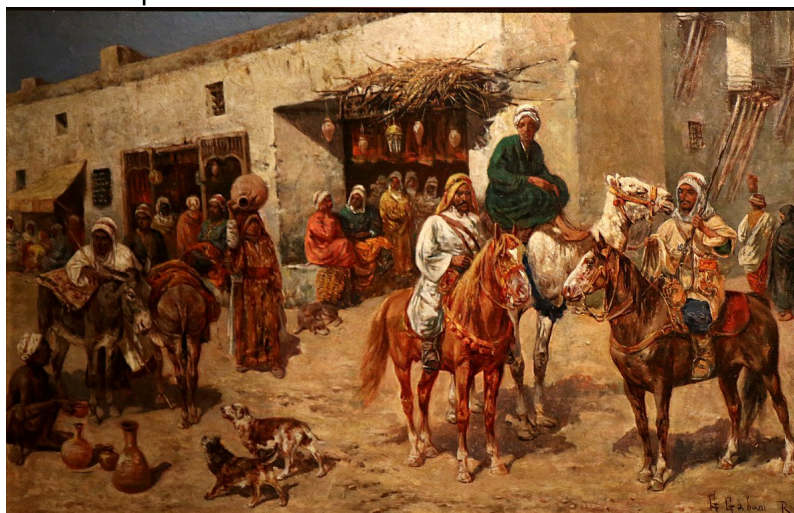
3) Military Demographic Map

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

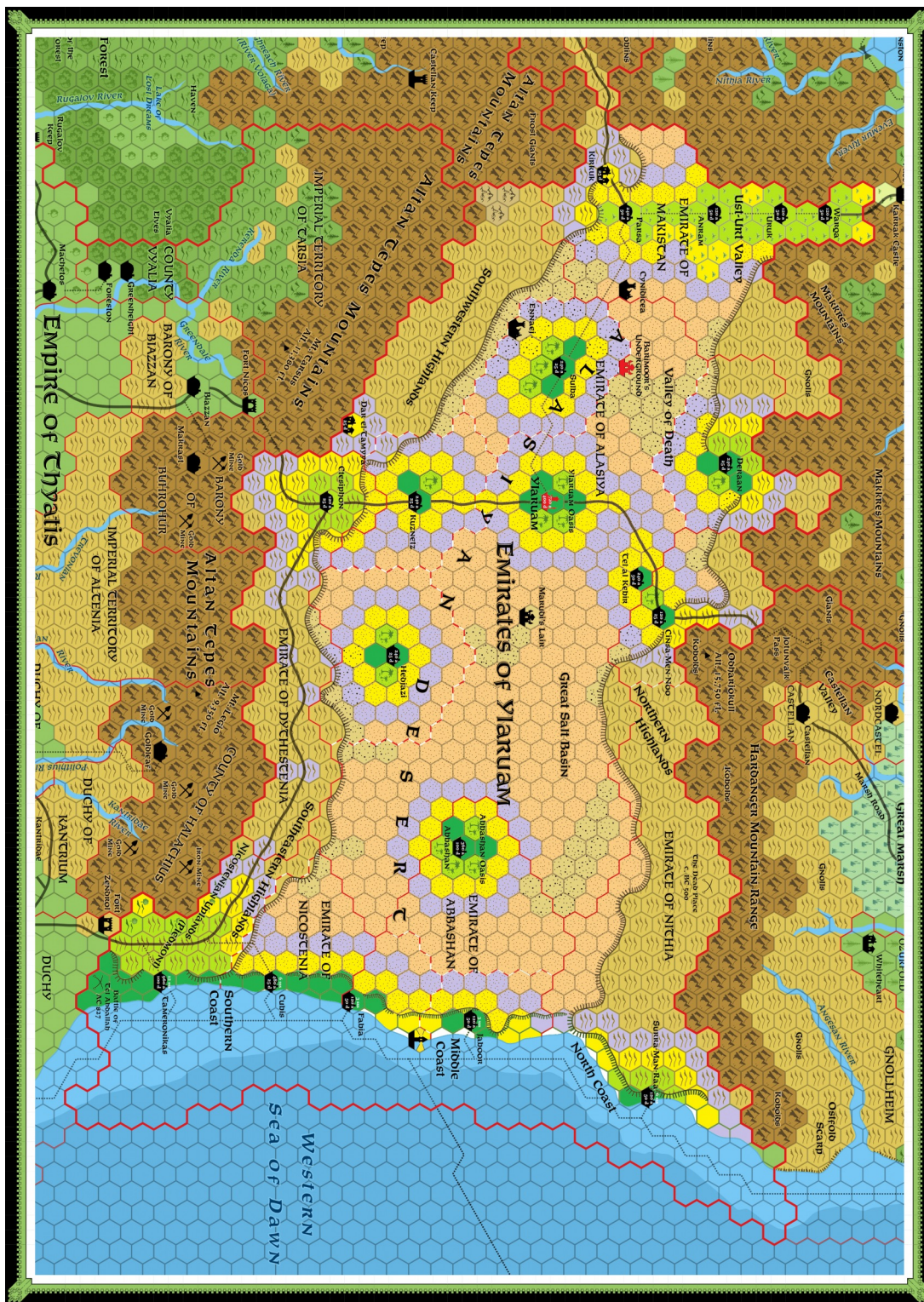
Explanation of the annotations:

- “3 sss” means 3 small sailing ships, whose crew is composed and equipped as described in PWA1 (page 130);
- “400 d” means 400 defensive F1 archers (officers excluded), equipped with normal sword and short bow; each defensive army is ruled by 1 sergeant every 25 troops, 1 lieutenant every 100 troops and 1 captain where there are more than 1 lieutenant;
- “720 a” means 720 attacking F2 mounted archers (officers excluded), composed and equipped as described in PWA1 (page 130).

Note: Every domain also has 20 (or 40) F3 archers (plus officers) as personal guard of its ruler (Sultan, or Emir, or Sheik).



Map 3: Military map



The Emirates of Ylaruam, Military Map 1000 AC Based on GAZZ, PMW1, TM1, TM2, B4 and The Jade Hare

Light Green Hex = Civilization
 Yellow Hex = Settlement
 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 level of human settlements. (Abbasid Nazari, February 2000)

Greetings to Thorfinn Tait Cartography; January 2005, last revised February 2018



So, for example:

- Tameronikas (“12 sss”, “960 a” and “100 d”) stably deploys 12 small sailing ships, 960 F2 for attack and 100 F1 for defense; it has also 40 F3 (plus 2 sergeants, 1 lieutenant and 1 captain) as its Emir’s personal guard.

In my simulation, in **peacetime**, the emirates deploy just some of the regiments of the 10 Royal Naval Divisions and of the 14 Regular Divisions described in PWA1 (page 130):

- each Royal Naval Division (Navy) is commanded by a F10, has a F8 deputy commander, 5 C8 heroes, and 1 regiment; each regiment has 3 small sailing ships, 60 F2 archers (equipped with sword and short bow), 3 F3 sergeants, 1 F4 captain and 1 navigator;
- each Regular Division (Land Army) is commanded by a F10, has a F8 deputy commander, 10 C8 heroes, and 1 to 5 regiments (*depending on the economic capacity of the domain that supports it*); each regiment has 120 F2 mounted archers (equipped with sword and short bow), 3 F3 sergeants and 1 F4 captain;

Note: There are 4 domains that concur to form just 2 Regular Divisions: Jaboor and Fabia (12th Regular Division); Nithia and Cinsa-Men-Noo (13th Regular Division).

This is indicated in the individual domain sheets (continuing the example: Jaboor: “Division 12-**I**/14, Regiment **1/2**” and Fabia: “Division 12-**II**/14, Regiment **2/2**”), and is highlighted in the summary (by a rectangle that encloses the “land” troops of the two domains involved); in these cases, finally,

the senior officers are one dependent of one domain and the other dependent of the second (continuing the example: Jaboor supports the F10 captain and Fabia the F8 captain).

In **wartime**, both Royal Naval and Regular Divisions increase the number of their regiments to 6 (see PWA1, page 130).

ECONOMIC SIMULATIONS

The [“Mystara Demographics and Economics \(using Fiefs Generator\)”](#) topic at the Piazza forum and the [“Economics of the Emirates of Ylaruam”](#) article at the Vaults of Pandius contain links to high definition pictures of spreadsheet detailing the economic simulations for the 14 individual domains of Ylaruam. The principal sheet for Alasiya follows later in this publication.

All these economic simulations have been developed referring to the information and descriptions provided in GAZ2 and TM2; all the Emirates’ “Regular Divisions” (land) and “Royal Naval Division” (sea) armies are composed as described in PWA1 (page 130), while the defensive forces (“Sultan/Emir/Sheik Guard” and “Homeguard”) differ only for a higher HD level (the “Sultan/Emir/Sheik Guard”) and/or a higher ratio of officers/troops (both). However, I tried to remain consistent with the official information as much as possible.

The resources (vegetables, animals and minerals) of each domain are based on the descriptions given in GAZ2.



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.

The rules for calculating income and expenses of individual domains 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).

TM2 indicates that Ylaruam (or the entire Kingdom) has an availability of 6,900 gp/month; my calculations show that Alasiya (the main Emirate) receives taxes

and fees for a total of 18,076 gp/month, but the *Final Balance* shows about 8,486 gp/year (about 707 gp/month). To have the complete availability of the *Kingdom* we should add the *Final Balance* of the entire Emirates, obtaining a total of about 44,012 gp/year (or about 3,667 gp/month), but too many factors may change this result.

Regarding the Salt Tax paid to Alasiya by the Emirates of Nicostenia, Makistan, Abbashan, Nithia and Dithestenia, I have to say that I fixed it at 10% due to the simple reason that, with a higher tax, some of them (e.g. Dithestenia) would not sustain even a simple regiment of the Regular Divi-

sion; and Alasiya would have a too large army. We may agree that the main Emirates pay a lesser Salt Tax to Alasiya because they are **federated** with it; while the minor domains (e.g. Sulba) pay the usual Salt Tax of 20% as vassals.

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

- the cost of a soldier with 2 HD (or 3HD) is increased by + 10 gp/month (or + 20 gp/month) compared to the base cost indicated for soldiers with 1 HD (see *D&D Expert Set*);
- the cost of sergeants 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); and even more for the superior officers.

Shortly, in **peacetime** Ylaruam has a TOTAL of **6,745 troops** (of which: 1,225 defensive, 4,920 attacking and 600 embarked; I didn't add the personal guards of Sultan/Emir/Sheik), that is more than indicated in TM2 (**2,860 troops**) or in PWA1 (1.5% of 230,000 inhabitants = **3,450 troops**)¹. But, please, note that in this way the poor Dithestenia can support at least 145 of these: 25 archers 1 HD (Homeguard

¹ The information contained in the X10: "Red Arrow Black Shield" module (which takes place in AC 1200) have not been considered: in that scenario Ylaruam provides 14 divisions (land army), each with a BR of 151 and made up of 715 men (total 10,010 men), organized as follows: F10 commander, F8 deputy commander, 10 C8 heroes and 8 regiments (the first made up of 80 M2, 2 M3 sergeants and 1 M4 captain; the other seven each made up of 120 F2, 3 F3 sergeants and 1 F4 captain).

of Ctesiphon) and 120 mounted bowmen 2 HD, composing the single regiment of the 14th Regular Division!

On other topics, however, I tried to make a more realistic simulation. For example, the *Food Balance* section is based on rules that I wrote after reading several articles.

But, even here, keeping an eye on the game's descriptions:

- near all the Emirates (not Nithia) benefit from the *Garden in the Desert* technology bonus (+10% crops production); we could imagine clerics helping people to increase cultivations;
- I didn't admit Deputy Chaplains may magically create some food to help the population, because this power is given to higher level clerics (10 HD);
- the Emirate of Dithestenia and some other minor domains (Deraan, Hedjazi, Kuznetz and Cinsa-Men-Noo) don't produce enough food to sustain their population; when possible, they buy the needed food units from merchants (Deraan), otherwise they receive it for free by their superior domain (Hedjazi and Kuznetz by Alasiya; Cinsa-Men-Noo by Nithia).

One final note: the Order of Eternal Truth (the main cult) receives 168,378 gp/year from tithes; offerings by the faithful should also be added to this sum.

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

Example Economic Simulation: Alasiya

What follows is my economic simulation for Alasiya (Ylaruam's main Emirate), 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 will provide complete information on each domain.

To carry out this work I used my *Fiefs Generator* (v. 7.4+), which I adapted to the rules for managing domains described in D&D BECM (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.

Note: GAZ2 (page 10) states that a relevant part of the Emirate's population (*"from 10% of the permanent population in large cities to a 200% of the population of small towns"*) is *"in transit"* population (like *"nomads, pilgrims, scholars ..."*). The consequence is that, surely, all the Emirates suffer due to the **nomadic** population (not taxable, not employable, not sharing food and not cooperative at all); thus I fixed the percentage of the **nomadic** people at 5% in all the domain sheets, but remember that this percentage could be different as the GM wishes ... and this will have an effect on the production and income of your domains!

The sheet is here divided into three parts as shown on following pages.

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

1	Emirate	Alasiya	Leader: Mohammad Al Kalim (Sultan)	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: T. residents & area" (see 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	35,716	Humans (Ylari) 91,75%	36,351 Eternal Truth 93,38%	Ylaruam (city)	plain, civilized 13,000 338,00 40,000	
5	973	Humans (Thyatians) 2,50%	729 Thyatians 1,88%	Ylaruam (suburban)	plain, civilized 7,000 147,00 40,000	
6	97	Humans (Alphatians) 0,25%	72 Alphatians 0,19%	Tel al Kebir	plain, civilized 1,900 62,43 15,000	
7	486	Humans (Nithians) 1,25%	364 Thanatos (Nithia) 0,94%	Dar El Tamyya	highland, wilderness 300 12,00 200	
8	973	Humans (Ethengar) 2,50%	729 Ethengarians 1,88%			
9	486	Dwarves 1,25%	486 Dwarven 1,25%		40	
10	97	Elves/Halfelves 0,25%	97 Elven 0,25%		40	
11	97	Halfings 0,25%	97 Halfings 0,25%		40	
12	38,925	TOTAL INHABITANTS (of wich 5,00% are wandering nomads: no taxes)		*By Fabrizio Nuzzaci 1999-07 (and again 2018-21)*	Hexagon diameter (miles) 8 miles	
13	TERRITORIES (same type & resource)	# hexes:	Density:	Territories: residents & area (acres)	Settlements: total residents & area (acres)	# Families usable acres pasture acres
14	plain	wheat+, cotton, sheep 4	21,65	4,800 192,00	20,000 485,00	4,439 112,855 855
15	oasis	wheat+, fruit 3	18,94	3,150 126,00		564 31,805 3,805
16	plain	wheat+, cofee 1	21,20	1,175 49,00	1,900 62,43	551 28,271 1,021
17	highland	fruit, sheep 5	0,90	250 10,00		45 141,906 141,406
18	desert <13/sq.m	horse, sheep, min. oil 22	4,51	5,500 220,00	300 12,00	1,039 62,211 62,211
19	desert <13/sq.m	camel, sheep, salt 37	0,90	1,850 74,00		331 104,943 104,943
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):	5,80%	2,134	Inhabitated Areas Calculator: 1) set 1) rural areas	2) put # inhabitants	1,125 = area (acres) 45,00

PART 1 (lines 1 to 25):

- Line 1: domain's type and name, name of the leader, number of game's months of play considered;
- Lines 3–11: 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 13–24: 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 3–11), 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.

ECONOMICS of the Emirates of Ylaruam

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

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	1.350	Wheat (mono) plain		16.200	16.200	162.000	4, 5, 5	10%	50,00	222.750
30	890	Cotton/Linen remaining	2.199	10.680	10.680	106.800	4, 5		(as above)	0
31	450	Wheat (mono) oasis		5.400	5.400	54.000	4, 5, 5	10%	50,00	74.250
32	110	Fruit remaining	4	1.320	1.320	13.200	4, 5		(as above)	9.350
33	435	Wheat (mono) plain		5.220	5.220	52.200	4, 5, 5	10%	50,00	71.775
34	110	Tea/Coffee/Tobacco remaining	6	1.320	1.320	13.200	4, 5		(as above)	0
35	10	Fruit highland		120	120	1.200	2, 5		50,00	850
36	---	remaining	35	0	0	0	2, 5		(as above)	0
37	---	desert <13/sq.mi.		0	0	0	4, 5		0,00	0
38	---	remaining	1.039	0	0	0	4, 5		(as above)	0
39	---	desert <13/sq.mi.		0	0	0	4, 5		0,00	0
40	---	remaining	331	0	0	0	4, 5		(as above)	0
41	---	hexes group 7		0	0	0			0,00	0
42	---	remaining	0	0	0	0			(as above)	0
43	---	hexes group 8		0	0	0			0,00	0
44	---	remaining	0	0	0	0			(as above)	0
45	---	hexes group 9		0	0	0			0,00	0
46	---	remaining	0	0	0	0			(as above)	0
47	---	hexes group 10		0	0	0			0,00	0
48	---	remaining	0	0	0	0			(as above)	0
49	---	hexes group 11		0	0	0			0,00	0
50	---	remaining	0	0	0	0			(as above)	0
51	2.855	Sheep breeding meat		68.520	34.260	342.600	2 (or 4)	-10%	Acres/family	388.636
52	210	Horse breeding* meat		7.560	2.520	25.200	2 (or 4)	-10%	- for breeding	24.097
53	65	Camel breeding* meat		2.340	780	7.800	2 (or 4)	-10%	& haunting:	7.458
54	---	add families & choose		0	0	0			100,00	0
55	---	Hunting & Poultry add families		0	0	0			- for fishing:	0
56	---	# of hex:		0	0	0			0,00	0
57	---	# of hex:		0	0	0			0,00	0
58	---	# of hex:		0	0	0			0,00	0
59	210	Tar/Mineral oils NB amount of Standard Income of the		7.560	2.520	25.200	NB please sign above Bonus/Malus for each production (+/-10%) and sum them. BMLIST: 1 land+; 2 land-; 3 climate+; 4 climate-; 5 technology+; 6 techn.-; 7 magic+; 8 magic-; 9 event+; 10 event-			
60	65	Salt used to produce		2.340	780	7.800	Intelligence Thyatis: 1) FOOD BALANCE: ACTIVE			
61	---	weapons and/or equipment without paying merchants.		0	0	0	Attitude: Varies Poor Class Families -730.080			
62	---	Artisans NB merchants and artisans can give an item, value not more than 'S.I.'		1.632	816	8.160	Politics: Xenophobic Middle Class Families -47.250			
63	68	Artisans		756	252	2.520	Law: Strong Wealthy Class Families -91.800			
64	21	Artisans (precious)		1.560	780	7.800	Philosophy: Lawful Specialist, troop, armorer -127.980			
65	65	Merchants		756	252	2.520	Country Coinage: Other employable people -24			
66	21	Merchants (precious)		0	408	0	pp: - TOT food units consumed -997.134			
67	34	Wealthy families		0	0	0	gp: Dinar Food units by resources 799.166			
68	6.969	TOT. FAMILIES OK		133.284	83.628	832.200	ep: - Deputych. create NO food! 0			
69	SALT TAXES:	Domain's name	Symbol	People	Other Notes	Families working on V or A resources	sp: Dirhan Food units to/from Vassals 214.754			
70	40.452,40	Alasiya		38.925	This domain	93.1%	cp: Fal Food Units SURPLUS 16.786			
71	40.452,40	Sulba		11.725	Vassal, loyal	93.1%	Exchange rate: 15%			
72	35.830,40	Deraan		10.400	Vassal, loyal	93.1%	2) ECONOMIC BALANCE:			
73	28.569,60	Hedjazi		8.400	Vassal, loyal	93.1%	Overall income & tax: 1.049.112,00			
74	29.527,20	Kuznetz		8.550	Vassal, loyal	93.1%	Received tributes: 212.022,00			
75	32.057,20	Nicostenia		43.900	federated	93.1%	Salt tax: 0,00			
76	21.194,40	Makistan		31.800	federated	93.1%	Tithe (Church): -27.061,20 10,00% Eternal Truth			
77	9.588,80	Abbashan		14.675	federated	93.1%	Food/event expenses: 0,00 see "4) Domain Notes"			
78	9.472,40	Nithia		12.200	federated; slaves, evil cults!	93.1%	Domain expenses: -1.225.587,08 NO production surplus!			
79	5.329,60	Dithestenia		7.600	federated; monsters/giants raids!	93.1%	FINAL BALANCE: 8.485,72 DOESN'T need create vassals!! :D			
80	212.022,00	<-tributes TOTAL population->		230.000	229.700 (Gaz2)	230.000 (TM2 & PWA1)	3) CONSENSUS INDEX: ----> starting level: 270 current level: 270			
81							Status of the domain: Stable formed militia NO			
82							Malus for miners? 0 NO malus to consensus			
83							4) DOMAIN NOTES: No woods/forests (Gaz2)			
84							5% inhabitants are nomads (out of control).			
85							crops: the whole territory receives a bonus from the "garden in the desert" tech. (5); highlands: malus sterile land (2); deserts, oasis and plains: malus arid climate (4); crops: grain "double alpha" (monoculture) gives technological bonus (5).			
86							I had to create four vassals (due to production surplus and distant territories)			
87							Army Production: steel weapons (higher quality) (Gaz2)			
88							Added 300 people as Dar El Tamyya's population (difference 229700-230000 pop.)			

PART 2 (lines 27 to 99):

- Line 27: the rightmost section indicates the levels of Taxes and Standard Income (gp);
 - Lines 29–50: number of families employed on vegetable resources distinguished according to the types of the domain's territories (see lines 13–24) (*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 Resource Income, 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 51–55: 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 Resource Income, 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 56–58: the number of families employed for fishing, distinguished according to the place of activity (river, lake or sea)*, the number of hexes exploited, the collected gp (for Resource Income, 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 59–70 (7 columns on the left): the number of families employed on mineral or wood resources, or artisans, merchants and wealthy families without considering in which territory they live*, and the collected gp (for Resource Income, 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 72–99 (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 62–73 (right side sections): Thyatian Intelligence information (see TM2), local currencies and exchange rate, Food Balance of the domain; percentage of families employed on vegetable or animal resources;
- Lines 74–99 (right side sections): Economic Balance, XP obtained by the Leader, State of War (if any), Consensus Index, Militia (if formed), Malus for too many miners (if too many), Domain Notes.

ECONOMICS of the Emirates of Ylaruam

PART 3 (lines 101 to 182): Expenses of the Domain

EXPENSES:	Inhabitants employed:	2,133	Inhabitants employable:	1	EXPENSES (gp)	5) OFFICIAL INFORMATIONS		
102 Festivities:	Called for:	#	gp/inhab.	# inhabitants involved in festivity:		Description: mostly desert, but there are large oases (some up to 20-30 miles wide) (PWA1).		
103	This domain Superior	1	2	38,925 All Inhabitants	77,850.00			
104	This domain Religion	2	1	38,925 All Inhabitants	77,850.00			
105	This domain Ruler	1	2	38,925 All Inhabitants	77,850.00	Flora & Fauna: humanoids in southern & northern mountains (giants, trolls, ogres, kobolds & goblins); scorpions, manscorpions, dragons, efreet, lizards, chimeras, giants, skeletons, mummies medusas, sphinxes, djinns, snakes & giant spiders in sand desert (PWA1).		
106	(other Feasts)	0	2	38,925 All Inhabitants	0,00	Population: a mix of nomads (breeders or raiders) and sedentaries (farmers or citizens). Very polite, respectful toward scholars, but fierce warriors.		
107 Specialists:	Type	#	gp/month	Description	Notes	People follow al-Kalim philosophy, of which some are intolerant fanatics; but even the most tolerant, cannot stand the wizards (PWA1).		
108 (X, RC)	Animal trainer	1	500	Max 6 animals		Industries: grain, coffee, luxuries and textiles from cities; dwaven jewelry; grain, palm date, fruit, vegetables & oil from borderlands & Ylaruam suburban; nomads (desert) breed sheep, horses & camels; salt, glass, tar, naptha & petroleum in the most remote areas.		
109 (X, RC)	Alchemist	1	1,000			Sites of interest: about 24 miles north of Sulba lies Barimoor's Underground Complex; Tel al Kebir was Nithian city.		
110 (CM, RC)	Reeve	1	500	(who/level)	Ylaruam	Official Adventures: B4, The Jade Hare		
111 (CM, RC)	↑ Provosts	16	20	1/2500 inhabitants		Health Problems: multi-year drought; desert meningitis (it causes ~1 int./day and death in 1 week; may persist 1-6 weeks; every week meningitis has 1% chance to affect a PC) (PWA1).		
112 (CM, RC, DotE)	Magists		3,000	(where)	W9+ (+250 gp/HD)	Treasury: 6,900 gp/month (TM2).		
113 (CM, CM2, RC)	Chief Steward	1	1,000			Troops: 1.5% (15% wartime) (PWA1); or 2,860 peacetime (5% foreign)(TM2).		
114 (CM, CM2, RC)	↑ Herald	1	500					
115 (CM, RC)	↑ Chamberlain	1	20					
116 (=Diplomat 1st c.)	Ministers	11	400	see Gaz2, p. 23				
117 (Gaz. 11)	↑ Diplomats 1st Class		400	(where)	(they are also spies)			
118 (Gaz. 11)	↑ Diplomats 2nd Class	12	200	n. 12 countries (see Gaz2, p. 25)	(they are also spies)			
119 (Gaz. 11, DotE)	↑ Advocates		85	(where)				
120 (X, RC)	* ↑ Employees	230	20	10/each minister, diplomat, and/or advocat				
121 (CM, RC, DotE)	Patriarch	1	1,500	C15	(1/nation) C9+ (+100 gp/HD)			
122 (CM, RC, DotE)	↑ Chaplains	2	700	C7	Ylaruam C5+ (+100 gp/HD)			
123 (CM2)	↑ Deputy Chaplains	156	20	1/2500 inhabitants				
124 (CM, RC)	Sage	1	2,000	Preceptor	Ylaruam			
125 (CM, CM2, RC)	Seneschal	1	4,000	F9	Ylaruam F9+ (+400 gp/HD)			
126 (CM, RC)	↑ Castellans	2	2,000	F5	1/city F5-9 (400 gp/HD)			
127 (CM, RC)	* ↑ Chief Artillerist		750		Ylaruam F3-5 (250 gp/HD)			
128 (M)	* ↑ Artillerists	2	250	F1	1/city F1-2 (250 gp/HD)			
129 (CM, RC)	* ↑ Guard Captain	1	4,000	F9	Ylaruam F9+ (+400 gp/HD)			
130 (X, RC)	* ↑ Armorers (troops)	32	100	1/50 troops (infantry, mounted & all the officers)				
131 (X, CM2)	* ↑ Smiths (mounts)	21	25	1/50 mounts (mounted troops & all the officers)				
132 (CM, CM2, RC)	* ↑ Wardens	2	60	F3	1/city F3-5 (20 gp/HD)			
133 (CM, RC)	* ↑ Marshals	2	100	F5	1/city 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	7	200					
137 (CM2, RC)	* ↑ Sheriffs	2	100	F5	1/city F5-8 (20 gp/HD)			
138 Troops:	Type	#	Train.week	NPC Class	NPC Race	Equipment + extras		
139 Sultan's Guard	Footman, light 3HD	40	4	Fighter	Human	only short bow/sword		
140 Ylaruam	Sergeant 4HD	2	4	as above	as above	1/20 soldiers		
141	Lieutenant 6HD	1	4	as above	as above	1/40 soldiers		
142	Captain 8HD	1	4	as above	as above			
143	---			---	---			
144	---			---	---			
145	---			---	---			
146 Regular Division	Bowman, mount 2HD	720	4	Fighter	Human	only short bow/sword		
147 Ylaruam	Sergeant 3HD	18	4	as above	as above	1/40 soldiers		
148 Division 1/14	Sergeant 4HD	6	4	as above	as above	1/120 soldiers		
149 6 Regiments/Div.	Captain 8HD	1	4	as above	as above	1/division		
150	Captain 10HD	1	4	as above	as above	1/division		
151	HERO 8HD	10	4	Cleric	ONLY wartime	10/division		
152	---			---	---			
153 Regular Division	Bowman, mount 2HD	240	4	Fighter	Human	only short bow/sword		
154 Tel al Kebir	Sergeant 3HD	6	4	as above	as above	1/40 soldiers		
155 Division 2/14	Sergeant 4HD	2	4	as above	as above	1/120 soldiers		
156 2 Regiments/Div.	Captain 8HD	1	4	as above	as above	1/division		
157	Captain 10HD	1	4	as above	as above	1/division		
158	HERO 8HD	10	4	Cleric	ONLY wartime	10/division		
159	---			---	---			
160 Home Guard	Archer 1HD	400	4	Fighter	Human	only short bow/sword		
161 Ylaruam	Sergeant 3HD	16	4	as above	as above	1/25 soldiers		
162	Lieutenant 5HD	4	4	as above	as above	1/100 soldiers		
163	Captain 7HD	1	4	as above	as above			
164	---			---	---			
165	---			---	---			
166	---			---	---			
167 Home Guard	Archer 1HD	50	4	Fighter	Human	only short bow/sword		
168 Tel al Kebir	Sergeant 3HD	2	4	as above	as above	1/25 soldiers		
169	Lieutenant 5HD	1	4	as above	as above	1/100 soldiers		
170	---			---	---			
171	---			---	---			
172 Home Guard	Archer 1HD	25	4	Fighter	Human	only short bow/sword		
173 Dar el Tamiyya	Sergeant 3HD	1	4	as above	as above	1/25 soldiers		
174	Lieutenant 5HD	1	4	as above	as above	1/100 soldiers		
175	---			---	---			
176	---			---	---			
177 Weapons & Armors production:	Armorers	Quantity	Quality	Resource's cost	Resources needed	Merchant's cost	Resources provenance	EXPENSES
178 (*) Every armorer is	Sword (normal)	1,04	83	high	830,00	iron	other nation's city	3,561,14
179 considered flanked	Armor (leather AC7)	5,19	83	high	1,660,00	leather	same domain	12,247,60
180 by 6 assistants and	Bow (short) arrows	1,04	83	high	2,075,00	wood	same nation's city	5,044,14
181 1 blacksmith	Saddle+bags+bridles	1,73	83	high	2,490,00	leather	same domain	6,019,20
182	---	0,00		---	0,00	0	---	0,00

Part 3 (lines 101 to 182):

- Lines 101–137: inhabitants employed and still employable (line 101); expenses for festivities² (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 138–182: 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, BFR and BR, speed), and for weapons production (type, number of armorers³ (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).

² Festivities expenses are deducted from the amount paid for Salt Tax and Tithe.

³ For each indicated armorer (or fraction), the file also automatically adds 2 blacksmiths and 4 assistants (or fraction); fractions are rounded up to the 2nd decimal.

SUMMARY FOR THE WHOLE NATION:

This is a single spreadsheet in which there are 3 tables (as per the following pages) with:

- a summary of the deployed troops and fleets, of the tithes and cults, and of the clerics supported by each domain; 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 1 is a summary of the population density of each domain, according to the type of territory;

Summary table 2 details my calculations to determine BFR, Troop Class and BR for each army and fleet of Ylaruam.

Summary table 3 details the deployed troops and fleets, of the tithes and cults, and of the clerics supported by each domain; 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); I hope you have fun in this arid and dangerous land!

Enjoy!

Fabrizio Nuzzaci

Summary table 1

POPULATION DENSITY DISTINGUISHED BY EMIRATE AND TERRITORY TYPE								
Terrain type	Civilization level	Ylaruam	Sulba	Deraan	Hedjazi	Kuznetz	Nicostenia	Cubis
coastal plain	civilized >20/mgq (40-70)						62.25	46.91
	borderland							
	wilderness							
plain	civilized >20/mgq	21.54	23.00	21.65	21.65	26.16	25.26	22.55
	borderland							
	wilderness							
oasis	civilized 10-20/mgq	18.94	19.85	18.04	18.49	18.94		
	borderland							
	wilderness							
grassland	civilized 10-20/mgq							
	borderland							
	wilderness							
upland (*)	civilized 5-10/mgq			9.02			9.92	
	borderland			4.96			4.96	
	wilderness	0.90		0.90		0.90	0.90	
hill + wood	civilized 5-10/mgq						9.92	
	borderland						4.96	
	wilderness						0.90	
desert	borderland	4.51	4.06	4.06	3.61	4.51		4.96
	wilderness	0.90	0.90	0.90	0.90	0.90		0.90

POPULATION DENSITY DISTINGUISHED BY EMIRATE AND TERRITORY TYPE								
Terrain type	Civilization level	Makistan	Abbashan	Jaboor	Fabia	Nithia	Cinsa	Dithestenia
coastal plain	civilized >20/mgq (40-70)			24.36	42.40	46.46		
	borderland			3.61	3.61			
	wilderness					0.90		
plain	civilized >20/mgq		23.00	20.30	20.75		21.65	
	borderland			3.61	3.61	4.96		
	wilderness			0.90		0.90		
oasis	civilized 10-20/mgq		19.85				18.04	
	borderland							
	wilderness							
grassland	civilized 10-20/mgq	13.98						
	borderland	4.51						
	wilderness							
upland (*)	civilized 5-10/mgq					9.92	4.51	8.84
	borderland	4.51				4.96	0.90	3.25
	wilderness	0.90				0.90		0.90
hill + wood	civilized 5-10/mgq							
	borderland							
	wilderness							
desert	borderland	4.06	3.61	3.61	3.61		4.06	3.16
	wilderness	0.90	0.90	0.90	0.90		0.90	0.90

Info from Gaz. 02 ----> - coastal plain (settled): 40-70 people/square mile (more in Nithia-Abbashan-Nicostenia biggest cities) (My adding: except Jaboor's coastal plains)

My indication -----> - plain (settled): 20-30 people/square mile

My indication -----> - oasis (settled): 10-20 people/square mile

Info from Gaz. 02 ----> - grassland (settled): 10-20 people/square mile

Info from Gaz. 02 ----> - upland (settled): 5-10 people/square mile

Info from Gaz. 02 ----> - upland (and every other) "borderlands" hex: 1-5 people/square mile;

Info from Gaz. 02 ----> - upland/desert (and every other) "wilderness" hex: less than 1 people/square mile;

Info from Gaz. 02 (Wrong!) -> - desert borderland hex: 30-60/square mile (this is surely wrong: we know borderland hexes cannot have more than 5 people/square mile)

ECONOMICS of the Emirates of Ylaruam

Summary table 2

1) B.F.R. calculation:		points	HOME GUARD (es. Nicostenia)	Soldiers (not officers):	100	2) B.R. calculation:	
Leadership	leader's level	5	<-- insert leader's HD			each bonus worths:	5
	intelligence		<-- insert intelligence's bonus/malus	B.F.R. score	48	20% mounted	
	wisdom	1	<-- insert wisdoms's bonus/malus	Unit's class	Below Average	50% mounted	
	charisma	1	<-- insert charisma's bonus/malus			20% throwing weapons	5
	% of NPC at title level	0	insert # of NPC with 9HD or more	# of 2 HD troops:		20% throwing w. >30 mt	5
Experience	average troops level	2	<-- insert # of 1 HD troops:	# of 3 HD troops:	100	1% magic equip./skills	
	victories and defeats	0	<-- insert # of victories:	# of defeats:		20% magic equip./skills	
	average officer level	9	<-- insert # of sergeants:	4 and # of their HD:	3	100% magic equip./skills	
Training	training weeks	4	<-- insert # of lieutenants:	and # of their HD:		5% casts spells	
	training weeks+leader	4	<-- insert # of captains:	and # of their HD:		30% casts spells	
	months 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 as the first one			av. speed 100+ feet/turn	5
	average armor class		<-- insert +5 if average armor class is 5 or less			B.R. score:	63
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. calculation:		points	REGULAR DIVISION (with 6 regiments)	Soldiers (not officers):	720	2) B.R. calculation:	
Leadership	leader's level	10	<-- insert leader's HD			each bonus worths:	6
	intelligence		<-- insert intelligence's bonus/malus	B.F.R. score	56	20% mounted	6
	wisdom	1	<-- insert wisdoms's bonus/malus	Unit's class	Fair	50% mounted	6
	charisma	1	<-- insert charisma's bonus/malus			20% throwing weapons	6
	% of NPC at title level	0	insert # of NPC with 9HD or more	# of 2 HD troops:	720	20% throwing w. >30 mt	6
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	10	<-- insert # of sergeants:	18 and # of their HD:	3	100% magic equip./skills	
Training	training weeks	4	<-- insert # of lieutenants:	6 and # of their HD:	4	5% casts spells	
	training weeks+leader	4	<-- insert # of captains:	1 and # of their HD:	8	30% casts spells	
	months 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 as 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:	86
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. calculation:		points	TROOPS ON BOARD (6 small sail. ships)	Soldiers (not officers):	360	2) B.R. calculation:	
Leadership	leader's level	10	<-- insert leader's HD			each bonus worths:	7
	intelligence		<-- insert intelligence's bonus/malus	B.F.R. score:	65	20% mounted	
	wisdom		<-- insert wisdoms's bonus/malus	Unit's class:	Fair	50% mounted	
	charisma	1	<-- insert charisma's bonus/malus			20% throwing weapons	7
	% of NPC at title level	0	insert # of NPC with 9HD or more	# of 2 HD troops:	360	20% throwing w. >30 mt	7
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	10	<-- insert # of sergeants:	18 and # of their HD:	3	100% magic equip./skills	
Training	training weeks	9	<-- insert # of lieutenants:	6 and # of their HD:	4	5% casts spells	
	training weeks+leader	9	<-- insert # of captains:	1 and # of their HD:	8	30% casts spells	
	months 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 as the first one			av. speed 100+ feet/turn	7
	average armor class	0	<-- insert +5 if average armor class is 5 or less			B.R. score:	86
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. calculation:		points	FLEET (6 small sail. ships)	Soldiers (not officers):	360	2) B.R. calculation:	
Leadership	leader's level	10	<-- insert leader's HD	Hull Point (total):		each bonus/malus worths:	6
	intelligence		<-- insert intelligence's bonus/malus	B.F.R. score:	55	20% fleet HP are galleys	
	wisdom		<-- insert wisdoms's bonus/malus	Unit's class:	Below Average	50% fleet HP are galleys	
	charisma	1	<-- insert charisma's bonus/malus			80% fleet HP are galleys	
	% of NPC at title level	0	insert # of NPC with 9HD or more	# of 2 HD troops:	360	20% fleet has artillery	6
Experience	average troops level	4	<-- insert # of 1 HD troops:	# of 3 HD troops:		50% fleet has artillery	6
	victories and defeats	0	<-- insert # of victories:	# of defeats:		20% fleet can ramming	
	average officer level	10	<-- insert # of sergeants:	18 and # of their HD:	3	50% fleet can ramming	
Training	training weeks	9	<-- insert # of lieutenants:	6 and # of their HD:	4	1% HP fleet is enchanted	
	training weeks+leader	9	<-- insert # of captains:	1 and # of their HD:	8	20% HP fleet is enchanted	
	month of service	12	<-- insert # of training's weeks with or without leader (max 20) and month of service/year			100% HP fleet is enchanted	
	Fleet's Generator	# of Ships	Composition of the Crew:		Speed:	Hull Points	
	Ship Types	Ships	Rowers	Sailors	Marines	miles/day - feet/round	(please, fix it)
	Small Galley		0	0	0	18/90 --- 90/150	80-100
	Large Galley		0	0	0	18/72 --- 90/120	100-120
	War Galley		0	0	0	12/72 --- 60/120	120-150
	Longship					18/90 --- 90/150	60-80
	Small sailing ship	6		60	150	0/90 --- 150	60-90
	Large sailing ship			0	0	0/72 --- 120	120-180
	Troop Transport			0	0	0/60 --- 90	160-220
	Fireship (Gaz4)			0	0	60/0 --- 100	200
	Fleet's Totals:	6	0	60	150	Fleet's Hull Points:	
							1% HP fleet my fly
							20% HP fleet my fly
							100% HP fleet my fly
							average speed 135 feet/r.
							average speed 270 feet/r.
							rowers are free men
							fleet has lost >50% sailors
							fleet has lost >50% rowers
							B.R. score:
							79

Summary table 1

Dominion	Population	Defenses	Land Army	Navy	Airforce	Tithes	given to	Patriarch	Chaplain	Deputych.
Alasiya	38.925	475	960			27.061	Eternal Truth	1	2	156
Sulba	11.725	25	240			8.501	Eternal Truth		1	47
Deraan	10.400	25	240			7.515	Eternal Truth		1	42
Hedjazi	8.400	25	240			5.885	Eternal Truth		1	34
Kuznetz	8.550	25	240			6.214	Eternal Truth		1	35
Nicostenia	43.900	100	960	240		32.057	Eternal Truth		4	176
Cubis	21.100	25	480	120		15.724	Eternal Truth		2	85
Makistan	31.800	225	600			21.194	Eternal Truth		3	128
Abbashan	14.675	100	360			9.589	Eternal Truth		1	59
Jaboor	7.725	50	120	60		5.780	Eternal Truth		1	31
Fabia	7.600	50	120	60		5.661	Eternal Truth		1	31
Nithia	12.200	50	120	120		9.472	Eternal Truth		1	49
Cinsa-Men-Noo	5.400	25	120			3.894	Eternal Truth		1	22
Dithestenia	7.600	25	120			5.330	Eternal Truth		1	31
Other territories										
TOTALS	230.000	1.225	4.920	600	0	163.878	TOTALS	1	21	926
(Note: enter data only in light blue areas)										
Faiths & Cults:	Ethernal T.	Thyatian	Alphatian	Thanatos	Ethengar	Dwarven	Elven	Halfings	TOTALS	
Tithes	163.878								163.878	
Patriarchs	1	1	1	1	1				5	
Chaplains	21								21	
Deputychaplain	926								926	
Other deputych.*	0	44	20	26	49	7	6	2	154	
Total priests	948	45	21	27	50	7	6	2	1.106	
Total faithfuls	192.376	10.920	4.872	6.252	12.038	1.735	1.320	487	230.000	
Percentage	83,64%	4,75%	2,12%	2,72%	5,23%	0,75%	0,57%	0,21%	100,00%	
(*) Other deputychaplain are those supported by the people					<i>N.B. chaotic cults are written in cursive</i>					
Note: The tenths for the Churches are presumed to be used to support clergy, works of good or otherwise.										
Specific notes on the cults for this Kingdom:					Immortal's power levels, considered?			no		
Other humans										
Other demihu.										

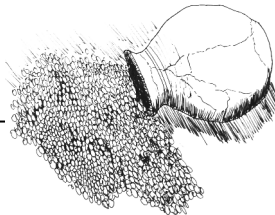
Updated dominion and trade rules

Updated rules for dominion economics and trade, following the author's work on Known World nations: Vestland (published in [issue #28 of THRESHOLD Magazine](#)) and Ylaruam (published in this issue).

by Fabrizio Nuzzaci (fabriziohockey)

USING STANDARD INCOME (S.I.)

Coinage and/or Extracting Gems (resources: Minerals)



A) Coinage: the S.I. receipt from families employed in metal mining indicates the “value” of the metals extracted and delivered to the ruler.

The “number” of coins produced depends on the type of metal used to mint the coins.

Note that minting is, as a rule, the prerogative of the governing prince, not of his vassals.

B) Extracting Gems: the S.I. receipt from families employed in gem mining indicates the “value” of the gems extracted and delivered to the ruler.

Artisans and Traders (resources: Vegetables, Animals, Minerals)

A) The S.I. received by the Artisans allows the ruler to obtain any item with a value equal or less than the amount received for such S.I.; the item will be delivered after the months necessary to obtain the relative value of S.I.

B) The S.I. received by the Traders has the following peculiarities:

it is delivered in cash, immediately available and spendable (unlike the other S.I.);

allows the ruler to obtain any item with a value equal or less than the amount received for such S.I.; the item will be delivered after the months necessary to obtain the relative value of S.I.

Producing Goods (resources: Vegetables, Animals, Minerals)



The S.I. received by families employed on resources Wood, Animals and Minerals indicates the *value* of the materials delivered; these materials will be sold for cash the following month.

Also note that, sometimes, a nation may be devoid of goods that are normally considered *common* (e.g. Ylaruam is almost woodless); thus, if a fiefdom does not produce the required materials, it could obtain them elsewhere: by merchants, paying additional costs based on the type of goods (common or precious) and the place where it is found; by war; magically; etc.

These materials can also be used to produce weapons and equipment.

Producing Weapons and Equipment (resources: Vegetables, Animals, Minerals)



Premise: no wise ruler allows his vassals to manufacture or trade weapons and equipment as they please; whoever would allow it, will do it as long as necessary to maintain his power and not so that someone can turn against him!

Anyone wishing to produce such items without the express consent of the regent can do so, but at his own risk.

In this game there aren't weapons supermarkets; those purchased by adventurers for their first raids are always low quality equipment and, certainly, the local stores do not sell hundreds.

The S.I. received by families employed on resources that can be used to craft weapons and equipments indicates the value of the materials available, **but not processed**, in the domain:

- if you have wood resources, you can craft wooden equipment;
- if you have animal resources, you can craft leather equipment;
- if you have metal resources, you can craft equipment made with the related metal;

- for weapons made of different materials (e.g. crossbows), reference the prevailing material.

To produce weapons and equipment, the ruler must hire armorers; the rules of the game state that, in a year, 1 armorer (1,200 gp / year) + 2 blacksmiths (600 gp / year) + 4 assistants (240 gp / year) can produce 48 armors, or 144 shields, or 240 various weapons (also bows / crossbows + 20 arrows / 30 darts), or 144 saddle bags, saddle and bridle (total cost = 2,040 gp); this is a *low quality* production. For an *average quality*, the production is reduced by 1/3; for a *high quality*, it is reduced by 2/3.

Since it is evident that the selling *price* indicated in the manuals (e.g. expert rulebook) for most of the items (e.g. 48 leather armour = 960 gp) would not even cover the production cost (2,040 gp), we must assume that: 1) the *price* on the manuals must be considered as the cost of the materials required to produce; 2) the production cost must be added to that *price*.

So, to know how many items of a certain type can be produced by a domain, we have to see if it produces a sufficient amount of S.I. of that material (e.g. to produce 240 swords, is needed a S.I. in iron of 2,400 gp).

If not, the ruler will have to find elsewhere the needed resources; one way is doing trade.

Trading (every item)

Costs and Profits



Premise: I preferred to develop the GAZ2: “*The Emirates of Ylaruam*” rules because they are simpler than those described in GAZ9: “*The Minrothad Guilds*” and GAZ11: “*The Republic of Darokin*”.

1st argument:

in GAZ2 (p. 30) a merchant advises:

“Buy coffee, spices, textiles, and expensive household crafts in Darokin, Karameikos, or Thyatis. *Sell high* in Tameronikas, or better yet, ship across the caravan routes and sell at *twice the price* in Ylaruam, or *three times the price* in a rural market. Buy the best horses from the nomads, the best rugs and pottery from rural craftsmen and weapons, glass, and jewelry from urban craftsmen, and export them.”

GAZ9 (Player’s Book, p. 31) confirms that

“a standard retail price , ... can be *100 percent or more* of the wholesale price.”

Basically, GAZ2 allows us to establish the profitability of a trade (the **Gross Revenue**) basing it on the distance, as well as on the type of goods traded (precious or common), without too many complications.

So, we can state that the **Gross Revenue**:

for *precious* goods is:

- 1) 50% of the *Good Value*, if sold in a nearby city (same nation);
- 2) 100% of the *Good Value*, if sold in a nearby village (same nation) or in a distant city (other nation);
- 3) 200% of the *Good Value*, if sold in a distant village (other nation);

for *common* goods is:

- 1) 25% of the *Good Value*, if sold in a nearby city (same nation);
- 2) 50% of the *Good Value*, if sold in a nearby village (same nation) or in a distant city (other nation);
- 3) 100% of the *Good Value*, if sold in a distant village (other nation).

2nd argument: in GAZ1: “*The Grand Duchy of Karameikos*” is stated (p. 34) that the ruler receives a tax equal to 5% of the value of each transaction from families engaged in trade.

3rd argument: in GAZ9: “*The Minrothad Guilds*” (DM’s Book, p. 28) is stated that, if no more detailed rules apply, the *Management Cost* is equal to 50% of the *Gross Revenue*; moreover, if an item comes from another country, an additional 2d10% for customs duties must be paid (*on average*); and, finally, both GAZ9 and GAZ11 list *precious* and *common* goods, with a lot of useful information.

In the **Value Calculations** table on the next page, the *Good Value* would be the cost of the material and the expense to produce an item.

Therefore, knowing the *Good Value* and distinguishing only the *Type of Good* and the *Distance* at which it will be sold, it is possible to calculate all the other percentages (*Tax, Gross Revenue, Management Cost and Net Revenue*) and determine the purchase cost of an item (***Final Price + Customs Duty***).

Example 1:

the *Final Price* for a *common* good (*Good Value* 60 gp) in a nearby city (*Distance* 1) is 84.51 gp, of which: 60 gp (71%) is *Good Value*, 4.23 gp (5%) is *Tax* and 20.28 gp (24%) is *Gross Revenue*.

Example 2:

the *Final Price* for the same *common* good (*Good Value* 60 gp) in a remote village in another country (*Distance* 3) is 140.21 gp, of which: 60 gp (47.5%) is *Good Value*, 6.32 gp (5%) is *Tax*, 60 gp (47.5%) is *Gross Revenue* and an extra of 13.89 gp (= 11%) is *Customs Duty*.

Example 3:

the *Final Price* for a *low quality* plate armor (note: it’s a *precious* good) [*Good Value* 68.50 gp of which: 60 gp is material and 8.50 gp is producing cost] in a remote village in another country (*Distance* 3) is 245.28 gp, of which: 68.50 gp (31%) is *Good Value*, 11.05 gp (5%) is *Tax*, 141.42 gp (7.5%) is *Gross Revenue* and an extra of 24.31 gp (= 11%) is *Customs Duty*.

Value Calculations Table

Precious goods

Distance	Good Value ^a	Tax (local)	Gross	= Final Price	+ Customs Duty ^b	Management Cost	Net Revenue ^c
1	64.00%	5%	31.00%	= 100%	0%	16.50%	16.50%
2	47.50%	5%	47.50%	= 100%	0% (+11%)	23.75%	23.75%
3	31.00%	5%	64.00%	= 100%	+11%	32.00%	32.00%

Common goods

Distance	Good Value ^a	Tax (local)	Gross	= Final Price	+ Customs Duty ^b	Management Cost	Net Revenue ^c
1	71.00%	5%	24.00%	= 100%	0%	12.00%	12.00%
2	64.00%	5%	31.00%	= 100%	0% (+11%)	16.50%	16.50%
3	47.50%	5%	47.50%	= 100%	+11%	23.75%	23.75%

Notes on Value Calculations table:

- a The *Good Value* for weapons or other equipment (crafted by an armorer) listed on the game books is equal to their stated price **plus** the proportion of 2,040 gp (1 armourer + 2 blacksmiths + 4 assistants) as production expenses.
- b The *Customs Duty* is an additional cost that, on average, I set at 11% ((2d10%)/2); thus, when a trade is directed in "... (**other nation**)" (at distances "2" and "3"), you **should** add an additional 11%. The customs duty could also be higher, depending on politics and... GM wish.
- c The *Net Revenue* is the actual gain of the merchant, equal to 50% of the *Gross Revenue*; the other part (the *Management Cost*) is to pay supplies, workers and some warriors, etc.

This system is compatible with that outlined in GAZ9 and GAZ11.

In practice the **Final Price** of an object, determined on the basis of the table above, corresponds to the **Modified Price** described in those Gazeteers.

Thus, to determine the **Final Price** according to those rules, you must just apply the valuation and negotiation rules as indicated in **Step 5** of GAZ9 (DM's Book, p. 33) or GAZ11 (Player's Book, p. 27).

See page [157](#) for additional resource references for this article

The Amazing Travels of Goods and People Part 2

by Francesco Defferrari (Sturm)

INTRODUCTION

The first instalment of this article has appeared in [THRESHOLD Magazine issue #28](#) available at the Vaults of Pandius. In the voice of an unnamed Minrothaddan Prince of House Elsan teaching to young sea elves, it described the trade of various foods in the Known World and beyond. Now we'll examine the trade of many other commodities. Therefore all the text outside the tables **from now on** is the in-world perspective of the Merchant Prince.



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

Beer, Wines and Spirits, Tobacco, Rugs

We could call this category the one of ‘mind-altering substances.’¹ They likely existed since the dawn of intelligent races, each race or region having its own. And each culture tends to label the ones coming from other cultures as ‘foreign corruption,’ forgetting that the effects of their own substances are more or less the same. So the Thyatians frown upon the use of zsonga imported from Alphatia, but forget how many of them are addicted to and damaged by their wines and spirits. Elves of old times damned the recreational use of alcoholic beverages as ‘human corruption,’ but had no problem at all with the many plants, fermented beverages and fungi which were used among elves for medicinal purposes or to obtain all kinds of altered physical and mental states. The advantage of trading such things is that they are extremely profitable. But remember to check local laws, as many countries have rules prohibiting some substances and allowing others, often just for preposterous political or religious reasons.



¹ Obviously this is written as an ‘in-character’ perspective of an inhabitant of a fantasy world, devoid of any modern scientific knowledge and any modern awareness about the risk of alcohol and substance abuse. It is not to be considered in any way an invite to consume alcohol, drugs or similar substances.

Beer²

Dwarves claim they have invented beer, and halflings claim they have invented wine, while elves claim they have invented spirits (originally for medicinal purposes). Humans obviously claim they have invented all three, and I’m quite sure such claims exist among many other intelligent races.

True or not that dwarves invented it, beer had already spread from eastern Brun to western Skothar, and all the lands in-between, more than 8,000 years ago, along with grain and bread. As sages believe the ‘invention’ of beer was rather easy, as an involuntary consequence of the leavening of bread, it may well have been invented in different places from different grains. In fact, even if the most common beer is obtained with malted barley, a yeast, and hops as flavoring, it is possible to obtain beer from any grain and all kinds of flavoring can be used. Indeed the variety of beer is impressive, and very good for trade as, in the same way as we saw for foods during the previous lesson, all places which love beer love exotic beers.

The greatest lovers of beer in the Known World are most certainly Heldann, Glantri, the Northern Reaches and Darokin, but there is a good consumption almost anywhere. On average the southern and warmer countries consume less beer because they also have a good production

² On beers, wines and spirits see the articles ‘[99 Bottles of Mystaran Beer on the Wall](#)’ and ‘[Mystaran Drinks](#)’ both by several authors in the Vaults, and ‘[A New Dimension to Taverns: Optional Rules for Alcohol and Intoxication](#)’ by Geoff Gander (also found at the Vaults)

Export & Import Trade in Beer

Export Location	Exported Goods	Import Location	Imported Goods
Darokin City, Darokin	beer -2	Alinquin, Bellissaria	beer +1
Dengar, Rockhome	beer	Atruaghin lands	beer +3
Denwarf-Hurgon, Alphatia	beer	Bluenose, Alphatia	beer
Dunwick, Savage Coast	beer -2	Broken lands	beer
East Portage, Isle of Dawn	beer -2	Coppertown, Bellissaria	beer +3
Ekiddu, Nimmur	beer	Darokin City, Darokin	beer
Errolyn, Alphatia	beer	Draco, Alphatia	beer
Freiburg, Heldann	beer	Favaro, Darokin	beer +3
Gapton, Minrothad	beer -2	Glantri City, Glantri	beer
Greenwood, Alphatia	beer	Grey Bay, Thyatis	beer +2
Gulluvia, Adri Varma	beer	Hattias, Thyatis	beer +2
Gundegard, Eusdria	beer -3	Khuur, Hule	beer
Halag/Fort Doom, Karameikos	beer -2	Latehar, Sind	beer +3
Highforge, Karameikos	beer	Limn, Alphatia	beer
Hockstein, Heldann	beer -2	Makrast, Thyatis	beer +3
Kerendas, Thyatis	beer -2	Malfton, Minrothad	beer +3
Garganin, Davania	beer	Morlay, Glantri	beer
Leenz, Glantri	beer	New Alvar, Glantri	beer
Luln, Karameikos	beer -2	Polakatsikes, Davania	beer +3
Minrothad City, Minrothad	beer -2	Port Lucinius, Thyatis	beer +2
Nemiston, Darokin	beer -2	Port Marlin, Esterhold	beer +2
Oldsbury-Upon-Blythe, Bellayne	beer -3	Ragmata, Yezchamenid	beer
Othmar, Eusdria	beer -3	Rainbow Park, Gaity	beer
Penhaligon, Karameikos	beer -2	Rardish, Alphatia	beer
Richland, Yalu Bay	beer	Rifflian, Karameikos	beer +3
Serison, Thonia	beer -3	Sablestone, Glantri	beer
Shiell, Alphatia	beer	Shraek, Alphatia	beer
Shireton, Five Shires	beer -3	South Harbour, Bellissaria	beer +3
Skyfyr, Esterhold	beer -2	Sundsvall, Alphatia	beer
Smokestone City, Cimarron	beer	Taterhill, Glantri	beer
Sol-Klor, Adri Varma	beer	Thyatis City, Thyatis	beer
Tel Akbir, Thyatis	beer -2	Vyennes, Glantri	beer +3
Tothmeer, Five Shires	beer -2	Zagora, Savage Coast	beer +2
Trikelios, Isle of Dawn	beer -2		
Withimer, Eusdria	beer -2		

of wines, but it is not always so. Beer is much appreciated in all the Savage Coast, Hule, Sind and Yavdlom, both local and imported. In Alphatia and the Isle of Dawn consumption is certainly higher in the north, but relevant also in the south. In Norwold and some other northern nations beer is popular but there is also a relevant competition from stronger spirits. The most common categorization of beer is based on the color, from the 'white' beers popular in Heldann and Rockhome to the 'black' ones developed in some regions of Glantri and in Bellayne.

Just to give you a quick and partial bird's view on world beers, I'll list the most popular types. The **Pale Lager** is a light yellow to deep yellow beer which is common in a region going from Heldann to northern Glantri, Rockhome and down to the region of Selenica in Darokin and Threshold in Karameikos. Each City and town obviously has its own local variety, and often more than one. The **Pale Ale** is an amber beer, also called **Blonde** in Glantri, common also in Darokin, Alphatia, Sind and the Savage Coast. The **Amber** and the **Bitter** are variants used in Glantri, Darokin, Rockhome, the Isle of Dawn and as far as Bellayne. The **Brown Ale** is another darker variety common in Glantri, Darokin and Alphatia, also called **Dunkel** in Heldann and southern Norwold. The **Weiss** is a light yellow and aromatic beer made with wheat, common in Glantri, Rockhome and Heldann. The **Stout** is a very dark beer typical of the central and northern Isle of Dawn. Then there are many more exotic beers, such as the ones made from rice in Ochalea and Skothar, the ones made with sorghum and millet in northern Davania, the **Chicha** made with maize in

western Davania, or the **Sahti** made in northern Norwold from fermented bread. Each corner of the world has its own, just go and find it, then find someone who wishes to buy them.

Wines and Spirits

Like beer, wine and spirits are a cornerstone of local culture in many nations of the world. Our human and halfling Minrothaddan countrymen produce several wines and liquors, and Thyatis can well be considered one of the world's centers of wine production. The others are likely Glantri and Renardie in the Savage Coast. But other nations are not much far behind, like the Shires and Karameikos, the Savage Baronies, Bellissaria, the southern Isle of Dawn, the Alatians, Minaea and northern Davania. Wine was likely invented in ancient Bellissaria, but soon spread to the whole Alphatian sea and in the old Milenian Empire of Davania became almost a religion. So now all the nations which were influenced or conquered by the Milenians, from Minaea to Thyatis and beyond, are the biggest winemakers. We are speaking here of wine as obtained from fermented grapes, while spirits are obtained from all kinds of fruits, grains and vegetables.

But starting with grape wine, **Red Wine** is obtained from dark-colored grapes fermented with the skins. The most famous varieties in Thyatis are Barbera, Corvina, Croatina, Dolcetto, Montepulciano, Nebbiolo, Sangiovese, Aglianico, Avola and Negroamaro in southern Thyatis and Minrothad. Some varieties are cultivated both in Glantri and in the Savage Coast, such as

Alicante, Bobal, Cabernet, Carménère, Carignan, Cinsaut, Malbec, Douce Noir, Gamay, Grenache, Merlot, Mourvèdre, Pinot, Syrah, Tempranillo, Verdot, or the Savage Coast only, such as Castelao, Criolla, Marufo, Mencia, Tannat, Tinta Barroca, Touriga and Trincadeira. Prokupac is typical of the Gulf of Hule, Pinotage of Northern Davania, Saperavi in Bellissaria and Minaea.

Cabernet and Muscat are common in Darokin and the Shires, where also several Glantrian varieties are used. Pamid is typical of Karameikos, where also some Thyatian varieties are used. Blaufränkisch is a grape spread from northern Karameikos to Darokin, Rockhome and the Northern Reaches. Zweigelt is cultivated in Glantri, Rockhome and Soderfjord. Dornfelder is typical of Heldann and Vestland. There are some Alphatian specific varieties, such as Concord, Isabella, Ives and Zinfandel. In Northern Davania and Minaea there are the many varieties developed by the Milenians, such as the Agiorgitiko. Too many to list them all, and all highly sought out as wine lovers like to always taste new ones.

White wines as well have several varieties. Chardonnay and Sauvignon have spread from Glantri to Darokin and Alphatia, and to the Savage Coast. The Principality of Averaigne in Glantri rules over white wines as over the red ones, with varieties such as Chenin, Grenache blanc, Semillon and Viognier. Related varieties exist also in far-off Renardie, possibly brought there by Glantrian lupins, or the other way around. Likewise the varieties of the Savage Coast, such as Airén and Maccabeu, have been planted also in New Alvar in Glantri. The Gewürztraminer, Riesling and Müller-Thurgau are varieties from the region of Heldann and

the Northern Reaches common also in southern Norwold, Rockhome and beyond. Muscat is the most common Thyatian variety, but not the only one, as there are many others, such as Vermentino, Trebbiano and the Pinot gris. The Catarratto is a typical Minrothaddan variety.

A special note must be added for wines among halflings, elves, dwarves, Ierendians, Ylari, Atruaghins and Sindhi. None of these cultures cultivated grapes originally, for many different reasons. The halflings did not know them when they lived in Davania, but eventually embraced wines enthusiastically, mostly Thyatian and Glantrian varieties, even if I'd say beer is still a bit more popular than wine in the Shires. Elves not only did not know wine, but for many centuries looked down on intoxicating beverages (even if admittedly we had no such qualms regarding plants with similar effects, but that's how cultural prejudice works).

In recent centuries, however, **Elven wine** became a thing in almost all elven communities around the world. However the name 'elven wine' often indicates all kinds of spirits made with fruits, rather than just 'real' grape wine. The native Makai of Ierendi did not cultivate grapes, but later wine was introduced by the Thyatians. However, it is still less popular than beer and spirits in the islands. In Ylaruam, the coastal culture has always produced wines, while the nomads of the interior and the oasis prefer other beverages and, especially since al-Kalim's religion has spread, look down on intoxication and drunkenness. This attitude limits the consumption of wine and liquors in the nation. In Atruaghin, beers, wines and spirits were almost unknown in the past. More recently they

have been easily available from external trade, but in general clans and families disapprove of such foreign customs. Grapes have limited cultivation in Sind, and limited wine production, mostly imported from Darokinian varieties, while beer and spirits are much more common.

There are many other regions of the world where grape wine is, if not unknown, quite rare, while there are local varieties of wines and spirits. Many regions of western and southern Davania for example do not cultivate grapes, nor central and northern Skothar or northern Brun but, as said before, grapes have their main range mostly in the temperate regions, not too far from the sea.

Spirits are a whole different story, as a spirit is simply a fermented beverage, also called liqueur if aromatized with fruits or herbs. Well, it is possible to obtain spirits more or less from any vegetable, grain or fruit, and there is an enormous variety of herbs, spices and fruits with which to aromatize them. So again I'm gonna list only the most famous ones, but consider that any corner of the world has its own. **Liqueur** specifically, also called Amaro in Thyatis, is normally a descendant of herbal medicines made by clerics or elves, and it is still commonly on sale in churches and monasteries to finance religious activities. It is often a dark or colored spirit with a strong herbal or fruity aroma. Minrothad alone has several specific varieties. **Advocaat** is a regional liqueur made in Bergdhoven, Glantri from eggs and sugar. A **crème liqueur** is a liqueur that has a great deal of additional sugar added to the point that it has a near-syrup consistency. A **cream liqueur** is instead a liqueur that

includes dairy cream. Both have several varieties around the world. **Rum** is distilled sugarcane, and has become a typical product of Yavdlom and Ierendi, but attempts have been made to produce it also in Minrothad and Ochalea. It is a growing market.

Whisky is a beverage of distilled grains with a very old history, probably developed by some ancient Neathar populations which settled, among other places, in the Isle of Dawn, Glantri, Central Brun and northern Davania. So nowadays many regional varieties exist in Dunadale, Klantyre in Glantri, central and northern Alphatia, Darokin, the Northern Reaches, and even Sind, Minrothad, Ochalea and the Savage Coast. **Brandy or Cognac** is a spirit obtained from wine and widespread from Glantri to Alphatia. There are so many varieties in all corners of the Known World that it is now very hard to pinpoint its origin, which could have been Glantri or, some sages say, the Five Shires just a few centuries ago. **Pomace spirit** is distilled by the residues of winemaking. It's also called **Grappa** in Thyatis and **Marc** or **Orujo** in Glantri and the Savage Coast, which are the places where it is more popular. It is often aromatized with all possible varieties of herbs and fruits. **Fruit spirits** exist almost anywhere in the world, as the process of obtaining alcohol from fruits is not too hard.

Rakia is a notorious Traladaran spirit made with all kinds of fruits, **Applejack** is an Alphatian one. **Cider** is the most famous spirit obtained from apples, a specialty of Darokin and Glantri, which has spread elsewhere as in the Shires and Alphatia. Most varieties are not as strong as other spirits

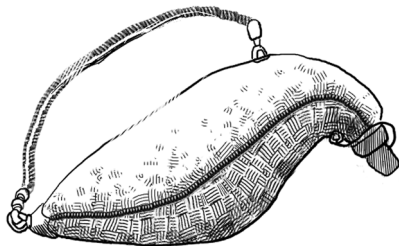
Export & Import Trade in Wines and Spirits

Export location	Exported goods	Import location	Imported goods
Argevin, Thyatis	wine -2	Aaslin, Bellissaria	wine +5
Arcadiapolis, Thyatis	wine -2	Akorros, Darokin	wine +2
Azkoran, Azardjian	wine -2	Alchemos, Bellissaria	wine +2
Bluenose, Alphatia	wine, spirits	Alfheim City, Alfheim	wine +3
Boa Mansão, Texeiras	spirits	Alinquin, Bellissaria	wine +2
Cirkara, Hule	spirits -2	Alfleish, Alphatia	wine
Ciudad Huelca, Guadalante	wine	Alpha, Norwold	wine +5
Ciudad Matacán, Saragón	wine	Aquas, Alphatia	Wine, spirits +3
Ciudad Real, Gargaña	wine, spirits	Azurun, Hule	wine
Ciudad Tejillas, Almarrón	spirits	Braastar, Glantri	wine
Cove Harbor, Minrothad	wine, spirits -2	Bridleton, Thyatis	wine, spirits +2
Deauvais, Renardie	wine -2	Ciudad de León, Torreón	wine +2
Edairo, Thothia	wine -2	Ciudad Huelca, Guadalante	spirits +3
Eyf, Robrenn	wine -2	Darokin City, Darokin	wine
Fabia, Ylaruam	wine -2	Dawnpoint, Thyatis	wine, spirits +2
Furmenglaive, Isle of Dawn	spirits	Dolos, Darokin	wine, spirits +3
Glenmoorloch, Glantri	whisky	Dunwick, Savage Coast	wine +2
Halag/Fort Doom, Karameikos	wine	Ekiddu, Nimmur	wine, spirits
Hattias, Thyatis	wine	Erendyl, Glantri	wine
Hillfork, Thyatis	wine -2	Glantri City, Glantri	wine
Kantridae, Thyatis	wine, spirits -2	Glauqnor, Emerond	wine, spirits +3
Kerendas, Thyatis	wine -2	Greenwood, Alphatia	wine, spirits
Kishinev, Zuyevo	spirits	Gurr'ash, Ator	spirits
Kulnovo, Hule	spirits -2	Harbortown, Minrothad	wine +2
Leominster, Bellayne	spirits -2	Ionace, Nayce	wine, spirits +3
Lone Cove, Thyatis	wine, spirits -2	Itucuà, Jibarù	wine, spirits
Louvines, Renardie	wine -4	Izmira, Emerond	wine, spirits +4
Luln, Karameikos	spirits	Jaboor, Ylaruam	wine +2
Machetos, Thyatis	Wine, spirits -2	Jahore, Sind	wine
Mesembria, Thyatis	wine -2	Jaibul City, Jaibul	wine +2
Minaea City, Minaea	wine -3		
Mons-en-Plecy, Renardie	wine -2		

Export & Import Trade in Wines and Spirits continued

Export location	Exported goods
Nova Svoga, Savage Coast	spirits -2
Pilion, Thyatis	wine, spirits -3
Porto Preto, Vilaverde	wine
Princetown, Bellissaria	wine, spirits -2
Puerto Morillos, Narvaez	wine
Raedestos, Thyatis	wine, spirits -2
Ragmata, Yezchamenid	wine
Rardish, Alphatia	wine
Raska, Zvornik	spirits -2
Raven Scarp, Hinterlands	spirits
Richland, Yalu Bay	spirits
Rymskigrad, Glantri	vodka
Selymbria, Thyatis	wine -2
Seyvan, Hule	spirits -2
Shireton, Five Shires	wine -3
Slagovich, Savage Coast	spirits -1
Smolini, Grouzhina	wine -2
Spearpoint, Bellissaria	wine -2
Tel Akbir, Thyatis	wine, spirits -2
Thyatis City, Thyatis	wine -2
Vinton, Thyatis	wine, spirits -3
Vorloi, Karameikos	wine
Vyonnes, Glantri	wine -4
West Portage, Isle of Dawn	liqueurs

Import location	Imported goods
Jandak, Hule	wine +2
Kastelios, Davania	wine
Khuur, Hule	wine +2
Kishinev, Zuyevo	wine
Kladanovic, Serpent Peninsula	wine
Leominster, Bellayne	wine +3
Les Tentes-sur-Bancs, Renardie	wine +4
Le Vieux Carré, Renardie	wine +5
Limn, Alphatia	wine, spirits
Makrast, Thyatis	wine spirits +2
Markos, Minaea	wine +3
Mivosia, Davania	wine, spirits +3
Nidzhman, Kyurdukstan	wine +2
Norchester, Bellayne	wine +2
Prijderel, Hule	wine +2
Rainbow Park, Gaity	wine, spirits
Redstone Castle, Isle of Dawn	wine, spirits +2
Richland, Yalu Bay	wine
Seagirt, Pearl Islands	wine +3
Shiell, Alphatia	wine, spirits
Shkodar, Hojah	spirits +2
Shraek, Alphatia	wine, spirits
Silverston, Glantri	wine
Skyfyr, Esterhold	wine +2
Skyreach, Alphatia	wine, spirits
Soderfjord City, Soderfjord	wine +3
Sol-Klor, Adri Varma	wine, spirits
Starpoint, Alphatia	wine, spirits
Sundsvall, Alphatia	wine, spirits
Thanasis, Minaea	wine +3
Theeds-Upon-Blythe, Bellayne	wine +2
Wendar City, Wendar	wine



but a bit milder like beers and wines. **Mead** is obtained from honey and can be mild as a light beer or strong as a strong wine, depending on the variety. It is ubiquitous in the world, and local varieties exist from Davania to Skothar, also called **Hydromel** in northern Davania and Thyatis, or **Medovina** in Karameikos.

A **Topinambur spirit** is made in Heldann and Rockhome from the namesake tuber. **Vodka** is a spirit obtained from distilled grains and potatoes, whose origin again is difficult to pinpoint as it is widespread from Karameikos to Rockhome, the Northern Reaches, Norwold and Alphatia, and as far as western Brun. **Akvavit** is another spirit of grains and potatoes popular especially in the Northern Reaches and Norwold. **Gentian** is another liquor popular in Rockhome and Heldann made with the roots of the gentian flower. **Gin** is a popular spirit all over the Known World, made from juniper berries, possibly invented in Glantri in remote times and now spread almost everywhere but especially in Glantri, Darokin and Alphatia. **Pastis, Sambuca, Arak and Ouzo** are all Anise-based spirits in the Savage Coast, Thyatis, Ylaruam and northern Davania. The origin may be Thothian or Milenian. **Absinthe** is a spirit which contains both anise and other herbs, quite popular in Glantri and Darokin.

Maraschino is a typical spirit made with special cherries which grow only in some areas from northwestern Thyatis to Karameikos, Minrothad and the Shires. **Nocino** is a spirit made with green walnuts, possibly born in Darokin but now popular also in the Shires, Thyatis and Alphatia. Sind too has its special spirits, such as **Mahuli** and **Desi daru**. In Ierendi, **Okolehao** is a

typical spirit traditionally made in Makai villages. **Tequila** is a spirit made in the Savage Coast with the agave plant, a sort of cactus. **Sake** or **Huangjiu** is made in Ochalea and Skothar from fermented rice and other grains.

Baijiu is made in Skothar from sorghum. Let me stress out I've just touched the surface of spirits and liquors of the world. You will be able to find hundreds of other varieties almost anywhere. Even the Oltecs and all the population who descend from them, such as the Atruaghins and many other people of Brun and Davania who, as said before, did not know beer or wines, had a sort of spirit, **Pulque**, obtained from the local agave plant, which they called maguey. Originally it was consumed for religious purposes only, but in recent times it is also consumed for recreational purposes and even sold to outsiders in Atruaghin lands.



Pulque presented to the Azcan emperor

Tobacco

The Oltec people invented tobacco. And they spread it to many places of the world. Tobacco was already common among the Oltecs and the Azcans before the Great Rain of Fire. At the time, elves did not like at all the idea of consuming a plant by burning it, and this diffidence is still present among many elven communities of the world, except for us, the elves of Minrothad, and those of the Savage Coast, who have developed a sort of passion for rare varieties of tobacco. Still, many elves prefer to consume it by chewing.

Differently from elves, halflings instead loved tobacco from the very first moment and nowadays it is well known that the Shires have one of the best production of the world. Among the other big producers are the cultures which descend directly from the ancient Oltecs and Azcans or were in contact with them, so nowadays Atruaghin lands, Sind, Hule, the Savage Coast and the Yezchamenid Empire. Darokin has a true passion for tobacco, initially importing it from the Atruaghins, but now with a relevant home production.

Alphatians did not know tobacco in their homeworld, but developed a taste for it

quite soon, and now there are huge productions in Arogansa and Bellissaria. Thyatis also has a relevant production of famous cigars in the region of Bridleton. In Ochalea tobacco arrived much later, but it has now a relevant production too. The tobacco of Tu'eth in the far western serpent kingdom of Cay is a highly sought variety. The major common varieties of tobacco are the **Aromatic fire-cured**, which is the most common pipe blend in the Shires and is used also for the Thyatian cigars, the **Brightleaf**, which is the milder Darokinian variety, the **Criollo** used in the Savage Coast to make cigars, as the famous Gargañan ones, the **Dokha** of the Yezchamenid Empire, the **Oriental** of Alphatia and Bellissaria, the **Perique** of Glantri, the **Shade** and the **Wild** of Atruaghin lands, the **Hulean** from the namesake country, the **Latakia** which is a Milenian variety used in Davania and the Isle of Dawn.

The biggest importers are all the big cities and all the places where the habit of smoking is quite common. Most of these places do have their own production of tobacco, but the internal demand is still much greater than the internal offer, and here you, the trader, comes and earns.



Tobacco production in the Savage Coast

Export & Import Trade in Tobacco

Export location	Exported goods	Import location	Imported goods
Atruaghin lands	tobacco -4	Aasla, Alphatia	tobacco
Beitung, Ochalea	tobacco	Ah'roog, Shazak	tobacco
Bluenose, Alphatia	tobacco	Angorit, Yavdlom	tobacco
Boa Mansão, Texeiras	tobacco	Azurun, Hule	tobacco
Bridgeport, Bellissaria	tobacco -3	Bargha, Ethengar	tobacco
Bridleton, Thyatis	tobacco	Dengar, Rockhome	tobacco +4
Ciudad Tejillas, Almarrón	tobacco -3	Denwarf-Hurgon, Alphatia	tobacco
Darokin City, Darokin	tobacco -2	Glantri City, Glantri	tobacco +4
Garganin, Davania	tobacco -3	Khuur, Hule	tobacco
Iskilü, Hule	tobacco	Kishinev, Zuyevo	tobacco
Jaibul City, Jaibul	tobacco	Ierendi City, Ierendi	tobacco
Lizzieni, Glantri	tobacco	Limn, Alphatia	tobacco
Ragmata, Yezchamenid	tobacco	Oldsbury-Upon-Blythe, Bellayne	tobacco +2
Richland, Yalu Bay	tobacco	Rainbow Park, Gaity	tobacco
Sandapur, Sind	tobacco	Sayr Ulan, Sind	tobacco
Shireton, Five Shires	tobacco -4	Skyreach, Alphatia	tobacco
Thantabbar, Five Shires	tobacco -2	Slagovich, Savage Coast	tobacco
Tu'eth, Cay	tobacco	Sol-Klor, Adri Varma	tobacco
Tyjaret, Serpent Peninsula	tobacco	Smokestone City, Cimarron	tobacco
		Sundsvall, Alphatia	tobacco
		Thyatis City, Thyatis	tobacco
		Ylaruam City, Ylaruam	tobacco +3



Drugs

This is a very non-specific word, as in some places a certain substance is called a drug, while in other places the same substance is called a medicine. And the same substance may be permitted or simply ignored in a country and vehemently prohibited and frowned upon in another country. So you need to always know what you can sell and how. In some countries for example you can sell some substances but the import taxes are so high it's not worth it. That's clearly a devious method to discourage imports of said substance without actually prohibiting it. This problem basically stems from the tendency of humans, and some humanoids, of abusing mind-altering substances, from alcohol to medicines and drugs. This happens much less among other races such as us elves, dwarves, halflings, lupins, rakasta and others.

Anyway you have been warned this trade can be problematic, but as it is not small at all, we have to mention it. The most traded 'drugs' of the world are probably zsonga, opium, coca and cannabis. **Zsonga** is not native to Mystara, it came from the home-world of the Alphatians. It is a marvelous plant, really, which produces a delicious pink fruit which has, however, a sort of dangerous effect. A fruit or the equivalent in juice or jelly is in fact enough to make one person feel happy and relaxed for one to four days. So where's the catch, you say? The catch is you are so happy and relaxed you really do not bother to do anything at all, barely eating and taking care of yourself. A parent under the effect of zsonga may neglect his own children. A soldier will neglect his duties. Yet the effect is so pleasant that humans get addicted quite easily, and it can happen to other races too.

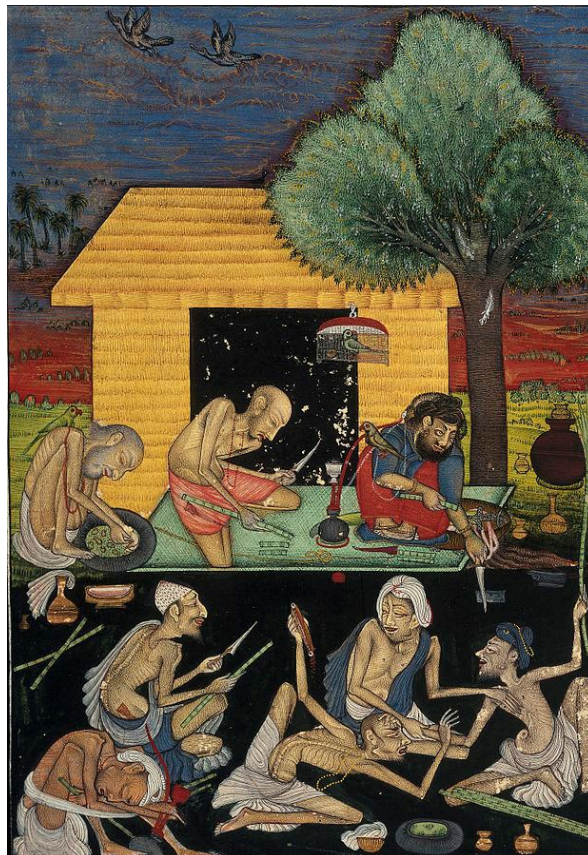
The abuse of zsonga has damaged many times the military capabilities of Alphatia and Thyatis too, where it has been introduced in the past by the Alphatians themselves to weaken Thyatian defenses. So selling zsonga has been prohibited from time to time in Thyatis, but a certain amount of trade is always present. Really the major obstacle to a greater trade in zsonga is the fact that the plant only grows in Alphatian greenhouses, so the production is always very limited.

Opium is instead a native Mystaran drug, obtained from a variety of the common poppy flower, which grows basically in all the temperate regions of the world from Skothar to Davania. It has been used by many human agricultural cultures initially as a tea to induce sleep or as a painkiller, but it has been soon discovered it can have stronger relaxing and pleasant effects if smoked or if consumed in any form in high concentration. Nowadays opium is quite popular and cultivated in Ochalea, Jaibul, Sind, Minaea, the Yezchamenid Empire, Herath and the northern Serpent Peninsula. The biggest customers are in the great cities but as said before beware of the law and the taxes on the imports of drugs which are often present. Needless to say that smuggling is rampant in this trade, with all the risk associated for those who engage in it.

Coca is a typical Davanian drug, which comes from a leaf traditionally cultivated in the mountains and forest of western Davania, especially the regions of Pelatan, northern Izonda and Brasol, by several Oltec-descended cultures. The locals consume it by chewing or as a tea to better endure the thin air at high altitudes. The substance in fact has the opposite effect of zsonga and opium, it gives energy and enthusiasm. If abused, it

Export & Import Trade in Drugs

Export location	Exported goods	Import location	Imported goods
Aasla, Alphatia	zzonga	Ah'roog, Shazak	opium
Beitung, Ochalea	opium, cannabis	Bluenose, Alphatia	zzonga, ther drugs
Ciudad Morales, Torreòn	coca	Crossroads, Ne'er-do-well	all drugs
Ciudad Tejillas, Almarròn	coca	Darokin City, Darokin	all drugs
Jaibul City, Jaibul	cannabis, opium	Glantri City, Glantri	all drugs
Minaea City, Minaea	opium, cannabis	Gulluvia, Adri Varma	all drugs
Crossroads, Ne'er-do-well	zzonga, opium, cannabis	Ierendi City, Ierendi	all drugs
Ragmata, Yezchamenid	opium	Landfall, Norwold	all drugs
Shahav, Herath	opium	Minrothad City, Minrothad	all drugs
Shireton, Five Shires	cannabis	Rainbow Park, Gaity	all drugs
Slagovich, Savage Coast	coca	Shraek, Alphatia	zzonga, other drugs
South Harbour, Bellissaria	cannabis	Slagovich, Savage Coast	opium
Trikelios, Isle of Dawn	cannabis	Sundsvall, Alphatia	zzonga, other drugs
Trollhattan, Alphatia	zzonga	Thyatis City, Thyatis	all drugs
Tyjaret, Serpent Peninsula	opium, coca		



Sindhi opium smokers

gives too much of it, leading to underestimate risks and dangers. Nowadays it can be easily bought in the Savage Coast and the northern Serpent Peninsula.

Cannabis or **hemp** is a very versatile plant which can be used also for cloth and ropes, and it is extensively used in this way in all the Known World. The dried flowers, consumed in teas, cakes or smoked, have a relaxing, analgesic and sometimes exhilarating effect, more or less strong depending on variety and concentration. Actually in many places this plant is considered just like a sort of tobacco variety, for example in the Shires, rather than a drug. It can be found in many places and sold almost everywhere like tobacco without risks of heavy import duties or strange laws.

There are many other less famous drugs in the world. Elves for example always knew a lot of plants with all kinds of effects, but they did not call them drugs. Knowing well the tendency of humans to abuse them and create networks of smuggling, violence and often ineffective laws against them, we normally refrain from trading our traditional plants and even spreading too much knowledge of them. Dwarves know a lot of mushrooms with all kinds of effects, as do shadow elves and humanoids, and the underwater elves have the same expertise on algae. Halflings know many leaves used in what they call '**pipesmoke**' with relaxing or exciting effects. All these substances normally do not leave the original cultures which use them. In Davania there are some **mushrooms** growing above ground which have the effect of inducing dreams and visions. Oltec-descended cultures and elves have used them for millenia, but as they are consumed only for religious purposes, they are not normally available for sale.

Fish

Fish is an important food supply for many people and a great economic resource for all the people living on the seashores and along big lakes and rivers. In our specific case, even if we water elves do eat fish and other creatures of the seas, we are not keen in making a trade of them, as we prefer to defend our waters from exploitation. But the fish trade is quite important for the other islands of Minrothad and for many other nations.

We do import some rare fish or some freshwater fish which do not live in Alfeisle. The



most traded fish are certainly the high seas species such as **sardines, anchovies, cods, hakes, tunas, billfishes**. The major trade hubs for these varieties are certainly in Alphatia, Bellissaria, the Isle of Dawn, Norwold and the Northern Reaches. **Squids, octopuses, shrimps, prawns, crabs, lobsters, clams, scallops, oysters, mussels, sea urchins** are more a specialty of the

Export & Import Trade in Fish

Export location	Exported goods
Actius, Thyatis	fish -2
Akesoli, Darokin	fish -3
Akorros, Darokin	fish -2
Alinquin, Bellissaria	fish -3
Aquas, Alphatia	fish -3
Archport, Alphatia	fish
Ayskudag, Hule	fish -3
Blueside, Bellissaria	fish -4
Boyâzka, Hule	fish -3
Bridgeport, Bellissaria	fish -2
Cairnport, Bellissaria	fish -3
Dawnpoint, Thyatis	fish -2
Draco, Alphatia	fish
Dubrax, Robrenn	fish -2
Dunadale, Isle of Dawn	fish
Dunwick, Savage Coast	fish -2
Eagret, Alphatia	fish -2
Edairo, Thothia	fish -2
Farend, Qeodhar	fish
Fort Merrelin, Bellissaria	fish -2
Furmenglaive, Isle of Dawn	fish
Glantri City, Glantri	fish
Greenwood, Alphatia	fish
Gurr'ash, Ator	fish
Halag/Fort Doom, Karameikos	fish
Harbortown, Minrothad	fish -2
Helskir, Isle of Dawn	fish
Ierendi City, Ierendi	fish -2
Jahore, Sind	fish -2
Julinius, Thyatis	fish -2
Kastelios, Davania	fish
Kantridae, Thyatis	fish -3
Karakandar, Sind	fish -2
Kishinev, Zuyevo	fish

Import location	Imported goods
Aasla, Alphatia	fish +4
Ah'roog, Shazak	fish
Baratpur, Sind	fish +3
Bargha, Ethengar	fish
Beitung, Ochalea	fish
Belphemon, Herath	fish
Biazzan, Thyatis	fish
Castellan, Soderfjord	fish +2
Citadel, Alphatia	fish
Ciudad de León, Torreón	fish
Ciudad Matacán, Saragón	fish
Corunglain, Darokin	fish
Darokin City, Darokin	fish
Ekiddu, Nimmur	fish
Eyf, Robrenn	fish
Fabia, Ylaruam	fish +2
Glantri City, Glantri	fish
Glenmoorloch, Glantri	fish
Grauenberg, Heldann	fish +2
Gulluvia, Adri Varma	fish
Gundegard, Eusdria	fish
Hattias, Thyatis	fish
Helskir, Isle of Dawn	fish +3
Itucuà, Jibarù	fish
Jandak, Hule	fish
Kelvin, Karameikos	fish
Khuur, Hule	fish
Leominster, Bellayne	fish
Lizzieni, Glantri	fish
Louvines, Renardie	fish
Luln, Karameikos	fish
Magden, Hule	fish
New Alvar, Glantri	fish
Penhaligon, Karameikos	fish

Export & Import Trade in Fish continued

Export location	Exported goods
Kladanovic, Serpent Peninsula	fish -3
Kobos, Ierendi	fish -2
Kopstar, Glantri	fish
Les Tentes-sur-Bancs, Renardie	fish -2
Limn, Alphatia	fish
Lone Cove, Thyatis	fish -2
Mesembria, Thyatis	fish -2
Minaea City, Minaea	fish
Minrothad City, Minrothad	fish -3
N'Goro, Yavdlom	fish -3
Norrvik, Vestland	fish
Oceansend, Norwold	fish -2
Port Lucinius, Thyatis	fish -3
Port Marlin, Esterhold	fish -3
Porto Preto, Vilaverde	fish
Port Tenobar, Darokin	fish -5
Princetown, Bellissaria	fish -2
Rainbow Park, Gaity	fish
Rock Harbour, Esterhold	fish -3
Richland, Yalu Bay	fish
Rymskigrad, Glantri	fish
Seagirt, Pearl Islands	fish -3
Seahaven, Bellissaria	fish -3
Shkodar, Hojah	fish -2
Slagovich	fish
Shiell, Alphatia	fish
Skyreach, Alphatia	fish
Soderfjord City, Soderfjord	fish
South Harbour, Bellissaria	fish -3
Starpoint, Alphatia	fish
Tanakumba, Yavdlom	fish -3
Tashgoun, Douzbakjian	fish -3
Terentias, Thyatis	fish -2
Theeds-Upon-Blythe, Bellayne	fish -2

Import location	Imported goods
Ragmata, Yezchamenid	fish
Raneshwar, Sind	fish +3
Retebius, Thyatis	fish
Rymskigrad, Glantri	fish
Sayr-Ulan, Sind	fish +2
Selenica, Darokin	fish +4
Shireton, Five Shires	fish +3
Shraek, Alphatia	fish
Sol-Klor, Adri Varma	fish
Sundsvall, Alphatia	fish
Thyatis City, Thyatis	fish
Tothmeer, Five Shires	fish +3
Vyones, Glantri	fish
Ylaruam City, Ylaruam	fish

Export location	Exported goods
Torion, Thyatis	fish -2
Trikelios, Isle of Dawn	fish -2
Tyjaret, Serpent Peninsula	fish -3
Vinton, Thyatis	fish -2
Vorloi, Karameikos	fish
Withimer, Eusdria	fish -3
Yenigaz, Hule	fish -3
Zartakand, Douzbakjian	fish -2
Zeaburg, Ostland	fish -3

warmer seas, and so are mostly traded in Thyatis, Minrothad, southern Alphatia, Thothia, Sind and Ierendi.

In Ochalea and Ierendi it is also common to fish **sharks and rays**. Some regions, such as Minrothad, Thyatis and Karamaikos are also specialized in **soles and coastal fish such as wrasses, moray eels and mullets**. Sea turtles, whales and dolphins are fished too, but they are not fish so we'll speak about them under meat later. Several freshwater fish have important commercial value and volumes, such as **salmons, trouts, carps, eels and sturgeons**, whose major trade hubs are Norwold, Alphatia, Darokin, Glantri and many other farthest countries such as Hule and Zuyevo.

Big cities and interior cities, but not too far from the coast, tend to be the major consumers of fish. For the places more distant from the sea, you need some preservation. And there is a market for this too. Fish can be preserved relatively easily with heat and smoke, dried, stored under salt or oil. And there is also magic to keep it fresh, for the most demanding and rich customers.



Eggs, birds and other foods depicted in a Thothian tomb

Meat

Breeding animals in large numbers to consume their meat is quite a strange notion for us elves. Indeed elves of the southern continent consumed meat since ancient times, even if not a few clans are traditionally vegetarian, but such consumption was rather a by-product of the activity of obtaining furs and hides. Later it became also a way to control excessive animal populations in certain areas. But certainly, up to modern times, elves are not big consumers of meat, and generally they prefer to eat only venison or wild birds, in some cases found already dead of natural causes. It seems that historically the giants were the people who began to breed animals for furs, hides, milk and meat, beginning millennia ago. Dwarves and gnomes learned from them, but animal breeding remained relatively marginal in the dwarven economy for centuries.

Nowadays dwarves and gnomes eat meat relatively often but with much more variety than humans, including meats that humans dislike such as snails, lizards, giant ferrets, giant rats, giant porcupines, giant shrews and giant weasels. So there is little meat trade coming and going from dwarven lands. Halflings eat meat as well but they usually have their sustenance home-produced and buy externally only special meats, due to their usual culinary curiosity. Therefore the main bulk of meat production and trade is among humans. Other races, such as giants and lupins, also have some meat production, but their territories are relatively small in the Known World and often they trade mostly through human intermediaries. The domestication of sheep, goats, cattle, pigs, birds and horses began among humans about 10,000 years ago, many



sages believe, probably in the region of southwestern Skothar. It spread quite soon and now it is common among all the human populations of the world, and other races too. Some indeed say that such domestications were already common among lupins and rakasta millennia before the humans started, but no one knows for sure.

Anyway in modern times human nations and cultures are often specialized on one or two types of animals and so meat productions are often regional specialties. **Beef** is probably the most widespread meat but near us the major production centers are probably Darokin, Bellissaria, Norwold, Alphatia and Thyatis. The related but rarer **Buffalo meat** is consumed mostly in Skothar, Ochalea, Bellissaria, southern Alphatia, Thyatis, Sind and Hule. **Bison meat** is important among the Horse clan in Atruaghin but it is used also in other regions of central Brun. **Pork** is likely to be the next more popular one in our region of the world, with significant productions in Thyatis, Darokin, Heldann, Norwold, the Savage Coast, Bellissaria and northern Alphatia. **Mutton and goat meat** are traditional productions in many regions such as Ylaruam, the Alatians, Bellissaria, southern Alphatia, Hule and the Mileanian regions of Davania.

Poultry, mostly chickens, ducks, geese, turkeys and pigeons is common almost all over the world but especially in Darokin, Hule and the Savage Coast, the Alatians and northern Davania. It's also the most common meat in all the places which do not have a lot of space available, such as islands. **Eggs** too are technically meat, but could be considered their own special category. Many people and races have consumed many types of birds' eggs since ancient times. Considering how fragile eggs are, its trade it's mostly local but there is a market for some special exotic eggs, such as the big ostrich's eggs from Davania. **Venison**, which is mostly deer and some birds, is common where there are large forests, as in Norwold, central Alphatia and the western Savage Coast.

Horse meat has a relevant market only in Norwold, but it is used and traded also in Thyatis, Ochalea, Darokin, Heldann and Glantri. In some regions and countries, however, such as in Kerendas, Vestland, some regions of the Isle of Dawn and Ylaruam, eating horse meat is disapproved. It is unclear if this happens because horses are considered too precious, sacred or too similar to pets. But the Ethengar and the Atruaghin, who certainly have an important relationship with their horses, have no problem eating them. **Donkeys and mules** are more rarely eaten but their meat is used and traded in Ochaela, the Alatians and Skothar. **Camel meat** is used in Ylaruam, Sind and Ethengar, but also in several regions of Skothar and northern Davania. Some animals which are almost universally considered pets, **Dogs and Cats**, are nevertheless eaten in some cultures, especially in Skothar. Dogs are commonly eaten also in Ochalea, Ierendi, Rockhome and Qeodhar.

Export & Import Trade in Meat

Export location	Exported goods
Aaslin, Bellissaria	beef, pork -3
Abbashan, Ylaruam	goat meat -2
Aegopoli, Aegos	mutton, pork -3
Akorros, Darokin	beef, pork -2
Alchemos, Bellissaria	beef, mutton -3
Alinquin, Bellissaria	beef -4
Alpha, Norwold	beef, pork, venison, horse meat -3
Altendorf, Heldann	pork -2
Archport, Alphatia	mutton, beef
Athenos, Darokin	poultry, mutton, pork -2
Bayville, Thyatis	pork, mutton, beef -2
Bluenose, Alphatia	beef
Blueside, Bellissaria	beef, goat meat -2
Cairnport, Bellissaria	pork, beef -3
Cirkara, Hule	beef, mutton -2
Citadel, Alphatia	beef
Ciudad de León, Torreón	mutton, pork -1
Crownhaven, Bellissaria	pork, goat meat -4
Eagret, Alphatia	mutton -2
Ekiddu, Nimmur	various meats
Elstrich, Darokin	beef -2
Errolyn, Alphatia	beef, mutton
Erzmin, Hule	Beef, poultry -3
Eyf, Robrenn	pork, poultry -2
Farend, Qeodhar	beef

Import location	Imported goods
Ah'roog, Shazak	meat +2
Anchorage, Esterhold	meat +2
Asgamoth, Herath	meat +3
Baratpur, Sind	meat
Boyâzka, Hule	meat +1
Broken lands	meat
Ciudad Real, Gargoña	meat +2
Cubia, Ylaruam	meat +3
Darokin City, Darokin	meat
Dunwick, Savage Coast	meat +2
Filtot, Ierendi	meat +3
Glantri City, Glantri	meat
Goldleaf, Thyatis	meat +4
Gurr'ash, Ator	meat -2
Harbortown, Minrothad	meat +2
Hillcape, Thyatis	meat +2
Ienzvan, Dvinzina	meat +2
Ierendi City, Ierendi	meat +2
Jaboor, Ylaruam	meat +3
Karakandar, Sind	meat
Kelvin, Karameikos	meat +2
Khamrati, Sind	meat
Landfall, Norwold	meat
Les Tentes-sur-Bancs, Renardie	meat +1
Le Vieux Carré, Renardie	meat +1
Limn, Alphatia	meat
Lone Cove, Thyatis	meat +2
Malfton, Minrothad	meat +2
Minrothad City, Minrothad	meat
Mkuba Mil, Yavdlom	meat
Norchester, Bellayne	meat +3
Rafieltown, Aengmor	meat +2
Ragmata, Yezchamenid	meat
Rainbow Park, Gaity	meat

Export & Import Trade in Meat continued

Export location	Exported goods
Feather Fall, Aeria	mutton, poultry -2
Greenwood, Alphatia	venison
Grey Bay, Thyatis	mutton, pork -3
Hattias, Thyatis	pork -3
Horken, Bellissaria	beef, pork -3
Itucuà, Jibarù	venison
Jehrom, Hule	mutton, pork, goat meat
Hockstein, Heldann	pork
Ilioloosti, Davania	mutton, goat meat -3
Kastelios, Davania	mutton, goat meat, exotic meat
Kerendas, Thyatis	beef, pork -3
Kishinev, Zuyevo	beef, pork
Kiteng, Sardjikjian	beef, mutton -2
Kladanovic, Serpent Peninsula	beef, exotic meat
Magden, Hule	beef, pork, mutton -2
Miriestiu, Hule	goat meat, pork, poultry -3
Mivosia, Davania	mutton, poultry -3
Naral, Sind	mutton, goat meat -2
Penhaligon, Karameikos	mutton
Porto Preto, Vilaverde	pork, poultry -3
Prijderel, Hule	pork, mutton, poultry -2
Puerto Morillos, Narvaez	pork, mutton -3
Ragmata, Yezchamenid	goat meat

Import location	Imported goods
Redstone Castle, Isle of Dawn	meat
Risilvar, Wallara	meat +2
Rock Harbour, Esterhold	meat +3
Skyfyr, Blackrock	meat +2
Slagovich	meat
Sorodh, Herath	meat +3
Stahl, Rockhome	meat +4
Specularum, Karameikos	meat
Sundsvall, Alphatia	meat
Tanakumba, Yavdlom	meat +3
Tashgoun, Douzbakjian	meat +2
Thyatis City, Thyatis	meat +2
Uhuru, Yavdlom	meat
Um-Shedu, Eshu	meat +1
Vyonnes, Glantri	meat +4
Wymar, Bellissaria	meat +3
Ylaruam City, Ylaruam	meat
Zeaburg, Ostland	meat +4

Export location	Exported goods
Richland, Yalu Bay	beef, mutton, poultry
Seyvan, Hule	pork, poultry -2
Shahav, Herath	venison, poultry -2
Shiell, Alphatia	beef, pork
Shraek, Alphatia	venison
Smolini, Grouzhina	pork, poultry -2
Sol-Klor, Adri Varma	meat
South Harbour, Bellissaria	beef, pork -3
Spearpoint, Bellissaria	beef, mutton -2
Starpoint, Alphatia	mutton, poultry
Theeds-Upon-Blythe, Bellayne	beef, mutton -2

Cats are eaten in some regions of western Davania, Skothar and in a small area of northern Thyatis too.

A big local species of rodent called **Cavy** is commonly eaten in western Davania and from there breeding of cavies has spread to other regions of Davania. **Rabbits** are a small trade more or less everywhere, even if they are originally from Skothar and Brun and so not always present in Davania. **Whales and dolphins** are consumed in all the Northern reaches and Norwold, Qeodhar and northern Alphatia and some regions of Skothar. Their meat is consumed also in Ierendi and among the Tiger and Turtle Clans in Atruaghin. Sea **Turtles** too are eaten in Ierendi and among the Turtle clan, and also in several regions of Skothar, where also some species of terrestrial turtles are eaten.

As most of the animals mentioned above are native of Brun and Skothar, originally in western Davania the only common meat was turkey, duck, dog, cavy and llama, a local small relative of camels, while eastern Davania had also buffaloes, local varieties of pigs, chickens, donkeys and camels. However in more recent times poultry and rabbits have reached more or less all northern Davania, even if several kinds of meat common in the Known World remain rare in the continent. Much stranger animals are consumed all over the world, including monsters. As said above dwarves, humanoids and shadow elves eat all the **giant animals** which can be found in the Shadowdeep, such as giant lizards, giant toads, giant ferrets and weasels, and more. Well, humanoids really eat any animal they can find, but humans too eat quite a variety of animals.

Spiders big and small are commonly eaten by humanoids but also by some human cultures of Davania and Skothar. **Frogs** are eaten not just in the Shadowdeep but also in some regions of Darokin and Glantri, and in Renardie. **Slug and snails** are eaten not only in the Shadowdeep and in Undersea, but also in some regions of Thyatis and the Shires. **Locusts and giant insects** are considered a delicacy in many regions of Skothar and Davania. **Crocodiles and alligators** are eaten basically everywhere there is an abundance of them, such as in southern Darokin and Yavdlom.

Serpents and lizards are commonly eaten in all the Shadowdeep and by many cultures of all continents. Reptilians lay eggs as birds, and their eggs are consumed too by some cultures.

Elephants are eaten in several regions of eastern Davania. **Rats** are eaten in Skothar and Davania and giant rats are bred for food by gnomes and dwarves. Consuming rat meat is not uncommon among humans too, even if it is often considered the last resort of the poor in many cultures. **Monkeys and Apes** are also eaten in some regions of Davania. And all exotic meats, as any other exotic product, can be usually sold at a good price in all the big cities of the Known World. In Glantri City, Darokin City, Thyatis City and Sundsvall, and in other places too, there are indeed some restaurants especially dedicated to exotic meat or monster meat. Just remember selling the meat of dragons or other intelligent creatures is not a good idea. Centuries ago a greedy Alphatian did that, and he perished with all his cargo, drivers, guards and some City blocks of Bluenose.

Animals, Mounts and Monsters

The trade of animals is often related to the trade of meat as most are traded to be raised for meat, but there isn't always a perfect coincidence. Some animals are bought to produce milk and cheese or eggs, some to make textiles, hides or furs, some as work animals and some as mounts. Most are sold and bought for a combination of the above purposes, and the same may be valid also for monsters. As the trade of animals to produce milk and meat has already been covered under the previous topics and the trades of textiles and hides will be covered later, here I will focus instead on the trade of animals for other purposes, which are generally as pets, as help, as mounts and as 'monsters.'

Animals as pets and helpers

Animals are not traded just to obtain meat, furs, hides or milk, but for other purposes too. We will cover their use as mounts or harness animals later, but there are many other important roles they may have: farm helpers in plowing, especially donkeys, mules, oxen and horses; guarding herds, flocks and farms, especially dogs; keeping pests at bay, especially dogs and cats; hunting, especially dogs, ferrets and birds of prey; searching for truffles and other mushrooms, especially pigs and dogs; fighting and military uses, especially roosters, dogs and other predators; and more generically as pets. So there is all over the Known World a thriving animal trade for a lot of different purposes. And of all the more common farm and pet animals there are a lot of different breeds which are moved from place to place. It would take books to

describe all the different breeds of sheep, chicken, cat, dog and all the other common animals. Indeed there are several books on each species, and if you want to engage in this



trade you will certainly need some of them. There are always requests for prized breeds of animals, the problem is not to sell them, the problem here is transporting them.

Live animals require a lot of cargo space and special care, because dead animals cannot be sold or, in the best scenario, can be sold cheap as meat for its weight. This is especially true for the more expensive breeds or the exotic animals, which lose a lot of value if they die on the trip. Traders very specialized in this business may have an experienced breeder or even a cleric or a druid to be sure their precious cargo stays alive. The best destinations for the animal trade are big cities, trade hubs and islands. A metropolis like Thyatis City for example has always a huge import of farm animals for the countryside surrounding the capital, animals to be slaughtered for meat and for hides, pets for the rich, exotic animals for the coliseum and trained animals for the military, so it is an always hungry market. Elves specifically do not like to trade animals which are going to be killed or imprisoned, so most of us will generally avoid taking part in this trade.

Export & Import Trade in Animals

Export location	Exported goods	Import location	Imported goods
Abbashan, Ylaruam	goats, sheep -2	Aasla, Alphatia	animals
Aegopoli, Aegos	sheep, pigs -3	Alpha, Norwold	animals
Alinquin, Bellissaria	cattle, sheep, goats -2	Athenos, Darokin	animals +2
Altendorf, Heldann	pigs -2	Azkoran, Azardjian	animals +2
Angorit, Yavdlom	birds, turtles, iguanas	Biazzan, Thyatis	animals +2
Archport, Alphatia	cattle, sheep	Darokin City, Darokin	exotic animals
Bayville, Thyatis	pigs, sheep, cattle -2	Dengar, Rockhome	animals +4
Beitung, Ochalea	pigs, cattle -2	Glantri City, Glantri	animals
Braastar, Glantri	cattle, rabbits	Ierendi City, Ierendi	animals +3
Cirkara, Hule	pigs, sheep -3	Jahore, Sind	animals
Citadel, Alphatia	cattle, sheep	Karakandar, Sind	animals
Crossroads, Ne'er-do-well	pigs, poultry -1	Kerendas, Thyatis	animals
Dawnpoint, Thyatis	pigs, poultry -2	Kladanovic, Serpent Peninsula	animals
Debredladany, Hule	cattle, sheep -3	Minrothad City, Minrothad	animals
Elstrich, Darokin	cattle, rabbits -3	Morlay, Glantri	animals
Erdnidze, Chengouch	pigs, poultry -2	Norrvik, Vestland	animals
Errolyn, Alphatia	cattle, sheep	Ragmata, Yezchamenid	animals
Erzmin, Hule	pigs, sheep -3	Rainbow Park, Gaity	animals
Favaro, Darokin	cattle, sheep -3	Redstone Castle, Isle of Dawn	animals
Freiburg, Heldann	cattle, pigs -3	Skyfyr, Esterhold	animals +2
Garganin, Davania	cattle, pigs -3	Slagovich	animals
Glenmoorloch, Glantri	sheep	Soderfjord, Soderfjord	animals
Grauenberg, Heldann	pigs -2	Sundsvall, Alphatia	exotic animals
Harbortown, Minrothad	poultry, goats -3	Thyatis City, Thyatis	animals +2, exotic animals
Hattias, Thyatis	pigs, rabbits -3	Tyjaret, Serpent Peninsula	animals
Hillfork, Thyatis	sheep, goats -2	Zeaburg, Ostland	animals
Ilioloosti, Davania	pigs, donkeys, sheep -3		
Jaibul City, Jaibul	sheep, goats -2		
Kastelios, Davania	donkeys, guineafowls, parrots, ferrets, ostriches		

Export & Import Trade in Animals continued

Export location	Exported goods	Export location	Exported goods
Khamrati, Sind	sheep, goats, poultry -2	Raneshwar, Sind	goats, sheep, rabbits -2
Kishinev, Zuyevo	cattle, poultry	Rardish, Alphatia	cattle
Kiteng, Sardjikjian	sheep, goats -2	Raven Scarp, Hinterlands	antelopes, parrots, elephants, great felines
Kulnovo, Hule	sheep, pigs -2	Retebius, Thyatis	cattle, sheep -2
Leenz, Glantri	cattle, hawks	Richland, Yalu Bay	cattle, goats, sheep
Les Hiboux, Glantri	cattle, geese, ducks	Sablestone, Glantri	cattle, goats
Machetos, Thyatis	rabbits, poultry -2	Sandapur, Sind	sheep, goats, poultry -3
Magden, Hule	pigs, poultry -2	Shiell, Alphatia	cattle, sheep
Mahasabad, Sind	sheep, goats -2	Smolini, Grouzhina	pigs, cattle -3
Miriestiu, Hule	pigs, rabbits -3	Sol-Klor, Adri Varma	cattle, pigs
Mivosia, Davania	sheep, goats, poultry -3	Specularum, Karameikos	cattle, sheep, donkeys, poultry -2
Naral, Sind	goats, sheep -2	Starpoint, Alphatia	sheep
Oldsbury-Upon-Blythe, Bellayne	cattle, pigs, poultry -2	Tameronikas, Ylaruam	sheep, goats -3
Pilion, Thyatis	cattle, sheep, poultry -2	Thanegioth	parrots, myna, ducks, reptiles
Polakatsikes, Davania	pigs, sheep -3	Thantabbar, Five Shires	rabbits, poultry -2
Port Hatti, Thyatis	pigs, sheep -2	Tresa, Minaea	pigs, sheep -2
Port Marlin, Esterhold	cattle, pigs -2	Tyjaret, Serpent Peninsula	birds, reptiles -2
Prijderel, Hule	pigs, sheep, poultry -3	Zartakand, Douzbakjian	cattle, goats -2

'Amazing Travels of goods and people' continues on next page

Updated DOMINION and Trade Rules

Continued from page [133](#)

Additional sources

Creating and maintaining a commercial route is explained on page 8 of the article [“Regni and Nobilità: Modulo per la Gestione dei Possedimenti”](#) (Italian only) available in the Vaults of Pandius.

Determining of commercial activities of an urban centre is explained in [“Medieval Demographics Made Easy”](#) by S. John Ross, which is available at the *Gaming Ballistic* website (<https://gamingballistic.com/>)

MOUNTS

The undisputed kings of mount animals are obviously horses, which have been domesticated by humans for this purpose millenia ago. The elves and many other races did not use horses originally but nowadays many elven clans have developed their unique breeds of horses, highly prized among humans, such as the **Callarii horses** of Rifflian in Karameikos. Dwarves and halflings have developed their own breeds of **ponies** which are highly prized among rich human families for their children. Notoriously prized are the **Atruaghin**, **Ethengarian** and **Ylari** horses, and many other breeds around the world.

The trade of mounts is less disapproved among us elves than the trade of animals for other purposes, as prized mounts are often treated better than other animals. Still often the elves sell their horses only to a limited number of approved buyers and it has happened in the past that some have been excluded from the trade due to proof of mistreatment.

Horses are not the only ones used as mounts or harness animals. Camels are used in Sind, Ylaruam and other farthest places. Elephants in Sind, Minaea and Davania. Dire wolves and giant boars are notoriously used as mounts by humanoids, who however usually trade them only among themselves. Dwarves also use the giant **Rockhome lizards**, but only in the Shadow-deep as the creatures are too sensitive to sunlight. The Hinterlanders of Davania ride **rhinos**, and many other animals are used as mounts by other cultures and races. If an animal is big enough to be mounted there



is likely a culture somewhere which uses it³. Even animals which normally refuse to be ridden, such as deer or the horse-like zebras of Davania, can be trained by certain cultures which possess special magic or unique expertise.

And be sure that if you can buy such special mounts you can always sell them to adventurers where there are plenty of them. The problem with mounts is the same as with other animals: they need to arrive alive, so take good care of them. Winged mounts need to be treated separately with the other creatures commonly called ‘monsters.’

³ See also [“Obscure Draft or Riding animals”](#) by Robin in the Vaults of Pandius

Export & Import Trade in Mounts

Export location	Exported goods	Import location	Imported goods
Abbashan, Ylaruam	mounts -2	Alpha, Norwold	horses
Atruaghin	mounts -3	Corunglain, Darokin	horses
Baratpur, Sind	horses, elephants -2	Darokin City, Darokin	horses +3
Braastar, Glantri	horses	Deauvais, Renardie	horses +2
Bridleton, Thyatis	horses -2	Draco, Alphatia	horses
Ciudad Huelca, Guadalante	horses -3	Erdnidze Chengouch	horses +2
Cubia, Ylaruam	war horses -3	Glantri City, Glantri	horses
Debredladany, Hule	horses -2	Ienzvan, Dvinzina	horses +3
Duzhar, Sardjikjian	horses -2	Ierendi City, Ierendi	mounts
Erendyl, Glantri	horses	Jahore, Sind	horses +3
Errolyn, Alphatia	horses	Karakandar, Sind	horses +3
Ethengar	horses -4	Kendach, Isle of Dawn	horses +2
Fort Merrelin, Bellissaria	horses -3	Kishinev, Zuyevo	horses
Iskilü, Hule	horses -2	Les Hiboux, Glantri	horses
Jaibul City, Jaibul	camels	Naral, Sind	horses, camels +2
Jehrom, Hule	horses -2	Norrvik, Vestland	horses
Kerendas, Thyatis	horses -2	Penhaligon, Karameikos	horses
Khamrati, Sind	camels -2	Prijderel, Hule	horses +2
Kiteng, Sardjikjian	horses -2	Rainbow Park, Gaity	mounts
Kladanovic, Serpent Peninsula	horses, elephants, camels -2	Rymskigrad, Glantri	horses
Kobos, Ierendi	war horses -1	Sambay, Sind	horses, camels +2
Kulnovo, Hule	horses -2	Sandapur, Sind	horses, camels +2
Lizzieni, Glantri	horses	Sayr-Ulan, Sind	camels +3
Magden, Hule	horses	Selenica, Darokin	horses
Rardish, Alphatia	horses	Shireton, Five Shires	ponies
Richland, Yalu Bay	horses	Skyfyr, Esterhold	horses, camels +2
Rifflian, Karameikos	horses	Smokestone City, Cimarron	horses +2
Sablestone, Glantri	horses	Sol-Klor, Adri Varma	horses
Smolini, Grouzhina	horses -2	Specularum, Karameikos	war horses +3
Tameronikas, Ylaruam	camels -1	Ragmata, Yezchamenid	horses
Thyatis City, Thyatis	horses, elephants -2	Sundsvall, Alphatia	horses
Ylaruam City, Ylaruam	camels, horses -3	Thyatis City, Thyatis	horses
Zartakand, Douzbakjian	horses -2	Ylaruam City, Ylaruam	horses

MONSTERS

Monsters is a very generic and unspecific term which covers a lot of different creatures traded for a lot of different reasons: arena fights, magical components, riding, hunting, companionship and many others.

Many elves around the world frown upon the trade of animals in general, as said before, so in our culture exploiting or enslaving other creatures is rather unusual. Our pets and mounts are normally free to wander as they like in our communities and we do not breed animals in large pens for meat or other purposes. Halflings, gnomes, dwarves, humanoids and other races do breed animals, but on a much smaller scale than humans. Indeed it could be argued that extensive animal husbandry and extensive farming, with enslaved animals and humans, are a significant factor in the massive growth of human countries and empires.

But I think we elves will never accept such a model of development and I suppose in the long run humans too may come to see the error of their ways. Elves normally engage in the monsters' trade only to rid themselves of some dangerous creatures without killing them, even if some object even to this, reasoning that imprisoning a free creature is worse than killing it. Or they trade only certain winged creatures which can be used as mounts with the same care with which they trade horses, i.e. trying to select only reliable customers.

I will now treat only unintelligent creatures, as the trade of intelligent creatures will technically fall under the category of slavery, of which we'll speak later. Obviously

the very concept of 'unintelligent creature' is highly debatable but let's say that in trade such are considered all creatures which have an animal-like behavior. Therefore creatures which do not have an organized society, an intelligible language and do not build tools and houses.

Let's start with **oozes** like the giant amoeba, the gelatinous cube, the gray ooze and so on. Such creatures seem rather unintelligent and driven by only one primal instinct, eat, so there are normally few qualms in capturing and trading them. They are typically traded as area guards or waste disposers. No one seems to care about their happiness in being so employed. They can also be 'bred' in a way, i.e. pushed to multiply themselves in certain conditions, as it seems they have an asexual reproduction. The use of such creatures as waste disposers, even in houses, is quite popular in Glantri and Alphatia, and other places too. Animated **plants and fungi**, such as the grab grass and the shrieker fungus, are typically employed as guardians and alarm systems. In fact, they can be trained to recognize their masters and the other 'normal' occupants of a place, and react only against intruders. But special caution should be taken to warn and protect temporary guests. Giant **worms and slugs** are traded again for pest or waste disposal, for gardening, as area guardians and arena fighters. Indeed they could be very efficient to clean weed from great areas, but some expertise is needed to keep them in check.

Giant **spiders and insects** are generally traded as area guardians, arena fighters or exotic food. The latter in Glantri, Darokin, Rockhome, Thyatis and Alphatia also happens with giant slugs and some worms.

Export & Import Trade in Monsters

Export location	Exported goods
Ah'roog, Shazak	monsters -3
Asgamoth, Herath	monsters -3
Athenos, Darokin	monsters -2
Broken lands	monsters
Corunglain, Darokin	monsters -2
Deirdren, Isle of Dawn	monsters -3
Dunadale, Isle of Dawn	monsters -4
Ekiddu, Nimmur	monsters
Erdnidze, Chengouch	monsters -2
Farend, Qeodhar	monsters
Fort Ballarat, Bellissaria	monsters -3
Glantri City, Glantri	monsters -5
Greenwood, Alphatia	monsters
Gulluvia, Adri Varma	monsters
Gurr'ash, Ator	monsters
Hayebil, Kyurdukstan	monsters -2
Ionace, Nayce	monsters -3
Itucuà, Jibarù	monsters
Izmira, Emerond	monsters -3
Kastelios, Davania	monsters
Kendach, Isle of Dawn	monsters -2
Kishinev, Zuyevò	monsters
Kobos, Ierendi	monsters -2
Landfall, Norwold	monsters -3
Limn, Alphatia	monsters -3
Rafielton, Aengmor	monsters -2
Ragmata, Yezchamenid	monsters
Raneshwar, Sind	monsters -2
Raven Scarp, Hinterlands	monsters -3
Richland, Yalu Bay	monsters
Rifflian, Karameikos	monsters -2
Sablestone, Glantri	monsters
Shahav, Herath	monsters -2
Shraek, Alphatia	monsters
Sol-Klor, Adri Varma	monsters
Stahl, Rockhome	monsters -3
Surra-Man-Ra, Ylaruam	monsters -4

Import location	Imported goods
Aasla, Alphatia	monsters +5
Alfleish, Alphatia	monsters
Athenos, Darokin	monsters +2
Azkoran, Azardjian	monsters +2
Azurun, Hule	monsters
Bluenose, Alphatia	monsters
Darokin City, Darokin	monsters +5
Dunwick, Savage Coast	monsters
Filtot, Ierendi	monsters +3
Jandak, Hule	monsters +2
Halag/Fort Doom, Karameikos	monsters
Kastelios, Davania	monsters
Kelvin, Karameikos	griffons
Khuur, Hule	monsters +2
Kobos, Ierendi	monsters +3
Leenz, Glantri	monsters
Minaea City, Minaea	monsters
Ragmata, Yezchamenid	monsters
Rainbow Park, Gaity	monsters
Rardish, Alphatia	monsters
Retebius, Thyatis	monsters +4
Sayr Ulan, Sind	monsters
Selenica, Darokin	monsters
Shraek, Alphatia	monsters
Skyreach, Alphatia	monsters
Slagovich	monsters
Spearpoint, Bellissaria	monsters
Sundsvall, Alphatia	monsters
Tanakumba, Yavdlom	monsters
Thyatis City, Thyatis	monsters

Export location	Exported goods
Thanegioth	monsters
Tyjaret, Serpent Peninsula	monsters
Uhuru, Yavdlom	monsters

It seems they are delicious when cooked, and indeed dwarves, gnomes and other inhabitants of the Shadowdeep have always used worms, slugs, insects and spiders as a source of meat.

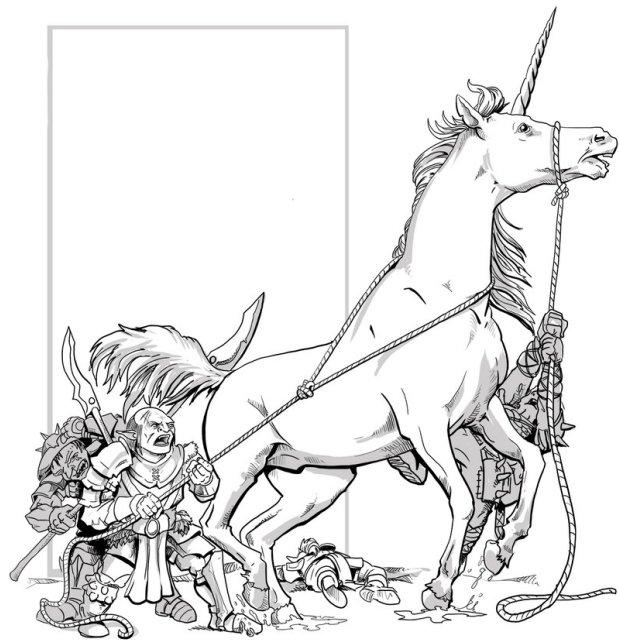
Many other kinds of **giant animals** exist in the world, which are traded for different purposes. Giant ferrets and weasels are trained as guardians, couriers or pets by the gnomes. Giant bats, giant boars and giant elks are used as mounts by some cultures. Giant marmoset monkeys, native of western Davania and southwestern Brun, are used as mounts and pets by some halflings of Brasol. Curiously enough, there is a small population of them also in the fairy City of Haven, in Karameikos. It's not clear how they arrived there; they may also be a relic population from ancient times.

Giant hawks and owls are used in hunting. The giant Rockhome lizards are used as mounts by the dwarves. Basically all giant animals can be used as area guardians or pets if trained, or in arena fighting. Then there are some other special giant animals, such as the big lizards which can be found in the Thanegioth archipelago or in remote regions of Davania. Such rare creatures are highly sought for arena fighting or even as area guardians in Thyatis and Alphatia, but I would judge very shameful for an elf to engage in such a trade. And they also pose quite a challenge to be transported.

Giant fish and other aquatic animals are occasionally caught by fishing boats and certainly have a market as exotic food or simply as food given the quantity of meat that can be obtained from them.

Rare animals of all kinds, especially those coming from other continents, can easily find a market in the big cities and trade hubs, as pets, guardians or again to fight in the arenas.

Winged creatures of all kinds, and here I mean those big enough to transport people, have a florid market in the Known World and elsewhere. There are giant bats, giant flying lizards of various species, giant birds, griffons, hippogriffs, chimeras, manticores, pegasi, wyverns and many others. Some can be trained, easily or not. Others only if captured at a very young age. Elves ride such creatures too, but we usually breed them and do not trade them with others.



Trade in Intelligent Creatures and Slavery

The trade of intelligent creatures is slavery and ethically unjustifiable. Despite that, there are, and there have, been many humans, and not humans only, who have profited from this awful trade. But there isn't only plain slavery, i.e. kidnap someone and bring him or her in chains somewhere else, but a lot of other nuances which go all the way from the hiring of free workers who consciously accept to be transported away from home, to violent kidnapping. That's to say that there are a lot of ships around the Known World and beyond which transport intelligent creatures from one place to another for a variety of purposes, more or less legal and more or less ethical.

There are practises which are slavery in all but name, such as offering people work in a far away place without specifying they will be bound to a years-long contract which will be difficult to breach. Or deporting people who have displeased some power to a far away and dangerous colony. Or milder but deceitful behaviors like providing people a transport to a place but not means to return home.

There are indeed a lot of ways to exploit intelligent creatures. If you want to remain a good person and a just merchant you should be careful when transporting people. If you are an accomplice of some unlawful or unethical behavior, people will blame you too even if you are not the one who gets the greatest profit from such an endeavor.

Intelligent creatures are not just humans, elves, dwarves, halflings, gnomes. There are many other intelligent peoples in the world: lupins, rakasta, turtles, humanoids, giants, fairies, centaurs, dragons, sphinxes and many more.

Some people who would have scruples in trading or deceiving humans or elves have less ethical concerns trading creatures which are not so similar to them. So we have all seen or at least heard of beholders, medusas, glaurants or planar creatures imprisoned or enslaved to serve as area guardians or to be forced in arena fights.

What's unethical if done to an elf like you is equally unethical if done to an alien-looking kryst from the plane of Earth, or to a werecreature. I warmly suggest you not to engage in the trade of unwilling intelligent creatures. It's despicable and dangerous. All intelligent creatures in fact have relatives and friends who will hate you and may seek revenge.

There is even a trade of undead as tireless workers, or soldiers. Needless to say no elf worth his or her heritage would engage in such an abominable trade, and probably any elf who gets to know someone who is doing such a thing, should immediately report it to proper authorities, or clerics⁴.

⁴ But obviously not everyone has such qualms, as you can read in "5 markets to sell and buy undead in the Known World" by Pol Ginés (Khuzd) beginning on page [61](#) of this very issue of THRESHOLD Magazine.

Hides, Furs, Ivory

The trade of all material which can be obtained from living creatures to be used as clothing or decoration is as well problematic for an elf. Certainly in our history we have always used hides and furs, but we never made a trade of them, because the conservation of natural resources is very important to us, and overhunting some animal species to obtain furs is not something an elven community would do. Also elves do not breed animals in large numbers for this purpose. However a specific trade of some rare furs, generally obtained from dead animals or to contain specific populations, exists in elven lands too.

Hides

Hides are generally obtained from the same farm animals which are used for meat, milk or wool, so mostly cattle, goats and sheep. Horses as well, and many other animals, such as alligators and crocodiles, whose skins are much appreciated, and other giant reptiles. Certain places are specialized in such skins, for example the Serpent Kingdoms of the far away western Savage Coast. Or in other specific skins, such as Farend in Qeodhar for sealskins. Others are specialized in all kinds of exotic 'monsters' skins, such as Limn in Alphatia or Vyonnes in Glantri. Bird feathers too are used to create dress, and there are some places specialized in bright feathers for this purpose, such as the Atruaghin lands, Thanegioth, Yavdlom or the remote Jibarù in the Savage Coast. The major import hubs of hides and similar materials are the big cities where clothing workshops are more numerous and the military cities where there is a significant production of leather armor.

Export & Import Trade in Hides

Export location	Exported goods
Abbashan, Ylaruam	hides -2
Ah'roog, Shazak	hides -3
Akorros, Darokin	hides -3
Archport, Alphatia	hides
Atruaghin	hides, feathers
Citadel, Alphatia	hides
Ciudad Huelca, Guadalante	hides -3
Darokin City, Darokin	hides -2
Denwarf-Hurgon, Alphatia	hides
Deauvais, Renardie	hides -3
Draco, Alphatia	hides
Erdnidze, Chengouch	hides -3
Errolyn, Alphatia	hides
Ekiddu, Nimmur	hides
Ethengar	hides -3
Farend, Qeodhar	sealskins
Grauenberg, Heldann	hides -2
Gurr'ash, Ator	hides
Hattias, Thyatis	hides -3
Hockstein, Heldann	hides -2
Itucuà, Jibarù	feathers
Kerendas, Thyatis	hides -2
Kishinev, Zuyevo	hides
Kobos, Ierendi	hides -2
Landfall, Norwold	hides -3
Latehar, Sind	hides -3
Le Vieux Carré, Nouvelle-Renardie	hides -1
Limn, Alphatia	hides
Naral, Sind	hides -2
Nova Svoga	hides -2
Oldsbury-Upon-Blythe, Bellayne	hides -2
Port Hatti, Thyatis	hides -2

Export & Import Trade in Hides continued

Export location	Exported goods
Ragmata, Yezchamenid	hides
Raneshwar, Sind	hides -2
Rardish, Alphatia	hides
Retebius, Thyatis	hides -2
Richland, Yalu Bay	hides
Shiell, Alphatia	hides
Sol-Klor, Adri Varma	hides
Specularum, Karamaikos	hides -3
Tanakumba, Yavdlom	exotic hides, feathers
Thanegioth	exotic hides, feathers
Tu'eth, Cay	hides
Um-Shedu, Eshu	hides -1
Vyennes, Glantri	hides
Wendar City, Wendar	hides -2
West Portage, Isle of Dawn	hides

Import location	Imported goods
Alfleish, Alphatia	hides
Arcadiapolis, Thyatis	hides +2
Beitung, Ochalea	hides
Bridgeport, Bellissaria	hides +3
Cairnport, Bellissaria	hides +3
Corunglain, Darokin	hides +2
Cubia, Ylaruam	hides +3
Freiburg, Heldann	hides
Glantri City, Glantri	hides
Helskir, Isle of Dawn	hides +2
Ierendi City, Ierendi	hides
Mesembria, Thyatis	hides +2
Minrothad City, Minrothad	hides
Mivosia, Davania	hides +3
Newkirk, Isle of Dawn	hides
Norvik, Vestland	hides
Port Tenobar, Darokin	hides +2
Rardish, Alphatia	hides
Redstone, Isle of Dawn	hides +2
Sambay, Sind	hides
Seahome, Minrothad	hides +2
Smokestone City, Cimarron	hides +2
Soderfjord, Soderfjord	hides
Sundsvall, Alphatia	hides
Tel Akbir, Thyatis	hides +2
Tenobar, Darokin	hides +2
Thyatis City, Thyatis	hides +2
Zeaburg, Ostland	hides



Export & Import Trade in Furs

Export location	Exported goods
Aasla, Alphatia	furs
Ah'roog, Shazak	furs
Alfheim City, Alfheim	rare furs -3
Alfleish, Alphatia	furs
Alinquin, Bellissaria	furs -2
Atruaghin	furs
Debredladany, Hule	furs -2
Denwarf-Hurgon, Alphatia	furs
Draco, Alphatia	furs
Dubrax, Robrenn	furs -2
Greenwood, Alphatia	furs
Gundegard, Eusdria	furs -2
Hattias, Thyatis	furs -3
Itucuà, Jibarù	furs
Kishinev, Zuyevo	furs
Landfall, Norwold	furs -3
Le Vieux Carré, Nouvelle-Renardie	furs -2
Nidzhman, Kyurdukstan	furs -2
Rafieltown, Aengmor	rare furs -2
Retebius, Thyatis	rare furs -2
Serison, Thonia	rare furs -4
Shiell, Alphatia	furs
Shraek, Alphatia	furs
Specularum, Karameikos	furs -3
Vyonnes, Glantri	rare furs -6
Wendar City, Wendar	rare furs -2
Withimer, Eusdria	furs -2

Import location	Imported goods
Aasla, Alphatia	furs
Ah'roog, Shazak	furs
Alfheim City, Alfheim	rare furs -3
Alfleish, Alphatia	furs
Alinquin, Bellissaria	furs -2
Atruaghin	furs
Debredladany, Hule	furs -2
Denwarf-Hurgon, Alphatia	furs
Draco, Alphatia	furs
Dubrax, Robrenn	furs -2
Greenwood, Alphatia	furs
Gundegard, Eusdria	furs -2
Hattias, Thyatis	furs -3
Itucuà, Jibarù	furs
Kishinev, Zuyevo	furs
Landfall, Norwold	furs -3
Le Vieux Carré, Nouvelle-Renardie	furs -2
Nidzhman, Kyurdukstan	furs -2
Rafieltown, Aengmor	rare furs -2
Retebius, Thyatis	rare furs -2
Serison, Thonia	rare furs -4
Shiell, Alphatia	furs
Shraek, Alphatia	furs
Specularum, Karameikos	furs -3
Vyonnes, Glantri	rare furs -6
Wendar City, Wendar	rare furs -2
Withimer, Eusdria	furs -2

FURS

Furs are normally obtained from 'wild' animals, even if there is some breeding of giant ferrets and weasels for furs in Alphatia. Furs are imported both for practical reasons, especially where the climate is very cold in winter, and for status reasons, as nobles and rich people love to have rare furs to show around. The rarest furs are those of exotic animals, such as lions from Davania or white bears from the far north, or snow leopards from Skothar. But the most expensive furs are those even rarer, such as mammoth wool from the more remote regions of Brun, or the furs of dangerous monsters like chimeras, nightmare creatures, displacer beasts, owl bears, seergars and so on, which are really the status symbol among the rich of the big cities. Of course obtaining the furs of such creatures is expensive and dangerous.



IVORY



Sindhi ivory sculpture

Elephants are gentle and magnificent creatures and elves are historically opposed to killing them for ivory. It is however possible to have a harmless ivory trade buying it in places where elephants are used as mounts and help and the tusks are normally shortened or removed, such as in Sind and other nations. Alternatively, a certain quantity of ivory can be harvested from dead elephants and from other animals, such as mammoths, walruses, hippos, and warthogs. The kna of Undersea also trade ivory obtained from sperm whales, killer whales and narwhals. In Stahl, Rockhome and in Thonia there is a thriving ivory trade of material which comes from long-dead mammoths and elephants, whose bones can now be found buried under the earth. This ivory often is not white like regular ivory but has different shades of yellow, brown or even green and it's considered rarest and precious. In Davania, vegetable ivory can be obtained from the dried fruit of a palm, and it was commonly used in the past by the elves of the southern continent. It is now very popular among the elves of Brun and Alphatia.

Export & Import Trade in Ivory

Export location	Exported goods
Aasla, Alphatia	ivory -2
Archport, Alphatia	ivory
Athenos, Darokin	ivory -3
Beitung, Ochalea	ivory
Darokin City, Darokin	ivory -2
Edairo, Thothia	ivory -2
Garganin, Davania	ivory -3
Putnabad, Sind	ivory
Ragmata, Yezchamenid	ivory
Raven Scarp, Hinterlands	ivory
Sambay, Sind	ivory
Sayr Ulan, Sind	ivory
Serison, Thonia	ivory -4
Stahl, Rockhome	ivory -3
Tanakumba, Yavdlom	ivory -2
Thanegioth	ivory

Import location	Imported goods
Alpha, Norwold	ivory +5
Biazzan, Thyatis	ivory +2
Bluenose, Alphatia	ivory
Dunadale, Isle of Dawn	ivory +4
Ekiddu, Nimmur	ivory
Jandak, Hule	ivory +2
Kelvin, Karameikos	ivory +2
Khuur, Hule	ivory +2
Kishinev, Zuyevo	ivory
Kobos, Ierendi	ivory +3
Norrvik, Vestland	ivory +3
Richland, Yalu Bay	ivory
Sol-Klor, Adri Varma	ivory
Starpoint, Alphatia	ivory
Sundsvall, Alphatia	ivory
Thanasis, Minaea	ivory +3
Torion, Thyatis	ivory +3

Cloth, Silks and Textiles

These are mostly the materials which dress intelligent creatures, as nowadays only a few isolated people use exclusively hides and furs to cover themselves.

Cloth

As cloth here I mean not the textiles raw materials of which we'll speak later but fabric which has been processed and cut. This includes both finished clothes and all kinds of fabrics which are used to make **dresses**, sheets, towels, tablecloths and so on. The places exporting cloth are generally those who have a high density of weaving mills. The places importing cloth often have a lot of weaving mills too, but they are also local trade hubs and places where dresses are created and sold, and so the local weaving is not enough to exhaust all the demand.

Velvet is a fabric made with a special loom, often with silk and cotton or other fibres, particularly soft and appreciated. It was originally made in Ylaruam and Sind (both countries claim to have invented it) but nowadays is produced also in Glantri,



Alphatia and the Isle of Dawn. **Lace** is a special fabric made especially in Thyatis, Darokin and Glantri, but now workshops have been established also in Minrothad, the Shires and Heldann. **Brocades** are richly decorated fabrics, often

embroidered with gold or silver, which may have their origin in Skothar but are now widespread in Alphatia, Thyatis and Ochalea.

Carpets are a specific item which is produced in original designs in specific places, such as Ylaruam, Hule and the far away Yezchamenid Empire and it is now in high demand in many big cities. But the so far almost untapped gold mine of carpets is Skothar. **Ropes** are another specific item made with many different fibers, such as hemp, flax, papyrus, date palm or coconut fibre which is often produced in all the major ports and trade hubs of the world, as ship rigging and wagon straps are one of the main uses of ropes.

Silk

Silk has to be treated separately from other fabrics because it is so priced as to be a category unto itself. Everyone wants silk, either the classic one obtained from silkworms or the other one obtained from spiders, which is a specialty of Alphatia and the mysterious nation of Herath in the Savage Coast. In the Known World the major breeders of silkworms are Braastar in Glantri, Ethengar, Vestland and Ochalea, but there is also some production in Thyatis, Ylaruam and Sind. Other sources of silk can be found in the far east of Skothar and in the far west of Brun. Worth the trip, despite the distances, as a lot of places around the world have mills which produce silk dresses and are always hungry for the material. Silk is mostly a human passion. It exists also among elves, dwarves, halflings and other races obviously but there isn't as



much demand as in human lands. Maybe because other races are able to produce very fine fabrics even without silk.

Taffeta is a special cloth made with silk mixed with paper fibers or cotton which is made in some regions of Glantri and Sind. **Chiffon** is a translucent fabric of silk made in Glantri, Darokin and Alphatia.

Textiles

Textile fibres can be obtained from many different materials, but mostly from animals and plants. We have already treated silk, but the most important animal source is certainly **wool**, the greatest part of which is **sheep wool**. Sheep were domesticated in western Skothar by humans millennia ago and then spread to the Alphatian Sea, Brun and Davania. The domestic **goat wool** had more or less the same history. There are

Export & Import Trade in Cloth

Export location	Exported goods
Aasla, Alphatia	cloth, ropes
Azkoran, Azardjian	cloth -3, carpets
Azurun, Hule	cloth -2, carpets
Baratpur, Sind	cloth
Braastar, Glantri	cloth, carpets
Ciudad Real, Gargoña	cloth
Ciudad Tejillas, Almarrón	cloth
Cove Harbor, Minrothad	cloth -2, ropes
Darokin City, Darokin	cloth, ropes
Ethengar	carpets
Fenswick, Glantri	cloth
Glantri City, Glantri	cloth
Jehrom, Hule	cloth -2
Khuur, Hule	cloth -2
Kopstar, Glantri	cloth
Leominster, Bellayne	cloth
Lizzieni, Glantri	cloth
Louvines, Renardie	cloth
Markos, Minaea	cloth -2
Minaea City, Minaea	cloth -2
Nyra, Glantri	cloth
Port Tenobar, Darokin	cloth -3, ropes
Ragmata, Yezchamenid	cloth, carpets
Richland, Yalu Bay	cloth
Rymskigrad, Glantri	cloth
Sambay, Sind	cloth -2
Sayr-Ulan, Sind	cloth, carpets
Selenica, Darokin	cloth -2
Silverston, Glantri	cloth
Sundsvall, Alphatia	cloth
Tameronikas, Ylaruam	cloth -2, carpets
Tenobar, Darokin	cloth -4
Thyatis City, Thyatis	cloth -3
Verdun, Minrothad	cloth -2
Vyonnes, Glantri	cloth
Zeaburg, Ostland	cloth -3

Import location	Imported goods
Aaslin, Bellissaria	cloth +2
Actius, Thyatis	cloth +3
Ah'roog, Shazak	cloth
Akorros, Darokin	cloth +2
Alchemos, Bellissaria	cloth +2
Atruaghin	wool
Beitung, Ochalea	cloth +3
Bridgeport, Bellissaria	cloth +3
Bridleton, Thyatis	cloth +2
Broken lands	cloth
Cairnport, Bellissaria	cloth +3
Citadel, Alphatia	cloth
Crossroads, Ne'er-do-well	cloth +2
Crownhaven, Bellissaria	cloth +4
Denwarf-Hurgon, Alphatia	cloth
Dubbo, Bellissaria	cloth +3
Edairo, Thothia	cloth +2
Ekiddu, Nimmur	cloth
Elstrich, Darokin	cloth +2
Glenmoorloch, Glantri	cloth
Halag/Fort Doom, Karameikos	cloth +2
Ierendi City, Ierendi	cloth +3
Itucua, Jibarù	cloth
Kastelios, Davania	cloth +3
Katambwe, Yavdlom	cloth +3
Kelvin, Karameikos	cloth +2
Kishinev, Zuyevo	cloth
Lago Springs, Bellissaria	cloth +3
Latehar, Sind	cloth +2
Limn, Alphatia	cloth
Lone Cove, Thyatis	cloth +2
Luln, Karameikos	cloth +2

Export & Import Trade in Silk

Export location	Exported goods
Aasla, Alphatia	spider silk
Asgamoth, Herath	silk -4
Beitung, Ochalea	silk -5
Biazzan, Thyatis	silk -2
Bluenose, Alphatia	spider silk
Braastar, Glantri	silk
Ekiddu, Nimmur	silk
Ethengar	silk
Fabia, Ylaruam	silk -3
Glantri City, Glantri	taffeta
Itucua, Jibarù	silk
Jahore, Sind	silk -2
Lizzieni, Glantri	taffeta
Norrvik, Vestland	silk -3
Ragmata, Yezchamenid	silk
Rainbow Park, Gaity	spider silk
Richland, Yalu Bay	silk
Sambay, Sind	taffeta, silk -2
Shahav, Herath	silk -2
Sorodh, Herath	silk -1
Sundsvall, Alphatia	spider silk -2
Thyatis City, Thyatis	silk -2
Tu'eth, Cay	silk

Import location	Imported goods
Aasla, Alphatia	silk +5
Akesoli, Darokin	silk +4
Alchemos, Bellissaria	silk +3
Angorit, Yavdlom	silk +3
Ayskudag, Hule	silk +2
Azurun, Hule	silk +2
Bluenose, Alphatia	silk
Boa Mansão, Texeiras	silk +2
Ciudad Huelca, Guadalante	silk +2
Ciudad Real, Garguña	silk +2
Ciudad Tejillas, Almarrón	silk +3
Coppertown, Bellissaria	silk +3
Debredladany, Hule	silk +3
Edairo, Thothia	silk +3
Ekto, Isle of Dawn	silk +3
Feather Fall, Aeria	silk +3
Foreston, Thyatis	silk +2
Garganin, Davania	silk +3
Glauqnor, Emerond	silk +3
Horken, Bellissaria	silk +2
Houriani, Grouzhina	silk +2
Ierendi City, Ierendi	silk +2
Ilioloosti, Davania	silk +2
Ionace, Nayce	silk +4
Izmira, Emerond	silk +3
Jaibul City, Jaibul	silk +2
Jandak, Hule	silk +3
Jehrom, Hule	silk +3
Karakandar, Sind	silk +2
Katambwe, Yavdlom	silk +3
Khuur, Hule	silk +3
Kladanovic, S erpent Peninsula	silk +2



**Export & Import Trade
in Cloth continued**

Import location	Imported goods
Malfton, Minrothad	cloth +2
Minrothad City, Minrothad	cloth +2
Naral, Sind	cloth +2
N'Goro, Yavdlom	cloth +3
Norrvik, Vestland	cloth +3
Ober's Mimbur, Five Shires	cloth +3
Pilion, Thyatis	cloth +2
Port Hatti, Thyatis	cloth +2
Port Lucinius, Thyatis	cloth +2
Rainbow Park, Gaity	cloth
Raven Scarp, Davania	cloth +3
Shkodar Hojah	cloth +1
Sol-Klor, Adri Varma	cloth
Seagirt, Pearl Islands	cloth +3
Seahaven, Bellissaria	cloth +3
Spearpoint, Bellissaria	cloth +3
Surra-Man-Ra, Ylaruam	cloth +2
Tanakumba, Yavdlom	cloth +3
Tel Akbir, Thyatis	cloth +2
Tu'eth, Cay	cloth
Tyjaret, Serpent Peninsula	cloth +3
Uhuru, Yavdlom	cloth +3
Wendar City, Wendar	cloth +2
West Portage, Isle of Dawn	cloth +2
Wymar, Bellissaria	cloth +3

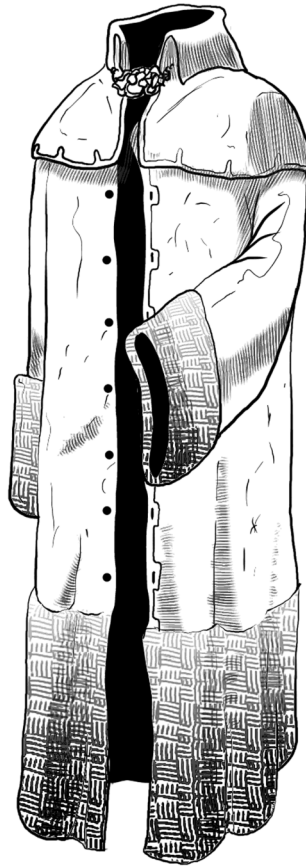
**Export & Import Trade
in Silk continued**

Import location	Imported goods
Kishinev, Zuyevo	silk
Kobos, Ierendi	silk +3
Kulnovo, Hule	silk +2
Louvines, Renardie	silk +2
Minaea City, Minaea	silk +4
Mkuba Mji, Yavdlom	silk +3
Mons-en-Plecy, Renardie	silk +2
Oceansend, Norwold	silk +4
Porto Preto, Vilaverde	silk +2
Princetown, Bellissaria	silk +3
Raneshwar, Sind	silk +2
Seahome, Minrothad	silk +3
Serison, Thonia	silk +5
Seyvan, Hule	silk +2
Skyreach, Alphatia	silk
Smokestone City, Cimarron	silk +2
Spearpoint, Bellissaria	silk +4
Stahl, Rockhome	silk +3
Shraek, Alphatia	silk
Sol-Klor, Adri Varma	silk
Starpoint, Alphatia	silk
Surra-Man-Raa, Ylaruam	silk +3
Tanakumba, Yavdlom	silk +3
Thanasis, Minaea	silk +2
Verdun, Minrothad	silk +3
Vyonnes, Glantri	silk +3
Yenigaz, Hule	silk +2

many varieties of sheep and goats in all the regions where they are common, for example the **angora goat** in Hule or the **cashmere goat** in Sind, which produce especially fine wool. A very soft wool can be obtained also from the **angora rabbit**, which was first bred in the region of Hule too but has now spread to Glantri and Alphatia.

In western Davania the most common wool is obtained from **llama, alpacas and vicuñas**, which are all local varieties of camels. **Camel hair** is also used to produce wool in Ylaruam, Thothia, eastern Davania and Skothar. **Qiviut** is a wool obtained from the muskox, a species of ox which lives only in northern Brun, Qeodhar and northern Skothar. A Skotharian ox, the **Yak**, also produces a similar fibre. **Dog hairs** were used as fibres by several Neathar and Oltec people of Brun, including the Atruaghin, before sheep and goats became more common. **Byssus** or sea silk is a very special fibre obtained from a mollusc, quite rare and precious, which is traded by a few land-based people, such as some regions of Davania and the Pearl Islands, and by the kna of Undersea.

The list of fibres obtained from plants is much larger. **Cotton** is probably the most widespread plant fibre. It was domesticated by the Oltecs, probably in the area of Brun where Sind now lies. It is still widely cultivated in Sind and in all regions of southern



Brun, but has later spread also to Ochalea, the Isle of Dawn, Alphatia, Skothar and Davania. **Linen** was likely first used in what are now Minaea and Bellissaria and later spread to Thothia, Ylaruam, Thyatis and northeastern Davania. **Jute** too was likely first cultivated in the ancient Oltec empire and Sind is still one of the greatest producers. **Hemp**, already discussed as a drug, is also a very versatile fibre for clothes, paper and ropes, probably first domesticated in ancient Bellissaria but now ubiquitous in all the temperate world. Many mixed fibres are also used, the most common being cotton and silk or cotton and linen. Less common fibres can be made with **seaweed, bamboo, banana, straw cereals, coconut, pineapple** and many other plants in

other regions of the world. Some are useful only to make hats, ropes or carpets as they are too rough to make clothes, but others are fine enough to compete with cotton and linen.

Fibres can also be made with many metals, but those are used normally for armors rather than clothes. Alphatians have also developed some **artificial fibres** with magical research, obtained from metal, glass, milk, mineral oil, which are normally used for special armors, decorations or clothes for the super rich.

Export & Import Trade in Textiles

Export location	Exported goods
Aasla, Alphatia	wool, linen
Atruaghin	cotton -2
Archport, Alphatia	wool
Azurun, Hule	wool, cotton
Beitung, Ochalea	wool
Citadel, Alphatia	wool
Ciudad Huelca, Guadalante	wool
Darokin City, Darokin	wool, cotton -3
Ekiddu, Nimmur	cotton
Erdnidze, Chengouch	cotton -2
Fenswick, Glantri	wool
Gapton, Minrothad	linen -1
Hayebil, Kyurdukstan	cotton -3
Jahore, Sind	wool -2, cotton
Jehrom, Hule	wool, cotton -2
Kishinev, Zuyevo	wool
Kiteng, Sardjikjian	cotton -3
Leominster, Bellayne	wool
New Alvar, Glantri	lace, wool
Nidzhman, Kyurdukstan	cotton -2
Prijderel, Hule	cotton -2
Puerto Morillos, Narvaez	cotton -2
Ragmata, Yezchamenid	cotton, wool
Rardish, Alphatia	textiles
Richland, Yalu Bay	cotton, wool
Sol-Klor, Adri Varma	linen
Shiell, Alphatia	wool
Starpoint, Alphatia	wool
Tashgoun, Douzbakjian	cotton -2
Thyatis City, Thyatis	wool -3
Vyonnes, Glantri	wool -5, brocade
Ylaruam City, Ylaruam	linen, cotton
Zeaburg, Ostland	wool -2

Import location	Imported goods
Aaslin, Bellissaria	textiles +2
Actius, Thyatis	textiles +3
Alchemos, Bellissaria	textiles+2
Athenos, Darokin	textiles +2
Crossroads, Ne'er-do-well	textiles +2
Dubbo, Bellissaria	textiles +3
Garganin, Davania	textiles +4
Greenwood, Alphatia	textiles
Halag/Fort Doom, Karameikos	textiles +2
Hillfork, Thyatis	textiles +2
Horken, Bellissaria	textiles +2
Katambwe, Yavdlom	textiles
Karakandar, Sind	textiles
Luln, Karameikos	textiles +2
New Alvar, Glantri	textiles
Ober's Mimbur, Five Shires	textiles +3
Ragmata, Yezchamenid	textiles
Rifflian, Karameikos	textiles +2
Smolini, Grouzhina	textiles +2
Spearpoint, Bellissaria	textiles +3
Stahl, Rockhome	textiles +4
Taterhill, Glantri	textiles
Thanasis, Minaea	textiles +3
Tothmeer, Five Shires	textiles +1
Trikelios, Isle of Dawn	textiles +2
Uhuru, Yavdlom	textiles +3
Vinton, Thyatis	textiles +2
Wendar City, Wendar	textiles +3

Dyes, Pigments, Flowers, Soaps, Perfumes

I have grouped together all these items as they are basically all leisure products, not really essential to life but very much appreciated all over the world. You could say in fact that an intelligent species is such exactly because it makes and uses not only necessary items but leisure items too. And indeed there is always a booming market all over the world for these products, so it is worth it to risk long voyages to buy them.

Dyes and Pigments

These substances seem rather unessential to survival, but many would say this is exactly why they are necessary, as for any intelligent creature to survive is not enough. Indeed it can be observed that the dyeing of clothes is a practice which goes a long way back in the history of civilizations. Some sages say the brutemen or the giants started it, but we elves know better and I can tell you it was not even invented by us, but by more ancient people, the fairy folks and other races which lived in the remote past of Mystara.

So many plants can be used to obtain dyes and pigments it is just impossible to list them all. Every region of Mystara has its own and I'll mention only a few of the most precious ones by the color that can be obtained from them. They are used mostly to dye clothes and fabrics, but also buildings and any kind of items. Many of the plants used by the most plant-wise humans



are used by elves and halflings too, since centuries if not millennia ago.

Reds are made with henna, a plant which grows in Ylaruam, Thothia, Sind and Davania, the rubia plant which is widespread in a vast area from Bellissaria to northern Sind and Brun, the insect cochineal, used in western Brun and Davania, or the blood-root plant among the Atruaghin and in other regions of Brun. Another insect, kermes, is used in the Alphatian Sea and the Isle of Dawn, Thyatis and northeastern Davania. **Oranges** are made with the same plants which make reds, or with some specific ones such as a juniper of the Atruaghin plateau or the bark of the alder tree in all the temperate world from Brun to Skothar. **Yellows** can be made with saffron, grown in many places from Bellissaria to the Yezchamenid Empire, pomegranate, turmeric, safflower, with weld, also called reseda, in Brun, or with the fustic tree of the Savage Coast. In Atruaghin lands also

Export & Import Trade in Dyes

Export location	Exported goods	Import location	Imported goods
Aasla, Alphatia	dyes, lacquer	Aaslin, Bellissaria	dyes +3
Ah'roog, Shazak	dyes	Alpha, Norwold	dyes
Alchemos, Bellissaria	dyes -2	Azurun, Hule	dyes +2
Alfleish, Alphatia	dyes	Darokin City, Darokin	dyes
Altendorf, Heldann	dyes -2	Glantri City, Glantri	dyes
Archport, Alphatia	dyes	Heldann City, Heldann	dyes
Argevin, Thyatis	dyes -3	Ierendi City, Ierendi	dyes +3
Atruaghin	dyes	Jahore, Sind	dyes +2
Beitung, Ochalea	lacquer	Jaibul City, Jaibul	dyes
Castellan, Soderfjord	dyes -2	Kerendas, Thyatis	dyes +2
Cubia, Ylaruam	dyes -4	Khuur, Hule	dyes
Draco, Alphatia	dyes	Landfall, Norwold	dyes +3
East Portage, Isle of Dawn	dyes -2	Leenz, Glantri	dyes
Ekiddu, Nimmur	dyes	Miriestiu, Hule	dyes +2
Errolyn, Alphatia	dyes	Mivosia, Davania	dyes +3
Fabia, Ylaruam	dyes -2	Oceansend, Norwold	dyes +2
Greenwood, Alphatia	dyes	Sambay, Sind	dyes +2
Harbortown, Minrothad	dyes -2	Sayr Ulan, Sind	dyes
Helskir, Isle of Dawn	dyes -3	Seahome, Minrothad	dyes +4
Itucuà, Jibarù	dyes	Selenica, Darokin	dyes +4
Julinius, Thyatis	dyes -2	Sundsvall, Alphatia	dyes
Kastelios, Davania	dyes -4	Tel Akbir, Thyatis	dyes +2
Kishinev, Zuyevo	dyes	Thyatis City, Thyatis	dyes
Kopstar, Glantri	dyes -3	Verdun, Minrothad	dyes +4
Leenz, Glantri	dyes		
Magden, Hule	dyes		
Minrothad City, Minrothad	dyes -2		
Newkirk, Isle of Dawn	dyes -5		
Port Lucinius, Thyatis	dyes -2		
Ragmata, Yezchamenid	dyes		
Rainbow Park, Gaity	dyes		
Raven Scarp, Hinterlands	dyes		
Richland, Yalu Bay	dyes		
Sol-Klor, Adri Varma	dyes		
Sundsvall, Alphatia	lacquer		
Tameronikas, Ylaruam	dyes -2		
Tashgoun, Douzbakjian	dyes -2		
West Portage, Isle of Dawn	dyes -2		

black oak, butternut and yellow root are used for this color. **Greens** are more difficult to obtain from plants, despite the fact that's the color of most plants, and often the mixing of two different colors is needed, or the use of iron, lichens or other substances. In Brun it is common to mix greenweed, which really gives a yellow color, with woad, which gives a blue one, despite both plants having yellow flowers. **Blues** are mainly obtained from indigo plants, of which exist many species in southern Sind, the Great Waste, Yavdlom and Thanegioth. It's considered a better blue than the one obtained from woad, which has been for centuries the main source of blue in Brun and the Alphantian Sea. Woad is still used anyway, but traders are always looking for more sources of indigo plants in the tropical lands. **Purples** can be obtained from the maple tree, as it was traditional in Atruaghin and elven lands, or from other plants, such as the purple gromwell from Ochalea to Skothar, or obviously by mixing reds and blues. Several **browns** are made in Sind from acacia trees and palms, while in Artuaghin lands the black walnut is used to make a dark brown. **Ochre** has been used for shades of browns, yellows and reds for millennia, an invention of ancient brutemen or of even more ancient peoples.

Lichens can be used to obtain a whole range of colors, and they are indeed a traditional source in the Isle of Dawn, Norwold, Bellissaria and eastern Davania. **Fungi** can be used to produce a whole range of dyes, and they are indeed the main source of dyes for dwarves and shadow elves, and both would not need to buy other ones, even if some do out of curiosity and the attraction for exotic merchandise.

The most precious dyes of the world are some rare one such as the **Royal purple** used by Thyatian emperors, obtained from a sea snail, the purple dye murex, which can be found in the southern Isle of Dawn, the Alatians, eastern Davania and some other islands of the region. The Empire maintains a strict monopoly of it in its territories and punishes smuggling severely. The color is very precious not only because it is rare, but because it does not fade with weathering and sunlight, but becomes brighter. A rumor says there are colonies of giant murex in Davania. A trader able to find them would become a rich trader quite fast. The crimson and red obtained nowadays in Thyatis, Glantri and the Savage Coast from the insect kermes and cochineal, already mentioned above, have become precious almost as much as the royal purple.

In very recent years a fashion has started, I believe in Glantri and Darokin, to use **black** as the most elegant color, especially for the noble in formal occasions. In the past black was produced by mixing multiple colors, but now Darokinian and Glantrian dyers have discovered it can be made much faster using logwood and an iron compound. Logwood is a tree originally from the Savage Coast, but it has been recently introduced to Ierendi. Dwarves and gnomes are masters of dyes made with **metals and earths**, which can be used for clothes as well as for buildings. But some dyes obtained from similar sources exist among all cultures and races of the world.

Flowers, Perfume and Soaps

This is the category of the substances, mostly vegetable ones, which are used to make the world smell better. This is hardly a necessity in the clean and spacious elven, halfling or dwarven communities, but it is very useful in the crowded and often filthy human cities. Starting with **soap**, it seems indeed it was a human invention in ancient southern Skothar, before the times of Blackmoor. It was produced with ashes, and later lye, combined with animal fats or vegetable oils.

Many other people and cultures used plants, clay, ashes or oils as detergents before soap became common, and some still do. The **soaptree** for example is common in Atrughin lands and all western Brun. Ancient Thothians had several recipes to make soap with oil or plants, and the Alphatians as well. Ancient Milenians and Thyatians instead used simple **olive oil** on the skin, later removing it with a specific curved iron blade called strigil, but in modern Thyatis soap production has grown much. Antalians and other peoples, for example in the Isle of Dawn, used **tallow** and ashes to make soap. Ancient Ochalea and Skothar used a mixture of pig pancreas and ash, or a plant known as **soap bean**. Later in history soap production became important in Ylaruam, Thyatis and Alphatia, mostly done with olive oil. In northern Brun soap was and still partially is produced with animal fats, but had a less pleasant smell.

Nowadays the most famous soaps of the Known World are the **Ylari green soap**, made with olive oil and laurel, the **Davianian black soap**, the **White soap** which is made in Thyatis, Thothia and the Savage

Coast and the light green **Hard soap** made with vegetable oils and sea water which is popular from the Shires to Glantri. The dwarves of Rockhome make a special **Pumice soap** which is very effective to clean grease and dirt. The special **Sailor's soap** is made in Minrothad with potassium salts for better solubility in saltwater. Soft **shaving soap** is made in Thyatis and Darokin, while in Alphatia a **shaving cream** is made with oils and soap. Many elven communities rarely use soaps, but rather creams obtained from aromatic herbs for the same purpose. These '**elven creams**' have a very limited trade but have become relatively popular.

Many other soaps exist in the world and indeed often each City or region has its own special one, which always sells well as a curiosity elsewhere.

Cosmetics are all the substances normally used around the world to enhance the beauty of hair and skin—as expected very popular among the rich. Their widespread use can be traced back historically to ancient Thothians and Alphatians, but it is likely more ancient than them. Again this is mostly a human production and trade, as most elves, dwarves, gnomes and halflings, as well as other races, prefer a minimal use of cosmetics.

The most common sources of cosmetics are vegetable **oils**, powders such as the **kohl** used in Ylaruam and Thothia, **beeswax**, which is used in many cultures, and mixtures of oils and perfumes, such as **rose water**, traditionally produced in several nations, such as Thyatis, Karameikos, Sind, Ochalea and many others. Face painting has and had a lot of variation in history and

Export & Import Trade in Flowers, Perfume and Soap

Export location	Exported goods	Import location	Imported goods
Aasla, Alphatia	perfumes	Aasla, Alphatia	flowers, soap
Beitung, Ochalea	flowers, perfumes	Alpha, Norwold	flowers, perfumes, soap
Bluenose, Alphatia	perfumes	Corunglain, Darokin	soap, perfumes
Ciudad Real, Gargoña	flowers, perfumes, soap	Darokin City, Darokin	flowers, perfumes, soap
Cubia, Ylaruam	perfumes	Dunwick, Savage Coast	perfumes, soap
Debredladany, Hule	perfumes	Freiburg, Heldann	soap
Dengar, Rockhome	soap	Glantri City, Glantri	flowers, perfumes, soap
Edairo, Thothia	soap, perfumes	Ierendi City, Ierendi	flowers, perfumes, soap
Errolyn, Alphatia	flowers, perfumes	Kishinev, Zuyevo	perfumes
Fabia, Ylaruam	soap	Kopstar, Glantri	flowers
Garganin, Davania	soap, perfumes	Leominster, Bellayne	perfumes, soap
Harbortown, Minrothad	perfumes	Minrothad City, Minrothad	perfumes
Itucuà, Jibarù	flowers	Norrvik, Vestland	perfumes, soap
Jahore, Sind	flowers	Rainbow Park, Gaity	flowers, perfumes
Kastelios, Davania	soap	Richland, Yalu Bay	perfumes
Kerendas, Thyatis	flowers, soap	Sayr-Ulan, Sind	perfumes, soap
Kopstar, Glantri	flowers, perfumes	Selenica, Darokin	perfumes, soap, flowers
Lizzieni, Glantri	flowers, perfumes	Slagovich	flowers, perfumes, soap
Louvines, Renardie	perfumes, soap	Soderfjord, Soderfjord	soap, perfumes
Minrothad City, Minrothad	soap	Sol-Klor, Adri Varma	perfumes
Retebius, Thyatis	soap	Specularum, Karameikos	flowers, perfumes
Ragmata, Yezchamenid	flowers, perfumes	Starpoint, Alphatia	perfumes
Raven Scarp, Hinterlands	soap	Sundsvall, Alphatia	flowers, perfumes, soap
Sambay, Sind	perfumes	Thyatis City, Thyatis	flowers, perfumes, soap
Shireton, Five Shires	soap		
Tel Akbir, Thyatis	perfumes		
Tu'eth, Cay	flowers		
Vyennes, Glantri	flowers, perfumes		

by region. **Chalk pastes** and other means to whiten skin have been popular for centuries in Alpathia, where men and women used it to look more like 'pure Alpathians,' and among women in Thyatis, Sind, Ochalea and Darokin, where it was considered a sign of nobility. While this is still true in Ochalea, nowadays **ochre paste** to make the skin look tanned is more fashionable in Alpathia, Glantri, Darokin and Thyatis. **Red ochre** is used to give a red tint to the cheeks of men and women in Thothia, while it's used only by women, combined with a whitening paste on the rest of the face, in Ochalea.



Making perfumes in Ylaruam

Powders or pencils, often of mineral origin, are used to make **eye shadows** and **eye liners** in various colors. It's again a use which can be traced back to ancient Thothia and Alpathia but it's now common among rich humans in many countries. From the same region comes the use of black paint on **eyelashes** or longer ones. Various types of dyes are used also for **nail paints**, a use which came from Skothar and from Ochalea reached Alpathia, Thyatis and many other regions, and it's now widespread. Some cosmetics have useful purposes, for example **emollients**, normally vegetable oils or soaps, and **sunscreens**. Elves and many other races have always used several vegetable substances, or types of clay and mud, to protect the skin. Sind claim to have invented **shampoos**, which are basically aromatized soaps for hairs, while other people and races used oils, ashes and many different plants for the same purpose. Oils have also been used by

many cultures as **hair conditioners** and **gels** made of oils and resins were used to sculpt hair in any desired shape.

In the modern world, and especially in Alpathia and Glantri, **magic** is extensively used for cosmetic purposes. Lights, illusions, polymorphs are just the most obvious spells, but there are many others developed specifically for this, and often sold on scrolls.

Flowers are generally a local trade between the country and the cities, but exotic ones, traded as seeds or bulbs, are much requested in the major cities. Recently some flowers have become the latest trend of fashion, such as the orchids from the Savage Coast and the tulips from Alpathia. There is indeed now a significant export from the Savage Coast, Thyatis, Ochalea, Alpathia and Glantri. They are also one of the main ingredients for the produc-

tion of **perfumes**, which however are produced also with herbs, spices, alcohol, bark, roots, resins, honeycombs, lichens and seaweed.

All kinds of strange things are used for perfumes. For example, **Ambergris** is a substance produced by the digestion of sperm whales, and vomited by them, which is very important as a fixative for perfumes. There are also some other animal sources, such as **Castoreum** from beavers in Brun, **Civet oil** from an animal of Davania and Skothar, even excrements of the Davanian hyrax, and **Musk** from some animals like the musk deer of Skothar, the muskrat of Brun or the muskox of the far north. **Myrrh** is an especially famous and precious resin which can be found in Ylaruam, the southern Isle of Dawn and Davania. The major centers of perfume production nowadays are Alphatia, Ylaruam, Thyatis, Gargoña, Hule, Sind, Minrothad and some other places around the world. **Incense sticks** are resins which can be burned to produce a pleasant smell. They are traditionally used in Ylaruam, Thothia, Sind and Ochalea to perfume rooms and have become very popular all over the Known World and Alphatia in recent years. Elves generally prefer to plant live flowers to obtain the same effect, but the use of flowers, aromatic bark and resins and other vegetable material is traditional in elven society too. There is little trade of **elven perfumes**, and so they are very precious exactly for this reason. **Dwarves and halflings** tend to prefer delicate perfumes produced locally from flowers, resins and lichens, but obviously there is a growing interest in human cities also for their limited but high quality productions.

Glassware, Pottery and Porcelain

Ceramics are a great invention which goes back to ancient history, as it was likely invented by giants or even earlier races in times so far back there are no records of them. The process is basically to sculpt and cook some clay or earth-like material to make containers and various other items, but all intelligent races have gone well beyond this basic practical purpose, creating true works of art. Glassmaking is less ancient but still very ancient, and in the same way started for practical purposes but soon became a treasure trove of creativity and art.

Glass

Elves claim to have invented glass in ancient Davania, before the Great Rain of Fire, but honestly the invention could well be even more ancient. It soon spread to human cultures in Brun and the Alphatian Sea, and then to Skothar.

The material was not much used by the Oltecs and it's still relatively rare in western Brun and western Davania. Glass windows have become common only in later centuries, but are still quite expensive and so often the poor cannot afford them. Nowadays the major productions of glass are in



Export & Import Trade in Glassware

Export location	Exported goods	Import location	Imported goods
Aasla, Alphatia	glassware -2	Aaslin, Bellissaria	glassware +3
Alfheim City, Alfheim	glassware -3	Aegopoli, Aegos	glassware +3
Alfleish, Alphatia	glassware	Alchemos, Bellissaria	glassware +4
Athenos, Darokin	glassware -3	Alinquin, Bellissaria	glassware +1
Azurun, Hule	glassware -2	Blueside, Bellissaria	glassware +1
Baratpur, Sind	glassware	Cirkara, Hule	glassware +2
Boyâzka, Hule	glassware -2	Darokin City, Darokin	glassware
Dunwick, Savage Coast	glassware -2	Debredladany, Hule	glassware +1
Duzhar, Sardjikjian	glassware -3	Deirdren, Isle of Dawn	glassware +2
Erendyl, Glantri	glassware	Dunadale, Isle of Dawn	glassware +3
Freiburg, Heldann	glassware	Ekiddu, Nimmur	glassware
Gulluvia, Adri Varma	glassware	Feather Fall, Aeria	glassware +2
Jaboor, Ylaruam	glassware -3	Garganin, Davania	glassware
Jaibul City, Jaibul	glassware	Glantri City, Glantri	glassware +3
Jehrom, Hule	glassware -3	Greenwood, Alphatia	glassware
Kelvin, Karameikos	glassware -2	Itucua, Jibarù	glassware
Khuur, Hule	glassware -3	Kantridae, Thyatis	glassware +2
Minrothad City, Minrothad	glassware	Kastelios, Davania	glassware +4
Ragmata, Yezchamenid	glassware	Kishinev, Zuyevo	glassware
Retebius, Thyatis	glassware	Mkuba Mji, Yavdlom	glassware +3
Richland, Yalu Bay	glassware	Nidzhman, Kyurdukstan	glassware +3
Rifflian, Karameikos	glassware	Rainbow Park, Gaity	glassware
Seahome, Minrothad	glassware	Selenica, Darokin	glassware +3
Tel Akbir, Thyatis	glassware	Serison, Thonia	glassware +4
Thyatis City, Thyatis	glassware -2	Shraek, Alphatia	glassware
Tyjaret, Serpent Peninsula	glassware	Smolini, Grouzhina	glassware +2
		Sol-Klor, Adri Varma	glassware
		Spearpoint, Bellissaria	glassware +3
		Starpoint, Alphatia	glassware
		Sundsvall, Alphatia	glassware
		Tameronikas, Ylaruam	glassware +2

Thyatis, Glantri, Heldann, Minrothad, Hule and some specific cities such as Athenos in Darokin, Baratpur in Sind, Jaboor in Ylaruam and Kelvin in Karameikos.

Pottery

All the world and all the races make pottery, even humanoids. However there is still a lot of trade going back and forth. The greatest exporters are the places whose pottery is much appreciated around the world, or which have very efficient factories to make pottery in great quantities. The world's capital, at least in our area of the world, is certainly Glantri City, followed by Port Tenobar in Darokin, but the productions of specific cities in Minaea, Davania, Thyatis, Minrothad, Karameikos, Sind, Ylaruam, Heldann, Atruaghin, Ochalea and Alphatia are much appreciated as well.

The biggest importers of pottery are the places which use a lot of it for trade, for example Crownhaven in Bellissaria as it is one of the world's major exporters of grains and cured meat. Many of these places also make their own fine pottery, but still have to import more containers as they need them for trade. The best pottery for trade is **stoneware**, cooked at high temperatures and therefore stronger and non porous to liquids, and the best is made in Alphatia, Thyatis, Heldann, Rockhome and Ochalea. As it happens with glass, pottery can be used to make true works of art. **Milenian painted pottery**, both ancient and modern, is notorious all over the world. **Oltec pottery** has a long tradition still alive in Atruaghin lands, western Brun and Davania. **Thyatian and Glantrian painted ceramic**, with flowery motives or true paint-



ings, are appreciated everywhere. **Alphatian painted tiles** or **Yezchamenid painted tiles** are a must have in almost all the noble mansions of the world. **Ochalean pottery** and **Sindhi pottery** have many different traditions in different cities highly appreciated by collectors, and small specific productions exist also in many other places, such as the Pearl Islands, the Alathians, Ierendi and more.

Porcelain

Porcelain is just a specific type of ceramic made with some special earths and cooked at high temperatures. It is of a pure white color and so very easy to paint in many ways. It is treated separately from other pottery because it is very much appreciated and it is a relatively difficult and rare production, and therefore it reaches high prices and it is extremely profitable to trade. Originally, it seems, invented in Skothar, it

Export & Import Trade in Pottery

Export location	Exported goods	Import location	Imported goods
Aasla, Alphatia	pottery	Alchemos, Bellissaria	pottery +1
Ah'roog, Shazak	pottery -2	Alinquin, Bellissaria	pottery +1
Akesoli, Darokin	pottery -2	Altendorf, Heldann	pottery +2
Angorit, Yavdlom	pottery	Angorit, Yavdlom	pottery +3
Atruaghin	pottery	Arcadiapolis, Thyatis	pottery
Beitung, Ochalea	pottery	Castellan, Soderfjord	pottery +2
Bluenose, Alphatia	pottery	Corunglain, Darokin	pottery +2
Ciudad Real, Garguña	pottery	Crownhaven, Bellissaria	pottery +4
Ciudad Tejillas, Almarrón	pottery	Deirdren, Isle of Dawn	pottery +2
Cubia, Ylaruam	pottery -3	Dubrax, Robrenn	pottery +3
Dawnpoint, Thyatis	pottery -2	Edairo, Thothia	pottery
Dengar, Rockhome	pottery	Eyf, Robrenn	pottery
Draco, Alphatia	pottery	Gapton, Minrothad	pottery +3
Ekiddu, Nimmur	pottery	Garganin, Davania	pottery +3
Erzmin, Hule	pottery -2	Grey Bay, Thyatis	pottery +2
Freiburg, Heldann	pottery	Helskir, Isle of Dawn	pottery +2
Glantri City, Glantri	pottery -6	Highforge, Karameikos	pottery +2
Hillcape, Thyatis	pottery -2	Hillfork, Thyatis	pottery
Ierendi City, Ierendi	pottery	Kantridae, Thyatis	pottery +2
Ilioloosti, Davania	pottery -3	Kerendas, Thyatis	pottery
Itucua, Jibarù	pottery	Jahore, Sind	pottery
Kastelios, Davania	pottery -2	Lone Cove, Thyatis	pottery
Kelvin, Karameikos	pottery -3	Louvines, Renardie	pottery
Kishinev, Zuyevo	pottery	Mesembria, Thyatis	pottery
Limn, Alphatia	pottery	Minrothad City, Minrothad	pottery +2
Luln, Karameikos	pottery	Mkuba Mji, Yavdlom	pottery +3
Malfton, Minrothad	pottery -2	Norrvik, Vestland	pottery +3
Minaea City, Minaea	pottery -2	Port Marlin, Esterhold	pottery +2
Port Tenobar, Darokin	pottery -5	Princetown, Bellissaria	pottery
Ragmata, Yezchamenid	pottery	Raedestos, Thyatis	pottery
Richland, Yalu Bay	pottery	Seahaven, Bellissaria	pottery +3
Sayr-Ulan, Sind	pottery	Selenica, Darokin	pottery
Seagirt, Pearl Islands	pottery -2	Selymbria, Thyatis	pottery
Sol-Klor, Adri Varma	pottery	Smokestone City, Cimarron	pottery +2
Surra-Man-Ra, Ylaruam	pottery -2	Tel Akbir, Thyatis	pottery
Sundsvall, Alphatia	pottery	Threshold, Karameikos	pottery +2
Thyatis City, Thyatis	pottery -3	Tu'eth, Cay	pottery
Tresa, Minaea	pottery -3	Uhuru, Yavdlom	pottery +3
		Vinton, Thyatis	pottery

Export & Import Trade in Porcelain

Export location	Exported goods
Akesoli, Darokin	porcelain -2
Alfleish, Alphatia	porcelain
Beitung, Ochalea	porcelain -3
Blunose, Alphatia	porcelain
Braastar, Glantri	porcelain
Draco, Alphatia	porcelain
Dunadale, Isle of Dawn	porcelain -2
Duzhar, Sardjikjian	porcelain -2
Errollyn, Alphatia	porcelain
Foreston, Thyatis	porcelain -3
Freiburg, Heldann	porcelain -2
Kastelios, Davania	porcelain
Kiteng, Sardjikjian	porcelain -3
Ragmata, Yezchamenid	porcelain
Sundsvall, Alphatia	lacquered porcelain
Thyatis City, Thyatis	porcelain -2
Vinton, Thyatis	porcelain -2
Ylaruam City, Ylaruam	porcelain -3

Import location	Imported goods
Aasla, Alphatia	porcelain
Argevin, Thyatis	porcelain +2
Athenos, Darokin	porcelain +3
Blueside, Bellissaria	porcelain +1
Cirkara, Hule	porcelain +2
Edairo, Thothia	porcelain +2
Ilioloosti, Davania	porcelain +3
Izmira, Emerond	porcelain +3
Jahore, Sind	porcelain
Kastelios, Davania	porcelain
Kishinev, Zuyevo	porcelain
Minaea City, Minaea	porcelain +3
Miriestiu, Hule	porcelain +3
Newkirk, Isle of Dawn	porcelain +2
New Alvar, Glantri	porcelain
Princetown, Bellissaria	porcelain +3
Rainbow Park, Gaity	porcelain
Richland, Yalu Bay	porcelain
Sandapur, Sind	porcelain +2
Sehaven, Bellissaria	porcelain +3
Serison, Thonia	porcelain +5
Shraek, Alphatia	porcelain
Sol-Klor, Adri Varma	porcelain
Starpoint, Alphatia	porcelain
Sundsvall, Alphatia	porcelain
Tameronikas, Ylaruam	porcelain +2

was an established production in Ochalea and Alphatia already some centuries ago. However Alphatia was never able to make enough to cover its internal demand, while some specific cities have since established a porcelain tradition, such as Akesoli, Braastar, Dunadale, Freiburg, several cities in Thyatis and Alphatia, Kastelios, Ylaruam City and the far off Yezchamenid Empire and Sardjikjian. Each place has its own specific porcelain, and new ones are starting also in the Savage Coast, Glantri, Karameikos, Darokin and Vestland. Still not enough, as the world demand is always high and the trade of this fine material will certainly expand in the near future.



Metals, COMMON AND PRECIOUS, Mineral Oils

These are the precious substances which can be extracted from the earth. Metals are used not only for weapons, but also for all kinds of tools, items, buildings, ships and wagons. Mineral oil is used for light and heat but also as a weapon, mixed with other substances. Dwarves claim to have invented the workmanship of metals, but giants make the same claim, so it's hard to tell who started. Elves of ancient times did not use metals at all, but now some clans have reached excellence in such workmanship.

COMMON Metals

The so-called common metals are the ones mostly used to produce tools. Even if most people think of weapons and armors when thinking about the trade of common metals, in truth most are used for other purposes, especially tools and items of all kinds, coins, construction and vehicles. **Copper** and **Tin** are likely the first metals which were used for tools, as they are the easiest to mine and relatively soft. **Bronze**, an alloy of copper and tin, was discovered later to be harder and easiest to mold than its two components. They were all extensively used by giants, dwarves, humans and many other races for tools, weapons, armors, coins, jewelry, musical instruments and decorations. Bronze was also used to make mirrors before glass was widespread, and bronze mirrors are still used in Thothia and Ochalea. **Lead** too has been used since ancient times, initially mostly for sling bul-

lets, coins and decoration, but later also for water pipes and roof tiles, and stained glass. It is also used as a whitening in cosmetics and for the newly invented printing press. **Iron** and its direct scion, **Steel**, are easily considered the most important common metals due to their widespread use and hardness. Iron it's also one of the most common metals, once you know how to extract and work it. There is also **meteoric iron**, which could be easiest to mine but difficult to find and work. It is normally an alloy of iron and other minor metals, and so it is considered especially valuable. Pure iron is quite soft, but it can become a much harder steel once you add small quantities of carbon or other minor metals to it. The process is too complicated to be explained here, and each culture has its own technique, often jealously guarded from outsiders, making local varieties, such as the **Belcadiz steel**, or the **Ochalean steel**, and many others, especially appreciated. **Magnetite** is actually a special kind of iron very important for its use to make compasses for navigation. An invention claimed by Ochalea, Alphatia and some other nations in Skothar.

If steel and bronze are alloys, they are not the only ones. **Brass** is an alloy of copper and zinc, extensively used for expensive objects and decorations for its golden-like color. **Pewter** is an alloy of mostly tin and some copper, lead or other minor metals, appreciated for all kinds of vases and plates due to its silvery color. Some other metals are less common or hard to mold in pure form, and so used mostly only for alloys or coinage, such as **Nickel** and **Zinc**. Many other metals exist. Most of them cannot be used to make items and tools because they are too soft, too brittle or too hard but you

can be sure that either giants, dwarves, gnomes or Alphasians have found a way to use them in some form or alloy. **Beryllium** is used by dwarves and gnomes to make lights, crystal and glasses. **Cadmium** is used for plating. **Chromium** is used to make pigments and especially bright armors. Alumen or **Aluminum** is a soft metal which has been used as a mordant for dyeing since ancient times, in Thothia, Ylaruam and elsewhere. **Cobalt** is used to color ceramics in shades of blue. **Manganese** is used to make paints and also to add or remove color from glass. **Magnesium**, mined in Theranderol and other countries, can be used in alloys with aluminum to make resistant and light armors and shields. **Titanium** is a metal traditionally used by giants for special light armors, but it is used also



by dwarves and gnomes. The **Mithril** used by elves and dwarves could be an alloy of steel and titanium, but no dwarven or elven smith will be willing to reveal its exact formula. **Quicksilver** is a liquid metal that dwarves and gnomes use to make mirrors, thermometers and in some mining operations. Popular as a curiosity among the rich, it is also poisonous and so has to be kept away from skin.

The division between common and precious metals is of course mainly dependent

on mining and trade, but also on fashion. In some countries for example Aluminum, Quicksilver and Beryllium have been so rare and expensive they would certainly qualify as precious metals, and were used only for expensive cutlery, in the case of Aluminum, or special items, in the case of the others. Nowadays however there is enough trade of them to allow me to include them in the common metals, even if relatively so, as they are still much more expensive than iron or copper.

Export & Import Trade in Common Metals

Export location	Exported good	Import location	Imported goods
Aasla, Alphatia	common metals -3	Aaslin, Bellissaria	common metals +4
Actius, Thyatis	common metals -2	Ah'roog, Shazak	common metals +3
Alpha, Norwold	common metals	Alfheim City, Alfheim	common metals
Angorit, Yavdlom	common metals -3	Alfleish, Alphatia	common metals
Azkoran, Azardjian	common metals -2	Altendorf, Heldann	common metals +1
Biazzan, Thyatis	common metals -3	Aquas, Alphatia	common metals +2
Castellan, Soderfjord	common metals -4	Arcadiapolis, Thyatis	common metals +3
Coppertown, Bellissaria	common metals -4	Archport, Alphatia	common metals
Crossroads, Ne'er-do-well	common metals -2	Ayskudag, Hule	common metals +2
Darokin City, Darokin	common metals -2	Azurun, Hule	common metals +2
Deirdren, Isle of Dawn	common metals -2	Bayville, Thyatis	common metals +2
Dengar, Rockhome	common metals	Blueside, Bellissaria	common metals +1
Denwarf-Hurgon, Alphatia	common metals	Boyâzka, Hule	common metals +2
Draco, Alphatia	common metals	Cirkara, Hule	common metals +1
Dubbo, Bellissaria	common metals -4	Cove Harbor, Minrothad	common metals +2
Dunwick, Savage Coast	common metals	Draco, Alphatia	common metals
Erzmin, Hule	common metals -2	Ekto, Isle of Dawn	common metals +3
Farend, Qeodhar	common metals	Elstrich, Darokin	common metals +3
Goldleaf, Thyatis	common metals -3	Ethengar	common metals +5
Grauenberg, Heldann	common metals -4	Eyf, Robrenn	common metals +3
Greenwood, Alphatia	common metals	Favaro, Darokin	common metals +3
Gulluvia, Adri Varma	common metals	Greenwood, Alphatia	common metals
Halag/Fort Doom, Karameikos	common metals -2	Iskilü, Hule	common metals +1
Highforge, Karameikos	common metals -2	Itucua, Jibarù	common metals
Hillcape, Thyatis	common metals -2	Jaibul City, Jaibul	common metals
Kendach, Isle of Dawn	common metals -3	Jehrom, Hule	common metals
Kishinev, Zuyevo	common metals	Julinius, Thyatis	common metals +2
Lago Springs, Bellissaria	common metals -3	Kerendas, Thyatis	common metals +3
Landfall, Norwold	common metals	Khuur, Hule	common metals
Latehar, Sind	common metals -2	Kladanovic, Serpent Peninsula	common metals
Leenz, Glantri	common metals	Le Vieux Carré, Nouvelle-Renardie	common metals +4
Limn, Alphatia	common metals	Les Tentes-sur-Bancs, Nouvelle-Renardie	common metals +2
Louvines, Renardie	common metals	Leominster, Bellayne	common metals +2
Luln, Karameikos	common metals -2	Machetos, Thyatis	common metals +2
Marbletown, Bellissaria	common metals -4	Polakatsikes, Davania	common metals +3
Makrast, Thyatis	common metals -3	Raedestos, Thyatis	common metals +2

Export & Import Trade in Common Metals continued

Export location	Exported good
Mkuba Mji, Yavdlom	common metals -3
Morlay, Glantri	common metals
Naral, Sind	common metals
Nidzhman, Kyurdukstan	common metals -2
Norchester, Bellayne	common metals -3
Norrvik, Vestland	common metals
Oceansend, Norwold	common metals
Ober's Mimbur, Five Shires	common metals -2
Othmar, Eusdria	common metals -3
Penhaligon, Karameikos	common metals -2
Ragmata, Yezchamenid	common metals
Rardish, Alphatia	common metals
Richland, Yalu Bay	common metals
Rock Harbour, Esterhold	common metals -3
Selenica, Darokin	common metals
Shiell, Alphatia	common metals
Shkodar, Hojah	common metals -2
Skyfyr, Esterhold	common metals -3
Sol-Klor, Adri Varma	common metals
Specularum, Karameikos	common metals -2
Thanasis, Minaea	common metals -3
Threshold, Karameikos	common metals -2
Wymar, Bellissaria	common metals -4

Import location	Imported goods
Rafielstown, Aengmor	common metals +2
Rardish, Alphatia	common metals
Raska, Zvornik	common metals +2
Redstone, Isle of Dawn	common metals +2
Rymskigrad, Glantri	common metals
Sablestone, Glantri	common metals
Selymbria, Thyatis	common metals +2
Shahav, Herath	common metals +3
Silverston, Glantri	common metals
Slagovich	common metals +2
Sorodh, Herath	common metals +3
Spearpoint, Bellissaria	common metals +3
Stronghold, Minrothad	common metals +2
Tashgoun, Douzbakjian	common metals +2
Tresa, Minaea	common metals +3
Trikelios, Isle of Dawn	common metals +2
Withimer, Eusdria	common metals +3
Yenigaz, Hule	common metals +3
Zagora	common metals +2
Zartakand, Douzbakjian	common metals +3

There are important mines in many countries around the world, indeed almost every country has some mines, at least of some common metals. Rockhome and Alphatia are likely the nations with the major export, Rockhome due to the dwarves' and gnomes' expertise in mining, and Alphatia for its sheer size and variety of terrain and ores, and also due to the abundance of magical means to make mining faster and easier.

Precious Metals

Roughly precious metals are the ones which are so rare they are typically used only for jewelry, decoration and precious coins. There are also special metals which are really expensive and so could well be categorized as 'precious,' such as **Cinnabryl**, the magical red metal of the Savage Coast with which **Red Steel** is made⁵.

⁵ About Red Steel: refer to The Curse and the Legacies in the ["Savage Coast Campaign Book"](#) by Tim Beach at the Vaults of Pandius, or to the previous version by Bruce Heard in *DRAGON Magazine* #171 summarized in the ["BECMI Cinnabar Poisoning"](#) topic at the Piazza Forums, here on The Piazza with further

But starting with the basics, obviously **Gold** is the king of precious metal, as more or less the standard of trade in the Known World. The nearest and biggest sources of gold are again Rockhome and Alphatia, but there are significant sources also in other countries and regions of the world, including western Brun, Skothar and Davania. Esterhold indeed has been for centuries one of the major Alphatian sources. Dwarves claim they were the first ones to mine gold, and it's not clear if giants and Alphatians already knew it independently. **Platinum** is an even more rare and precious metal whose first mining is claimed both by Thothians and some Oltec cultures of western Brun and Davania. Those regions and Sind are still the most important current sources of the metal.

Silver has been used for millennia and both dwarves, Thothians and Thonians claim to be the first ones to have spread it and used it in coinage. Glantri and Rockhome have long been the major producers in the Known World, but more recently the Savage Coast has conquered a big share of the silver trade. **Electrum**, traditionally used for coins in ancient Thothia, the Milenian Empire and many modern nations, is actually a natural alloy of gold and silver. Nowadays it is often produced on purpose by mixing the two metals. **Iridium** is a silvery-white metal used in Bettelyn, Alphatia⁶, mostly for weapons, appreciated for its shimmering color. **Arcanium and Magnet-**



Jeweller in Ylaruam

ite are mined in Arogansa, Alphatia⁷, to produce magical items.

Glantrium is a silvery-gray metal used in Glantri and Alphatia⁸ for magical items, but also considered very poisonous if not handled properly. Other special and rare metals are very expensive and traded for specific uses. **Rhodium** is a platinum-like rare metal with exceptional resistance to corrosion, which has been used to make legendary armors and shields able to resist a black dragon's breath. Another platinum-like mineral called **Palladium** is said to

details in the [“Not enough Cinnabryl?”](#) Topic (also at the Piazza)

⁶ See [“Bettelyn: Land of Farmers, Devouts, and Warriors -- Pt. I.”](#) by Bruce Heard in his blog (bruceheard.blogspot.com)

⁷ See [“The Alphatian Province of Arogansa”](#) by Bruce Heard in his blog

⁸ That would be Uranium, see notes under [“The Alphatian Province of Theranderol”](#) by Bruce Heard in his blog

Export & Import Trade in Precious Metals

Export location	Exported goods	Import location	Imported goods
Alfleish, Alphatia	precious metals	Aasla, Alphatia	precious metals +6
Atruaghin	precious metals	Alpha, Norwold	precious metals
Bluenose, Alphatia	precious metals	Alfheim City, Alfheim	precious metals
Boa Mansão, Texeiras	precious metals	Azurun, Hule	precious metals
Braastar, Glantri	precious metals	Ciudad Matacán, Saragón	precious metals +2
Citadel, Alphatia	precious metals	Cirkara, Hule	precious metals +3
Ciudad de León, Torreón	precious metals	Corunglain, Darokin	precious metals
Ciudad Huelca, Guadalante	precious metals	Darokin City, Darokin	precious metals +4
Coppertown, Bellissaria	precious metals -2	Dubrax, Robrenn	precious metals +2
Ciudad Tejillas, Almarrón	precious metals -4	Duzhar, Sardjikjian	precious metals +2
Dengar, Rockhome	precious metals	Edairo, Thothia	precious metals
Denwarf-Hurgon, Alphatia	precious metals	Ethengar	precious metals
Dunwick, Savage Coast	precious metals	Eyf, Robrenn	precious metals +3
Eagret, Alphatia	precious metals	Foreston, Thyatis	precious metals +2
Ekiddu, Nimmur	precious metals	Glantri City, Glantri	precious metals
Errolyn, Alphatia	precious metals	Glenmoorloch, Glantri	precious metals
Faraway, Esterhold	precious metals -3	Leominster, Bellayne	precious metals +2
Garganin, Davania	precious metals	Mahasabad, Sind	precious metals +2
Goldleaf, Thyatis	precious metals -3	Minrothad City, Minrothad	precious metals +2
Greenwood, Alphatia	precious metals	Mkuba Mil, Yavdlom	precious metals
Gulluvia, Adri Varma	precious metals	Norrvik, Vestland	precious metals
Highforge, Karameikos	precious metals	Oldsbury-Upon-Blythe, Bellayne	precious metals +3
Ierendi City, Ierendi	precious metals -2	Othmar, Eusdria	precious metals +2
Karakandar, Sind	precious metals -2	Port Tenobar, Darokin	precious metals +2
Kelvin, Karameikos	precious metals -2	Ragmata, Yezchamenid	precious metals
Kishinev, Zuyevo	precious metals	Rainbow Park, Gaity	precious metals
Kladanovic, Serpent Peninsula	precious metals -3	Selenica, Darokin	precious metals
Kopstar, Glantri	precious metals -3	Seyvan, Hule	precious metals +3
Ionace, Nayce	precious metals -3	Shiell, Alphatia	precious metals
Jahore, Sind	precious metals -2	Shireton, Five Shires	precious metals
Jaibul City, Jaibul	precious metals -2	Shiye Lawr, Alphatia	precious metals
Latehar, Sind	precious metals -2	Shraek, Alphatia	precious metals
Limn, Alphatia	precious metals	Soderfjord, Soderfjord	precious metals
Lizzieni, Glantri	precious metals	Sol-Klor, Adri Varma	precious metals
Louvines, Renardie	precious metals	Specularum, Karameikos	precious metals
		Starpoint, Alphatia	precious metals

Export & Import Trade in Precious Metals continued

Export location	Exported goods
Mivosia, Davania	precious metals -3
Mkuba Mji, Yavdlom	precious metals -3
Morlay, Glantri	precious metals
New Alvar, Glantri	precious metals
Ober's Mimbur, Five Shires	precious metals -2
Porto Preto, Vilaverde	precious metals
Raneshwar, Sind	precious metals -2
Rardish, Alpathia	precious metals
Richland, Yalu Bay	precious metals
Rock Harbour, Esterhold	precious metals -3
Sablestone, Glantri	precious metals
Sandapur, Sind	precious metals
Skyfyr, Esterhold	precious metals -3
Slagovich	precious metals
Smokestone City, Cimarron	precious metals
Sorodh, Herath	precious metals
Stahl, Rockhome	precious metals -4
Surra-Man-Ra, Ylaruam	precious metals -4
Thanasis, Minaea	precious metals -3

Import location	Imported goods
Sundsvall, Alpathia	precious metals
Tanakumba, Yavdlom	precious metals +4
Tashgoun, Douzbakjian	precious metals +2
Tenobar, Darokin	precious metals +2
Threshold, Karameikos	precious metals
Thyatis City, Thyatis	precious metals +3
Wendar City, Wendar	precious metals
Ylaruam City, Ylaruam	precious metals



have the same properties against the green dragon's breath. **Rhenium** is said to be able to resist a red or gold dragon's breath, **Ruthenium** the blue dragon's breath and **Gallium** the white dragon's breath. All these rare metals would have been discovered by the ancient dwarves who fought against the mythic Draconic Empire⁹ from before the Great Rain of Fire and were allegedly named after the first dwarf or gnome who discovered, cast or used them.

There are other special metals discovered by the dwarves, gnomes or giants. The lead-like **Bismuth** would be able to withstand magic. The silver-white **Tellurium**,

mixed with steel, makes it easier to mold it in different shapes. **Osmium** would be the most precious metal as it is the rarest. Bluish-white, it is exceptionally hard and so perfect to make magical weapons, armors and shields. **Gnomium**¹⁰ is a special metal used mostly by gnomes, hence the name, for strange machinery as it is possible to mold it in very resistant wires. **Lithium** is used by the gnomes for glass, ceramics and lights. **Thallium** is used to produce infra-red glasses, but its salts could also be used as poison. The tin-like **Indium** is used for alloys and glass. You can be sure dwarves and gnomes know some other metals I've forgotten to mention here.

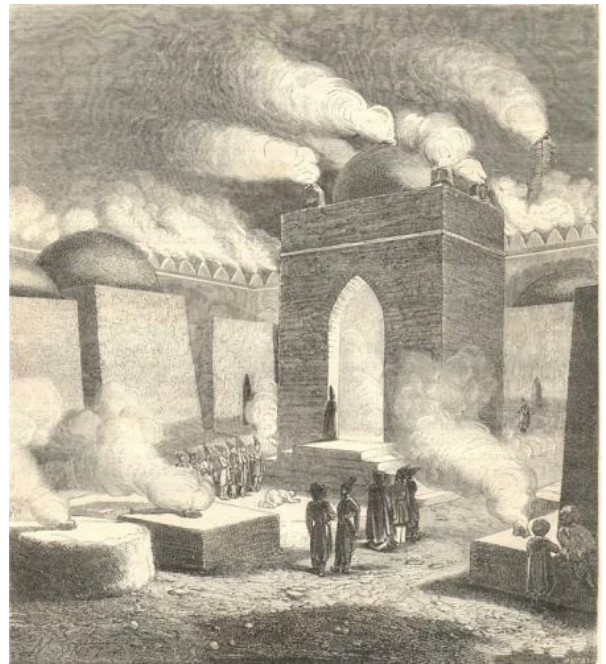
⁹ See also "[The Age of Blackmoor](#)" by James Mishler in the Vaults of Pandius.

¹⁰ That would be the real ore Germanium <https://en.wikipedia.org/wiki/Germanium>

MINERAL OIL, COAL AND MORE

One more category I'll discuss here with metals is a special one, composed mostly of substances which can be burned to obtain heat and power. Here is again a dominion of dwarves and gnomes mostly, even if giants and other races too have used such substances independently or even previously.

Certainly I do not see elves as a race which would gladly use such smelly and dangerous substances, even if they do too, in some circumstances. Note that in the Known World the main source of heat and power is usually wood, but I will discuss it later, so here we'll speak only of the sub-



Mineral oil fires in an Adri Varma temple

Export & Import Trade in Mineral Oil

Export location	Exported goods
Aasla, Alphatia	fireworks
Atruaghin	flint
Beitung, Ochalea	mineral oil, saltpeter
Dengar, Rockhome	mineral oil
Denwarf-Hurgon, Alphatia	mineral oil, sulfur, saltpeter
Edairo, Thothia	mineral oil
Freiburg, Heldann	mineral oil
Glantri City, Glantri	fireworks
Highforge, Karameikos	mineral oil
Landfall, Norwold	mineral oil
Limn, Alphatia	flint
Makrast, Thyatis	mineral oil
Porto Preto, Vilaverde	sulfur
Sol-Klor, Adri Varma	mineral oil
Ylaruam City, Ylaruam	mineral oil

Import location	Imported goods
Aasla, Alphatia	mineral oil, sulfur
Bargha, Ethengar	mineral oil, flint
Bluenose, Alphatia	mineral oil
Darokin City, Darokin	mineral oil, flint
Glantri City, Glantri	mineral oil
Ierendi City, Ierendi	mineral oil, fireworks
Leenz, Glantri	mineral oil
Minrothad City, Minrothad	mineral oil, flint
Norrvik, Vestland	flint
Rainbow Park, Gaity	fireworks
Sayr-Ulan, Sind	mineral oil, flint
Shiell, Alphatia	mineral oil
Sunsvall, Alphatia	mineral oil, fireworks
Thyatis City, Thyatis	mineral oil, fireworks
Zeaburg, Ostland	mineral oil, flint

stances which are actually alternatives to burning wood.

Coal is basically ancient wood which deep under the earth has turned into a sort of fragile rock, which can be easily burned for heat. Even if it has been used since ancient times, it was made much more common by dwarven and gnomish miners in recent centuries.

Mineral oil, also known as petroleum or rock oil, is a black oil which can be found under the earth and it is considered by

dwarves and gnomes more efficient than coal and steam to produce heat and power. It has however several drawbacks: it has an unpleasant smell, it releases flammable volatile vapors and it can severely pollute waters. Dwarves say its smoke is still less dangerous and damaging than coal or wood smoke, but still in the Known World the substance is not much popular yet. Other peoples have used and still use mineral oil. The northern Adri Varma City of Sol-Klor¹¹ has an abundance of petro-

¹¹ See also "[Sol-Klor](#)" by Gilles Leblanc in the Vaults of Pandius.

Export & Import Trade in Coal

Export location	Exported goods
Azurun, Hule	coal
Beitung, Ochalea	coal
Dengar, Rockhome	coal
Denwarf-Hurgon, Alphatia	coal
Dunadale, Isle of Dawn	coal
Dunwick, Savage Coast	coal
Freiburg, Heldann	coal
Greenwood, Alphatia	coal
Gulluvia, Adri Varma	coal
Highforge, Karameikos	coal
Karakandar, Sind	coal
Kishinev, Zuyevo	coal
Landfall, Norwold	coal
Latehar, Sind	coal
Makrast, Thyatis	coal
Norchester, Bellayne	coal -4
Slagovich	coal
Smokestone City, Cimarron	coal -2
Soderfjord City, Soderfjord	coal
Threshold, Karameikos	coal

Import location	Imported goods
Aasla, Alphatia	coal
Bargha, Ethengar	coal
Bluenose, Alphatia	coal
Darokin City, Darokin	coal
Draco, Alphatia	coal
Glantri City, Glantri	coal
Ierendi City, Ierendi	coal
Jahore, Sind	coal
Kastelios, Davania	coal
Kelvin, Karameikos	coal
Minrothad City, Minrothad	coal
Norvik, Vestland	coal
Sayr-Ulan, Sind	coal
Selenica, Darokin	coal
Shiell, Alphatia	coal
Specularum, Karameikos	coal
Sundsvall, Alphatia	coal
Theeds-Upon-Blythe, Bellayne	coal +2
Thyatis City, Thyatis	coal
Tyaret, Serpent Peninsula	coal
Zeaburg, Ostland	coal

leum and uses it also to pave roads, something dwarves and gnomes do too in their underground territories, and for heat, light and as a military weapon. This last use was also known by the Milenians, which used it so often to assault and burn enemy ships that this practice was called 'The Milenian Fire,' and was very effective to contain for many decades Alphatian power on the seas.

The use of mineral oil mixed with sand to obtain a paste which under the sun becomes hard as a stone is common also in Ylaruam. This use exists also in Sind. Mineral oil is used for oil and heating also in Ochalea, among the Atruaghin Elk clan, in Heldann and Norwold. **Sulfur**, also known as Brimstone, is traded to make heat and light in the Savage Coast, Ochalea and Alphatia but it is also known and used by dwarves and gnomes and by shadow elves. It seems in fact it can be an excellent fertilizer. **Saltpeter** is used for the same purposes by dwarves and gnomes and also for fireworks in Ochalea.

Flint is the stone historically used to start fires since the dawn of time and it is still widely used for all kinds of fire starters. I list it here only because it is often used together with the above-mentioned products, but it is also a very versatile stone which is used also in ceramics, as a building material and in jewelry.

WEAPONS, ARMOR AND TOOLS

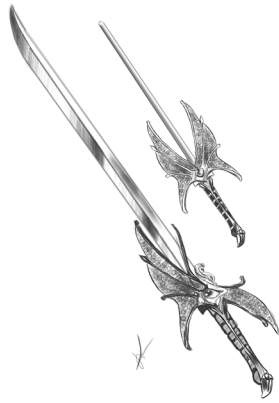
Every country of the world needs tools and almost everyone unfortunately needs weapons too. Even though commonly many think that weapons and armors are a big trade, actually tools of various kinds, mostly made with metals, are a much bigger trade. In fact, even if most people of the world have the capabilities to do their own tools, everyone seeks better blades to reap, better plows, better needles and so on, and the best places of production are relatively limited. Dwarves and gnomes are often the world's leaders in this field, but there are excellent places of workmanship also among humans, elves and other races.

WEAPONS

The variety of weapons invented by various intelligent people to harm other intelligent people is infinite and a bit despairing. I will not even try to list them all here. Actually most of them were usually invented as tools, or as hunting weapons, and only later became war weapons. A basic categorization divides them into **melee** weapons and **missile** weapons, the latter also requiring ammunition. Each one has a subcategory of **magical weapons** and missile weapons also have the special category of **firearms**.

There are some cities specialized in certain weapons and famous to make the finest ones, for example for swords Beitung in Ochalea, or Thyatis City. Elves too make excellent swords but normally they do not like to trade weapons, even if some do. There is a limited trade of special shell

weapons and armor in Seahome for example, and the Belcadiz swords of New Alvar are considered the finest of the world, and it's not easy to acquire one. The trade of magical weapons is



extremely profitable but also extremely costly and dangerous. To lose a cargo of such items would be the ruin of the most rich traders, and beside that such a cargo attracts powerful thieves and requires powerful guards. The merchants who engage in such trade tend to do it as secretly as possible and with limited quantities moved. Firearms actually exist in two very different kinds. Many people think they are a sort of magical wand but they really are mechanical contraptions which throw bullets of lead at high speed, fast enough to pierce people and damage armor. They were invented by dwarves centuries ago, and use the explosion of a substance called **blackpowder** to throw the bullet. Dwarves and gnomes normally do not trade their firearms and even go to great length to punish whoever does it and retrieve the merchandise. But there are always unscrupulous subjects even among them, so a minimal amount of black market exists.

The matter is different in the Savage Coast, where the local variant obtained from red steel, called **smokepowder**, and the firearms powered with it, are freely traded by dwarves, gnomes and everyone else. The extensive use of firearms has certainly given some advantages to Savage Coast

armies against Hule and to Savage Coast captains against other traders, but in truth the advantage could be greatly reduced by a good company of archers or crossbowmen. It is indeed historically well known that Alphatian boltmen have been more than once defeated by Thyatian archers and crossbowmen. Still the use of firearms is somewhat of a fashion in many countries of the Savage Coast, especially Cimarron country, and not there only.

Siege Equipment

These are the big weapons used to batter and destroy fortresses and castles. As they are extremely costly to make and bulky, countries tend to have a monopoly on them. Still there are minor examples of such equipment mounted on most of the world's ships and freely traded. And all the minor landlords or mercenary leaders of the world worthy of their name want at least a small catapult or ballista for their tower or castle. There are also sort of catapults powered by blackpowder or smokepowder, called bombards or cannons. It is highly debatable if they can be more useful than a catapult, a ballista or a wizard, but there is some trade in them too.



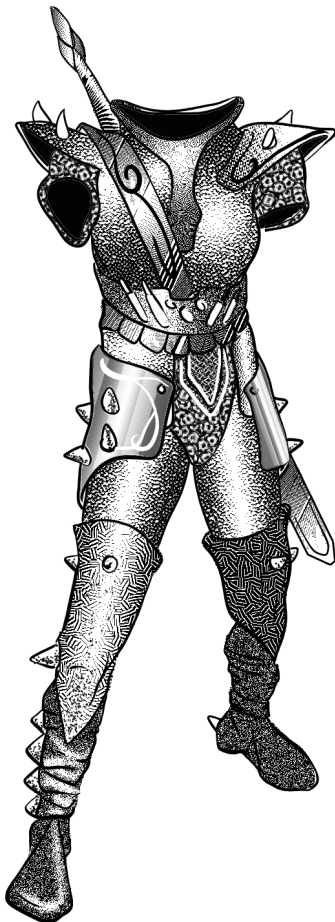
Export & Import Trade in Weapons and Armor

Export location	Exported goods	Import location	Imported goods
Beitung, Ochalea	weapons, armor	Abbashan, Ylaruam	weapons, armor +3
Broken lands	weapons, armor	Aegopoli, Aegos	weapons +5
Ciudad de León, Torreón	weapons, armor -2	Akesoli, Darokin	weapons +2
Ciudad Real, Gargoña	smokepowder -1	Alfleish, Alphatia	tools
Dengar, Rockhome	armor -4, weapons -3, tools -2	Alpha, Norwold	armor +5, weapons +4
Denwarf-Hurgon, Al- phatia	weapons, armor, tools	Altendorf, Heldann	weapons, armor +2
Draco, Alphatia	weapons	Angorit, Yavdlom	weapons, tools +3
Dunadale, Isle of Dawn	weapons -4	Asgamoth, Herath	weapons +3
Dunwick, Savage Coast	weapons, armor -3	Atruaghin	weapons +1
Ekto, Isle of Dawn	weapons, tools -3	Azurun, Hule	weapons, tools
Errolyn, Alphatia	weapons, armor, tools	Baratpur, Sind	weapons +2
Evermur, Rockhome	weapons, tools -2	Boa Mansão, Texeiras	smokepowder +3
Freiburg, Heldann	weapons, armor	Boyâzka, Hule	weapons +2
Highforge, Karameikos	weapons, armor, tools	Castellan, Soderfjord	weapons, armor +2
Jandak, Hule	weapons, armor -3	Citadel, Alphatia	weapons, armor
Kastelios, Davania	armor	Ciudad León, Torreón	smokepowder +2
Leominster, Bellayne	weapons -1	Ciudad Tejillas, Almarrón	weapons, firearms +3
Limn, Alphatia	weapons, armor	Coppertown, Bellissaria	weapons, tools +3
Makrast, Thyatis	weapons, armor, tools -1	Corunglain, Darokin	weapons, tools +3
Miriestiu, Hule	weapons, armor -2	Crossroads, Ne'er-do-well	weapons, armor +2
New Alvar, Glantri	weapons, armor	Darokin City, Darokin	weapons +2
Newkirk, Isle of Dawn	weapons, armor, tools -3	Deauvais, Renardie	weapons +2
Norrvik, Vestland	weapons -2	Dolos, Darokin	weapons, tools +3
Othmar, Eusdria	weapons -2	Duzhar, Sardjikjian	weapons, armor +3
Ragmata, Yezchamenid	weapons, armor	Ekiddu, Nimmur	weapons, armor
Redstone, Isle of Dawn	weapons, armor, tools -2	Elstrich, Darokin	weapons, tools +2
Sablestone, Glantri	weapons	Erzmin, Hule	weapons, armor +2
Selenica, Darokin	weapons, armor	Faraway, Esterhold	weapons, tools +3
Taterhill, Glantri	weapons	Fort Ballarat, Bellissaria	weapons, tools +3
Thyatis City, Thyatis	weapons -3, armor -3	Fort Merrelin, Bellissaria	weapons, tools +3
Puerto Morillos, Narvaez	weapons -2	Freiburg, Heldann	weapons +3, armor +2
		Garganin, Davania	weapons, tools
		Glantri City, Glantri	weapons +2
		Glenmoorloch, Glantri	armor
		Grauenberg, Heldann	weapons, armor +2

ARMOR AND Shields

Armor and shields are the opposite side of weapons, meant to defend people, animals, wagons, ships and properties from weapons. The point of armor is to be as resistant and as light as possible, while maintaining an acceptable cost, so the materials used and their availability is very important, as well as the workmanship. We have already discussed some special metals which can be used for this purpose previously, but about workmanship, probably the Rockhome, Thyatian and Ochalean one are among the best in the world. Excellent armors however are made also in Glantri, Darokin, Heldann and many other places, and indeed almost every nation has its own

specialized production which can easily find a market somewhere else. As armor is built for defensive purposes, elves are more likely to trade it than weapons, and notoriously the **elven mithril armor** is considered the best in the world. But any dwarf would certainly say that **dwarven mithril armor** is the only original one and obviously the very best you can find. Alphasians and Glantrians also do all sorts of **magical armor**, for which is valid all that was said about magical weapons: extremely precious and extremely risky to move around.



Export & Import Trade in Weapons and Armor continued

Export location	Exported goods
Rardish, Alphatia	weapons, armor, tools
Risilvar, Wallara	weapons -2
Sayr Ulan, Sind	weapons, armor
Seahome, Minrothad	shell weapons and armor
Slagovich	weapons, armor -2
Smokestone City, Cimarion	firearms, smokepowder -3
Spearpoint, Bellissaria	weapons, armor -2
Starpoint, Alphatia	tools
Stronghold, Minrothad	weapons, armor, tools -3
Sundsvall, Alphatia	weapons, armor
Thyatis City, Thyatis	weapons, armor, tools -3
Zagora	weapons, armor -2

Export & Import Trade in Weapons and Armor continued

Import location	Imported goods
Greenwood, Alphatia	weapons, tools
Gurr'ash, Ator	weapons, tools +2
Hattias, Thyatis	weapons, armor +2
Hillfork, Thyatis	weapons, tools +2
Hockstein, Heldann	weapons, armor +2
Houriani, Grouzhina	weapons, armor +2
Ienzvan, Dvinzina	weapons, armor +2
Ilioloosti, Davania	weapons +2
Ionace, Nayce	weapons, tools +3
Iskilü, Hule	weapons, armor +2
Itucua, Jibarù	tools
Jaboor, Ylaruam	weapons +1
Kastelios, Davania	weapons, tools
Katambwe, Yavdlom	weapons, tools +3
Kendach, Isle of Dawn	weapons, tools +3
Khamrati, Sind	tools
Kishinev, Zuyev	weapons, armor
Kulnovo, Hule	weapons, armor +2
Lago Springs, Bellissaria	weapons, tools +3
Latehar, Sind	weapons +2
Leominster, Bellayne	smokepowder +2
Les Hiboux, Glantri	weapons
Lizzieni, Glantri	weapons
Louvines, Renardie	smokepowder +2
Luln, Karameikos	weapons, armor
Machetos, Thyatis	weapons, tools +2
Magden, Hule	armor
Markos, Minaea	weapons, armor, tools +3
Minaea City, Minaea	weapons, tools +3
Mons-en-Plecy, Renardie	weapons, smokepowder +2
New Alvar, Glantri	weapons
N'Goro, Yavdlom	weapons, tools +3
Nemiston, Darokin	weapons, tools +3
Nova Svoga	weapons, tools +3

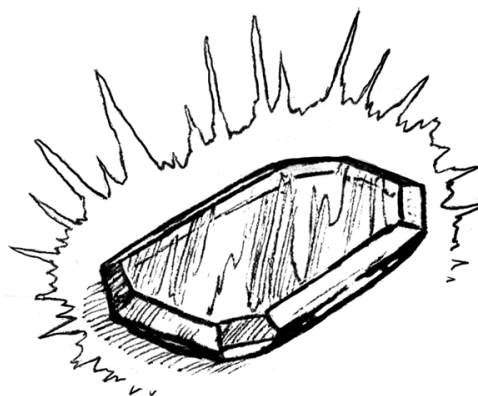
Import location	Imported goods
Ober's Mimbur, Five Shires	weapons, tools +3
Penhaligon, Karameikos	weapons, armor, tools +3
Porto Preto, Vilaverde	smokepowder +3
Puerto Morillos, Narvaez	smokepowder +2
Rainbow Park, Gaity	weapons, tools
Raska, Zvornik	weapons +2
Raven Scarp, Hinterlands	weapons, armor, tools +3
Retebius, Thyatis	weapons, armor, tools +2
Richland, Yalu Bay	weapons, armor
Rymskigrad, Glantri	armor, weapons
Seagirt, Pearl Islands	weapons, tools +3
Shahav, Herath	weapons +2
Shraek, Alphatia	weapons, armor
Skyfyr, Esterhold	weapons, armor +3
Slagovich	weapons, tools
Smolini, Grouzhina	weapons, armor +3
Soderfjord, Soderfjord	weapons, armor +3
Sol-Klor, Adri Varma	weapons, armor
South Harbour, Bellissaria	weapons, armor, tools +3
Specularum, Karameikos	weapons, armor +2
Surra-Man-Ra, Ylaruam	weapons +3
Tameronikas, Ylaruam	weapons, armor +2
Terentias, Thyatis	weapons, tools +2
Tresa, Minaea	weapons, tools +2
Um-Shedu, Eshu	weapons +4
Vanya's Rest, Davania	weapons, tools +3
Wendar City, Wendar	weapons +2
West Portage, Isle of Dawn	weapons, tools +2
Ylaruam City, Ylaruam	weapons, armor +2
Zeaburg, Ostland	weapons, armor +2

Gems, Semiprecious Stones and Building Materials

This category includes all kinds of stones and crystals which are used for decoration and construction. Most are mined from the depths of the earth, but some from the depths of the sea. Their use and trade goes so far back in time that it's hard to say who started using them. Dwarves, gnomes and giants all claim to have been the first ones to use gemstones. Certainly giants are likely the first people who extensively used various kinds of stones to build their communities. Gems and semiprecious stones are the ideal cargo, as they are worth a lot and weigh so little relatively to their value. But the risk of theft or losing a lot of value in shipwrecks or disaster is obviously very high. Building material instead is the heaviest cargo you can carry, yet if sold in the appropriate places it can give a lot of profit to the wise trader.

GEMS

The stones which are commonly called gems or gemstones are just crystals, but especially rare ones and appreciated for their color and hardness. They are used almost exclusively for decoration of people, clothes, items and buildings, but some also have a minor practical use as teeth in saws or tips in mining equipment, due to their extreme hardness. Most of the world's production comes from dwarven and gnomish lands, Alphatia, Esterhold, Sind, the Savage Coast and some places in Davania. In the Savage Coast the major gem trading nation is by far Texeiras.



Chrysoberyl is considered extremely precious for its particular characteristic of changing color under different lights, normally greenish blue in daylight to reddish purple under magical lights and other special lights. It's considered highly magical and so very much sought out by wizards. **Aquamarine** is a blue or cyan gem so called for its color but actually coming mostly from earth mines, even if there is indeed some production also coming from Undersea. **Diamonds** are likely the most famous gems and also the most common ones. They also have practical applications in mining and magical applications, so there is a significant trade of them. A lot of them come from the Savage Coast, the Serpent Peninsula and Esterhold, but there are likely untapped sources (at least by our traders) in Skothar and Davania too. **Emeralds** are green crystals very appreciated by elves, also because Davania is still a major source of them, even if some also come from Sind, Alphatia and the Savage Coast.

Opals are stones and not crystals, but are still much appreciated because of their multiform and changing colors. Important sources are in Alphatia, the Savage Coast

Export & Import Trade in Gems

Export location	Exported goods	Import location	Imported goods
Aasla, Alphatia	gems -5	Alfheim City, Alfheim	gems
Anchorage, Esterhold+	gems -2	Alfleish, Alphatia	gems
Angorit, Yavdlom	gems -3	Alpha, Norwold	gems
Aquas, Alphatia	gems -3	Asgamoth, Herath	gems
Archport, Alphatia	gems	Azurun, Hule	gems
Athenos, Darokin	gems -2	Bluenose, Alphatia	gems
Ayskudag, Hule	gems -2	Ciudad Real, Gargoña	gems
Azurun, Hule	gems -2	Darokin City, Darokin	gems +3
Boa Mansão, Texeiras	gems	Dunwick	gems
Boyâzka, Hule	gems -2	Ekiddu, Nimmur	gems
Broken lands	gems	Ethengar	gems
Citadel, Alphatia	gems	Glantri City, Glantri	gems +4
Corunglain, Darokin	gems -3	Gundegard, Eusdria	gems
Denwarf-Hurgon, Alphatia	gems	Ierendi City, Ierendi	gems
Dengar, Rockhome	gems -4, carved gems	Kastelios, Davania	gems
Dunadale, Isle of Dawn	gems -2	Leominster, Bellayne	gems
Evermur, Rockhome	gems -3	Lizzieni, Glantri	gems
Faraway, Esterhold	gems -3	Louvines, Renardie	gems
Farend, Qeodhar	gems	Minaea City, Minaea	gems +2
Floating Ar, Alphatia	gems	Minrothad City, Minrothad	gems +2

and Davania. **Pearls** are stones produced by some mollusks under the sea and found inside their shells. The main sources are in the Pearl Islands, but there are some also in Ierendi, Minrothad, the Alations, Ochalea, Sind and Ylaruam. **Rubies** are red crystals, almost as hard as diamonds and very precious. The major nearest source is probably Sind, but there are other major ones in Davania, Skothar and western Brun. **Sapphires** are blue crystal, but they may also have different colors from cyan to purple and more. There are also star sapphires, which are blue stones which seem to contain a white star inside, and are much appreciated. The sources are more or less the same as rubies.

Spinels are crystal-like gems which come in various colors, from red to black and more. The most beautiful ones can reach prices as high as other major gems. They are a sort of Sindhi specialty, but there are other sources too in the world. **Topazes** are usually light blue, orange or brown crystals, but may have all sorts of colors. It's one of the most widespread gemstones, but probably Texeiras and the Savage Coast have the major supply.

The most **famous gemstones** of the world have personality and history. Texeiras claims to have the biggest aquamarine of the world, while supposedly the biggest

Export & Import Trade in Gems continued

Export location	Exported goods	Import location	Imported goods
Glauqnor, Emerond	gems -4	Newkirk, Isle of Dawn	gems +4
Highforge, Karameikos	gems	Norrvik, Vestland	gems
Ienzvan, Dvinzina	gems -2	Porto Preto, Vilaverde	gems
Ionace, Nayce	gems -3	Princetown, Bellissaria	gems +2
Jahore, Sind	gems -2	Puerto Morillos, Narvaez	gems
Karakandar, Sind	gems	Rafieltown, Aengmor	gems
Kishinev, Zuyevo	gems	Ragmata, Yezchamenid	gems
Kladanovic, Serpent Peninsula	gems -3	Rainbow Park, Gaity	gems
Makrast, Thyatis	gems -3	Richland, Yalu Bay	gems
Magden, Hule	gems -2	Sayr Ulan, Sind	gems
New Alvar, Glantri	carved gems	Selenica, Darokin	gems
Porto Preto, Vilaverde	gems	Shiye Lawr, Alphatia	gems
Risilvar, Wallara	gems	Shireton, Five Shires	gems
Rymskigrad, Glantri	gems	Shraek, Alphatia	gems
Seagirt, Pearl Islands	gems -3	Slagovich	gems
Silverston, Glantri	gems	Soderfjord, Soderfjord	gems
Skyfyr, Esterhold	gems -3	Sol-Klor, Adri Varma	gems
Tanakumba, Yavdlom	gems -3	Specularum, Karameikos	gems
Thanasis, Minaea	gems -3	Starpoint, Alphatia	gems
Ulimwengu, Serpent Peninsula	gems	Sundsvall, Alphatia	gems
Yenigaz, Hule	gems -2	Thyatis City, Thyatis	gems +3
		Wendar City, Wendar	gems
		Ylaruam City, Ylaruam	gems

diamond is mounted on the crown of Bel-layne, and the biggest chrysoberyl would be in the crown jewels of the Empire of Zuyevo. The biggest emerald would be either in Atruaghin lands, Ylaruam or Alphatia, depending on whom you ask. A famous big opal of changing colors is in Herath. The world's largest pearl would be in Ochalea. The biggest rubies are in Alpha-tia and Sind. The biggest sapphire and

spinel are among the crown jewels of Sind. The biggest topaz is a yellow gem in the crown jewels of Alphatia. All these gems are often mounted in jewels if not in magical objects or artifacts, so are heavily guarded. But in history, some have been stolen, and not all have been retrieved.

Semiprecious Stones

This is a really vast category which includes a lot of stones, and crystals too, which are just not as precious as the ones mentioned above among the gems, but still sought and appreciated for jewels and all kinds of decorations.

I will start with some substances which aren't really mineral, but we can say they fall in this type of trade. **Coral** is a sort of rock-like material built under the sea by tiny animals which looks a bit like small flowers or octopuses. It comes in all varieties of colors and it's traded especially in Ierendi, Minrothad, the Pearl Islands, the Alatians and other islands which have a good supply of it. **Amber** is the resin of some conifer trees, hardened centuries if not millennia ago and now found as a mineral in the earth or even in rivers. While coral is a typical product of warm countries, as it does not grow in cold seas, amber is the most typical semiprecious stone of the northern countries, especially Norwold, the Northern Reaches, northern Alphatia and the Isle of Dawn. However it is possible to find it also in warmer countries, for example there are varieties from Yavdlom and the Savage Coast, even from Thyatis. Often it contains small insects, leaves or flowers inside, trapped in the ancient resin, and its color varies from light green to yellow to orange and brown.

There are many other proper semiprecious stones. **Quartz** is probably the most common crystal. It is often transparent or pink but comes in all varieties of colors and it is possible to find pieces big enough to make cups and jugs with them. It has been historically a big production of Rockhome,

the Northern Reaches and the Isle of Dawn, but it is found in many other places too. **Jade** is another notorious stone, usually green or light green, which can be used to make all kinds of objects, used especially in Ochalea and the Savage Coast, but also in Alphatia and other regions of the world. **Turquoise** is usually blue to green, common and appreciated in all Brun from Alphatia to the Yezchamenid Empire.

Lapis lazuli is a blue-gold precious stone common in Ylaruam, Rockhome, Sind and other inland regions of Brun. **Carnelian** is a brownish-red stone used since ancient times in Karameikos, Thyatis, Ylaruam. **Jasper** is a usually red, but also yellow and green stone, also traditionally used all over the Known World. **Agate** is a stone of multiform colors which can be found in many nations, such as Thyatis, Ierendi, Minrothad and Sind. **Heliotrope**, a deep green stone usually with red dots, hence also known as bloodstone, is another appreciated stone which can be found in Karameikos, the Isle of Dawn, Thyatis, Alphatia and the Savage Coast. **Onyx** is a red or black stone used traditionally in Ylaruam and Thyatis, a use which comes from ancient Thothia and Milenia. **Hematite** is a black, silvery and red shiny stone found also in Minrothad, Thyatis and many other countries.

Obsidian is a black volcanic glass, used in the past to make tools in all the regions with active volcanoes, and now mostly for jewels and figurines. **Tourmaline** is an appreciated crystalline gem found in Davania, the Savage Coast and Esterhold, with various colors, often orange, green and yellow, sometimes mixed together. **Tiger's eye** is a rock with a golden to red-brown color, found in many countries but espe-

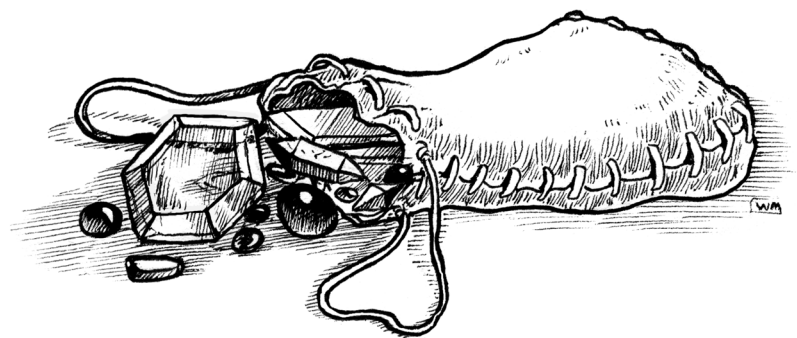
Export & Import Trade in Semiprecious Stones

Export location	Exported goods	Import location	Imported goods
Aasla, Alphatia	semiprecious stones	Ah'roog, Shazak	semiprecious stones
Alpha, Norwold	amber	Akorros, Darokin	semiprecious stones +2
Aquas, Alphatia	semiprecious stones -3	Alfleish, Alphatia	semiprecious stones
Beitung, Ochalea	jade	Alfheim City, Alfheim	semiprecious stones
Bluenose, Alphatia	pearls, corals, semiprecious stones	Atruaghin lands	semiprecious stones +4
Boa Mansão, Texeiras	semiprecious stones	Bayville, Thyatis	semiprecious stones +2
Castellan, Soderfjord	semiprecious stones -3	Ciudad de León, Torreón	semiprecious stones
Citadel, Alphatia	semiprecious stones	Ciudad Huelca, Guadalante	semiprecious stones
Coppertown, Bellissaria	semiprecious stones -3	Ciudad Matacán, Saragón	semiprecious stones
Corunglain, Darokin	semiprecious stones -3	Ciudad Real, Gargoña	semiprecious stones
Deirdren, Isle of Dawn	semiprecious stones -2	Darokin City, Darokin	semiprecious stones
Denwarf-Hurgon, Alphatia	obsidian, others	Dunwick	semiprecious stones
Dolos, Darokin	semiprecious stones -2	Ethengar	semiprecious stones
Dubbo, Bellissaria	semiprecious stones -3	Freiburg, Heldann	semiprecious stones
Ekiddu, Nimmur	semiprecious stones	Glantri City, Glantri	semiprecious stones
Eyf, Robrenn	semiprecious stones -2	Greenwood, Alphatia	semiprecious stones
Faraway, Esterhold	semiprecious stones -3	Gurr'ash, Ator	semiprecious stones +2
Greenwood, Alphatia	amber	Gundegard, Eusdria	semiprecious stones +2
Halag/Fort Doom, Karameikos	semiprecious stones	Itucuà, Jibarù	semiprecious stones
Greenwood, Alphatia	amber	Julinius, Thyatis	semiprecious stones +2
Gulluvia, Adri Varma	semiprecious stones	Kiteng, Sardjijkjian	semiprecious stones)
Highforge, Karameikos	semiprecious stones	Kopstar, Glantri	semiprecious stones +3
Houriani, Grouzhina	semiprecious stones -3	Leominster, Bellayne	semiprecious stones
Ierendi City, Ierendi	corals, pearls	Lizzieni, Glantri	semiprecious stones
Karakandar, Sind	semiprecious stones -3	Louvines, Renardie	semiprecious stones
Kastelios, Davania	corals, pearls	Mahasabad, Sind	semiprecious stones +2
Kendach, Isle of Dawn	semiprecious stones -3	Magden, Hule	semiprecious stones
Kishinev, Zuyevo	amber, semiprecious stones	Puerto Morillos, Narvaez	semiprecious stones)
Makrast, Thyatis	semiprecious stones -3	Rafieltown, Aengmor	quartz
Marbletown, Bellissaria	semiprecious stones -5	Rainbow Park, Gaity	semiprecious stones
Minrothad City, Minrothad	pearls	Richland, Yalu Bay	semiprecious stones
Mivosia, Davania	semiprecious stones -4	Sayr-Ulan, Sind	semiprecious stones
Mkuba Mil, Yavdlom	semiprecious stones	Selenica, Darokin	semiprecious stones
		Shahav, Herath	semiprecious stones
		Shireton, Five Shires	semiprecious stones

Export & Import Trade in Semiprecious Stones continued

Export location	Exported goods
Norrvik, Vestland	amber
Ober's Mimbur, Five Shires	semiprecious stones -3
Port Tenobar, Darokin	corals
Porto Preto, Vilaverde	semiprecious stones
Rafieltown, Aengmor	semiprecious stones
Ragmata, Yezchamenid	semiprecious stones
Rainbow Park, Gaity	corals, pearls
Redstone, Isle of Dawn	semiprecious stones -2
Risilvar, Wallara	semiprecious stones -2
Rock Harbour, Esterhold	semiprecious stones -3
Seagirt, Pearl Islands	corals
Shiell, Alphia	semiprecious stones
Skyfyr, Esterhold	semiprecious stones -3
Sol-Klor, Adri Varma	semiprecious stones
Thanasis, Minaea	semiprecious stones -4
Thanegioth	corals, pearls
Tyjaret, Serpent Peninsula	semiprecious stones
Um-Shedu, Eshu	semiprecious stones -2
Vorloi, Karameikos	Corals, pearls
Wymar, Bellissaria	semiprecious stones -4
Ylaruam City, Ylaruam	semiprecious stones -4
Zeaburg, Ostland	amber

Import location	Imported goods
Shiye Lawr, Alphia	semiprecious stones
Slagovich	semiprecious stones
Smokestone City, Cimarron	semiprecious stones
Specularum, Karameikos	semiprecious stones
Soderfjord, Soderfjord	semiprecious stones
Sundsvall, Alphia	semiprecious stones
Tanakumba, Yavdlom	semiprecious stones
Tashgoun, Douzbakjian	semiprecious stones
Thyatis City, Thyatis	semiprecious stones +2
Tu'eth, Cay	semiprecious stones
Ulimwengu, Serpent Peninsula	semiprecious stones
Wendar City, Wendar	semiprecious stones
Zartakand, Douzbakjian	semiprecious stones +3



cially in Sind, Alphatia and Skothar. **Pyrite** is a lustrous golden rock which can also be used as a fire starter. **Malachite** is a green gemstone historically mined in Glantri, Bellissaria and other countries.

Amethyst is really a violet form of quartz, historically used as a luck charm by Milenians and Thyatians and as a magic enhancer by Alphatians, and so it's one of the most sought out semiprecious stones. The most important mines are in Esterhold, Sind and in the Savage Coast. **Apatite**, mined in Bettelyn, can be used as a gemstone, usually blue, or also as a pigment for ceramics. **Graphite** is a stone used to make pencils, mined in Glantri, Rockhome, Randel and other places. Alphatia also has some special and magical gems, such as the **Night Stones** of Eadrin¹², the **Cloudstones**¹³ of Floating Ar, and the **Brightstones, Firestones and Darkstones**¹⁴ of Stoutfellow, known also by dwarves and gnomes elsewhere. Simple colored **Glass** is also commonly used in many places to produce **beads** and all kinds of decorative stones for jewels.

¹² See [“The Alphatian Province of Eadrin”](#) by Bruce Heard in his blog [bruce-heard.blogspot.com](#)

¹³ See [“The Alphatian Province of Ar”](#) by Bruce Heard in his blog

¹⁴ See [“Lower Stoutfellow -- Alphatia’s Underworld”](#) by Bruce Heard in his blog

Building Materials

Some regions are specialized in sourcing specific building materials, and some, such as Thyatis City, have an important production of several building materials but still import many others for the never ending demand of the big City.

Some **Concrete** was already used by ancient Thothians and Oltecs, but certainly the Thyatians have become masters of this material. Clay, mostly in the form of **fire bricks** or **clay blocks**, has been used in Sind and Thothia since ancient times, and later was adopted by Thyatians and many others. Halflings traditionally used **rough stones** to make foundations and walls and then **cob** and **sod** to cover them. A basic technique used also by many other peoples, as many ancient inhabitants of southern Brun and the Isle of Dawn.

Dwarves and giants claim to have started cutting various types of rocks into building blocks, such as **Limestone**, **Tuff** (also traditional in Thyatis and Minrothad), **Slate**, **Flint**, **Granite** (also typically used by the Thothians) and many others. Some building materials are specially precious, such as **Marble**, used already by ancient dwarves, Milenians and Sindhi, and other cultures too, and now often associated with Thyatian monuments.

Other building materials are even more precious and rare, such as **Alabaster** or **Porphyry**, and so used mostly for decoration or small construction elements, like statues and columns. **Plaster** is a mixture of clay normally used for decoration. Alphatians, Thyatians and Glantrians all claim to have invented it. **Tiles** are thin, square or rectan-

Export & Import Trade in Building Materials

Export location	Exported goods	Import location	Imported goods
Atruaghin lands	limestone	Aasla, Alphatia	
Azurun, Hule	granite	Alpha, Norwold	
Citadel, Alphatia	alabaster, others	Azurun, Hule	
Darokin City, Darokin	bricks	Ciudad Real, Garguña	
Dengar, Rockhome	marble, others	Darokin City, Darokin	
Denwarf-Hurgon, Alphatia	marble, others	Dunwick, Savage Coast	
Draco, Alphatia	slate, tiles	Freiburg, Heldann	All the large and medium cities of the world basically import all kinds of building materials. This table lists only the ones importing major volumes.
Glantri City, Glantri	marble, plaster	Glantri City, Glantri	
Gulluvia, Adri Varma	granite, others	Ierendi City, Ierendi	
Highforge, Karameikos	slate, others	Kastelios, Davania	
Ierendi City, Ierendi	tuff	Leominster, Bellayne	
Jahore, Sind	bricks, tiles	Louvines, Renardie	
Kerendas, Thyatis	slate	Minrothad City, Minrothad	
Makrast, Thyatis	marble, others	Norvik, Vestland	
Marbletown, Bellissaria	marble	Rainbow Park, Gaity	
Minrothad City, Minrothad	tuff, limestone	Sayr Ulan, Sind	
Ragmata, Yezchamenid	tiles	Shireton, Five Shires	
Sayr Ulan, Sind	granite, porphyry	Slagovitch	
Surra-Man-Ra, Ylaruam	granite	Soderfjord, Soderfjord	
Thyatis City, Thyatis	marble, tuff, plaster, lime, concrete	Specularum, Karameikos	
Trollhattan, Alphatia	flint	Sundsvall, Alphatia	
		Thyatis City, Thyatis	
		Zeaburg, Ostland	



gular covers for roofs, walls or floors, made normally with ceramics but also metal, glass or other materials. Alphatians claim to have invented them, but really they were already used by the natives before their arrival. Some people who live in regions where there are no forests or mountains, such as the Ethengarians, use as building materials other substances, such as **brush, thatch, mud** or **animal bones and skins**.

Some cultures living in the far north, as well as frost giants, use **ice**. Some coastal people even use **seaweed**, as do underwater cultures, who anyway also use rocks and corals. Elves and many northern cultures where trees are abundant use predominantly wood as building material, which we'll discuss right now.

Wood, Coal, Ships and Wagons

Timber is easier to source and work than stones, so it has always been one of the favorite materials for all cultures and races. We'll divide wood in common and precious, and then we'll speak of two of the most important things which can be made with wood, at least for us traders, which are wagons and ships.

COMMON AND PRECIOUS WOOD

The category of common wood is obviously rather arbitrary depending on the region of the world in which you live, as what's common in a region probably isn't in another region.

Among the most traded wood there are **Pine, Spruce, Larch, Juniper, Aspen, Hornbeam, Birch, Alder, Beech, Oak, Elm, Cherry, Apple, Pear, Maple, Linden and Ash**, some considered harder than others and more expensive. Wood is used for heat, construction, furniture, utensils, art and paper and we will soon address some of these categories. The cities importing great quantities of common wood are usually those which have shipbuilding facilities or significant industries of wagons, furniture and utensils. Wood for heat is normally sourced locally, using woods which cannot be put to other uses. Wood often is categorized between hard and soft, or by color.

In Brun the traditionally most precious wood is probably **Walnut**, including the **Black Walnut** of Atruaghin lands and western Brun. Some types of oaks such as the **Sessile Oak** and the **Chestnut** tree are

Export & Import Trade in Common Woods

Export location	Exported goods	Import location	Imported goods
Alchemos, Bellissaria	common wood -3	Actius, Thyatis	common wood +3
Alpha, Norwold	common wood	Aquas, Alphatia	common wood +2
Anchorage, Esterhold	common wood -3	Archport, Alphatia	common wood
Angorit, Yavdlom	common wood -2	Baratpur, Sind	common wood +3
Atruaghin lands	common wood -2	Braastar, Glantri	common wood
Azurun, Hule	common wood	Citadel, Alphatia	common wood
Blueside, Bellissaria	common wood -3	Cove Harbor, Minrothad	common wood +2
Azkoran, Azardjian	common wood -2	Crossroads, Ne'er-do-well	common wood +2
Boa Mansão, Texeiras	common wood -3	Dawnpoint, Thyatis	common wood +2
Ciudad de León, Torreón	common wood -2	Eagret, Alphatia	common wood +2
Darokin City, Darokin	common wood -3	East Portage, Isle of Dawn	common wood +2
Debredladany, Hule	common wood -2	Ekto, Isle of Dawn	common wood +3
Draco, Alphatia	common wood	Ethengar	common wood +4
Dolos, Darokin	common wood -3	Fabia, Ylaruam	common wood +2
Dubrax, Robrenn	common wood -2	Feather Fall, Aeria	common wood +2
Edairo, Thothia	common wood -2	Filtot, Ierendi	common wood
Ekiddu, Nimmur	common wood	Harbortown, Minrothad	common wood
Errolyn, Alphatia	common wood	Hockstein, Heldann	common wood +2
Freiburg, Heldann	common wood -2	Horken, Bellissaria	common wood +5
Glenmoorloch, Glantri	common wood	Ierendi City, Ierendi	common wood
Greenwood, Alphatia	common wood	Jahore, Sind	common wood +2
Gulluvia, Adri Varna	common wood	Jehrom, Hule	common wood +2
Gundegard, Eusdria	common wood -2	Julinius, Thyatis	common wood +2
Iskilü, Hule	common wood -3	Kantridae, Thyatis	common wood +2
Jaibul City, Jaibul	common wood	Kastelios, Davania	common wood +2
Khamrati, Sind	common wood	Kerendas, Thyatis	common wood +3
Khuur, Hule	common wood	Khamrati, Sind	common wood +3
Kishinev, Zuyevo	common wood	Kiteng, Sardjikjian	common wood +2
Lago Springs, Bellissaria	common wood -3	Kladanovic, Serpent Peninsula	common wood +2
Landfall, Norwold	common wood	Kulnovo, Hule	common wood +2
Limn, Alphatia	common wood	Leenz, Glantri	common wood
Luln, Karameikos	common wood	Le Vieux Carré, Nouvelle-Renardie	common wood +3
Mahasabad, Sind	common wood -2	Les Tentes-sur-Bancs, Nouvelle-Renardie	common wood +4
Markos, Minaea	common wood -4	Machetos, Thyatis	common wood +2
Morlay, Glantri	common wood		
N'Goro, Yavdlom	common wood		

Export & Import Trade in Common Woods continued

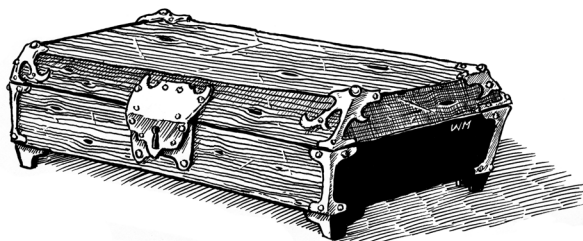
Export location	Exported goods	Import location	Imported goods
Nemiston, Darokin	common wood -4	Malfton, Minrothad	common wood +2
Newkirk, Isle of Dawn	common wood -2	Minrothad City, Minrothad	common wood +3
Nidzhman, Kyurdukstan	common wood -3	Naral, Sind	common wood +2
Oceansend, Norwold	common wood -4	Ober's Mimbur, Five Shires	common wood +2
Oldsbury-Upon-Blythe, Bellayne	common wood -2	Pilion, Thyatis	common wood +3
Othmar, Eusdria	common wood -2	Port Hatti, Thyatis	common wood +2
Port Marlin, Esterhold	common wood -3	Port Lucinius, Thyatis	common wood +3
Prijderel, Hule	common wood -2	Porto Preto, Vilaverde	common wood +3
Rifflian, Karameikos	common wood -2	Puerto Morillos, Narvaez	common wood +3
Seahome, Minrothad	common wood -2	Raedestos, Thyatis	common wood +2
Shiell, Alphatia	common wood	Ragmata, Yezchamenid	common wood
Shraek, Alphatia	common wood	Richland, Yalu Bay	common wood
Soderfjord, Soderfjord	common wood -4	Rock Harbour, Esterhold	common wood +3
Sol-Klor, Adri Varma	common wood	Sablestone, Glantri	common wood
Sorodh, Herath	common wood -3	Sambay, Sind	common wood +3
Specularum, Karameikos	common wood -3	Sandapur, Sind	common wood +3
Stahl, Rockhome	common wood	Sayr-Ulan, Sind	common wood +3
Threshold, Karameikos	common wood -3	Selymbria, Thyatis	common wood +2
Tothmeer, Five Shires	common wood -3	Skyreach, Alphatia	common wood
Tresa, Minaea	common wood -3	Silverston, Glantri	common wood
Verdun, Minrothad	common wood -2	Starpoint, Alphatia	common wood
Wendar City, Wendar	common wood -3	Tashgoun, Douzbakjian	common wood +3
West Portage, Isle of Dawn	common wood -2	Theeds-Upon-Blythe, Bellayne	common wood +3
Withimer, Eusdria	common wood -2	Trikelios, Isle of Dawn	common wood +2
		Tyjaret, Serpent Peninsula	common wood +2
		Vinton, Thyatis	common wood +2
		Zartakand, Douzbakjian	common wood +2
		Zeaburg, Ostland	common wood +2

Export & Import Trade in Precious Woods

Export location	Exported goods	Import location	Imported goods
Ah'roog, Shazak	precious wood -2	Argevin, Thyatis	precious wood +2
Alchemos, Bellissaria	precious wood -2	Athenos, Darokin	precious wood +2
Alfheim City, Alfheim	precious wood -2	Beitung, Ochalea	precious wood +3
Alfleish, Alphatia	precious wood	Broken lands	precious wood
Alpha, Norwold	precious wood -2	Darokin City, Darokin	precious wood +2
Angorit, Yavdlom	precious wood	Ekiddu, Nimmur	precious wood
Atruaghin	precious wood	Farend, Qeodhar	precious wood
Boa Mansão, Texeiras	precious wood -3	Gulluvia, Adri Varma	precious wood
Erendyl, Glantri	precious wood	Jahore, Sind	precious wood +3
Glauqnor, Emerond	precious wood -4	Jandak, Hule	precious wood +2
Greenwood, Alphatia	precious wood	Khuur, Hule	precious wood +2
Horken, Bellissaria	precious wood -2	Kishinev, Zuyevo	precious wood
Iskilü, Hule	precious wood -2	Kiteng, Sardjikjian	precious wood +3
Itucuà, Jibarù	precious wood	Kopstar, Glantri	precious wood +4
Izmira, Emerond	precious wood -4	Naral, Sind	precious wood
Katambwe, Yavdlom	precious wood -3	New Alvar, Glantri	precious wood
Limn, Alphatia	precious wood	Puerto Morillos, Narvaez	precious wood +3
Markos, Minaea	precious wood -3	Rainbow Park, Gaity	precious wood
Ragmata, Yezchamenid	precious wood	Sambay, Sind	precious wood +3
Raven Scarp, Hinterlands	precious wood -3	Sandapur, Sind	precious wood +2
Rifflian, Karameikos	precious wood	Seagirt, Pearl Islands	precious wood +3
Seahome, Minrothad	precious wood -3	Seyvan, Hule	precious wood +2
Selenica, Darokin	precious wood -3	Shireton, Five Shires	precious wood
Shraek, Alphatia	precious wood	Skyreach, Alphatia	precious wood
Starpoint, Alphatia	precious wood	Sundsvall, Alphatia	precious wood
Tanakumba, Yavdlom	precious wood -3	Theeds-Upon-Blythe, Bellayne	precious wood +3
Uhuru, Yavdlom	precious wood -3	Thyatis City, Thyatis	precious wood
Verdun, Minrothad	precious wood -2	Torion, Thyatis	precious wood +3
Wendar City, Wendar	precious wood -2		

also considered especially fine woods. Some woods, such as the **Hazel** or the **Elder**, are not much useful for the most common uses but are traditionally used for magical wands and staves. Other precious woods are **Ebony**, a black wood found mostly in Davania, Skothar and Yavdlom, **Mahogany**, found mostly in the Savage Coast and Western Brun, **Iroko**, found in central Davania and southern Skothar, **Teak**, which grows in Ochalea, Pearl Islands and Skothar, **Cedar**, which grows only in Bellissaria and southern Alphatia, **Rosewood**, of which there are at least two main origins, one in Cestia and eastern Davania and the other in Texeiras and the Savage Coast.

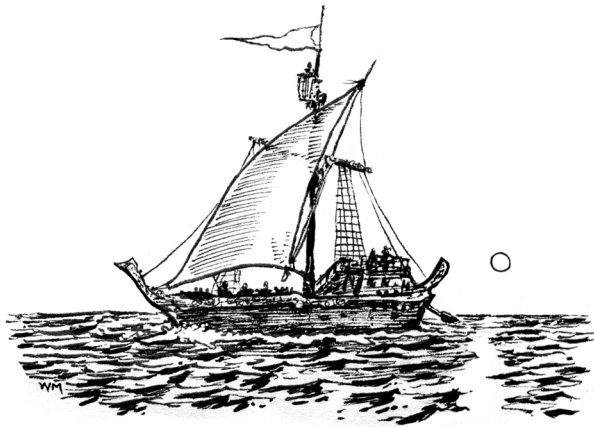
In each region there are many more precious trees, too many indeed to list them all. Elves obviously have a lot of precious woods, often just subspecies of more common trees, but we trade them with care as we do not want to impoverish our forests. This obviously makes them more precious, and occasionally there are episodes of illegal logging in Alfeisle and other elven lands, which as you can imagine, are persecuted harshly.



Trade in Ships, Wagons and Furniture

I'm not going to show you a list of places importing and exporting **ships** and **wagons** because you actually have already seen it. In fact the cities exporting ships and wagons are simply the same cities which import common wood, with just a few notable exceptions. For example Boa Mansão in Texeiras exports wood as it's a major trade hub of the material, but it also has shipbuilding facilities. Its shipbuilding industry however is nothing as big as the one of nearby Porto Preto in Vilaverde. Darokin City exports wood, as it gathers a lot of it from all the country, but it also has a big industry of wagons building. All coastal cities who export wood also have some shipbuilding, while not as much as the cities who have to import it due to the amount they use for ships and wagons. All major trade cities also have a relevant industry of wagon building. There isn't a list of cities importing ships and wagons because it's not how this trade works. The countries and traders who need ships and wagons go buying them in the place where they are built or they order them from far away and receive them at home.

Skyships are a special case. They are built in Alphatian mainland and in Feather Fall, Aeria, but Alphatians refuse to sell them to traders as they fear they could be used in war. Nevertheless other people, such as gnomes, have built notorious flying vehicles, and elves have their lightships. But such special ships are normally used only in times of need or for very important diplomatic missions, not for common trade.



The cities which import precious wood are also the ones who normally have a high number of artisans specialized in producing **furniture**. Obviously all communities in the world, even the smallest village, have at least a carpenter and so most trade of furniture is local, but the most precious one, which only rich traders and nobles can afford, is often exported through long distances as the richest ones seek the best there is in the world. Some pieces made by especially appreciated artisans or with very precious materials may well fall into the category of art, which we'll discuss now.

Paper, Books, Art, Machines AND Gadgets

This is a category of the special luxurious items which are likely the most expensive in the world after gems and magic. The market for such things is typically thriving in all the big cities. Several big cities also produce relevant quantities of such items, but still import the ones they do not produce. Art is obviously a very broad category which includes paintings, statues and figurines in all kinds of materials, ceramics, tapestries and carpets. Such items with

added magical illusions and lights are very popular in Alphatia and Glantri. We have mentioned some of these items already in the previous categories. Obviously the same thing could be a common item when it's made of simple materials and art when it's made with special material or special workmanship.

Paper and Books

Paper is an important industry in many places of the world. You may think most paper is made for books, but there is a noteworthy use also among traders, in bureaucracy, churches, schools and among specific professions such as architects and painters. Since gnomes have invented a printing machine, in several big cities are now appearing 'gazetteers' and 'sea bulletins' containing various news which are of great interest for important people and traders, even if not always accurate. Most places with a flourishing paper industry also produce books, but rare and magical books also come from cities which have an ancient history or maybe are nearby ancient ruins. It is indeed quite common that wizards send groups of adventurers to search for books in a specific place. Whatever the way they have been obtained, precious books, especially those containing spells, are a very profitable cargo, relatively easy to carry, and for which it's not difficult to find buyers. The cities importing books are often those which contain important universities, schools and libraries. Some of them also end up having a local industry of paper to cater for the internal demand. It's not uncommon that these cities both import and export books.

Export & Import Trade in Paper, Books, Art and Gadgets

Export location	Exported goods	Import location	Imported goods
Aasla, Alphatia	magical paintings, books, astronomical gadgets	Aasla, Alphatia	books +5, various
Aquas, Alphatia	jewellery	Aegopoli, Aegos	books
Archport, Alphatia	books	Alfheim City, Alfheim	rare books +3, various
Alfheim City, Alfheim	carved wood, furniture	Alfleish, Alphatia	rare books
Alfleish, Alphatia	jewellery, woodworkings	Alchemos, Bellissaria	books, various
Asgamoth, Herath	rare books -4	Alinquin, Bellissaria	various
Atruaghin lands	jewels	Alpha, Norwold	various
Beitung, Ochalea	jade statues, jewels, paper	Asgamoth, Herath	various
Biazzan, Thyatis	books	Azkoran, Azardjian	books +2
Bluenose, Alphatia	books	Azurun, Hule	various
Ciudad Matacán, Saragón	rare books -3, gadgets -2	Bargha, Ethengar	various
Ciudad Real, Gargoña	art -3, rare books -2	Beitung, Ochalea	rare books +3, various
Corunglain, Darokin	books	Biazzan, Thyatis	rare books +2
Darokin City, Darokin	paper, books, crystals, jewels	Bluenose, Alphatia	rare books, various
Dengar, Rockhome	jewels, various	Braastar, Glantri	rare books
Denwarf-Hurgon, Alphatia	jewels, gadgets	Citadel, Alphatia	books
Draco, Alphatia	paper	Ciudad Matacán, Saragón	art +2, various
Dubbo, Bellissaria	paper	Ciudad Real, Gargoña	various, art, books
Eagret, Alphatia	law books -2	Corunglain, Darokin	various
Ekiddu, Nimmur	stone statues	Darokin City, Darokin	various items
Erendyl, Glantri	carved wood, furniture	Dubrax, Robrenn	rare books +2
Evemur, Rockhome	books, mining machines	Dunwick, Savage Coast	various
Feather Fall, Aeria	books	Eagret, Alphatia	paper +2
Glantri City, Glantri	rare books -3, paper, painting, jewels	Edairo, Thothia	various
Glauqnor, Emerond	woodworks, art	Ekiddu, Nimmur	books
Harbortown, Minrothad	books, navigation gadgets	Erendyl, Glantri	rare books
Highforge, Karameikos	gadgets, jewels	Feather Fall, Aeria	rare books +2
Ienzvan, Dvinzina	books -2	Filtot, Ierendi	books +4
		Gapton, Minrothad	rare books +2
		Glantri City, Glantri	various
		Gulluvia, Adri Varma	rare books, various
		Gundegard, Eusdria	books +2, various
		Horken, Bellissaria	various
		Ierendi City, Ierendi	various
		Izmira, Emerond	rare books +3

Export & Import Trade in Paper, Books, Art and Gadgets continued

Export location	Exported goods	Import location	Imported goods
Ierendi City, Ierendi	paintings, jewels, maps	Jaibul City, Jaibul	rare books +3, various
Izmira, Emerond	woodworking, art	Kishinev, Zuyevo	books, various
Jandak, Hule	books -2	Kiteng, Sardjikjian	rare books +2
Kastelios, Davania	books, bronze statues	Kladanovic, Serpent Peninsula	various
Khuur, Hule	rare books -2	Krakatos, Karamaikos	books
Kishinev, Zuyevo	wood art, paintings	Leenz, Glantri	books
Krakatos, Karamaikos	paper	Leominster, Bellayne	various
Leenz, Glantri	books	Louvines, Renardie	various
Louvines, Renardie	art -3	Mahasabad, Sind	books +3
Machetos, Thyatis	paper	Minrothad City, Minrothad	various
Makrast, Thyatis	gadgets, jewels	Miriestiu, Hule	rare books +3
Minrothad City, Minrothad	jewels, paper	Newkirk, Isle of Dawn	books
Nemiston, Darokin	woodwork	Nyra, Glantri	books
Newkirk, Isle of Dawn	books	Norrvik, Vestland	various
Norrvik, Vestland	books	Oceansend, Norwold	various
Oceansend, Norwold	rare books -2	Ragmata, Yezchamenid	books, various
Rafielton, Aengmor	rare books -2	Rainbow Park, Gaity	books, various
Ragmata, Yezchamenid	carpets	Redstone, Isle of Dawn	various
Rainbow Park, Gaity	art	Retebius, Thyatis	books
Rardish, Alpathia	books, tapestries	Rymskigrad, Glantri	rare books
		Sayr Ulan, Sind	various

Art

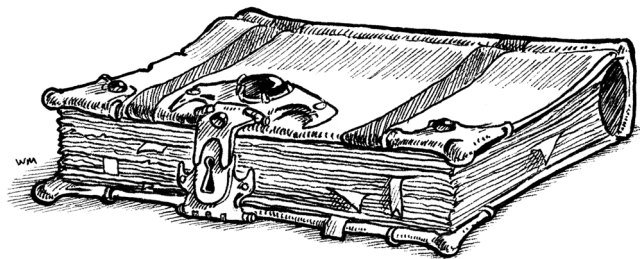
Of art we have already said a bit before. Some cities, like Aasla in Alpathia, Ierendi City, but also Glantri City and Sundsvall, have an insatiable hunger for all new art, but the market is strong in all the big cities of the world. Some specialized traders host auctions for the most sought out pieces and artists, which often reach incredible bids. Art indeed is not only appreciated by a fair number of rich people as a symbol of high status, but also a safe investment, as famous pieces of art never lose value, unless they are damaged or destroyed.

Elven art reaches high quotation, as you can imagine, and by the way most adult elves have proficiency in some art, but the real challenge for the art dealer is to have the artist finish his or her work, or even produce multiple pieces, in the short span of human life. Also some elves do not like to sell their art to humans, as they think art should be available to all, and not stored in the houses of the rich. There are also pieces of art produced for governments, especially statues or paintings in public spaces, which are rarely sold unless some disasters occur. Dwarves are universally considered the best sculptors of minerals

Export & Import Trade in Paper, Books, Art and Gadgets continued

Export location	Exported goods
Raven Scarp, Hinterlands	rare books
Retebius, Thyatis	paper, books
Rymskigrad, Glantri	books
Sayr-Ulan, Sind	paper, rare books -2
Selenica, Darokin	rare books -1, paper
Shahav, Herath	rare books -2
Shireton, Five Shires	paper, books
Starpoint, Alphatia	paper, books, jewelry
Sundsvall, Alphatia	paper
Surra-Man-Ra, Ylaruam	rare books -3, paper
Thyatis City, Thyatis	marble statues
Theeds-Upon-Blythe, Bellayne	gadgets
Threshold, Karameikos	crystals
Tu'eth, Cay	jewelry
Verdun, Minrothad	rare books -3, woodworkings
Vyonnes, Glantri	tapestries, paintings
West Portage, Isle of Dawn	jewels
Ylaruam City, Ylaruam	paper, rare books -2

Import location	Imported goods
Selenica, Darokin	books, various
Shahav, Herath	various
Shireton, Five Shires	books, various
Shraek, Alphatia	rare books, various
Skyreach, Alphatia	books, various
Slagovich	various
Soderfjord, Soderfjord	various
Sol-Klor, Adri Varma	books
Specularum, Karameikos	various
Starpoint, Alphatia	books
Sundsvall, Alphatia	rare books, various
Tanakumba, Yavdlom	various
Thyatis City, Thyatis	rare books +2, various
Tyjaret, Serpent Peninsula	various
Vyonnes, Glantri	various, books
Ylaruam City, Ylaruam	various



and metals, gnomes the best jewelers, elves the best painters and woodworkers, and halflings experts in many so-called 'minor' arts, such as embroidery, glass making, ceramics, mosaics, miniature book painting. Obviously this is not always true and there are humans who excel in all these arts. Sometimes a trader may have to move artists instead of art. Not only sculptors and painters, and many other artists, may travel abroad for commissions or even tours, but there are whole classes of artists, such as

musicians, dancers, circus performers, playwrights and actors, who typically travel long distances to showcase their work. I know some Minrothaddan captains whose ships are often hired by companies of traveling artists for long tours among the major ports of the world.

Machines and Gadgets

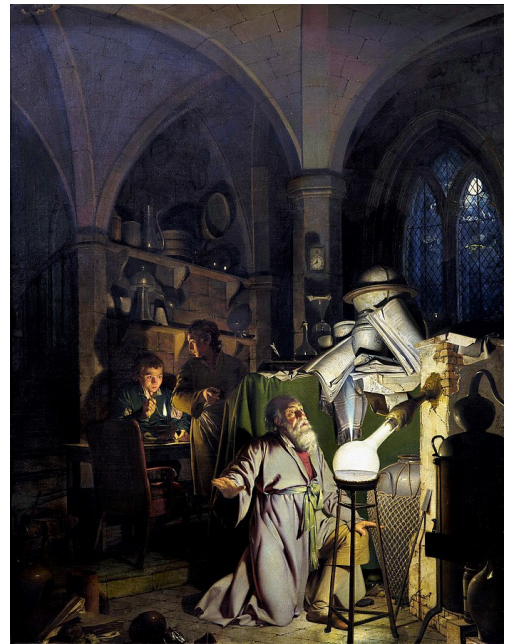
This is a very special category dominated by dwarves, gnomes, and a few specific places, such as Ciudad Matacán in Saragón and some cities who have technical universities, like Aasla or Starpoint in Alphatia for astronomical gadgets, or Harbortown in Minrothad for navigation gadgets, like **astrolabes**. Many people do not trust such things much, but there are indeed incredible machines and gadgets which have been built by gnomes and humans. Not all of them are on sale, and gnomes especially do not like to sell anything that could have dangerous military applications. However, several types of mining machines and siege equipment can still be found for sale. Then there are many more innocent gadgets which can be sold as curiosities in many places, even if their practical applications could be doubtful.

Gnomish and dwarven **mechanical clocks** are probably the most common and widespread of such items. It's impossible to list here all the strange things gnomes invented, but I assure you there are a lot of them!¹⁵



¹⁵ See GAZ6: "The Dwarves of Rockhome", AC11: "The Book of Wondrous Inventions", or PC2: "Top Ballista" for more details about dwarven and gnomish inventions in Mystara.

Medicine, Herbs and Magic



This too is one of the most profitable trades of the world, as all the cities with magical universities and schools, or a sizable population of wizards or clerics, are always in need of magical ingredients. With them they produce scrolls, potions and other magical items which can always be sold with great profit in the major cities and in all the military cities and strongholds. Medical herbs and rare herbs are sold both to clerics, to make healing potions, and to herbalists. Several plants indeed have medical properties known by elves, by halflings, by the clerics of certain churches, and by herbalists and alchemists. The latter two are often cheaper and more common than clerics, so they are always present in towns and cities where people seek them out to cure all kinds of minor ailments.

See Exported and Imported Magic tables on next page

Export & Import Trade in Magic and Herbs

Export location	Exported goods	Import location	Imported goods
Aasla, Alphatia	magical items and potions	Aasla, Alphatia	magical ingredients
Ah'roog, Shazak	rare herbs	Aaslin, Bellissaria	magical items
Alchemos, Bellissaria	potions	Aegopoli, Aegos	magical items
Alfheim City, Alfheim	medical herbs and items	Alinquin, Bellissaria	magical items
Alfleish, Alphatia	herbs, magical items	Alpha, Norwold	magical items
Atruaghin	rare herbs	Asgamoth, Herath	magical ingredients
Archport, Alphatia	magical ingredients	Azurun, Hule	magical items
Azurun, Hule	clerical potions	Bargha, Ethengar	magical items
Beitung, Ochalea	clerical potions, magical ingredients	Bluenose, Alphatia	magical items and ingredients
Citadel, Alphatia	clerical potions and items	Ciudad de León, Torreón	magical items
Ciudad Matacán, Saragón	magical items	Ciudad Matacán, Saragón	magical ingredients
Dengar, Rockhome	magical items	Corunglain, Darokin	magical items
Denwarf-Hurgon, Alphatia	magical items	Darokin City, Darokin	magical items and potions, fireworks
Dubrax, Robrenn	magical ingredients	Dunwick, Savage Coast	magical items
Eyf, Robrenn	rare herbs -2	Ekiddu, Nimmur	magical items
Ekiddu, Nimmur	clerical potions, rare herbs	Eyf, Robrenn	magical items
Evemur, Rockhome	magical items	Freiburg, Heldann	magical items
Feather Fall, Aeria	magical items	Glantri City, Glantri	magical ingredients
Glantri City, Glantri	magical items and potions	Gundegard, Eusdria	magical items
Glauqnor, Emerond	magical ingredients, rare herbs	Ierendi City, Ierendi	magical items
Greenwood, Alphatia	herbs, magical ingredients	Kastelios, Davania	magical items
Gulluvia, Adri Varma	magical ingredients	Kerendas, Thyatis	magical items
Errolyn, Alphatia	scrolls	Kishinev, Zuyevo	magical items
Freiburg, Heldann	clerical potions	Krakatos, Karameikos	magical ingredients
Highforge, Karameikos	magical items	Leominster, Bellayne	magical items
Itucuà, Jibarù	rare herbs, magical ingredients	Louvines, Renardie	rare herbs +2, magical items
Izmira, Emerond	magical ingredients, rare herbs	Minaea City, Minaea	magical items
Kishinev, Zuyevo	magical ingredients	Minrothad City, Minrothad	magical items
		Puerto Morillos, Narvaez	magical items
		Ragmata, Yezchamenid	magical items
		Rainbow Park, Gaity	magical items
		Raven Scarp, Hinterlands	magical items
		Retebius, Thyatis	magical items
		Sayr Ulan, Sind	magical items
		Selenica, Darokin	magical items

Export & Import Trade in Magic and Herbs continued

Export location	Exported goods
Krakatos, Karameikos	magical items and potions
Makrast, Thyatis	magical items
Puerto Morillos, Narvaez	clerical potions
Ragmata, Yezchamenid	clerical potions
Raven Scarp, Hinterlands	magical ingredients
Risilvar, Wallara	magical ingredients
Sayr Ulan, Sind	clerical potions
Shahav, Herath	magical items
Shraek, Alphatia	rare herbs
Skyreach, Alphatia	magical items
Sol-Klor, Adri Varma	magical ingredients
Sorodh, Herath	magical items
Stahl, Rockhome	magical items
Starpoint, Alphatia	magical items
Sundsvall, Alphatia	magical items, scrolls
Tanakumba, Yavdlom	magical ingredients, rare herbs
Thanegioth	magical ingredients, rare herbs
Trollhattan, Alphatia	poisons
Tyjaret, Serpent Peninsula	magical ingredients
Um-Shedu, Eshu	clerical potions
West Portage, Isle of Dawn	magical ingredients
Ylaruam City, Ylaruam	clerical potions

Import location	Imported goods
Shahav, Herath	magical ingredients
Shraek, Alphatia	magical ingredients
Skyreach, Alphatia	magical ingredients
Slagovich	magical items
Sorodh, Herath	magical ingredients
Spearpoint, Bellissaria	magical items
Specularum, Karameikos	magical items and ingredients
Stahl, Rockhome	magical ingredients
Starpoint, Alphatia	magical ingredients
Sundsvall, Alphatia	magical ingredients, potions, rare herbs
Tanakumba, Yavdlom	magical items
Tel Akbir, Thyatis	magical items
Thyatis City, Thyatis	magical items and potions, fireworks
Um-Shedu, Eshu	magical items
Ylaruam City, Ylaruam	magical items
Zeaburg, Ostland	magical items

CONCLUSION

That's all, students, I think we have covered all the main categories of world trade. That doesn't mean we have spoken of all the world's possible trades and products. Indeed many things which are traded nowadays, such as cocoa, some exotic woods and many other examples, were completely

unknown a few centuries ago or just a few years ago. So remember you could be the next merchant who will find a new, previously undiscovered product that will make your fortune! It takes bravery and curiosity, and everything is possible.

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** - [Mystaran 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, AC1011 & ,AC1012)
- PSK** - “Player’s Survival Kit” campaign source
- RC** - [“Rules Cyclopeda”](#)
- 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)

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- Page 102: **[Image: The Atruaghin Clans 1000 AC]**
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- Page 193: **[Image: Mineral oil fires]**
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- Pages 196 to 198: **[Image: Swords], [Image: Siege Tower], [Image: Armor]**
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Carlo G Croce, reconstruction of Dondi's Astrarium, originally built between 1348 and 1364 in Padova, Italy via Wikimedia commons
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- Page 217: **[Image: Wizard at work]**
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NEXT ISSUE

The second 2022 issue will focus on the region that lies between the Known World and Skothar in the east.



Cover not yet finalised

ISLE OF DAWN AND ALPHATIAN SEA

Anticipated contents include:

- Bellissaria the Unknown
- Islands of Death
- The Mystara Generator part 4
- 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](#)

Or by email to the Editorial address: Threshold.Mystara@gmail.com

Please begin the subject line with the tag "[LETTER]"

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.

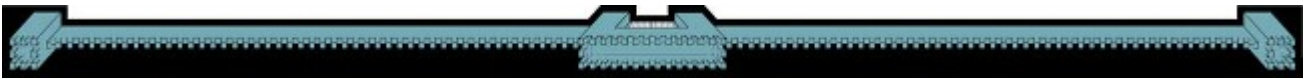
Tables: Tables should be numbered (Table X: Name of Table), and any references in the article should refer to that table number (and not to “the table below,” for example).

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



Vampires and the Undead

In this new issue of *THRESHOLD* magazine we meet the terrifying dark powers of Mystara's undead.

We start with *Strange Types of Mystara Vampires* by Cab, then we arm ourselves with the *Many Different Ways to Kill Undead* by Glenn, but soon we are captured by the *Mists of Ravenloft*, to know the Dark Lords born in Mystara, with the guide of Doctor Necrotic. Khuzd illustrates the *Five Markets to Buy and Sell Undead in the Known World*, while *Not a Deception* guides us through a *Zombie Apocalypse* and Agathokles to the *Tomb of Annihilation*. Thorfinn Tait takes us to review the maps of James Mishler while Fabrizio Nuzzaci delves deep into the economics of Ylaruam. Finally the second part of the *Amazing Travels of Goods and People* by Sturm with more product categories from beers and wines to magic!

All this can be found only in the last issue of our favorite magazine!

www.pandius.com



Threshold.Mystara@gmail.com