

One Full Year of Mystara

MYSTARA ALMANAC

& BOOK of FACTS



**Book One:
Atlas
Volume X, AC 1019**

Compiled as a Handy Handbook

One Full Year of Mystara

Mystaran Almanac & Book of Facts

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Volume X, AC 1019

Compiled as a Handy Handbook

First Printing

Published by **Joshuan Gallidox**
Hin Adventurer and Entrepreneur
within the City of Mirros
in the Kingdom of Karamaikos
in the Year After Crowning 1019

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Now comes the debate on "canon" or "net-canon" material. We do not in any way claim that the *Mystaran Almanac* is the "online official future of Mystara!" We, the authors, write this product because we enjoy writing it. It is not our attempt to make our own personal home campaign the official version! It doesn't even always match OUR own campaigns as we are several authors who each put in their own ideas (often conflicting until a consensus is agreed upon). We also steal/accept ideas left and right from posts made by the members of the *Mystara Mailing List* or other sites. So the names on the author list is by no means the only people who have shaped this "future" Mystara; many people on the *Mystara Mailing List* have participated, whether they know it or not (unfortunately, we often forget who the source of a given idea was, so the Special Thanks list is far from complete. If we missed you, sorry!).

This product is nothing more than a possible future for Mystara which we call the "*Mystaran Almanac* future" (hence the above expressed desire to keep the title should you change a part of this product). Use its contents or disregard them as you see fit. You are each the DM of YOUR own campaign, so decide what YOU like, keep what interests YOU, or throw out what YOU don't like—and that's the end of it. Do not take these events in your own campaign simply because we say so! There is no such thing as an "official" or "canon" Mystara. Use them because YOU want to.

And, more importantly, should TSR ever return to making Mystara products, odds are everything we've done here (as well as whatever has been happening in your own campaign) will probably disagree with what they say and become obsolete (as far as "canon" is concerned, that is). All this to say: DON'T WORRY ABOUT CANON OR NON-CANON; JUST HAVE FUN!

Next is the big decision between D&D and AD&D. This subject is always a strong debate on the mailing list. The *Mystaran Almanac* supports both games as it is very stats free. It deals mostly with the world of Mystara, NOT gaming systems.

The few times that stats are present, describing NPCs, the AD&D 2nd Edition game stats were used, except in the Famous Folk section where we used both 2nd and 3rd Edition rules (with clear marks to identify one from the other and avoid confusion). The main reason for this is the fact that potential new players will be used to the AD&D system, and the more of them that join Mystara, the better! Also, Mystara was completely converted to AD&D with their final projects, including *Joshuan's Almanac* as well as the Karameikos, Glantri, and Savage Coast box sets (all copyright property of TSR). Should TSR revive Mystara, it will probably be in 3rd Edition format.

Lastly, by now, all old D&D players should know how to convert back and forth between systems blindfolded. This is something the new AD&D players don't know how to do.

All in all, this book is about Mystara, not the game system, so please don't discard it because of that, but instead read it because it's about Mystara!

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	and anyone whose ideas we shamelessly pillaged but forgot to thank

So, if you have any ideas or comments concerning this almanac or events for AC 1020, please, feel free to contact us. For AC 1020, expect more regions to be covered in the almanac, as well as whole new sections.

Read on, and enjoy your year-long visit to the grand world of Mystara.

The Mystaran Almanac Team

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Introduction

Preface

Dear Reader

The wonderful book you now hold in your hands is the tenth in a series of rich volumes intent on describing the amazing world of Mystara.

Allow me to introduce myself to those who did not read previous almanacs. I am Belzamith Fingertackles, an illusionist of Highforge in the wonderful Kingdom of Karamaikos. Oh yes, before I forget: I'm also a gnome. I have several fascinating hobbies including poetry, tinkering, solving mysteries, and political sciences. I am one of the few souls who truly enjoys discovering things that were previously hidden and searching for the truth behind what is always presented to us. I for one believe that there is much going on in this world that we should know about, but the powers behind the scenes keep hidden.

Those who own previous almanacs will notice that this year's edition is significantly smaller—we have tried to reduce the size of the almanac you are holding in your hands, as we received comments from our readers that the almanac was plain too big. We also tried to make it easier and more agreeable, by using a more readable font. The *Mystaran Almanac* has been divided again into three volumes for easier reading: Book I is the Atlas, Book II is the Events, and Book III is the Adventures.

The volume you are now holding is Book I: the Atlas.

Now, of course you must all be wondering what changes have been made to this year's *Mystaran Almanac*, that we brag about it. Well, we still have our famous on-site correspondents and letters to describe places and events. I firmly believe that such presentations make the descriptions all the more lively and interesting, giving the reader a better perspective on things, as well as insight on the people who present them to you. I continuously encourage our writers to dig more behind the scenes; unfortunately, sometimes digging behind the scenes can be very dangerous—some of our correspondents have actually disappeared, and I don't buy the theory that they had unfortunate accidents—and we cannot safely get all the information as to what is really going on. Despite this, the *Mystaran Almanac* is definitely the most precise and accurate account of last year's history that will ever be written.

As for changes, there is one I'm sure you'll notice. This year, the almanac does not again repeat the same information you have certainly seen already in our previous editions, but focuses on what is truly new and thus of most interest to you, the reader. Surely, it means that the almanac does not contain a full-length description of every nation in the known world, but each one has an expedient, up-to-date summary, and if you want to read more about the nation in question you may simply refer to the wonderful in-character descriptions of previous almanacs. That way, you can read all descriptions in this almanac and be sure that they are not obsolete—although we always did our best not to reprint entries that were obsolete anyway—but never-seen-before takes on a new or old place by one of our dedicated correspondents!

Finally, we received mountains of letters and comments from you the reader, and have done our very best to fix all the mistakes you have pointed out, or add details that were left out, and so on. Again, thanks everyone for your comments, and yet more thanks to those who, after getting their hands on an almanac, decided to volunteer as reporters and correspondents to bring us more news from every known corner of Mystara! We are always eager to reproduce fresh takes on well-known countries, or to hear about new ones!

Therefore, it is with great pleasure that I present to you the new and improved *Mystaran Almanac*, AC 1019 edition. It would also be my pleasure to hear from you, gentle readers, on your opinions of our presentation and content.

Belzamith Fingertackles, Co-Editor of the Mystaran Almanac

Mirros, Karamaikos

Nuwmont, AC 1019

To the Reader

I'm Dorrik Stonecleaver, one of the two editors of the *Mystaran Almanac*. I'm a dwarf from Highforge, and used to be a caravan guard for several decades. I retired over a decade ago and wandered the world for a while.

I've always believed that one should get to the point, and therefore try to keep the gnome's babbling to a minimum. I don't like big texts and wasting breath, so I give the information that you really need. Numbers, dates, places. They give you what you want or need to know, quickly. I've therefore made sure to include exact dates, locations, populations, taxes, currency, and all the other small details meticulous people expect to find. That information is as concise as possible, and I hope accurate, for quick reference.

Once again, I would have loved to include descriptions of the military forces and their tactics as well, but most governments took a dim view at seeing such information published and though we gathered a lot of data we knew some of it was inaccurate. I still hope such information, and others I'd like to include as well, will one day find its place in the almanac—it almost did this year, but we haven't finished sorting the truth from misleading information that was fed to us. I was finally able to convince the gnome to reduce the almanac's bulk, by cutting the repetitious babble from the previous almanacs, so things are back to a more reasonable length this year.

Anyway, I've said the important stuff, so it's time to start reading the *Mystaran Almanac*. If you have anything important to tell us, let us know. Make sure it's important, because with all our correspondents, we don't have time for useless letters. Also, speaking from the previous years' experience, most of you should learn to write in proper Thyatian before sending letters!

Dorrik Stonecleaver, Co-Editor of the Mystaran Almanac

Mirros, Karamaikos

Nuwmont, AC 1019

Almanac Format

First of all, who should read this material. That's simple. Anyone who has interest in the world of Mystara. Of course, some need a more specific answer than this. As such, all the Atlas sections (of the Old World, Norworld, etc.) found in Book I can be read by both players and DMs of Mystara. The information given is general, usually common knowledge, and more than often slightly—or not so slightly—biased by the correspondents' point of view. Of course, this means that the information is not always 100% accurate, so players be warned: individual DMs might not accept the descriptions of any given place, changing it to suit their needs and campaign. And they're within their rights! After all, who said that the correspondent wasn't a complete fraud? It already happened (and we're sorry for that). DMs may also want to limit the PCs' knowledge to just one area of Mystara (after all, why should someone from the Old World know anything about the Savage Coast?). The other sections of Book I are left to the DM's judgment as to whether or not his or her players know this information.

The timeline section, located in Book II, dealing with events for the year of AC 1019, is for the DM's eyes only. It reveals certain secrets that players are just not meant to know unless they discover them the hard way. Of course, this only makes it easier for DMs to change any timeline event to match events that are occurring in their own world of Mystara. Likewise, the adventures in Book III are destined for the DM only, as reading them would spoil the surprise to a PC whose DM wishes to send on an adventure found, or based upon, one in that book.

The format used throughout the *Mystaran Almanac* is similar to the various previous almanacs in this line. As such, each nation will have an entry that will give a brief summary of location, size, population, languages, coins, taxes, industries, and flora and fauna.

There is also a section that lists the names of important people at any given entry.

Finally, a section on Further Reading is also given. We strongly recommend purchasing all the wonderful books and adventurer modules on Mystara, as they truly give a much deeper understanding and description than this almanac can ever give. Some of them are available through *Joshuan Gallidox Publishing*.

Nation descriptions will, as before, have a brief intro section from the correspondent, a section on the land and another on the people of the land, history, and a peek at places that are highly recommended, either to visit or avoid. Those sections are original, as a correspondent gives us his or her own perspective on a place; for other points of views or for a description of a nation that does not have one included this year, consult previous almanacs.

The section on recent events is totally different each year. I would think this would be obvious. This section can be used as a quick reminder of what happened last year, as a prelude to the new events that are to be found in Book II.

Dorrik Stonecleaver

The Immortals

The people of Mystara worship powerful beings known as Immortals. These beings fill in the same roles as Gods (or Powers) would on another world, and most religions focus on the desires of the Immortals. The main difference between Immortals and Gods is that the Immortals were once mortals that have since advanced to a state of being far beyond their former peers by accomplishing deeds of heroic proportion.

Some claim that the Immortals are merely another family or collection of gods. The name Immortal merely refers to the group of Mystaran deities, much like Olympians refers to the gods of the Greek people, and Aesir is the name of the Norse powers. Or, perhaps the cultures of Mystara simply developed the term Immortal instead of God. Some reverse the same debate, stating that Gods and Powers are merely other terms used to describe Immortals.

Other sages state that Immortals are not Gods. They are powerful beings akin to Gods and Powers, and are definitely deities in their own rights, but they are not the same. They use the fact that Immortals have been slain by very powerful mortals on rare occasions, while Gods simply cannot be slain by mortals.

Regardless, whatever the Immortals truly are simply does not matter to most people. They are more powerful than mortals can imagine. They serve as the basis of faith and grant clerics and priests their spells. With their powers and priests, they manipulate the world into outcomes that they favor. Anything beyond that is probably beyond mortal comprehension anyway.

Belzamith Fingertackles

Physical Characteristics of Mystara

By now, most readers would have heard various rumors and fairy tales about how our world is a large hollow sphere floating in the emptiness of the void. In this void are also the sun, Matera, the stars, and a few other planets discovered by astronomers.

Well, those rumors are indeed true. Several groups have reportedly successfully crossed the large polar opening into the Hollow World, each reporting that it looks like the inside of a sphere with an eternal red sun within. Also, by recently laying my hands on a copy of certain sections of Captain Haldemar of the *Princess Ark's* logbook, even an outside description of Mystara from the void only serves to further validate this belief.

Prospero, the owner and author of the *Poor Wizard Almanac* (property of *TSR*), claims that Mystara has a diameter of 6,190 miles, giving it a circumference of 16,352 miles. The three volumes also state the entire Hollow World is approximately 3,790 miles in diameter. The polar openings are supposedly 774 miles in diameter at their narrowest point, 1,030 miles in diameter on the Hollow World's side and 1,548 miles in diameter on the outer world's side. The crust is about 1,200 miles thick.

Now, where this information comes from is still unknown to the authors of the *Mystaran Almanac*, and Prospero refuses to reveal his sources. Most sages we have brought this knowledge to admit that the values do seem reasonable, though the Alphas have been unwilling to confirm or refute them. It should be noted, however, that Julinius Dicrodion, a renowned Thyatian mapmaker, claims that the values are wrong and that Mystara is actually much larger than that. He is currently organizing and financing several map-making expeditions to try and prove his point. Other mapmakers scoff at his, as they say, "ludicrous" idea.

From more reliable sources (not to say that the previous information is false, just that we do not know where it came from), the world of Mystara is surrounded by a magical bubble known as the skyshield. This skyshield allows objects to enter the world of Mystara, but not to leave. Thanks to this, the air that we breathe remains on Mystara and does not spill out into the empty void that surrounds us.

Again from Haldemar's journals, the skyshield is reportedly situated 15 miles above the ground. A friend of mine in the Heldannic Knights confirms this report.

Various rumors we've heard claim that skyshields occur on every planet on the Prime Plane. Although we again have no way to verify this, I've heard similar tales from various groups, so I've decided to publish this rumor anyway. Still, a sage of Aeria once told me that skyshields are only a localized phenomenon to our crystal sphere. He has yet to inform me what exactly a crystal sphere is though. I'm still trying to figure this one out.

Our atmosphere is completely normal up until about 20,000 feet in altitude. After that height, it's much harder to breathe, and most expert skyship sailors recommend some sort of magical breathing apparatus or spell.

Now, with the physical description of Mystara as a whole done with, it is time to start examining various areas in closer detail. We, the authors of the *Mystaran Almanac*, have decided to divide the known sections of Mystara into 10 separate areas. Each sector differs both geographically and sometimes even culturally from one another. Admittedly, each zone does vary considerably in cultures, as anyone can plainly see that Ethengar are in no way similar to the mages of Glantri. Overall, however, there is a somewhat different tone, or atmosphere, to each zone of Mystara. At least, we the authors believe so.

The heart of civilization, which includes the fine nations of Karameikos and the Five Shires, is known as the Old World. The less civilized and more frontier area covered with the dreaded *Red Curse* is called the Savage Coast. The lands of feudalism to the north fall in the area of Norwold. The islands of the Sea of Dawn create another sector, while the large open waters of the New Alphasian Confederate Empire will be called the Alphasian Sea. There are also the colonies and the dangerous lands of the southern continent known as Davania, and the mostly unexplored lands of the eastern continent of Skothar and the far reaches of western and northern Brun. And of course, there is a whole second world within our own, the mysterious Hollow World, including the Floating Continent of Alphasia.

So, without any further delay, welcome dear readers, to the lands of Mystara.

Belzarith Fingertackles

Atlas of the Old World

Introduction to the Old World

Welcome dear reader to the atlas of the Old World. Formerly called the Known World and the Dread Coast, the Old World is the seat of civilization on the world of Mystara. It is the place where technology is at its peak. It is the place where art and music are awe-inspiring. Civilization is almost everywhere, and it is rare indeed to walk for more than a day and not have any village or town to rest in for the night.

In this enlightened land, education is on the rise, and most people can read and write. It is an age of knowledge and discoveries. Even magic, once held secret by old mages in their remote towers, can now be learned through various schools and universities. Slavery is almost abolished, and most people are considered citizens of their nations, having the freedom to do as they please. Diplomacy is the favored method of accomplishing one's goals, and savage brutality is almost non-existent.

Of course, this does not mean there is no danger to be found. Some places are still savage, such as the Atruaghin clans or the hordes of the Ethengar Steppes. Goblinoids can still be found almost everywhere, and their brutality is unmatched in the entire world. Even diplomatic nations cannot achieve everything with words, and therefore their armies march across the land. It is simply that, here, in the Old World, such events are normally much rarer than anywhere else on Mystara.

Instead of brute force, this land is ripe with intrigue and behind-the-scenes powers. Manipulations are everywhere, and strong guilds and organizations rule almost as much as the kings on their thrones. Those that think that adventure cannot be found here in the Old World simply aren't looking in the right place.

The Old World is a large stretch of land found in the southeastern margin on the continent of Brun. It is bordered by the Sea of Dread to the south, the Sea of Dawn to the east, the Great Waste to the west, and the Mengul Mountain Range to the north. Within this land are two dozen "nations," most of them enlightened, but a few still hold on to barbaric traditions. These nations have influenced every other corner of the world, and just as Mystara is the center of the multiverse, the Old World can honestly be said to be the core or heart of Mystara.

Correspondents for the Old World

Here is our list of correspondents that give us detailed information on the nations, places, and events of the Old World.

Featured Correspondents

Cassius Falconclaw

One of the most-decorated knights in the Kingdom of Karameikos's short history, Sir Cassius is a knight of the Order of the Griffon and now serves as one of the leaders of the Queen's Men, Queen Olivia's own bodyguard and company of knights who do her personal bidding. Born in Thyatis, Cassius is never-the-less a famously proud knight of Karameikos, and his name strikes terror into those he faces at tournament.

Enzo Giovanni

Enzo is a scion of House Giovanni, a respectable merchant house of Darokin. While we do not know the whole story, Enzo apparently committed a social blunder in his youth, one that led a rival merchant house to seek his life in recompense. Forced to leave Darokin, Enzo chose to travel west into lands said to be inhabited by savages. He shared his knowledge of the region with an agent of this publication during a meeting in Sind. Enzo is always in the company of an Atruaghin native called simply "John," who, he assures us, is more of a brother to him than a manservant.

Gilis Shadowborn

Daughter of the *Jarl* of Gråbjerge in Ostland, Gilis is a diplomat for her people, the Modrigsberg of Ostland. She fights for the rights of her people to become equal citizens of Ostland, in the face of opposition from traditional views and bigotry, since her people have a reputation for using dark sorcery and soul-binding magics.

Gilor Rockcrusher

A second-generation dwarf, born in Ostland, Gilor is by his own admission a "young punk" [*what his elders would call a "troubled youth;" that is a young, aggressive and violent dwarf, who is resentful of authority. Ed.*]. His youthful energy and enthusiasm, as well as his love for fighting, has led to his travels throughout the Northern Reaches, fighting for gold and fame. He has agreed to share his insights on Northern Reaches nations and culture in return for a small correspondent's fee.



Hendrik von Gultzer

Freiherr Hendrik von Gultzer, descendent of a long line of Hattian noblemen, arrived in the Heldannic Territories in AC 1004 in search of opportunities. These he found in abundance. Entering the Heldannic Order, von Gultzer ascended the ranks quickly, until he reached a respectable position. Though he serves his superiors willingly, von Gultzer possesses about him a slightly irreverent air—one that has got him into trouble in the past. One would think that he entered the order only to profit from the additional privileges it provides him in this land, but he denies this of course. Today, he divides his time between running his estates in Kammin and Landfall, and corresponding for the almanac. In the latter function, he provides us with news from Heldann proper and Heldland.

Joachim Saxenburg von Drachenfels

Joachim Saxenburg von Drachenfels is the court historian of House Ritterburg.

Larn Fastbuck

Almanac correspondent Larn Fastbuck is a tailor and merchant from Werescalot, in Eastshire, where he lives with his wife Lori and three daughters.

Lucius Valerius Metellus

Brother of senator Quintus Metellus, member of one of the most ancient Thyatian aristocratic families, Lucius Valerius was an adventurer in Karameikos and Darokin in his youth, before joining for some time the army, only for the duration of the Great War. Now in his early forties, he has returned to Kantridae (from which his family hails), to concentrate on his many interests: he is a scholar, a musician, a forester, and a poet (he writes under the assumed name of Jacob Boar).

Rotolf Kalfson

Formerly the *Jarl* of Bornbank in Vestland, Rotolf is a warrior of that nation. He has held the lands on the troubled border with Soderfjord for decades before passing it on to his son, Ceowulf. Rotolf has sent a plea for help, describing his nation's plight.

Regular Correspondents

Balinor "Silverblade" Audriel

Christopher Dove

Demetius Vannopolus

Dromeda the Shadow

Favonius Viator

Hempford Brewster

Jalinoor Cerrulian

Joshuan Gallidox

Medu

Omar-ibn-Chukri

Ryuk-uk Tshaa

Shaun the Elfin

Stefania Torion

Thurgood Lodestar

Ursula Bremen

Vadin Kalidasa

Atlas

Actius (County of)

Location: Southeastern corner of the continent of Brun, along the eastern border of Karamaikos and the Kerenda River, north of the Sea of Dread and south of the Altan Tepes Mountains. OW

Area: 240 sq. mi. (620 sq. km.).

Population: 10,400 (90% human, 10% sea elf) including the town of Actius (pop. 8,300).

Languages: Thyatian (Hattian dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture, crafts, fishing, oil, shipbuilding, trade.

Important Figures: Geraldan Actavius (Count), Dalia Salieri Actavia (Countess), Heraclius Actavius (Heir), Comentas Dulcissinius (Magist), Cyril Helladius (Prelate), Xendorian Hydrosius (Commodore).

Flora and Fauna: Olive trees, date palms, cedar trees in cultivated orchards. Sheep and goats, dolphins and other sea life.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.

Aengmor (City of)

Location: Continent of Brun, former Broken Lands. OW

Area: 60,000 sq. ft. (5,400 sq. m.); the area of the Eastern Broken Lands is also under the city's jurisdiction, both aboveground and belowground.

Population: Estimated 17,300 (75% shadow elves, 20% various humanoids, 5% Schattentalfen).

Languages: Elvish (Shadowelf and Schattentalfen dialects), humanoid tongues.

Coinage: Shadowelf Standard: *bright* (gp), *shine* (sp), *glint* (cp), *kalafi* (varnished strips of hard, bark-like fungus, they come in 10 gp, 50 gp and 100 gp denominations); also Oenkmarian coins: *quetzal* (gp), *axolotl* (cp), *ixitxachitl* (jade ingots).

Taxes: Unknown.

Government Type: Independent city, formerly part of the Shadow Elves' Kingdom.

Industries: Military, mining (gold, copper, tin, jade), fungus production.

Important Figures: Xatapechtli (High Priest).

Flora and Fauna: Mosses, fungus, leeches, mosquito, striders (bipedal lizards).

Further Reading: GAZ10 *The Orcs of Thar*, GAZ13 *The Shadow Elves*, previous almanacs.

Last Year's Events: None to report.

Aengmor (Colony of)

Location: Continent of Brun, Darokin area. OW

Area: 17,950 sq. mi. (46,490 sq. km.).

Population: 150,800 (90% shadow elves, 10% Alfheim elves).

Languages: Elvish (Shadowelf and Alfheim dialects).

Coinage: Shadowelf Standard: *bright* (gp), *shine* (sp), *glint* (cp), *kalafi* (varnished strips of hard, bark-like fungus, they come in 10 gp, 50 gp and 100 gp denominations).

Taxes: One fourteenth of the yearly earnings goes to the Temple of Rafiel and the king.

Government Type: Semi-autonomous monarchy under the jurisdiction of the Shadow Elves' Kingdom.

Industries: Military, mining (precious metals).

Important Figures: Tanadaleyo (Radiant Princess), Doriath (Former King of Alfheim), Jorodrin Feadiel (Treekeeper), Kanafasti (Court Mage).

Flora and Fauna: Canolbarth Forest is almost completely dead, but a few small animals still live here. Many nasty monsters (gorgons, basilisks, lycanthropes) and evil fairies also settled here recently. The shadow elves brought with them skinwings.

Further Reading: GAZ13 *The Shadow Elves*, GAZ5 *The Elves of Alfheim*, previous almanacs.

Last Year's Events: The magical tests produced encouraging results, notably near the magic points.



Atruaghin Clans (Territories of)

Location: Along southern shore, west of Darokin and the Five Shires. OW

Area: 46,380 sq. mi. (120,124 sq. km.), including 19,172 sq. mi. (49,656 sq. km.) on the plateau itself.

Population: 231,100. On the plateau: Bear Clan: 45,500; Elk Clan: 29,900; Horse Clan: 71,600. In the lowlands: Tiger Clan: 58,700; Turtle Clan: 25,400.

Languages: Atruaghin, although each clan has its own dialect.

Coinage: Coinage is uncommon, as most use barter for goods. The few coins that do exist are called *cloud* (5 sp) and *land* (cp).

Taxes: None.

Government Type: Numerous independent tribes, each led by a chief and/or shaman, loosely collected into larger clans.

Industries: Trapping, fur production, leather production (Horse and Turtle Clans), pottery and woven goods (Bear Clan), woodworking (Turtle Clan). The Tiger Clan is known for its raids into Darokin.

Important Figures: Powakuan Sleeps-With-Open Eyes (Bear Clan Chief), Tulabal Shadowfall (Elk Clan Chief), Hovar Duck Watcher (Elk Clan Shaman), Eleya Moonstalker (Horse Clan Chieftainess), Naravipa Dagger Tooth (Tiger Clan King), Eelsha Spider's Kiss (Tiger Clan Cleric), Talinguk Rolls-His-Canoe (Turtle Clan Chief).

Flora and Fauna: Horses, buffaloes, birds of prey and many types of snakes can be found atop the large plateau. Down in the jungle below, great cats are often encountered, as are other typical jungle beasts. There is even rumor of a huge green dragon making its lair somewhere in the region.

Further Reading: GAZ 14 *The Atruaghin Clans*, previous almanacs.

Last Year's Events: None to report.

Description by Enzo Giovanni.

Allow me to introduce myself: I am Enzo Giovanni, youngest son of Raffaele Giovanni, noted merchant of House Giovanni of Darokin. I have traveled the western lands for many years, as I was forced to leave Darokin due to complications in my youth. In my travels I have spent time in many nations that aren't well-known in the Old World, among them Atruaghin. To call Atruaghin a nation is wrong, however. The territories claimed by the people of the area are divided among clans that are like small nations themselves. Individual clans are divided into smaller tribes and will rarely ally with other clans or even other tribes within the clan, and they fiercely hold on to their territory.

In my years spent in the Atruaghin Territories, I was fortunate to be adopted by a family of the Horse Clan, the Wolf Tribe to be exact. Once I traveled on, my new brother, John, chose to accompany me. I would ask John to tell you of his people, but he is, shall we say, a man of few words, so I will relay some of my knowledge instead.

The Land

The Children of the Horse are blessed with beautiful, bountiful lands. Their territory is atop the great Atruaghin Plateau, the western half to be exact. The permanent homes of the Horse Clan lie in the valleys to the north, where great lakes and rivers provide a fertile land, ripe with secluded forests, protected from the wind by stone walls. These valleys have been carved out of the plateau by rivers over several centuries.

Following the rivers north, you come to one of the great wonders of the Atruaghin Plateau: the great waterfalls. The Angry Waters lie close to the homes of the Wolf Tribe and serve an important role in the funerary rites of the tribe. The thundering falls lead to the Roaring Lake far below, and the final resting place of the bodies of the dead. You see, when a member of the tribe dies, he or she is placed in a small boat and sent downriver to be claimed by their great Immortal patron Atruaghin Himself.

South of the valleys lie the Thundering Plains. These vast, flat plains, that stretch as far as the eye can see, provide one of the most important resources for the Children of the Horse: buffalo. Great herds of migrating buffaloes traverse the plains, followed by the Horse tribes part of the year. Three times a year, on the full moon, great buffalo hunts are organized, where the tribes travel south to live among, follow, and bring down their prey. During a hunt, the Children of the Horse live in portable tents called *tipis*, which they bring along with their hunting gear, transported by their horses. At the end of a great hunt, they return home, laden with the great carcasses of the mighty buffaloes.

The People

To the people of the so-called civilized lands, the Children of Atruaghin might seem like savages. Some say that they are noble primitives, in touch with nature in a way that is admirable, yet still in need of proper education. Others see them as simple brutes to be either assimilated or killed for their savage ways. In truth, the Atruaghin clans have developed a culture that is uniquely suited to their lives in the Atruaghin Territories. It may well be true that they could benefit from many things that the “civilized” world can provide, but this could just as well lead to the ruin of their ways, ways that have been perfected over centuries of adapting to the land.

The culture of the Children of Atruaghin is in many ways as developed as those of any “civilized” nation. They have rituals for all occasions, they have etiquette and they have rules and laws. For an outsider it can be difficult to see past initial impressions, but live among them for any extended period of time, and you will find their culture to be rich and sophisticated.

The Children of the Horse have one outstanding social distinction: They do not speak. Instead they communicate through a complex system of gestures and hand signs, which naturally I’ve had to learn. Their language is a harsh barrier for any outsider to become accepted; only a few individuals will speak any tongue at all. My brother John, for example, has not spoken a word in his life. I believe that this is a deliberate choice on their part, one that helps them on the hunt and in warfare.

Warfare is one of the most important aspects of Horse Clan culture. While they will never kill another member of the clan, their whole lives are spent fighting mock battles against their neighboring tribes. The Wolf Tribe and the Buffalo Tribe have a long history of rivalry and they will meet in battle a few times

a year. While they mostly raid each other, to steal horses, which are then re-stolen or bought back, sometimes they meet in full clash, either when discovered on a raid or simply to hone their skills. These battles can be bloody and violent, but it is exceedingly rare that any lives are lost. Should somebody lose his or her life, the one who took it will join the deceased on the final journey down the Angry Waters.

While these warlike customs may seem barbaric to you, dear reader, remember that survival on the Atruaghin Plateau is dependent on your physical prowess and your skill in bringing down game. The Children of the Horse do not grow fields or trade with outsiders for grain; they are isolated on top of a hostile plateau, and their diet consists mostly of meat. To obtain that meat and to defend their lands from invasion, they need to be the best hunters that they possibly can be, and these skills are kept honed by their constant “mock” warfare.

History

Life among the Horse tribes is as it has always been. In spring, summer and fall the great buffalo hunts keep the tribes on the move, while the winter and the time between hunts are spent in mock battles and daring raids against their neighbors. The occasional outsider, traders or curious sages from Darokin mostly, will sometimes serve as an interesting distraction, but things will soon return to normal.

Should the lands of the Horse Clan come under attack by foreign clans, they will unite under a great war chief. The greatest and most well-known of the war chiefs is Eleya Moonstalker. While I am told that she is almost 50 years old, she is still a powerful warrior and, what’s more, she is an accomplished tactician. In a special tradition of the Horse Clan, warriors wear an eagle feather in a war bonnet for each enemy killed in battle; Eleya’s holds more than 150, I’m told.

Emissaries from the Master of Hule courted the Atruaghin Territories, but were frustrated with the Horse Clan’s lack of spoken language. They ran into similar barriers with most other clans and tribes, writing the area off as too barbaric to make use of for now, as far as I could tell.

Don’t Miss

Standing atop the Angry Waters is an experience not to be missed. Beholding the waters thundering into the depths, overwhelmed by the roar of falling water, you will truly be humbled by nature. Many a warrior of the Wolf Tribe has found insight and peace of mind, reflecting over the endless rush of water.

Do Miss

Going fishing with the Horse Clan is not recommended. The “boats” that the clan employs, called *bullboats*, are small and bowl-shaped, constructed of tanned buffalo hide stretched over a framework of branches. In even the slightest wind, you are in great danger of capsizing and handling the bullboat is next to impossible. Since they are most often used to ferry the dead down the waterfalls in the funeral rites, they do not need to be safe. Still, they are also used for some fishing.

Biazzan (County of)

Location: Southeastern corner of the continent of Brun, along the southern range of the Altan Tepes Mountains, north of Kerendas, south of Ylaruam. OW

Area: 7,392 sq. mi. (19,145 sq. km.).

Population: 31,200 including the city of Biazzan (pop. 15,600; 90% human, 5% elven, 3% dwarves, 2% hin), Fort Nicos (pop. 1,300).

Languages: Thyatian (Kerendan dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Light agriculture, crafts, scholarship, silk, spices (including tea), trade.

Important Figures: Babrak Biazzan (Count), Gallia Biazzan (Countess), Himerius Biazzan (Heir), Batzas Daphavkarius (Prelate), Damianus Hermongenes (Magist).

Flora and Fauna: Mulberry trees (for sericulture), grape vines, olive trees, date palms, cedar, peach, pear, orange, and cherry fruit trees in cultivated orchards, maple, birch, and oak trees, pine and aspens in the Southern Altan Tepes Mountains. Herds of cattle, sheep, horses, goats, and mules. Bees kept for honey. Bears, boars, centaurs, lycanthropes, mountain lions, foxes, dryads, wolves, unicorns and goblinoids can be found in the wilds of the empire. Hill giants and ogres in the hills.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.

Borydos (Protectorate of)

Location: Island off the southeastern coast of the continent of Brun, east of Mositius, west of the Sea of Dawn. OW

Area: 560 sq. mi. (1,450 sq. km.).

Population: 5,200 including Fort Borydos (pop. 4,100).

Languages: Thyatian (Hattian dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Light agriculture, magic, military, shipbuilding.

Important Figures: Iohannes Angelikos (Curator), Hermann Veseldorf (Commandant), Euphemia Gundesvinda (Sanctifyer).

Flora and Fauna: Sea monsters in the surrounding waters.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.

Buhrohur (County of)

Location: Southeastern continent of Brun, along the southern range of the Altan Tepes Mountains, east of Biazan and south of Ylaruam. OW

Area: 4,368 sq. mi. (11,315 sq. km.).

Population: 30,900 including the town of Makrast (pop. 5,200). About 90% dwarven.

Languages: Thyatian (Hattian dialect), Dwarvish (Buhrohur dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Light agriculture (principally subterranean), mining, metallurgy, gem-cutting.

Important Figures: Gilla Blyskarats (Countess), Thadrik Karstone (High Priest), Wagton Blyskarats (General).

Flora and Fauna: Pine trees and aspens in the Southern Altan Tepes Mountains. Herds of sheep, goats, and mules. Bees kept for honey. Bears, boars, centaurs, lycanthropes, mountain lions, foxes, dryads, wolves, unicorns and goblinoids can be found in the wilds of the empire. Hill giants and ogres in the hills. Pegasi, griffons, rocs, ruby, gold, and white dragons in the mountains.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.

Carytion (County of)

Location: Island off the southeastern coast of the continent of Brun, south of Tel Akbir, east of Lucinius. OW

Area: 2,160 sq. mi. (5,595 sq. km.).

Population: 31,500 including the town of Torion (pop. 1,500) and Carytion Naval Fort (pop. 1,300).

Languages: Thyatian (Hattian dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Light agriculture, crafts, fishing, oil, tourism, wool.

Important Figures: Coltius Torion (Count), Theodorus Metopatius (Fort Commander), Callistita Cataoloia (Magist), Bessarine Hydrosius (Prelate).

Flora and Fauna: Mulberry trees (for sericulture), grape vines, olive trees, date palms, cedar, peach, pear, orange, and cherry fruit trees in cultivated orchards. Herds of cattle, sheep, horses, goats, and mules. Bees kept for honey. Bears, boars, centaurs, foxes, dryads, wolves, and unicorns. Pegasi, griffons, rocs, ruby, gold, and white dragons as well as other aerial mounts are sometimes seen at the various estates.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: A colonization effort was undertaken to bring this county's population to the standard of mainland Thyatian counties.

Darokin (Republic of)

Location: Central region of southeastern Brun, along the banks of the lower Streel River and Lake Amsorak, south of the Broken Lands, north of the Cruth Mountains, east of Sind and west of the Altan Tepes Mountains. OW

Area: 68,964 sq. mi. (178,615 sq. km.), not including Orcland which is now considered a sovereign nation.

Population: 1,331,200 (95% human, 2% elven, 2% hin, 1% dwarven and other), including Darokin City (capital, 58,500), Akesoli (18,300), Akorros (24,000), Athenos (15,700), Corunglain (32,400), Selenica (41,800).

Languages: Thyatian (Darokinian dialect), many other languages also present, including Elvish and Lalor.

Coinage: *Daro* (gp), *half-daro* (ep), *tendrid* (sp), *passim* (cp). For transactions involving large amounts of money (larger than 500 *daros*), a CLOC (Certified Letter of Credit) is used.

Taxes: 5% of annual income (8% for incomes over 100,000 *daros*), collected annually on Thaumont 1. Every 5 years, a net worth tax is assessed; anyone whose income has increased since the last assessment must pay 5% of the gain in taxes. There is also a 3% sales tax.

Government Type: Plutocratic republic governed by a mercantile elite. Member of the Western Defense League.

Industries: Agriculture (very high yield), fishing, trade (mostly overland), finance, craft industry (mills along the Streel and other rivers), timber, some mining in the Cruth Mountains, and diplomacy.

Important Figures: Corwyn Mauntea (Chancellor), Corwyn Linton (Master of House Linton), Bertram Hallonica (Master of House Hallonica), Natalie Kalimi (Mistress of House Corun), Elissa Pennydown (Mistress of House Pennydown), Greenleaf Vickers (Master of House Umbarth), Eshram al-Azrad (Master of House al-Azrad), Arturo Franich (Master of House Franich), Mendel Callister (Master of House Toney).

Flora and Fauna: Herds of cattle, horses, sheep, goats, and buffaloes. The various mountains around the nation are home to mountain lions and bears. Malpoggi Swamp is known for its crocodiles and giant lizards, as well as being the refuge for roving gangs of bandits and goblinoids. The southern part of Darokin is mostly covered with oak forests, while to the north, evergreens dominate. Around the nation of Aengmor, blight oaks can be encountered within the borders of Darokin. The northeastern section of Darokin is known as Orcland and is completely dominated by bands of goblinoids.

Further Reading: GAZ11 *The Republic of Darokin*, previous almanacs.

Last Year's Events: Wizards of Darokin worked to reorganize their guild, in an effort to keep up with similar efforts in Karameikos and elsewhere. At the same time, the infamous thief Shadow succeeded in stealing jewelry in public from Mauntea House, and the ensuing search for Shadow caused political disturbances as rival houses heavily criticized Mauntea House's policies. Darokin scored some successes on the international field, by improving its trading ties with Glantri and Thyatis, and by establishing some contact with the reclusive wizard of Honor Island in Ierendi.

Ethengar Khanates

Location: Central plains area, north and west of Rockhome, east of Glantri. OW

Area: 57,970 sq. mi. (150,140 sq. km.).

Population: 320,000 (population down from previous years due to war with Glantri in AC 1015 and subsequent infighting). There is also an unknown number of goblinoids.

Languages: Ethengar.

Coinage: All referred to as *tangs*. Coins of platinum, gold, electrum, silver and copper come in 1x, 5x and 10x their normal value denominations.

Taxes: None; all property belongs to the *khan*. Each year, on Swiftmont 23 (the Day of Counting), all families' herds are returned to the main herd. On Flaurmont 15 (the Day of Blessings) the *khan* divides as he sees fit all herds and wealth among the families of the tribe.

Government Type: Nomadic tribes ruled by *khans* (chieftains). Until AC 1015, they were loosely united under a great *khan*.

Industries: Cattle, horse-breeding.

Important Figures: Batu (*Khan* of the Bortaks), Ghazan (*Khan* of the Taijits), Huaji (*Khan* of the Kaeruts), Hulagu (*Khan* of the Uighurs), Jemugu (*Khan* of the Yakkas), Manghai (*Khan* of the Murkits), Temur (*Khan* of the Yugatais).

Flora and Fauna: Grasses and small patches of short, wiry trees called tobai trees dominate the land. On the animal side, goats, yaks, deer, ibex, dogs, bears, boars, horses, lions, lynxes, panthers, lizards and spiders are commonly encountered. Dragons, wyverns, and griffons have also been spotted in the steppes. Finally, in the area known as the Land of Black Sand, various undead are said to be haunting the plains.

Further Reading: GAZ12 *The Golden Khan of Ethengar*, previous almanacs.

Last Year's Events: The strife for ultimate power among the Ethengar tribes continued, with Manghai *Khan* (Jaku the Render) and his Murkits trying to subjugate weaker tribes like the Bortaks; a group of Bortaks led by Essen even betrayed Batu *Khan* and swore allegiance to Manghai. On Eirmont 15 Jaku the Render was exorcized out of Manghai's body, and the soul of the true *khan* restored, but the changeover did not go unnoticed and it may prove difficult to keep intact the merger of tribes the evil spirit had forcefully achieved.

Five Shires (the)

Location: Along the southern coast of Brun, west of Karameikos, east of Atruaghin territories. OW

Area: 10,660 sq. mi. (27,610 sq. km.).

Population: 210,000 hin, 9,600 demihumans and humans (elves and humans being the most common, with gnomes and dwarves more rarely).

Languages: Thyatian (Darokinian dialect). The ancient tongue of Lalor is only spoken by hin masters and a few sages.

Coinage: *Yellow* (gp), *star* (sp), *sunset* (cp).

Taxes: Each year, the clanmasters determine what money and chores need to be done to maintain their strongholds and towns. Clan members then share in cost and labor (according to their wealth) to accomplish these chores. This typically comes out to about 5 to 10% of their yearly income.

Government Type: Each shire is administered by a sheriff; together, the five sheriffs govern the shires, although much of the day-to-day affairs of individual shires are handled by the clanmasters. Sheriffs are voted upon by the 100 clanmasters of the shires, although they operate with relative autonomy thereafter. The sheriffs appoint local deputies (*kerondar*) to handle day-to-day law enforcement and military matters. Member of the Western Defense League.

Industries: Agriculture, including tobacco, alcohol, vegetables (peas, beans, radishes, mushrooms, carrots, onions, and asparagus) and some fruit (apples, cherries, grapes, watermelons, cucumbers).

Important Figures: Joam Astlar (Sheriff of Seashire), Tarisco Highnose (Sheriff of Highshire.), Maeragh Littlelaugh (Sheriff of Eastshire) Delune Darkeyes (Sheriff of Heartshire), Sildil Seacyes (Sheriff of Southshire).

Flora and Fauna: As well as all the normal flora and fauna usually found in the Five Shires' climate and terrain, the shires are home to a number of fairy creatures, including dryads and woodrakes, and the more wild areas sometimes hide lycanthropes, a few undead and other unnatural creatures, including a number unique to the shires. Goblinoids can also be found in the northern Cruth Mountains.

Further Reading: GAZ8 *The Five Shires*, previous almanacs.

Last Year's Events: See below.

Description by Larn Fastbuck.

Hail and well-met once again! I am Larn Fastbuck, tailor and merchant from Werescalot in Eastshire.

This is my second such contribution to these atlases, and I have to say I am greatly pleased with the success of my initial endeavor. To celebrate, the merchants of Werescalot have agreed to offer a ten percent discount to any patron who brings in a copy of this year's atlas to their shop (purchases must be over 100 *yellows*, and the discount is only good once per shop per atlas). Just our way of thanking kind readers and encouraging those from across the Old World to explore the wonders of Werescalot, the Gateway to Karameikos!

But, as my wife Lori always says, the customer is here for the merchandise, and not your woolgathering, Larn Fastbuck, so herewith is my great nation, a shining example for all of Brun.

The Land.

While the voyage of the Blue Turtle may make it obsolete, for the hin of the Hundred Clans, "the land is the people and the people are the land." Ever since we arrived on these shores, the hin and the land that would come to be called the Five Shires have been one. It is a land that rewards hard work with comfort and plenty, but that seems to attract ne'er-do-wells who get it into their heads that being comfortable means becoming soft. We chased the Black Eagle out enough that you'd think everyone today would get the message, but over the years men, orcs and dwarves have all tried plundering us or taking us over outright. Of course, it's a hin writing this, his feet up and a pipe in hand, so you know what happened there!

Besides being good for grazing and raising crops, the land is pleasant in other ways: Even in winter, it's rare we get snow below the peaks of the Cruth Mountains. The Sea of Dread coastline is mild and temperate, and while we do have seasons, they're among the mildest in all the Old World.

As the name suggests, our nation is divided into five shires, each ruled by a sheriff, with what is almost a sixth shire, our capital of Shireton, jointly ruled by them all.

Glorious Eastshire, the shining star of the shires, is the shire most outsiders know best, as it lies just west of Karameikos's Blight Swamp and Achelos Woods. This proximity to the old Black Eagle Barony also meant that the shire spent decades skirmishing the Black Eagle's forces in the swamp and woods, as well as on the soil of the shire itself, although it was Eastshirers who finally brought him to justice in the end.

Those who claim that the Five Shires are too settled to be a home for adventurers—although this is always a strange complaint to make about one's home, and a rather rude thing to wish upon one's friends and neighbors—should wend their way to Highshire. Its rich forests and mines provide much wealth for the nation, but also lairs for goblinoids, lycanthropes and strange beasts of all descriptions. While still a civilized land, Highshire has the dubious honor of possessing enough ruins and dangers to keep any adventurous young *yallaren* busy.

Heartshire, the contented heart of the shires, lies further west and south along the Cruth Mountains from Highshire. The region's mines have long since run dry, and the shire now centers on the farms, nestled along the Flur and Ithypool Rivers. I spent my *yallaren* years productively here, working as an accountant in Fishtickle Bridge, where I first saw elves, passing through the woods on their way to Shadowgate.

It was in Southshire that our ancestors from the southern hemisphere first landed, long ago, and shipbuilding, shipping and commerce remain the principal occupations. It is a quiet realm, especially compared to the more boisterous maritime regions found in other countries, or even to our own Shireton.

The last proper shire, Seashire, is the opposite of Southshire. Where Southshire is sleepy, Seashire is busy, crowded (more than half of all hin live here) and always on the go.

In any other nation, our capital city of Shireton would be counted as a shire of its own. But this marvel of architecture, commerce and—something snobbish outlanders rarely associate with the great homeland of the hin—its cosmopolitan nature make it stand out, no matter whether it's a city, a shire or a nation unto itself. Traders from all around Mystara, ambassadors of a dozen nations, and anyone with a dream seem to gravitate here, and find a home.

The People

The hin grow up as a cheerful contradiction, one which outlanders have a hard time wrapping their heads about, but which is as natural as looking forward to the comforts of home after a nice walk in the woods for us: We love our homeland with such a fervor that I pity other races for living their entire lives without having similar dispositions, and yet we grow up stricken with a wanderlust, which we call *yallara*.

Hin who are struck by *yallara*, the *yallaren*, typically set out to see the world as youths, and can be found across the Old World and ports beyond. Hin hire out as guides on the Isle of Dawn, fight as gladiators in Thyatis or serve as food-tasters in Sind. The goal is to experience life and discover what it is that the individual hin should do with his or her life. In the last year, many of our *yallaren* set sail for the southern hemisphere aboard the Blue Turtle, seeking out the origins of the hin race in the adventure of a dozen lifetimes.

Once the *yallara* passes, hin typically return home—although a handful can be found in other lands, notably Darokin, Karameikos and, recently, Highforge—to the land of their birth, the land of the Hundred Clans of the Five Shires. We each spring from one of the Hundred Clans (or near enough that it don't spoil the soup, as my mother always used to say), and most of us are born and die within sight of our clan's holdings. But wherever they live, it's a rare hin who doesn't contrive to have a warm fireplace, a full pipe and a fuller belly.

As a rule, my people tend towards good humor and good will, and a community spirit that provides in times of hardships. Few disagreements are settled with anything but sitting down and discussing it through, perhaps with a wiser, cooler head not involved in whatever the mess might be. (Of course, outsiders who see a two-century-long prank war going on between two clans might mistake it as something other than what it is—good fun—but that's them bringing their own problems in with them, isn't it?) Even the hin pirates who sail the Sea of Dread are a merry bunch, preferring that everyone live to laugh about the adventure afterwards.

At this point, the correspondents for other nations talk about their Immortals, and the relationship their people have to Them. The hin tend to frustrate clerics of other nations, because while we have High Heroes who have ascended to Immortality, they don't go putting on airs and telling us what to do, and the notion that a mortal hin isn't capable of figuring out how to live his or her life—perhaps with a bit of advice from clanmates—is simply, well, un-hinnish. The High Heroes do have their agents in the Five Shires, but the hin masters are more akin to the druids of the Old World, focusing on keeping the woods and hills and streams of the land healthy rather than telling decent folk how to live their lives. So was the land guarded in the time of the Gentle Folk—the elves who loved this land before we landed on these shores in the distant past—and so may it always be.

I'll drink to that.

History

In the nine years since the hin finally ended the threat of the Black Eagle Baron in nearby Karameikos, life has gotten back to normal in the Five Shires, I'm happy to say. The biggest news of recent years has been the arrival of a congregation of Leeshshire hin from Norwold last year. Their tour of the nation, including many lectures about life in the north and points in between, has excited a great number of hin. While some *yallaren* headed north to Norwold, all the talk of the Leeshshire hin of coming to the Five Shires, the "homeland of the hin," ended up firing the imagination of the nation like few things in recent memory.

A thousand hin, men, elves and gnomes signed up to sail aboard the Blue Turtle—including ne'er-do-well "traveling correspondent" Joshuan Gallidox—which headed out late last year, before the seas turned nasty for the winter, sailing first to Ierendi, then to the Serpent Peninsula and from there to points south, attempting to retrace the steps our ancestors took coming here, millennia ago. Reports from Ierendi and the Serpent Peninsula say that the voyage began well, and indeed, picked up a few scholars and adventurers on the way, adding to the lore the scholars aboard were assembling.

Last year was an eventful one for other reasons: there was a scandal at this summer's Seashire Summer Fair, when the legendary "Phantom of the Fair" began killing off award-contending livestock. A group of adventurers finally brought an end to it, but it was a messy one, to be sure, with a Glantrian transmuter and the oldest hin still living in the Shires, Ashmore "Old Hin" Battlebur, among those mixed up in the incident. A crying shame, and not at all representative of how we do business here in Wereskalot, the Gateway to Karameikos.

My grandfather always told me stories about a gold dragon who was sometimes seen in the skies over the shires, and last year his stories were proven true: A gold dragon was seen several times throughout the year, including an incident where it went digging about in the middle of the standing stones of Ringrise, which just goes to show you that dragons are bad neighbors, whatever the bards might say.

Don't Miss

My editor has told me not to recommend the summer fairs each shire holds again this year, as I did in my first draft, so under protest, I will not, although they make an excellent second choice.

Instead, I recommend every visitor to the Five Shires to seek out Shireton, and to explore its whimsical and endlessly creative architecture. Generations of future architects return from *yallara*, inspired by the forms and shapes that they have seen in their journeys, and they all seem to want to build their creations in Shireton. Buildings shaped like seashells, like castles, like ships, like birds or like nothing ever seen before by this hin can be found throughout the city. Life is meant to be enjoyed, and that's a lesson that can be learned even by sitting on the whale-shaped balcony of a hotel in Shireton, enjoying a good meal and looking out to sea, and listening to the hin in the bar below enjoying a good sing-along...

Glantri (Principalities of)

Location: North of Darokin, south of Wendar, west of the Ethengar Khanates. OW

Area: 116,650 sq. mi. (302,124 sq. km.).

Population: 607,700 humans and elves, plus approximately 14,600 humanoids living in and around the Great Crater.

Languages: Thyatian (Glantrian, Aalbanese, and Caurenzan dialects), Alphatian (Flaemish dialect), Elvish (Belcadiz and Erewan dialects), Sylaire (a.k.a. Averoignian), Kaelic (a.k.a. Klantyre), Fenswick (a.k.a. Anglais), Traladaran (Boldavian dialect), Ethengar (Krondaharan dialect), and numerous humanoid languages.

Coinage: *Crown* (pp), *ducat* (gp), *sovereign* (sp), *penny* (cp).

Taxes: Quarterly income tax of 10% as well as a hearth tax of 1 *ducat* per household. Also, almost every activity—including speaking in public, carrying weapons, wearing armor and spellcasting—requires a license of some sort with fees ranging up to 50 *ducats* a year for each activity.

Government Type: Magocracy, ruled by a wizards' council. Only mages can be nobles, and their voting power in the council is determined by their rank (prince, duke, count, etc.).

Industries: Agriculture, alchemy, magic, metallurgy, mining.

Important Figures: Jaggar von Drachenfels (Prince of Aalban), Carnelia de Belcadiz y Fedorias (Princess of Belcadiz), Juliana Vlaardoen (Princess of Bergdhoven), Morphail Gorevitch-Wozslany (Prince of Boldavia), Urmahid Krinagar (Prince of Bramyra), Carlolina Erewan (Princess of Erewan), Dolores Hillsbury (Princess of Fenswick), Angus McGregor (Prince of Klantyre), Ralindi Virayana (Prince of Krondahar), Kol (Prince of New Kolland), Isidore d'Ambreville (Princess of Nouvelle Averoigne), Malachie du Marais (Prince of Morlay-Malinbois), Harald of Haaskinz (Prince of Sablestone and Grand Master of the School of Magic).

Flora and Fauna: Because of the magical interference and summoning of countless mages, almost any plant, animal, or creature—whether native to Mystara or not—can be found within the principalities.

Further Reading: GAZ3 *The Principalities of Glantri*, PC4 *Night Howlers*, *Glantri: Kingdom of Magic* boxed set, previous almanacs.

Last Year's Events: Glantri continued to be a place of intrigue, with notably the Barony of Oxhill changing hands, a marriage between House Singhabad and House Krinagar, or the abduction of *Herr* Sigmund von Drachenfels. The Followers of the Claymore led several audacious attacks to further their own goals of overthrowing the magocracy, though they too were played by the political forces of Glantri. Many politically heavy events also arose in the aftermath of the Alexander Day Massacre, including the unexpected return of Volospin Aendyr. Bergdhoven gained an heiress, and Princess Juliana got rid of the Black Eagle. Meanwhile, the *Radiance* gained a voice of its own, though who or what it is remains a mystery.

Description by Joachim Saxenburg von Drachenfels.

In my official capacity as the court historian of House Ritterburg, I am fortunate and proud to have the task of giving comment of our proud Principality of Aalban, the greatest principality of Glantri! *Ja*, though many may disagree with this bold claim, few will deny that we Aalbanese have many proud traditions that distinguish our culture and nation above the rest, not just in Glantri, but throughout the Old World.

The Land

Aalban is in the northwestern region of Glantri, a valley of hills and pastures nestled in the Wendarian Ranges. When the Flaems first settled in the Highlands near the end of the third century, Aalban was one of the original seven duchies, albeit the most rustic one. Only a century later, when legends of the Dragonlord of Mystara sprang up, did obscure, rural Aalban become noteworthy as the home and haunt of the adventurous dragon slayers! Indeed, it was this reputation of Aalban that drew the famous dragon-hunting Drachenfels to these lands during the Thyatian migration of the 720's. As leaders of the powerful military faction of the Hattians, the Drachenfels transformed Aalban from the agricultural backwater under Flaemish rule to the mighty military realm it is today!

The People

The people of Aalban are known for their grand military heritage. The first Hattian colonists of Aalban were veteran generals of the imperial Thyatian army, and their names—Ludenburg, von Graustein, Löwenroth, von Drachenfels—live on today in the ranks of the Glantrian military. Healthy young males of Aalban are bound for a proud military life. Those who are without magic are conscripted for two years of military service; many remain and rise in the ranks of the army. *Ja*, Aalbanese soldiers receive considerable prestige and appropriate compensation for their service; it is their pride in the Aalbanese military tradition that makes them the best soldiers of Glantri.

And together with our military might is our battle magic, the undeniable influence of the Alphatian battlemages that became part of Aalbanese people during the Forty Years War. Many of the Glantrian military wizards come from Aalbanese families; those who do not would grudgingly admit that the Aalbanese tradition of military magic is by far superior. Indeed, our reigning *Prinz* Jaggar von Drachenfels himself is descended from a long and proud line of Glantrian military leaders, and he is hailed as the greatest warden of the marches of all time.

[According to our other Glantrian sources, the Aalbanese people are not purely Hattian, but rather a mix of Hattian and Alphatian heritage. It is also known that this racial intermingling is a source of friction within Aalbanese society, and even within the ruling Drachenfels family. The traditionalist Hattians of Aalban, such as our correspondent Herr Joachim von Drachenfels, tend to play down this fact, while rivals of Aalban are inclined to exploit it. Ed.]

After manpower and magic, the third pillar of the Aalbanese military is machines. Aalban is home to numerous blacksmiths and forges, and famous for the great factories that produce ballistae, trebuchets, juggernauts, and other war machines, be they made of wood, iron, stone, or steel. Of course, Aalbanese artisans are not limited to colossal military machinery, as they also craft all types of weapons, armors, as well as everyday tools and the finest gadgets with miniature clockwork pieces. Magic is also used in the creation of such machines by Aalbanese, which often leads to the preposterous rumors of technomancers or gnomish tinkerers working in Aalban.

History

Everything in Aalban is strictly controlled by the military, and as such, Aalban has been a prosperous haven in times of peace, and an orderly stronghold in times of war. During the Great War, Aalban was neigh impregnable under *Prinz Jaggar's* protection, even as he was defending the principalities himself! There were many unconfirmed sightings of gold dragons patrolling the Aalbanese skies, believed to be allies summoned by the Drachenfels. But there were many more reports of groups of iron golems appearing out of nowhere to crush invading enemies of Aalban, leading many Glantrians to believe that *Prinz Jaggar* had in his control an entire army of iron golems!

The past decade has been peaceful for Aalban, being largely untouched by the Ethengar invasion. Some may even call these times happy, with the wedding of *Herr Sigmund von Drachenfels* [*Jaggar's son and heir. Ed.*] to *Frau Walburg Löwenroth*, daughter to another Aalbanese nobleman, Baron Franz Löwenroth of Adlerturm. Most recently, *Frau Walburg* gave birth to triplets, who will undoubtedly carry on the noble Drachenfels name and the proud Aalbanese traditions.

Don't Miss

Within the impenetrable *Schloß Ritterburg* is the laboratory of *Herr Sigmund von Drachenfels*, the eccentric inventor-wizard (and future ruler of Aalban!). Though dangerous explosions, noxious gases, and other weird magical emanations are the most common things that come out of *Herr Sigmund's* workshop, the madcap crackpot has managed to produce many wondrous, if bizarre, inventions, often both magical and mechanical. His latest creation is a mechanical drolém [*dragon golem. Ed.*] that breathes fire and hisses steam, but run by levers, cogs, and cranks, and fueled by water and fire elementals. *Herr Sigmund* sardonically named the metallic contraption "Old Dolores," named after his father's former lover, Princess Dolores Hillsbury of Fenswick.

Late last year, *Herr Sigmund* had his first testrun of the dragon-shaped machine in Graez, much to the delight of the villagers. But a few weeks later, "Old Dolores" was attacked and *Herr Sigmund* abducted, presumably by the Free Anachronic Society of Aalban, a secret cabal of extremist wizards radically bent on destroying technology and machines of all kinds. [*The Anachronics were also implicated in the arson of the Montgolfière & Urbaal Ltd. skyship factory the previous year. Ed.*]

Gråbjerg (Jarldom of)

Location: Beneath the Gråbjerg Mountains, Noslo Island, Kingdom of Ostland. OW

Area: The tunnel systems are impossible to measure, but Gråbjerg covers 350 sq. miles (905 sq. km.).

Population: Estimated at 8,200 dwarves.

Languages: Dwarvish (Archaic dialect). Some individuals may also know giantish languages or Heldannic.

Coinage: *Glitter* (5 gp), *shine* (10 sp), *rock* (1 cp). Trade in gems and jewelry as well as barter is widespread.

Taxes: Unknown.

Government Type: *Jarldom*, member of the Kingdom of Ostland.

Industries: Mining (precious metals and gems), metalworking, crafts.

Important Figures: Throfar Strongarm (*Jarl*), Gilis Shadowborn (Heiress).

Flora and Fauna: Cavern creatures, such as lizards, bats, giant beetles and spiders, as well as the occasional hook beast or rust monster, can be found throughout the tunnel system. Many exotic varieties of fungi grow all over the caverns.

Further Reading: GAZ7 *The Northern Reaches*.

Last Year's Events: Political marriages into other Modrigswerg clans followed by the opening of trade resulted in an alliance, allowing Throfar to become a force within Ostland and be officially recognized as a *jarl*. Throfar convinced King Finn to allow raids into Vestland in retribution for that kingdom's offensive against its Modrigswerg population.

Halathius (County of)

Location: Southeastern corner of the continent of Brun, along the eastern spur of the Altan Tepes Mountains, south of Ylaruam. OW

Area: 3,920 sq. mi. (10,155 sq. km.).

Population: 31,000 including the town of Goldleaf (pop. 6,200).

Languages: Thyatian (Thyatian dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Light agriculture, mining, metallurgy, gold-working.

Important Figures: Sabrina Andreana (Countess), Anthemus Adreanus (Heir), Maximillian von Hauptstein (Guard Commander), Brackularus Lactanius (Prelate), Mercurius Praesentinus (Magist).

Flora and Fauna: Pine trees and aspens in the Southern Altan Tepes Mountains. Herds of sheep, goats, and mules. Bees kept for honey. Bears, boars, centaurs, lycanthropes, mountain lions, foxes, dryads, wolves, unicorns and goblinoids can be found in the wilds of the empire. Hill giants and ogres in the hills. Pegasi, griffons, rocs, ruby, gold, and white dragons in the mountains.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.

Hattias (Duchy of)

Location: Large island off the southeastern corner of the continent of Brun, south of the city of Thyatis, east of Minrothad. OW

Area: 12,980 sq. mi. (33,620 sq. km.).

Population: 420,000 including the city of Hattias (pop. 31,500) and the towns of Port Hatti (pop. 10,500), Vinton (pop. 5,300), Pilon (pop. 10,500), and Gray Bay (pop. 7,900) and Fort Southpoint (pop. 1,300). Population change due to emigration of Hattians to Heldannic lands and re-settlement of Milenian refugees from Davania, as well as some Thyatians from elsewhere within the empire.

Languages: Thyatian (Hattian dialect), dialects of Milenian spoken as well.

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture, ale & beer, animals (especially sheep & goats), crafts, fishing, oil, privateering, trade, wine, wool.

Important Figures: Thyarius Palykratidius (Duke), Eugenos (Lord).

Flora and Fauna: Mulberry trees (for sericulture), grape vines, olive trees, cedar, peach, pear, orange, and cherry fruit trees in cultivated orchards. Herds of cattle, sheep, horses, goats, swine, and mules. Bees kept for honey. Bears, boars, centaurs, lycanthropes, mountain lions, foxes, dryads, wolves, unicorns and goblinoids can be found in the wilds of the empire.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: New roads and an academy were the outward signs of the improvements in Hattias, though the assimilation of the Milenians does not always go without prejudice in Hattias.

Heldann (Territory of)

Location: North of Ethengar and Rockhome, east of Wendar. OW

Area: 25,000 sq. mi. (64,750 sq. km.).

Population: 285,000. Population increased due to Hattian migration, but the civil war has also taken its toll.

Languages: Thyatian (Hattian dialect), Heldannic. Thyatian is the official language of the nation.

Coinage: Heldannic Standard: *groschen* (5 gp), *gelder* (gp), *erzger* (cp), *markschen* (sp), *fenneg* (cp).

Taxes: 15% income tax collected four times a year. 10% tithes to the Heldannic Knights collected once a year. 1 *gelder* head tax collected once a year from all those not in military service. There is also a 5% sales tax on all items but food and clothing.

Government Type: Military theocracy, member of the Heldannic Empire.

Industries: Agriculture (wheat, barley, and potatoes), mining (iron), sheep herding and fishing.

Important Figures: Heinrich Straßenburger (Purported *Oberherr*), Geoffrey of Grunturm (Rebel Leader), Anna von Hendriks (*Ordensmeisterin*).

Flora and Fauna: One can commonly encounter sheep and elk herds, bears, boars, wolves and yetis. Rarer, but more deadly, are the snow apes, hill and stone giants, gnolls and lycanthropes. Occasionally a dragon will be spotted, but the Heldannic Knights hunt them down as soon as possible.

Further Reading: Previous almanacs. Also, several articles of the *Princess Ark* series can be useful.

Last Year's Events: See below.

Description by *Freiherr Hendrik von Gultzer*.

It is with pride and honor that I write to you about the magnificent Heldannic Territories and the glory of Vanya. I hope that this entry into the *Mystaran Almanac* will help refute all disparaging remarks made about the Heldannic Knights and show the world the true valor behind our ideals and way of life.

I now give you a description of Heldann, the Gateway to Norwold.

The Land

The lands of the Heldannic people are harsh and unforgiving. Our winters are noted for their cold winds that pierce right down to your bones, and the summer is not much warmer. Cold waters from the northern regions of the Alphatian Sea splash upon our shores, keeping the warm months cooler than most other nations of the Old World.

The land is as beautiful as it comes, with many renowned painters traveling to Heldann just to paint portraits of the landscape. Pines and spruce are everywhere, and mountain runoffs create numerous small, crystal-clear lakes.

Although covered in pines, the land is rocky and not very adequate for agriculture. Despite this, hardy Heldanners work the lowlands, producing enough food for the people to survive. Further from shore, tall rough-edged mountains dominate the land, effectively marking our border with Wendar and Denagoth.

The People

While our land is definitely picturesque, it is the people of the Heldannic Territories that are the true heart of our nation. They are hardy and resourceful, never giving up on any task they set to heart. The fact that they manage to grow crops and even thrive in this harsh land is proof enough of this fact.

Heldanner commoners are a tall, light-skinned people most likely related to the men of the Northern Reaches. They toil the fields and are at peace with themselves and the world. The more worthy and brave among them join the ranks of the Heldannic Knights.

The majestic Heldannic Knights were once majority Hattians (from Thyatis), but now they are equally represented between Thyatians and Heldanners. They preach of conquest and glory, and as has been proven in the land of Norwold, these are not empty words. One day, as foretold by Vanya, the Heldanners and Hattians will rule the world in Vanya's name. This dream is becoming more of a reality with each passing year, as our frontiers are pushed further to the north, and those lands we claim are brought fully under the order's control.

History

Heldann has had a remarkable growth period recently. The land under our control is so great, we had to divide it into several territories [*notably, Heldann, Heldland, and Vanya's Rest. Ed*] which, together, form the Heldannic Empire. More recently, our glorious armies secured a new dominion, the Davanian city-state of Polakatsikes, which is now enjoying the fruits of Heldannic suzerainty. Admittedly, a few vagabonds throughout our lands have stubbornly resisted our rulership, but our armies crushed these lawless bands, who were known to trouble the other inhabitants. Many have thanked us for our remarkable control on crime and punishment of all criminals.

On our own, we are a formidable army, yet we also have the blessing of the Lady Vanya. Rest assured that the Heldannic Order will deal appropriately with those malcontents who seek to destabilize the land for their own selfish ends, including Sir Geoffrey of Grunturm (there is a 100,000 *gelder* reward for his head), and the traitorous Helmut Jaschke, the self-styled "Count of Wolkenburg" in Heldland (we are offering a 25,000 *gelder* bounty for his head).

Similarly, the tales of threats to our Davanian territories are fallacious; we have successfully repulsed the assaults mounted by the savage Meghaddara and the uncouth Mivosians, with little loss of life. Thus proving again our unity and strength in the face of adversity.

The existing situation changed markedly towards the end of AC 1015 and afterwards, however. During the now-famous Crown War in Thyatis, domestic political unrest rose to an unprecedented level, much to the detriment of the hard-working denizens of Hattias. The unspeakable cruelties of the Storm Soldiers, as well as the retribution meted out by Eusebius, forced many honest Hattians to seek a new home, unwilling as they were to live in a war zone, or to see their once-fair land reduced to ruin. In the spirit of eternal brotherhood, and by the grace of mighty Vanya, we generously opened our borders to these people, and arranged for tracts of land to be allocated to them, should they decide to stay in Heldann. Much to our surprise, every one of the refugees from Hattias decided to stay—a miraculous testament to the integrity of the Heldannic Order, and the inherent goodness of Vanya's principles.

The Heldannic Knights have continued with their tradition of conquest in AC 1016, conquering large swaths of lands in the north up to Oceansend (which we have kindly relinquished for now, for strategic considerations), expanding their dominions in the southern continent of Davania, and proving their mettle through the temporary seizure of Helskir, which we then surrendered in good faith. Since then, a number of discontented knights, led by Heinrich Straßenburger, have complained about the path the order has recently been taking in its quest to propagate the faith of Vanya. Their concerns are being dealt with in an expeditious manner.

Don't Miss

Freiburg, the capital of Heldann, was once a filthy and tightly-packed town. But the Heldannic Knights destroyed most of it, rebuilding it with spacious streets (so a parade of knights on horseback could easily get through town) and sturdy buildings.

At the center of town lies the majestic Star Chamber, a temple and barracks dedicated to the Lady. From this magnificent chamber the *oberherr* rules the land and the will of Vanya is interpreted by the high priests. Freiburg also has the most impressive city walls on Mystara. The knights claim that nothing can or ever will breach the walls. Many architects and siege engineers agree with them. Some outside observers, obviously lacking crucial information, have claimed that a band of usurpers have indeed breached Freiburg's legendary walls. These claims are gross exaggerations; I would suggest that dutiful readers of the *Mystaran Almanac* wait for the official statement by the leadership of the Heldannic Order on the state of affairs in our fair nation, before jumping to any rash conclusions.

Visitors are also encouraged to visit the small, but pleasant, port town of Kammin. Far cleaner than its northern counterpart, the disgusting town of Landfall, Kammin is a place where local sea traders may sell their wares—such as whale oil, walrus tusks, and cold-water fish, though even the more exotic goods of the south sometimes find their way here—and relax between journeys. Compared to the bustle of Freiburg, Kammin presents to the visitor an air of calmness.

Do Miss

Although Heldann is a safe, orderly realm, one should always exercise caution when venturing near the borders with Ethengar and Denagoth. Of the former, little need be said, as the reputation of those barbarians is well known to civilized folk, but Denagoth is less known. It is a dark, forbidding land—certainly no place for righteous followers of Vanya, or any other wholesome Immortal, I will admit—whose humanoid inhabitants are under the sway of the foul Shadow Lord. Little is known of him—and the less said, the better—or his legions, but the aura of decay emanating from that evil place carries over the Mengul Mountains themselves. It is more pronounced in Heldland, where the land itself becomes blighted as one approaches Denagoth, but even in fair Heldann the air is colder, the forests are darker, and even the sun is seemingly dimmer, as one traverses the eastern foothills of those brooding mountains. Suffice it to say you have been warned.

It has also come to our attention that foreign merchants have reported to their respective houses that Heldannic waterways and roads are currently unsafe due to a prolonged period of localized unrest. This is patently untrue. The Heldannic Empire is open to all merchants from civilized nations, and their legitimate goods.

Ierendi (Kingdom of)

Location: South of the Five Shires and Karamaikos, west of Minrothad Guilds. OW

Area: 17,240 sq. mi. (44,652 sq. km.).

Population: 59,700 locals, plus as many as 20,000 visitors during the summer tourist months.

Languages: Thyatian (Darokinian dialect; for trade and tourist business), Makai (native language).

Coinage: *Pali* (10 gp), *geleva* (gp), *sana* (sp), *cokip* (cp). All foreign currency is also accepted.

Taxes: Tourists must pay a 10% room tax wherever they stay, as well as a 5% sales tax on food. There is also a sales tax of 5% on everything else for both tourists and locals. Locals must pay a poll tax of 10 gp per person per year.

Government Type: Constitutional monarchy; power is held by elected members of noble families, while a king and queen act as figureheads for a year-long reign.

Industries: Tourism, fishing.

Important Figures: Reston of Akesoli (King).

Flora and Fauna: There are not many monsters that can harm people found on the islands of Ierendi, with the exception of Safari Island which is purposefully populated with dangerous animals and monsters from all over the Old World.

On the sea, pirates are the real danger. Sharks are rather common as well.

Further Reading: GAZA *The Kingdom of Ierendi*, previous almanacs.

Last Year's Events: Millington Vonaday, a diplomat from Ierendi, managed to be invited to see the Oracle of Honor Island.

Jalawar (*Mumlyket* of)

Location: Southwest of the Atruaghin Plateau, south of Shajarkand, northeast of Jaibul. OW

Area: 13,500 sq. mi. (34,965 sq. km.).

Population: 65,500.

Languages: Sindhi, some Thyatian (Darokinian dialect).

Coinage: Sindhi Standard: *guru* (25 gp), *rupee* (5 gp), *bhani* (gp), *kbundar* (sp), *piaster* (cp).

Taxes: See Sind. *Rani* Drisana Madhar has long tried to change the caste system in her *mumlyket*; now that she is back in power, the tax distinctions due to caste may change.

Government Type: Feudal monarchy. The ruler of Jalawar (called the *rani*) owes fealty to the *Rajadhiraja* (King) of Sind, Chandra ul Nervi.

Industries: Agriculture, trade (salt, silk, cotton, rice, and especially tea).

Important Figures: Drisana Madhar (*Rani*), Inay Paramesh (Former *Rajab*).

Flora and Fauna: See Sind.

Further Reading: *Champions of Mystara* boxed set, previous almanacs.

Last Year's Events: None to report.

Kadesh (Rajahstan of)

Location: South of the Adri Varma Plateau, southwest of Peshmir, north of Baratkand. OW

Area: 20,500 sq. mi. (53,095 sq. km.).

Population: 30,600.

Languages: Sindhi, some Thyatian (Darokinian dialect).

Coinage: Sindhi Standard: *guru* (25 gp), *rupee* (5 gp), *bhani* (gp), *khundar* (sp), *piaster* (cp).

Taxes: The three privileged castes—*himaya*, *rishiya*, and *jadugerya* (fighters, clerics, and mages)—of Kadesh owe annual taxes of 25% on all profits, taxes, services and goods received from others, but this tax may be waived if they offer their services to the government or others of the privileged castes. Members of the *prajaya* caste (farmers and craftsmen) owe 25% of all produce to their *mumyket*, with another 25% going to the *rishiya*s for spiritual services. The *kuliy*a caste (slaves and unskilled laborers) are not taxed. Additionally, a white-skinned sub-caste (called *urdu-varna*) must pay a poll tax of one *khundar* per person.

Government Type: Independent feudal monarchy. The ruler of Kadesh is allied to the Master of Hule.

Industries: Agriculture, logging, trapping, trade (fur).

Important Figures: Kabir Rudraksha (*Maharajah*), Salmalin Mahavir (Cult Leader).

Flora and Fauna: Monsters that are found in this regions of Sind include animal herds, giant ants, bandits (in the desert), basilisks, camels, cockatrices, djinn, red dragons, efreet, elephants, ghouls, gnolls, giant lizards, lupins, manscorpions, mummies, giant scorpions, shadows, sphinxes, and trolls.

Further Reading: *Champions of Mystara* boxed set, previous almanacs.

Last Year's Events: None to report.

Kantrium (Duchy of)

Location: Southeastern corner of the continent of Brun, east of Retebius, west of Tel Akbir, south of Halathius. OW

Area: 1,680 sq. mi. (4,350 sq. km.).

Population: 104,500 including the city of Kantridae (pop. 15,700).

Languages: Thyatian (Thyatian dialect), Elvish (Vyalia dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commerc*ia sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture, animals (especially goats, sheep), crafts, fishing, trade, wool.

Important Figures: Leonidas Ruggiero (Duke).

Flora and Fauna: Mulberry trees (for sericulture), grape vines, olive trees, peach, pear, orange, and cherry fruit trees in cultivated orchards. Herds of cattle, sheep, horses, goats, swine, and mules. Bees kept for honey. Bears, boars, centaurs, lycanthropes, mountain lions, foxes, dryads, wolves, unicorns and goblinoids can be found in the wilds of the empire.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.

Karameikos (Kingdom of)

Location: East of Thyatis, west of the Five Shires, south of Darokin and Aengmor. OW

Area: 43,950 sq. mi. (113,830 sq. km.).

Population: 354,000 humans (40% Thyatian, 60% Traladaran) and 82,000 demihumans (89% elves, 6% gnomes, 3% dwarves, 2% hin).

Languages: Thyatian, Traladaran, Elvish (Callarii, Vyalia, Alfheim and Erewan dialects). Thyatian is the official language of the nation.

Coinage: *Royal* (gp), *crona* (sp), *kopec* (cp).

Taxes: Quarterly income tax of 25% for commoners and 20% for nobles. Sales tax of 5% as well as an import tax of 1%.

Government Type: Feudal monarchy, member of the Western Defense League.

Industries: Logging, mining (gold and silver), agriculture.

Important Figures: Stefan Karameikos III (King), Olivia Karameikos (Queen).

Flora and Fauna: The wilderness of Karameikos is inhabited with all sorts of animals and monsters. Various reports of lycanthropes, vampires, and other undead are very common.

Further Reading: GAZ1 *The Grand Duchy of Karameikos*, *Karameikos: Kingdom of Adventure* boxed set, previous almanacs.

Last Year's Events: Karameikos worked to defuse international tensions and improve trade, notably with its powerful eastern Thyatian neighbor. Internal tensions, about the open policy toward Thyatis and between Karameikans of Traladaran and Thyatian descents, continued to heighten. Glantri finally deported the Black Eagle to Karameikos. The *skyskip Concordia* came back from the Hollow World, though it appears her upkeep may prove to be beyond Karameikos's capabilities, especially with Master Terari leaving unexpectedly the kingdom to return to his homeland, leaving the Karameikan School of Magecraft in disarray.

Description by Sir Cassius Falconclaw.

Well met, good readers. After several years of that odious little creature, Joshuan Gallidox, concocting his version of events for this esteemed publication, Her Royal Highness, Queen Olivia, prevailed upon me, a knight of the Queen's Men, to do better by the nation than the little man-child had. Fortunately, his race is currently seized by a blessed moment of national insanity, and he has set sail with a ship that left the Five Shires late in AC 1018. May he be devoured by a sea serpent and trouble civilized folk no more.

It is my duty and my honor to provide an accurate and informative entry for this publication, as bid by Her Royal Highness. This humble soldier must beg the indulgence of his readers, as his hand is more used to carrying a lance than a quill, and my words cannot do justice to this, greatest of all nations.

The Land

Like a dark cloak around the head and shoulders of the Empire of Thyatis, the Kingdom of Karameikos is a land of dark woods, chilly farmlands and forbidding peaks. So it has been for thousands of years, before the light of civilization came to this land.

A new network of roads, which grows in quality and extent by the year, connects the sturdy settlements the kingdom has created. These roads are well patrolled, giving the common folk a security they never knew prior to the heroic liberation of their land. Indeed, many settlements are now springing up along these roads, which form the bones of this new country, strong and hearty.

The great city of Mirros in the south is the nation's capital, a first-rate seaport and one of the wonders of the Old World. A center for art, industry and culture, the city predates the nation, but all agree that it has only now come into its golden age.

The other large settlement of note is the trading city of Kelvin, a fortified city that stands as a stabilizing force in what was once the lawless heart of the land. E'en today, it combats chaos, as wizards from the School of Magecraft in Krakatos are required to restrain themselves by law when visiting this vibrant and earthy city. No arcane spellcraft is permitted within the city, a just and sensible ruling and one that keeps so-called "adventurers" in line as much as it does visiting student wizards.

North of Kelvin, the land rises towards the mountains, where a vassal race of gnomes lives in a region known as Highforge. Each year, these little creatures descend from their burrows to curry favor with their masters, bringing toys, worked metals and clever little clockworks to market in Mirros. A stern hand is needed when dealing with them, as most seem slightly mad, but they respect His Royal Highness as their rightful leader, as do all who have benefited from the benevolent rule of King Stefan.

The People

Prior to the liberation of the land by Thyatis in the last century, the Traladaran people were ruled in the rudest way by hereditary warlords, whose families held the ignorant peasantry in an iron grip, in a fashion more befitting the humanoid raiders of the Broken Lands than allegedly human rulers.

Since that glorious liberation, the Thyatians have taken great pains to educate and elevate that Traladarans. But the latter are a simple folk, whose love of superstition and aversion to hard work has created unfortunate obstacles for the good works set before their undeserving feet.

Some progress is being made, though; while older Traladarans will likely go from filthy hut to muddy grave, ignorant and sullen, the younger generation increasingly is mixing with their Thyatian betters in the modern cities King Stefan the Third has put up in place of the shantytowns that once dotted the wilderness of the so-called nation of Traladara. Few have yet learned to read and write, so I know, alas, that this educational volume will only be intellectual fodder for those who have learned the value of such; perhaps in a generation or five, to be of Traladaran heritage will be little more than an amusing anecdote, rather than a birthright of ignorance and poverty.

His Royal Highness believes this to be so, and sees the "New Karameikans" arising in our cities, towns and schools. It is through his benevolence and wisdom that this great nation is being forged from a deadly wilderness, once home only to bandits and barbarians.

History

Things go well under the reign of Good King Stefan and Queen Olivia, who ascended to the throne to the joy of all during the dark days of war earlier this century, throwing off the yoke of antique Thyatis for a new and more glorious destiny. Of course, there will always be fools and children who complain that they must work for a living.

Yammering peasants from the Radlebb Forest have tracked their mud into court more than once last year. First, they claimed that the sword *Reaver*, allegedly a creation of the court wizard of the king's cousin Ludwig von Hendriks (who was framed by those man-children of the Five Shires for alleged crimes they suffered when he entered their territory to suppress the bandits they harbor there), had come to light, and that various bands of humanoids were battling for control over it. Their benighted hamlet of Midwood became a focal point for adventurers seeking gold and glory, and perhaps the sword. What the peasants say became of the sword, I do not know, but as I see no army of goblins marching on Mirros from the room in which I write, high above the castle walls, I think it's safe to say the whole incident was nothing more than yet another drunken peasant running into a solitary goblin with a dagger in the woods and trying to get the attention of his betters with a wild story.

More of a problem has been the so-called "Wolf King" at the northern edge of the Radlebb. Dressing in wolf skins, this bandit chieftain stages raids of dozens of "werewolves" into villages of credulous Traladaran mendicants, and picks the places clean when they all flee screaming into the night. So far, local officials and adventurers have been unable to bring the Wolf King to justice, but Her Royal Highness has asked that I personally lead some troops there to show the locals what's what. That should put an end to things, and no mistake.

While I'm in the northern hinterlands of the kingdom, I've a mind to swing by the burrows of the gnomes in the Highforge province. These twisted little half-men—a sort of debased gutter dwarf, handy but too clever by half—had the temerity to spy upon the court in Mirros and then make a jape of it, with their ridiculous pantomime of secret agents flitting about the capital last winter. I myself shut down the Whizbang Holding Company, by Her Royal Highness's order.

Don't Miss

The public school system established by Her Royal Highness is a shining example to nations throughout the Old World. In every pocket of true civilization in this great nation, visitors can see the New Karameikans being educated, with the Traladaran people being brought up from ignorance and squalor alongside their Thyatian betters, treated as equals in this great land of ours.

Do Miss

While the hinterland provides the nation with its mining, lumber and food, the truth is that outside of Mirros and perhaps Kelvin during festival season, most of the country is deadly dull, and something to be passed through with all due haste by readers of discernment. The heart of the nation is in Mirros, and all that is worthwhile can be found here.

Kerendas (Duchy of)

Location: Southeastern coast of the continent of Brun, north of the Sea of Dread, east of Vyalia, west of the Duchy of Thyatis and south of the Altan Tepes Mountains. OW

Area: 7,560 sq. mi. (19,580 sq. km.).

Population: 522,500 including the city of Kerendas (pop. 104,500; 95% human, 4% elven, 1% dwarven and hin), the towns of Bayville (pop. 5,200) and Bridleton (pop. 10,500) and Chonae (pop. 1,000) and Kerendas Outpost (pop. 1,300).

Languages: Thyatian (Kerendan dialect), Elvish (Vyalia dialect).

Coinage: Thyatian Standard: *emper* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

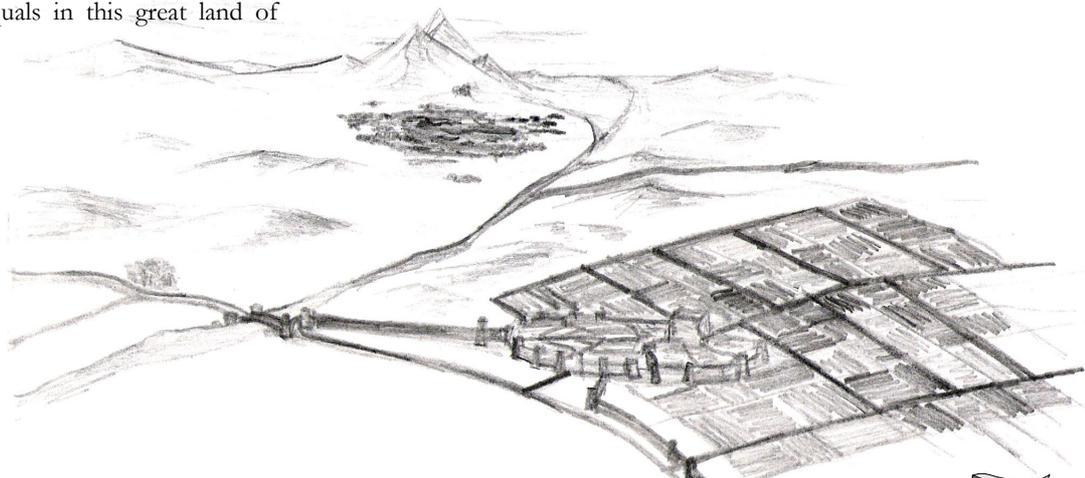
Industries: Agriculture, ale, common metals, crafts, fishing, hides, mounts, preserved meat, trade, wine.

Important Figures: Maldinius Kerendas (Duke), Vincentius Hallicarnasas (Magist), Cyril Christophorus (High Priest).

Flora and Fauna: Mulberry trees (for sericulture), grape vines, olive trees, cedar, peach, pear, orange, and cherry fruit trees in cultivated orchards, maple, birch, and oak trees. Herds of cattle, sheep, horses, goats, and mules. Bees kept for honey. Bears, boars, centaurs, lycanthropes, mountain lions, foxes, dryads, wolves, unicorns and goblinoids can be found in the wilds of the empire. Hill giants and ogres in the hills.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: The town of Chonae was founded along a bend in the Trevanian River in the hills on its western bank.



Lucinius (Duchy of)

Location: Southeastern coast of the continent of Brun, spur jutting east from Thyatis into the Gulf of Kantrium and the Sea of Dawn. OW

Area: 2,240 sq. mi. (5,800 sq. km.).

Population: 104,500 including the city of Lucinius (pop. 41,800; 85% human, 10% elven, 4% dwarven, 1% hin), the towns of Lone Cove (pop. 5,200) and Hillcape (pop. 5,200) and Lucinius Outpost (pop. 1,300).

Languages: Thyatian (Thyatian dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture, crafts, fishing, oil, shipbuilding, trade, wine.

Important Figures: Baldassare Patrizio (Duke), Alexandra Patrizio (Duchess), Philippicus Patrizio (Heir), Satabus Lucasian (Fleet Admiral), Pelagius Daphnorakenzes (Prelate), Theomisticus Chrysemion (Magist).

Flora and Fauna: Mulberry trees (for sericulture), grape vines, olive trees, cedar, peach, pear, orange, and cherry fruit trees in cultivated orchards. Herds of cattle, sheep, horses, goats, and mules. Bees kept for honey. Bears, boars, centaurs, lycanthropes, mountain lions, foxes, dryads, wolves, unicorns and goblinoids can be found in the wilds of the empire.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: The road system was further improved in Lucinius.

Machetos (County of)

Location: Southeastern coast of the continent of Brun, along the eastern border of Karameikos and the Kerenda River, north of the Sea of Dread and south of the Altan Tepes Mountains. OW

Area: 1,800 sq. mi. (4,050 sq. km.).

Population: 31,300 including the town of Machetos (pop. 2,600) and Blackpoint Citadel (pop. 1,300).

Languages: Thyatian (Kerendan dialect), Elvish (Vyalia dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture, timber, fishing, trade, wine.

Important Figures: Demetius Vannopolus (Count), Michaelius Vaanes (Prelate).

Flora and Fauna: Mulberry trees (for sericulture), grape vines, olive trees, cedar, peach, pear, orange, and cherry fruit trees in cultivated orchards, maple, birch, and oak trees. Herds of cattle, sheep, horses, goats, and mules. Bees kept for honey. Bears, boars, centaurs, lycanthropes, mountain lions, foxes, dryads, wolves, unicorns and goblinoids can be found in the wilds of the empire.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.

Minrothad (Exarchate of)

Location: Island chain in the Sea of Dread, off the coast of Karameikos, west of Hattias, southeastern Brun. OW

Area: 8,120 sq. mi. (21,030 sq. km.).

Population: 207,000 (approximately 50% elves, 43% humans, 5% dwarves, 2% hin), including Minrothad City (pop. 25,900; mixed, primarily human and elven), Harbortown (pop. 12,400; mixed, primarily human and elven), Malfton (pop. 5,200; 80% hin), Seahome (pop. 25,800; 95% sea elven), Verdun (pop. 13,900; 99% elven), Gaptown (pop. 5,200; mixed), Stronghold (pop. 10,300; 99% dwarven), Cove Harbor (pop. 7,200; mixed).

Languages: Thyatian (official; used for trade purposes), Minrothaddan, Elvish (Meditor/Verdier dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp) official. Guild coins still common: *crona* (gp), *byd* (ep), *quert* (sp), *plen* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually. In addition, all imports (goods or services) have an 18% tariff, though all Thyatian dominions are exempted from this, paying only the *commercia*.

Government Type: Dominion, member of the Thyatian Empire. In Minrothad the traditional council consisting of the various guild masters of Minrothad advises the *exarch*.

Industries: Agriculture, crafts, fishing, mining (Fortress Island), services, shipbuilding (Minrothad City and Harbortown), trade.

Important Figures: Oran Meditor (*Exarch* and Guild Master), Nosmo Beldan (Merchant-Prince), Ormun Corser (Priest of Minroth), Saroso Elsan (Merchant-Prince), Ulard Forester (Guild Master), Murl of Vlaarden (Wizard).

Flora and Fauna: Birds, donkeys, goats and lizards are commonly spotted on the various islands. Monkeys and small, wild pigs are also known to be present deeper inland.

Vegetation consists primarily of mahogany and teak, although numerous fruit-bearing trees are also common.

Further Reading: GAZ9 *The Minrothad Guilds*, previous almanacs.

Last Year's Events: Minrothaddan merchantmen were part of the Thyatian expedition that toured Norwold in search of new markets, allies, protectorates, and client-states.

Mositius (Duchy of)

Location: Island off the southeastern coast of the continent of Brun, east of Hattias, south of Caryion. OW

Area: 1,232 sq. mi. (3,190 sq. km.).

Population: 20,900 including the town of Argevin (pop. 8,400).

Languages: Thyatian (Thyatian dialect), Elvish (Vyalia dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Light agriculture, fishing, oil, magic, tourism, trade, wine.

Important Figures: Triella Tien-Tang (Duchess), Allatine Proavistes (Lord), Frederick Beckman (Provost Marshal), Dong Luc-Thu (Priest).

Flora and Fauna: Grape vines, olive trees, date palms, cedar, peach, pear, orange, and cherry fruit trees in cultivated orchards. Bees kept for honey. Pegasi, griffons, rocs, ruby, gold, and white dragons as well as other aerial mounts are sometimes found as mounts for tourists. Merrow, dolphins, and other aquatic life off the coasts.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.



Orcland (a.k.a. the Orclands)

Location: Northeastern part of Darokin, northeast of Aengmor, southeast of Rockhome. OW

Area: Approximately 12,936 sq. mi. (33,504 sq. km.).

Population: Estimated at around 15,600 goblinoids (primarily orcs).

Languages: Most goblinoid tongues; Orcish is most common.

Coinage: Any (mostly stolen).

Taxes: Whatever can be taken from one's underlings.

Government Type: Coalition of semi-autonomous nations, each ruled by a chief. Nominally part of Darokin.

Industries: Warfare, subsistence herding, limited mining (primarily in the region of Tlazepetec).

Important Figures: Moghul *Khan* (*Khan* of Dast), Tlatepetl (Governor-General of Tlazepetec), Khordarg. General Tlatepetl has annexed the settlements of Xorg and New Hobgobland, territories formerly under the command of Hutai *Khan* and Alebane. The two goblinoid leaders both left Orcland in AC 1016 with raiding hordes.

Flora and Fauna: Aside from the predominance of goblinoids in the region, many monsters can be found here. These include animal herds (primarily deer), apes (snow and white), black bears, mountain lions, and wolves. There are rumors that a large red dragon made its home in the area near Tlazepetec a long time ago.

Further Reading: GAZ10 *The Orcs of Thar*, GAZ11 *The Republic of Darokin*, O2 *Blade of Vengeance*, previous almanacs.

Last Year's Events: None to report.

Ostland (Kingdom of)

Location: Off the coast of the Sea of Dawn, east of Vestland and southeast of Heldann. OW

Area: 8,920 sq. mi. (23,105 sq. km.).

Population: 141,100. Population increased by the addition of a new *jarldom* in AC 1018.

Languages: Heldannic, Dwarvish (Archaic and Rockhome dialects).

Coinage: *Krona* (gp), *eyrir* (sp), *oren* (cp).

Taxes: None. All revenue is gained through raids into other nations.

Government Type: Feudal monarchy.

Industries: Piracy, agriculture (grain, potatoes, and beets), fishing, logging, and trade.

Important Figures: Finn Hordson (King), Yrsa Svalasdottir (Queen-Mother), Asgrim the Bowed (Royal Adviser), Throfar Strongarm (*Jarl* of Gråbjerge).

Flora and Fauna: Sheep, horse, cattle, goats, dogs, deer, elk, and brown bears can be found on the islands of Ostland. The forests are composed of ash, yew, and conifers.

Further Reading: GAZ7 *The Northern Reaches*, *The Domains of Ostland* by Jacob Skytte, previous almanacs.

Last Year's Events: See below.

Description by Gilis Shadowborn.

The island Kingdom of Ostland is my home. These words are not easy to say, even now, for though they are true, my real home, the home of my heart, is not the Kingdom of Ostland, but the Kingdom of Gråbjerg. Alas, a kingdom we are no longer and such thoughts are but sentimental clinging to the past. We have become a *jarldom*, part of a greater whole. My people are now the equals of the human *karls*, who struggle daily to carve out their existence in this harsh land.

The Land

Ostland is a hard place to live. The humans huddle behind walls, find shelter in bays and coves, hide in their valleys. Yet, to survive, they must venture out, to plant their fields or take to the vast sea to pull out food from its depths or to take what they need from others. The land offers little solace to those who dwell on its surface. It speaks well of them that they manage to prosper under such conditions.

Beneath the land, beneath the mountains, my people have found the only way to be completely self-sufficient in this land. In our caves we have all that the heart could desire. The tunnels run deep beneath Gråbjerg and many natural wonders can be found here. Food is good, bats and giant beetles are plentiful if you know where to look, and with a supplementary diet from the mushroom fields, you have everything you need for your body to survive.

As everybody knows, the mind needs more than just food to survive. Thankfully, our land has what the mind craves: precious metals, gems and iron. These resources are not in abundance, but they are here, and we know how to find them, work them, and profit from them. The hallmark of my people is quality and excellence, and when we desire something from the humans, we need but offer some of our craft or services to obtain it.

The People

The humans believe that they are the masters, the dominant race of Ostland. They think that it was they who settled this land, bent it to their will and carved civilization out of it. Yet, my people were here long before the humans. We are the dwarves, and we settled Ostland in ages past. We are the Modrigswerg, exiled from Rockhome for being too clever, for pursuing our crafts without restraints, for being ambitious where others wanted things to never change.

You can hear the story from any Rockhome dwarf, how we supposedly dealt with demons and dark elves, how we sold out our race to learn forbidden magic. We did no such thing. To perfect our crafts, we learned from those who were not dwarves, and in return we shared “secrets” of our crafts with the outsiders. The other clans considered this a terrible act of treachery and exiled us, fabricating their lies in the hopes that others would be loath to deal with us, that we would never again teach outsiders the dwarven ways.

The clan split apart and my ancestors came to Ostland. They found the small mountain range to be a perfect home, its natural caverns a good foundation for a great clan hall. When the humans settled the lands outside the mountains we did not mind, and for some time we had dealings with them. Yet, the dwarves of Rockhome came to the land and warned the humans against us, spreading their lies again. The humans, believing the lies that they were told, withdrew completely from the mountains, afraid of what we might do to them. It was with regret that my people decided to keep to themselves, rather than aggravate the humans.

So it was for many centuries, millennia even. The occasional open-minded individual would approach us and benefit greatly from trading for our superior crafts, but by and large we had no dealings with the humans who had settled the land beyond the mountains.

History

It took two truly great individuals to change this unfair turn of events to the better: my father, Throfar Strongarm, and the young King of Ostland, Finn Hordson.

The latest in a long line of great craftsmen kings, my father is perhaps the most brilliantly gifted dwarf of our time. He has tracked down the other Modrigswerg clans and, with a little help from his devoted daughters, united us in a great truce. Approaching their king, he has even allied us with the humans, something that would have been impossible not long ago, when Hord Dark-Eye held the throne of Ostland.

Young King Finn is truly a pride to his people. Rarely do we dwarves find a kindred soul in a human, one who understands us and does not let prejudice blind him. King Finn’s rule will truly bring an age of prosperity to Ostland, our two races finally united. Let the outside world say what it will, legends are in the making.

Don’t Miss

As good Ostlanders we have opened our great hall to our human brothers and sisters. Though we may put restrictions on where you go in our caves (for your own safety, of course—our tunnels were not built for humans), you will see wonders, be treated to a feast, and get to know my people better. You will find the opportunity to trade for our excellent crafts or commission fabulous work from our famous smiths and jewelers. We are your kinsmen now, and will treat you as such in the hopes that you will return the favor.

Do Miss

All that we ask in return for our hospitality, is that you refrain from exploring the caves without our consent. You will find that if you ask, we may provide you with guides to show you some of the wonders of the underground world we inhabit. But if you go on your own, you risk death from any number of dangers. There are creatures living in our caves that endanger our lives daily, and we have learned to deal with them through centuries of contact, but you may quickly find yourself prey to them. You also risk cave-ins, stumbling into a deep crevice or being caught in a pocket of gas. Our caves are dangerous for the unwary, so please come to us before endangering yourself needlessly.

A Second Opinion by Bombic, Son of Morur, Resident of Ostland.

[This is a heavily edited transcript of a lengthy letter received by the editors of the Mystaran Almanac, presenting a different view of the Modrigswerg. Ed.]

What kind of harebrained, idiotic [...] publication are you people running? [...] Bad enough that you lure my lad, Gilor "Rockcrusher," to engage in reckless, ill-conceived [...] adventures with the promise of gold, gold that he could easily obtain if ever the lad had the sense to settle down, take up some honest work [...] and show proper respect for his elders. But no, that isn't enough for you. You send him into the last place any sane dwarf would go: the realm of the Modrigswerg! The most despicable, dishonest [...] breed of vile betrayers! Don't you people have any sense inside your thick skulls? Do you delight in putting honest, hardworking [...] folk and their families in danger, not just of their lives, but of their very souls?

I'll tell you about those dirty, rotten so-called dwarves! Not only are they insane and evil, they practice the worst kind of cruel sorceries! The Modrigswerg steal men's souls and bind them into their crafts, where the soul will suffer horribly forever. They are in league with the Immortals of Entropy! [...] They may appear oh, so charming, all smiles and grins, but those smiles are not so pleasant when they're the last thing you see before your soul is sucked into a gem! To actually send people into their lair is so irresponsible, crazy [...] that I cannot help but wonder what other places and dangers you subject your contributors to. Clearly you have no children of your own, or you would know that one does not send youngsters where evil and corruption lies!

Now the bastard Modrigswerg have even dared venture outside their hiding places, no doubt encouraged by you people foolishly disturbing their long peace. For millennia they hid themselves away from the world, they kept those malicious, devious [...] faces out of the light. Now their leader, no less, prances about in King Finn's court, a honored *jarl*! What sorceries he has employed, I do not know, but I fear for the fate of our nation, when twofaced, lying [...] villains walk openly among us.

[...] If I could get my hands on my lad, I would pound some sense into him, but the gold he received from you people has gotten to his head. The lad has run off to Soderfjord, where I hear even more of these disgusting, immoral [...] Modrigswerg traitors have crawled out of their holes to haunt and terrorize respectable *karls*. If you know what's good for you, you'll get word to my boy that he is to come home immediately!

[The editors of the Mystaran Almanac wish it to be known that all contributors are volunteers, and that the payment they receive is mostly symbolic, not something that will build you a fortune. Furthermore, the Mystaran Almanac sees it as its duty to bring news and descriptions of all the diverse cultures that inhabit our world, without judgment and bias on our part. Ed.]

Peshmir (Rajahstan of)

Location: South of the Adri Varma Plateau, southwest of Glantri, northeast of Kadesh. OW

Area: 12,000 sq. mi. (31,080 sq. km.).

Population: 35,900.

Languages: Sindhi, Thyatian (Glantrian dialect).

Coinage: Sindhi Standard: *guru* (25 gp), *rupee* (5 gp), *bhani* (gp), *khundar* (sp), *piaster* (cp).

Taxes: The three privileged castes—*bimaya*, *rishiya*, and *jadugerya* (fighters, clerics, and mages)—of Kadesh owe annual taxes of 25% on all profits, taxes, services and goods received from others, but this tax may be waived if they offer their services to the government or others of the privileged castes. Members of the *prajaya* caste (farmers and craftsmen) owe 25% of all produce to their *mumbyket*, with another 25% going to the *rishiyas* for spiritual services. The *kuliya* caste (slaves and unskilled laborers) are not taxed. Additionally, a white-skinned sub-caste (called *urdu-varna*) must pay a poll tax of one *khundar* per person.

Government Type: Independent feudal monarchy. The ruler of Peshmir is loosely allied to the *Rajadhiraja* (King) of Sind, Chandra ul Nervi.

Industries: Agriculture, fishing, mining, trade (salt, silk, cotton, rice, and especially tea).

Important Figures: Hara Rudraksha (*Maharajah*).

Flora and Fauna: Monsters that are found in this regions of Sind include animal herds, giant ants, bandits (in the desert), basilisks, camels, cockatrices, djinn, red dragons, efreet, elephants, ghouls, gnolls, giant lizards, lupins, manscorpions, mummies, giant scorpions, shadows, sphinxes, and trolls.

Further Reading: *Champions of Mystara* boxed set, previous almanacs.

Last Year's Events: None to report.

Retebius (Duchy of)

Location: Southeastern coast of the continent of Brun, south of the Altan Tepes Mountains, west of the Gulf of Kantrium. OW

Area: 5,100 sq. mi. (13,210 sq. km.).

Population: 209,000 including the city of Retebius (pop. 20,900).

Languages: Thyatian (Thyatian dialect), Elvish (Vyalia dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commertia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture, crafts, fishing, oil, magic, rare mounts (flying), trade, wine.

Important Figures: Callastian Retebius (Duke), Mitasula Retebius (Duchess), Desdemona Retebius (Heir), Alexandrus Maxentinos (Air Fleet Academy Commandant), Marcus Kelephius (Prelate), Phillipia Caeseria (Magist), Sabbattus Laskaris (Lord Knight Commander of the Knights of the Air).

Flora and Fauna: Grape vines, olive trees, cedar, peach, pear, orange, and cherry fruit trees in cultivated orchards, maple, birch, and oak trees. Herds of cattle, sheep, horses, goats, and mules. Bees kept for honey. Bears, boars, centaurs, lycanthropes, mountain lions, foxes, dryads, wolves, unicorns and goblinoids can be found in the wilds of the empire. Hill giants and ogres in the hills. Pegasi, griffons, rocs, ruby, gold, and white dragons as well as other aerial mounts are common near Retebius.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: The town of Castoria was founded on the western bank of the Mesonian River roughly halfway between Hillfork to the south and the Altan Tepes to the north. Naturalists committed acts of sabotage or worse in Retebius, and the Thyatians assailed small villages of wild Neathar in their campaign against the troublemakers.

Rockhome (Kingdom of)

Location: East of Darokin and Aengmor, south of Ethengar, west of the Northern Reaches and northwest of Ylaruam. OW

Area: 41,140 sq. mi. (106,555 sq. km.).

Population: 989,500 dwarves (population is down from many recent wars), plus a very few humans who have been permitted to stay.

Languages: Dwarvish (Rockhome dialect), Thyatian (which many dwarves learn during their trade dealings with the outside world).

Coinage: *Sun* (10 gp), *trader* (gp), *moon* (10 sp), *star* (sp), *stone* (cp).

Taxes: Annual (Kaldmont 1) 100% income tax collected by clan, which is then redistributed by the clan head according to need and productivity. Roughly 35% of the collected sum is paid as taxes to the king. Foreigners have a 5% sale tax on all goods purchased in Rockhome, as well as a 25% income tax on all wages earned in Rockhome.

Government Type: Monarchy, heavily influenced by clan leaders.

Industries: Mining (precious metals and iron), metalworking, stoneworking, crafts.

Important Figures: Everast XVI (King).

Flora and Fauna: Wild horses, deer, mountain lions, wolves, and yetis. Rampaging goblinoids found throughout Rockhome in recent years have been mostly killed or driven out, though the occasional small tribe or marauding band can still make travel unsafe.

Pine forests seem to be the only type of forest that can make a living in the area.

Further Reading: GAZ6 *The Dwarves of Rockhome*, previous almanacs.

Last Year's Events: The Rockhome dwarves were furious to learn that the much-despised Modrigswerg were active in the Northern Reaches, where they were trying, with some success, to be recognized as legitimate *jarls*. Rockhome sent a force to Vestland and Soderford to put an end to it, but the Modrigswerg were expecting such a move and were ready, and they crushed Rockhome's advanced force.

Sclaras (Protectorate of)

Location: Island off the southeastern corner of the continent of Brun, east of Actius, south of Mositius. OW

Area: 64 sq. mi. (165 sq. km.).

Population: 5,100 (including 250 estate-masters, 1,250 apprentices and family members, 3,100 slaves and servants). Numerous uncounted monsters and creations serve as guards. Population figure is notoriously unreliable when it comes to such servitors.

Languages: Thyatian (Thyatian dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Specialty agriculture (mostly herbs), crafts, magic.

Important Figures: Demetron Karagenteropolus (Magist), Triella (Duchess of Mositius), Sarapammon (Magist), Athanasia Romanones (Proctor of the *Collegium Arcanum*), Philoxenus Scholasticus (Curator of the Great Library), Irene Trenzantentia Tatriokanita Isaurica (Former Empress), among many others.

Flora and Fauna: Virtually anything can be found here due to the eclectic tastes of the wizards who live here and create menageries according to their tastes.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.

Serraine (Flying City of)

Location: Anywhere—last seen above the Isle of Dawn.

Area: Approx. 6 sq. mi. (15,5 sq. km.).

Population: Approx. 1,310 (110 nagpas, 200 tabi, 20 harpies, 50 kobolds, 30 orcs, 10 ogres, 90 human mercenaries, 800 slaves of various races); there are an unknown number of gremlins and gnomish revolutionaries aboard the vessel.

Languages: Gremlin, Harpy, Tabi, Nagpa, numerous others.

Coinage: Any.

Taxes: None.

Government Type: Oligarchy.

Industries: Slavery.

Important Figures: Bargle the Infamous (Mercenary), Branwys Skyratchet (Leader of Revolutionaries), Erik Helsing (Blackmailed Wizard), Horrobin (Leader of the Grey Front).

Flora and Fauna: In addition to the population above, there are hordes of undead servants to the nagpas—mostly skeletons and zombies, but other lesser undead may be found as well (anything less powerful than a vampire).

Further Reading: PC2 *Top Ballista*, previous almanacs.

Last Year's Events: None to report.

Shadow Elves (Kingdom of the)

Location: Continent of Brun, roughly 6,000 ft. (1,800 m.) below the Broken Lands. OW

Area: Estimated 500,000 sq. mi. (1,295,000 sq. km.), but the underground territories can hardly be accounted for in terms of surface only.

Population: Roughly 406,000 elves.

Languages: Elvish (Shadowelf dialect).

Coinage: Shadowelf Standard: *bright* (gp), *shine* (sp), *glint* (cp), *kalafi* (varnished strips of hard, bark-like fungus, they come in 10 gp, 50 gp and 100 gp denominations).

Taxes: One fourteenth of the yearly earnings goes to the Temple of Rafiel and the king.

Government Type: Monarchy.

Industries: Agriculture (fungus farming, giant slugs and spiders raising), hunting, mining.

Important Figures: Telemon (Radiant King), Porphyriel (Radiant Shaman).

Flora and Fauna: Many cavern creatures, some of them unique to this environment, like boneless, giant slugs, lava fish and skinwings. Goblinoids from the Broken Lands sometimes wander in the shadow elves' lands too.

Further Reading: GAZ13 *The Shadow Elves*, previous almanacs.

Last Year's Events: None to report.

Shajarkand (*Mumlyket* of)

Location: Kingdom of Sind, west of the Atruaghin plateau. OW

Area: 25,000 sq. mi. (64,750 sq. km.).

Population: 67,000. This includes the capital of Naral (pop. 10,300).

Languages: Sindhi.

Coinage: Sindhi Standard: *guru* (25 gp), *rupee* (5 gp), *bhani* (gp), *khundar* (sp), *piaster* (cp).

Taxes: See Sind.

Government Type: Feudal monarchy. The *Rajah* of Shajarkand owes fealty to the *Rajadhiraja* (king) of Sind, Chandra ul Nervi.

Industries: Trade (salt, hides, goat milk). The rulers of Shajarkand also make a modest income from the export of tigers.

Important Figures: Ramanan Venkat (*Rajah*).

Flora and Fauna: See Sind.

Further Reading: *Champions of Mystara* boxed set, previous almanacs.

Last Year's Events: None to report.

Sind (Territories of)

Location: West of the Atruaghin Territories and Darokin, southwest of Glantri. OW

Area: 200,000 sq. mi. (518,000 sq. km.), including Azadgal: 10,000 sq. mi. (25,900 sq. km.), Baratkand: 32,500 sq. mi. (84,175 sq. km.), Gunjab: 17,000 sq. mi. (44,030 sq. km.), Jalawar: 13,500 sq. mi. (34,965 sq. km.), Jhengal: 32,000 sq. mi. (82,880 sq. km.), Kadesh: 20,500 sq. mi. (53,095 sq. km.), Nagpuri: 13,000 sq. mi. (33,670 sq. km.), Peshmir: 12,000 sq. mi. (31,800 sq. km.), Putnabad: 11,000 sq. mi. (28,490 sq. km.), Shajarkand: 25,000 sq. mi. (64,750 sq. km.), Sindrastan: 13,000 sq. mi. (33,670 sq. km.).

Population: 560,300, including Azadgal: 46,100, Baratkand: 41,000, Gunjab: 12,800, Jalawar: 65,500, Jhengal: 41,000, Kadesh: 30,600, Nagpuri: 61,500, Peshmir: 35,900, Putnabad: 76,900, Shajarkand: 67,000, Sindrastan: 82,000.

Languages: Sindhi, some Thyatian (Darokinian dialect).

Coinage: Sindhi Standard: *guru* (25 gp), *rupee* (5 gp), *bhani* (gp), *khundar* (sp), *piaster* (cp).

Taxes: Each *mumlyket* imposes and collects its own taxes.

Government Type: Feudal monarchy. Nobles (called *rajahs* and *maharajahs*) owe fealty to the *rajadhiraja* (king). Due to recent events the *rajadhiraja* can no longer be considered ruler of all the territories of Sind; several of the territories are now independent nations.

Industries: Agriculture, trade (salt, silk, cotton, rice, and especially tea).

Important Figures: Chandra ul Nervi (*Rajadhiraja of Sind*), Drisana Madhar (*Rani of Jalawar*), Kabir Rudraksha (*Maharajah of Kadesh*), Hara Rudraksha (*Maharajah of Peshmir*), Ramanan Venkat (*Rajah of Shajarkand*).

Flora and Fauna: Monsters that are found in the regions of Sind include animal herds, giant ants, bandits (in the desert), basilisks, camels, cockatrices, djinn, red dragons, efreet, elephants, ghouls, gnolls, giant lizards, lupins, manscorpions, mummies, giant scorpions, shadows, sphinxes, and trolls.

Further Reading: *Champions of Mystara* boxed set, *Dragon* #169 (*Voyage of the Princess Ark* part 16), previous almanacs.

Last Year's Events: See below.

Description by Enzo Giovanni.

The lands of Sind have long been considered exotic by the nations to the east, and it is true that the culture is unique and different from what those nations are used to. In recent years, what with the Great War and the invasion of the desert nomads, Sind has become much less of a mystery, I understand, but before that time I had already traveled throughout the territories. Now that the Master of Hule is no longer in open control of the area, I have returned, with my brother John, to see what the current situation is like.

The Land

While the lands of Sind are typically seen as hostile desert lands, akin to the nation of Ylaruam, the territories are much more varied and encompass very varied terrain. Parts of the Sind region are indeed deserts of sand, but in other places there are mountains, fertile fields, swamplands or lake shores. The region of Sind is vast, much larger than the average inhabitant of the eastern nations would imagine.

Sind consists of a number of *mumlykets*, kingdoms onto themselves. While in the past they were all united under the *rajadhiraja*, recent developments have turned several into independent states. Now, what used to be the center of the region, Sindrastan, has been weakened as the northern *mumlykets* of Gunjab, Kadesh and Peshmir have declared their independence. Kadesh, in the northwest, is now an open ally of the Master of Hule, his remaining foothold in the region, and others are whispered to secretly deal with him for promises of power. There is now open war between Kadesh and Peshmir, with none daring to interfere, for fear that an all-out war would break out in the region, a war that would be devastating to all still trying to restore the lands after the Hulean occupation.

The People

Sind is a region of extremes. Extreme wealth and extreme poverty exist side by side. The people are thrust into specific social classes, or castes, at birth. The "highest" of these are very rich and accorded much respect, whereas the "lower" are terribly poor and looked down upon by the other castes.

Being a foreigner in Sind can be troublesome. My own skin color labeled me as belonging to one of the lower castes, as light skin tone is typically associated with the *urdu-varnas*, a people of Sind considered inferior by most. John, on the other hand, was treated differently, his darker, reddish skin earning him automatic respect. John found this terribly amusing, as he is often considered my servant in other lands; here it seemed the other way around. Naturally we are equal as brothers.

The people of Sind expect foreigners to learn their customs and language and to emulate and conform to their society. Here, I was at an advantage. Where I pick up language and customs easily, John doesn't speak and had a harder time adopting the customs. Still, by the time we had finished our tour of the region, we had perfected our roles and knew how to act, when we entered a new area. I will admit it gave me a different perspective to act the servant to a dumb master. I now have a greater understanding of what John must endure on most of our travels.

History

After the Master of the desert nomads swept through the region and finally gave up its occupation, the *mumlykets* have struggled to return to the lives they used to lead. Life for the wealthy castes has changed little, their wealth still affording them what they need and more. Among the lower castes though, life has become even harder. Feeding the large army of the Master has bled the land and, if you belong to a low caste, you now have even less than you used to have before the occupation.

One would think that such a state of affairs would lead to rebellion, but most of the people of the region seem to think that they deserve the life they have, that things cannot be changed, or that hardship is to be endured in order to obtain a better standing in the next life. Needless to say, many of the poor people find their way into that next life quicker than they ever have before.

Don't Miss

John asked me to convey his feelings about the Jadu oasis in the *Mumlyket* of Baratkand, with its multitude of exotic flowers in every conceivable color, saying simply that "it touched his heart." Coming from such a stoic soul, that is high praise indeed. As such, should I pick a single place to point out to you, it would have to be that.

Do Miss

With the *Mumlyket* of Kadesh in alliance with Hule, travel in that area is not as safe as it could be. It seems that the members of the large warrior caste of that land feel some need of proving their worth to others, and, while they are caught up in the war with neighboring Peshmir, you risk being challenged to combat or outright attacked by bitter men. We had to leave the *mumlyket* early, when John was forced to kill a few men who would not stand down.

Soderfjord (Kingdom of)

Location: South of Vestland, east of Rockhome, north of Ylaruam and southwest of Ostland. OW

Area: 31,060 sq. mi. (80,445 sq. km.).

Population: 156,000 humans, 8,000 dwarves.

Languages: Heldannic.

Coinage: *Markeka* (gp), *penne* (ep), *gundar* (sp), *oren* (cp).

Taxes: None. Most revenue is raised from tolls to use roads and bridges. The rest of the money is raised by raiding other nations.

Government Type: Monarchy, although the *jarls* (lesser nobles) still hold tremendous power.

Industries: Cattle, goats, sheep, fishing, logging, furs, piracy, and trade.

Important Figures: Ragnar the Stout (Former King), Guthorm Brittle-Bone (*Jarl* of Boddergard).

Flora and Fauna: Deer, elk, and wolves can be found throughout the coniferous forests of Soderfjord. Various herd animals, such as sheep, goats, cattle, horses, and bison can be found in the plains of the nation. Goblinoids used to be very common in the southern Hardanger Mountains, but they have been defeated and now pose little threat.

Further Reading: GAZ7 *The Northern Reaches*, previous almanacs.

Last Year's Events: See below.



Description by Gilor Rockcrusher.

The nation of Soderfjord has long been made up of a number of small, squabbling domains, loosely united against outsiders, yet constantly at each others' throats. The recent unification under a king, Ragnar the Stout, was short-lived and doomed to failure. Now, Soderfjord has returned to being a place of constant danger and opportunities for adventure. Such a place calls out to the heart of any adventurous mercenary such as myself. It will come as little surprise for you that I have spent the last year in Soderfjord, working for the gnomes who have recently moved into the Falun Caverns.

The Land

Separated from the pleasant forests and grassy lowlands by the Great Marsh, the harsh Hardanger mountain range represents some of the most hostile terrain of Soderfjord. There are precious few human settlers near the mountains; only the valiant souls of Castellan and Snowvale dwell in the shadows of the massive mountains. Hardanger is riddled with caves, ancient caves that have been home to various species. Originally said to be home to gnomes native to the area, they were overrun by kobolds a very long time ago. After Ragnar the Stout routed the kobolds from the caverns, they lay empty for a while. Now they are again home to a clan of gnomes, come from a faraway place close to Glantri, I've been told!

The People

The gnomes of the Torkyn Clan are a curious people. They have faced losses and impossible obstacles, traveled through hostile terrain, all in search of a new home. When they were granted the rights to settle these caves, they found that sinister occupants, the duplicitous Modrigswerg, already coveted the area. Yet, in the face of severe adversity, they have still managed to settle and make this a new home. Most amazing, they still hold joy and laughter in their hearts, after a year of harrowing experiences.

Cave dwellers at heart, gnomes also have a desire for grand, open construction. They are skilled at working the rock, though not quite as skilled as dwarves, and have already begun carving their new home into something magnificent. Life among the gnomes consists of hard work, day in and day out, with only a rare few holidays observed. Each individual has a role in their society, be it working the rock, preparing food, or guarding the community. The last task is a difficult one, particularly for the peaceful gnomes, so outsiders have been contracted to fill this part.

My role in this society has been as a guard, and I am proud to say that I have fulfilled my duties diligently. The life as a guardian of the gnomish territories is an exciting one. You never know what will happen next. Will you be required to rescue missing gnomes from the depths of the earth? Is an attack by cave monsters imminent? Perhaps you will need to act as a caravan guard to protect the monthly supplies from the human town of Castellan? Or maybe you will need to explore the cave system in an attempt to map the area and find new resources.

Everything is complicated by the presence of the Modrigswerg that dwell somewhere in the caves. Though they remain faceless adversaries, there is little doubt that they are to blame for the trouble in the area. It is a well-known fact that they live here, as the gnomes know that the Modrigswerg have had contact with the humans. They are known to build elaborate traps and use the natural dangers against outsiders, and this is exactly the kind of trouble the gnomish community has faced in this past year. Gas pockets, collapsing corridors, explosions, and monsters from the depths of the earth have all been attributed to the Modrigswerg.

History

In the human world outside the Hardanger Mountains, the Modrigswerg are also suspected of foul doings. King Ragnar the Stout, he who would call himself leader of men, fell under a mysterious curse. Turned to amber by magic suspected to be of Modrigswerg design, his rule came to a sudden end. It is said that his worst rival, the *Jarl* of Boddergard, Guthorm Brittle-Bone, displays the cursed king in his great hall, proof of his worthiness to the throne of Soderfjord. Alas, Guthorm's alliance with dark powers has alienated him from the other *jarls*, who are very unlikely to accept him as ruler, when he utilizes foul sorceries.

The clans of Soderfjord have begun to prepare for war. They watch their borders closely, prepared for surprise visits from their neighbors. In the mountain domain of Castellan, the people are very concerned that their nation might truly crumble into warring factions. The wise and benevolent *Jarl* of Castellan, Vermund Solvison, tirelessly pleads with his fellow *jarls* to come to their senses and stand unified against the outside world. I am told that only a few *jarls* listen to him, most of them convinced that he is lobbying to become the next King of Soderfjord.

Don't Miss

With the nation of Soderfjord seemingly on the brink of civil war, there are few places that are safe to visit. But come to Castellan and you will enjoy the comforts of a well-run trading town and perhaps find an opportunity to serve the gnomes of the Falun Caverns as I do. If you are not that adventuresome, you can still admire the fort of Castellan—dwarven workmanship at its best.

Do Miss

The journey to Castellan, unfortunately, is a dangerous one. Coming from Ylaruam, you will have to traverse the Jotunvalk Pass, commonly regarded as one of the most feared caravan trails in the Old World, outside of the Broken Lands. The weather is unpredictable and often forces caravans to make camp. With human and humanoid bandits, strange monsters thriving in the cold, and clans of warlike giants, it is a journey that you will soon wish was safely behind you.

Coming to Castellan from interior Soderfjord, you have to travel through the Great Marsh, wetlands that have a particularly foul reputation. Witches and demons are said to be the only true inhabitants of the marsh, and in the wet season trails become so hard to follow that you are in very real danger of becoming lost and swallowed by the swamp. Persistent tales in Castellan say that an army of my fellow dwarves from Rockhome was lost in the swamp this fall. I don't know what to make of these rumors, but the gnomes believe that a force of dwarves was coming to help them, and that force has never been heard from.

Tameronikas (*Emirate of*)

Location: Southeastern Brun, west of the Western Sea of Dawn, east of the southern Altan Tepes Mountains, north of Thyatis. OW

Area: 1,050 sq. miles (2,680 sq. km).

Population: 31,000, including Tameronikas (pop. 5,200).

Languages: Alasiyan (Nicostenian dialect). Thyatian also spoken among traders and townsfolk.

Coinage: Ylari Standard: *dinar* (gp), *dirham* (sp), *fal* (cp). Thyatian Standard also common: *emperor* (5 gp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 10% sales tax. Also a monthly head tax according to social rank (peasants: 1 cp, townsfolk and nomads: 1 sp, merchants: 1 gp, nobles: 10 gp). Infidels (those who refuse to follow the edicts of the Eternal Truth) pay double the monthly head tax. Foreigners pay the same rate as infidels.

Government Type: Theocratic *emirate*, generally considered a client-state of Thyatis.

Industries: Animal husbandry, agriculture, horse breeding, trade, shipbuilding, theological study.

Important Figures: Omar al-Kalim (*Emir*).

Flora and Fauna: Grasses, cedar trees, coffee, tea, pepper plants and sugar cane. Horses, sheep, goats, camels, cattle, plus in the uplands kobolds, trolls, giants, ogres, orcs, and goblins.

Further Reading: GAZ2 *The Emirates of Ylaruam*, previous almanacs.

Last Year's Events: None to report.

Tel Akbir (*Duchy of*)

Location: Southeastern coast of the continent of Brun, south of Ylaruam, east of the Altan Tepes Mountains, along the shores of the Sea of Dawn. OW

Area: 3,840 sq. mi. (8,640 sq. km.).

Population: 156,700 including the city of Tel Akbir (pop. 20,900), the town of Dawnpoint (pop. 10,400) and the fortress of Zendrol (pop. 3,100).

Languages: Thyatian (Thyatian dialect), Alasiyan (Akbiran dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture, crafts, oil, shipbuilding, trade, wine.

Important Figures: Jamila ben Nadir (Duchess), Sarapammon (Magist), Ralak Ahman al-Mustafa (Priest).

Flora and Fauna: Mulberry trees (for sericulture), grape vines, olive trees, date palms, cedar, peach, pear, orange, and cherry fruit trees in cultivated orchards. Herds of cattle, sheep, horses, goats, and mules. Bees kept for honey. Bears, boars, centaurs, lycanthropes, mountain lions, foxes, dryads, wolves, unicorns and goblinoids can be found in the wilds of the empire.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.

Terentias (Grand Duchy of)

Location: Island off the southern coast of Thyatis, south of Kerendas and north of Minrothad. OW

Area: 520 sq. mi. (1,345 sq. km.).

Population: 31,200 (60% human, 40% elven, some hin) including the town of Crossbones (pop. 6,200).

Languages: Thyatian (Thyatian dialect), Elvish (Meditor/Verdier dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Light agriculture, crafts, fishing, oil, magic, privateering, shipbuilding, trade.

Important Figures: Derentarius (Archduke), Vaanes Ornogorius (Commodore), Phoebammon (Magist), Zemarchus Raetelarius (Priest).

Flora and Fauna: Mulberry trees (for sericulture), grape vines, cedar, teak and mahogany cultivated for woodwork, sheep and goats. Bees kept for honey. Sea creatures off the shores of the island.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.

Thyatis (Duchy of)

Location: Southeastern coast of the continent of Brun, north of Vanya's Girdle spanning the banks of the Mesonian River in Thyatis. OW

Area: 4,000 sq. mi. (10,360 sq. km.).

Population: 630,000 including the towns of Julinius (pop. 12,600) and Hillfork (pop. 10,500). Other communities include Arcadiapolis (pop. 5,300), Raedestos (pop. 5,300), Selymbria (pop. 5,300), Mesembria (pop. 5,300) and countless other villages and communities.

Languages: Thyatian (Thyatian, Heldann, Kerendan, and Tel Akbiran dialects). Many other languages are spoken within Thyatis City.

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion administered by civic officials and elected representatives on behalf of the Emperor of Thyatis, member of the Thyatian Empire.

Industries: Agriculture, crafts (especially metalworking, tanning), fishing, military, mounts, raw silk, shipbuilding, trade, wine.

Important Figures: Eusebius Torion (Emperor).

Flora and Fauna: Mulberry trees (for sericulture) along the Mesonian River, grape vines, olive trees, cherry peach, pear and orange tree orchards. Herds of cattle, sheep, horses, goats, and mules. Bees kept for honey. Lycanthropes, wild cats and dogs, giant rats, goblinoids. Pegasi, griffons, rocs, ruby, gold, and white dragons as well as other aerial creatures are used as mounts. Currently, undead outside Thyatis City itself, as well as other unknown varieties of monsters in the catacombs underneath The City.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: The road system was further improved in Thyatis.

Thyatis (Empire of)

Location: Southeastern peninsula on the continent of Brun, east of Karameikos, north of the Sea of Dread and south of Ylaruam along the Mesonian and Kerenda Rivers. OW

Area: 62,300 sq. mi. (161,350 sq. km.), plus 797,678 sq. mi. (2,065,985 sq. km.) of overseas colonies (973,143 sq. mi. (2,520,440 sq. km.) if Heldun is included).

Population: 3,030,400 of various races (95% human, 3% elven, 2% other), plus 878,400 in overseas colonies (1,003,400 if Heldun is included).

Languages: Thyatian (Thyatian, Hattian, and Kerendan dialects), Alasiyan (Akbiran dialect) is also common around Tel Akbir. Many other languages are spoken within the empire, especially in Thyatis City.

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Parliamentary *imperium*: monarchy heavily influenced by elective senate overseeing vassal domains.

Industries: Agriculture, crafts (especially metalworking, glassworks, tanning, cloth), fishing, herding (cattle, sheep, goats), horse breeding (Kerendas mainly), magic (Sclaras and Thyatis City), military, mining (gold and other minerals in the Altan Tepes), shipbuilding (Thyatis City, Lucinius, and Actius), textiles (Thyatis City especially), trade, wine.

Important Figures: Eusebius Torion (Emperor), Lucianna Torion (Empress), Coltius Torion (Prince), Gabronius Torion (Prince), Demettrion Karagenteropolus (Imperial Magist), Manfred Torion Dörfer (Former Usurper).

Flora and Fauna: Mulberry trees (for sericulture), grape vines, olive trees, date palms, peach, pear, orange, and cherry fruit trees in cultivated orchards, maple, birch, and oak trees, pine and aspens in the Southern Altan Tepes Mountains. Herds of cattle, sheep, horses, goats, swine, and mules. Bees kept for honey. Bears, boars, centaurs, lycanthropes, mountain lions, foxes, dryads, wolves, unicorns and goblinoids can be found in the wilds of the empire. Hill giants and ogres in the hills. Pegasi, griffons, rocs, ruby, gold, and white dragons as well as other aerial mounts are common near Retebius, sea monsters around Borydos, while absolutely anything can be found near the magical estates of Sclaras. Unknown varieties of monsters in the catacombs underneath The City.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: The Thyatian Empire continued to strengthen itself, with a steady population recovery, better infrastructure and agriculture, fortified borders, and stronger colonial possessions. On the Day of Dread Emperor Eusebius announced that the Thyatian Empire would continue this policy of growth, both internal and external by way of the conquest of new markets, with a stop to Thyatian expansionism except for the establishment of new trading enclaves beyond the borders of the empire. The last round of expansion was in Norwold, where Thyatis established a small colony, transformed some petty dominions into client-states or outright protectorates, and struck a deal with the Heldannic Knights that resulted in the liberation of Oceansend, now under heavy Thyatian influence and protection. The softening of the protectionist measures and the limitations on military expansionism also defused tensions with Thyatis's neighbors. Of course all is not perfect in Thyatis and the reforms did generate their flurry of difficulties, but by and large it would seem that Emperor Eusebius was right to take his chances and impose his policy, for unlike rival empires Thyatis seems to be headed toward a sound and lasting recovery.

Description by Lucius Metellus.

When I was asked to compile an article for the *Mystaran Almanac*, I was stunned and lost for words, as I feared I wouldn't be prepared enough to keep up the incredible standards set by the previous correspondents of this almanac in describing the economy, politics and features of our beloved empire. However, when I finally agreed to the task, I asked myself whether it would be of any help to re-propose the competent and complete description of all the various regions of our empire, that have been already described before, or if I had better focus myself on a more personal view of the *imperium*, providing just a short outline of previous work and encouraging you to search through the older almanacs for a description, say, of the Duchy of Lucinius, or the Island of Sclaras.

Thyatis rose to power about one millennium ago from the southeastern shores of Brun, starting its history from a successful rebellion against the domination of the Alpathian Empire—and setting the tone for the next millennium of Mystaran history, as the two empires would subsequently fight each other extensively all over the regions washed by the tides of the Sea of Dawn. Moreover, the Thyatians have over the time asserted their political control over the lands of Ierendi, Karameikos, Ylaruam; they have influenced Glantrian politics (Glantri even takes its name from a Thyatian lord that had settled in that nation and fought against the Alpathian invaders); their language is the common tongue of the known world, and the name of their empire is known in most of Brun and in many parts of Mystara.

In this entry we will deal with the country of Thyatis, the mainland and surrounding islands, the origin of Thyatis as an *imperium* and the center of political and economic activities. However, in other entries of the almanac you will find references to the “provinces” of the empire—that is, the other lands that make up the empire. Currently the provinces are: the provinces of the Isle of Dawn, the Thyatian Hinterland provinces on Davania, Ochalea and the Pearl Islands, Minrothad, and last but not least, Thyatis has struck some interesting deals with faraway city-states, that have become Thyatian protectorates, like Latela (in Norwold) and Tyjaret and Kladanovic (among the city-states east of the Savage Coast).

The Land

The country of Thyatis is mainly composed of rich farmlands, with hills and mountains filled with mineral wealth to the north. Still, much variety exists among its eighteen dominions, called counties or duchies (baronies are no longer found in the Thyatian heartland as official imperial domains, though many of the dukes have created baronies in their duchies, but at the imperial level such domains are found only among the colonies now). A full description of these domains may be easily found in the previous almanacs.

The western region of the mainland is known as the Kerendan Plains: rich flatlands used for horse-breeding, tillage and pasturage, that gradually give way to a more hilly region (central Thyatis). Here the soil is still good for farming, but becomes less and less productive as one moves eastward toward the sea. Eastern Thyatis is mostly grazing land for sheep, although the Sea of Dawn is good fishing water. To the north there are mountainous and hilly regions, rich in minerals; among these regions is the domain of Buhrohur, settled and ruled by dwarves loyal to the empire. West of Kerendas lies the domain of Vyalia, where elves live following their own rules close to nature. These areas have been expanded due to a deal with the King of Karameikos, which officially granted some stretches of forest already settled by Vyalian elves to the empire.

The form of government of Thyatis is a senatorial *imperium*, something unique in the known world. Thyatis is ruled by an emperor—but many ruling functions are performed by a senate, which controls and influences the activities of the country nearly as much as the emperor himself (though this depends on how strong—and sometimes ruthless—the current emperor is).

The throne is hereditary, and the emperor has to name a successor before his death. However, the senate has to ratify the rise to the throne, and thus it has been able to dispose of weak successors to put more adequate (or closer to the senate's ideals) figures on the throne.

The emperor chooses all ministers, high judges and generals; he is the sovereign commander of the army. The emperor can present nominations to titles and to possession of confiscated lands, but the senate must then vote to confirm the nominations. Moreover, the emperor is member of the senate, and when in session, as the “humble” Duke of Thyatis, he holds the position of *princeps senatus*; if he is not present, the crown prince or the most senior senator acts as *praesidens pro tempore*. The position is that of a speaker of the senate, identifying individual senators in debate and scheduling topics of discussion (which gives a great deal of influence over what is discussed).

The senate writes the laws of the empire; no other body can introduce laws. One or more senators will introduce a bill and then argue on its behalf; arguments and rebuttals can go on for up to a week, the legal limit on debate time. With a two-thirds majority of senators voting for the bill, it will be signed into law. However, the emperor may veto any law that the senate approves. The senate is the only body that can vote a declaration of war against another nation: the emperor, even if commander of the army, is not allowed to attack foreign countries without its approval.

The senate's composition is very complicated and regulated by complex laws (as often is the case in a land where tradition, modernity and bureaucracy are so intertwined). Every major dominion ruler has the right to have a representative in the senate; moreover, all rulers with the title of duke (or higher) also have the title of senator. Forty aristocratic families have the right to have one of their members permanently as senator—the title is passed hereditarily. Last but not least, the major part of the senate is made up of representatives elected by the people about every five years, all over the empire. This is a true sign of the level of civilization that we have reached, and the sign of what to be a citizen of the Thyatian Empire really means: you are a part of the *imperium*, not simply a subject, and every Thyatian citizen is proud and aware of it.

The People

One should always be careful when starting to give a description of the “Thyatian people.” Although all citizens of the empire—no matter ethnicity—are equal before the law, and some common cultural traits may be found among them, the term “Thyatians” is intended also to describe the original population of the mainland. These Thyatians, divided roughly in three groups (Kerendans, Thyatians, Hattians), each speaking its Thyatian dialect, have generally olive complexions and dark hair, although given the heavy intermingling every type of complexion, hair and eye color may be found even among the mainland Thyatian population.

Other human races that can be found in Thyatis are Nuari, Ochaleans, Hinterlanders, Alpathians, Alasiyans; and even demihuman and non-human races like lupins, dwarves and elves have role niche in the empire.

Thyatians are proud and practical. This can make up for a dangerous combination—at best Thyatians may be seen as overly efficient, but it's easy to find arrogance, self-confidence and treacherous behavior. I don't want to seem harsh against my own people, but we all have seen what corruption and decadence have cost our country during the first years of the Great War. The fact is that Thyatians believe that it's not important what you do to reach a goal, the important thing is to reach it. Many excuse themselves telling that “to do otherwise would only be wasteful and inefficient.” However, it is a true but sad fact that, with such a large empire to control, it would also be ruinous to a people who have always faced threats on every frontier. When the national interest is for some reason forgotten (especially in times of prolonged peace), a “useful,” “socially benefiting” treachery turns into the recurrent tides of government corruption.

Given the multiethnic nature of their empire and traditions, Thyatians are generally cosmopolitan and open-minded. This is probably one of the best aspects of Thyatian culture. The level of alphabetization is among the highest in the known world (dare I say Mystara?). Thyatians are curious about strangers and are far from xenophobic or hostile toward them—just think about the Torions, the ruling dynasty of the empire: they are of Northman origin!

History

Thyatis has a long and complex history, and it would be easy for every reader of the almanac to find a good digest of it. You can read it in previous almanacs or through tomes and volumes that can be easily found in any library of the known world's biggest cities. However, my duty as an almanac correspondent is to give you at least an insight on the later years—times of profound changes for the empire...

After the end of the Great War (that many here in Thyatis call the “Wrath of the Immortal,” considering it the time when the Immortals stroke down against the crimes of Alphatia, deleting it from the surface of the planet), Thyatis faced the problems of reconstruction. Unfortunately, Emperor Thincol’s health dwindled, and he seemed unable to choose the right solutions to lift the dark cloud that had shadowed the empire in the previous years. Things changed in AC 1012 when Thincol died and was replaced by his son Eusebius. For the first, Eusebius signed a treaty with the Thothians, with whom Thincol had engaged in a futile war instead of trying to cope with internal problems like popular riots, famine and plague (the latter apparently sent by the Thothians as an act of war).

Eusebius proved to be an energetic and daring emperor. He has pushed for some major reforms, reorganizing the use of colonies and provinces, although in the usual way for an emperor: he purged the senate of his strongest objectors. However, this time he pushed things too far, as a major civil war, the Crown War, exploded in AC 1015, between him and the usurper Manfred Dörfer Torion, illegitimate son of Thincol, who was supported by most Hattians and a good number of senators who had enough of the too aggressive (toward them) politics of Eusebius. Fortunately Eusebius’s victory seemed to coincide with a sort of re-thinking of his past attitudes: Eusebius has won also because of the decisive support of most of the senate, even of his political enemies, and he knows it, so maybe he will end up thinking, like I do, that a vital and sparkling senate, not prone to the whims of the emperor, is as important a part in ruling well our country as the emperor himself.

Currently, it seems that the empire has no intention to expand upon its borders. I hope that Eusebius means what he says, as I think it more profitable in the future to try to make the most of the many resources that the nations and lands of our empire has to offer.

Don’t Miss

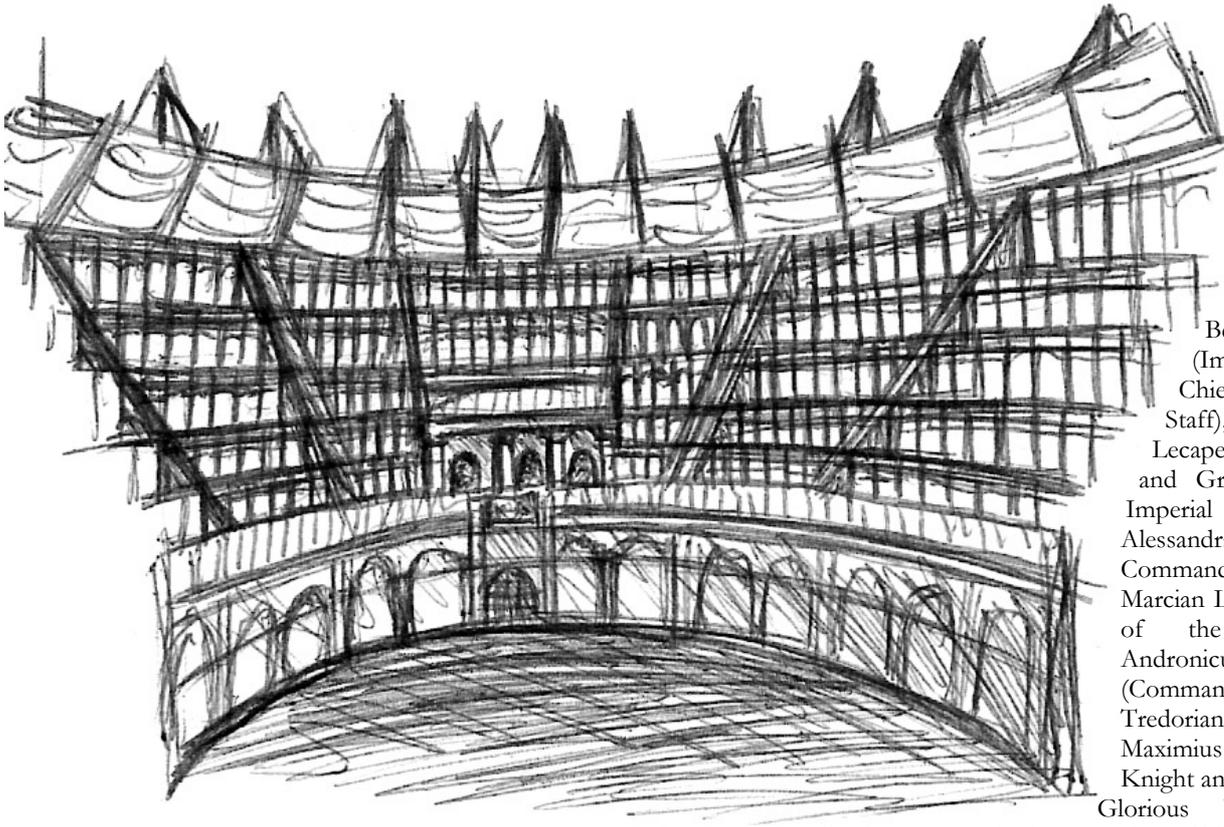
If you travel to the Empire of Thyatis, there is one place I’d particularly recommend, especially if it’s your first trip here: it is *Urbs* Thyatis itself, the Queen of Cities.

Urbs Thyatis [*Thyatis City. Ed.*] is the largest city in the world, having over 500,000 inhabitants (although its population had grown, in the years before the Great War, to over 600,000), and it is a sparkling and marvelous metropolis, a sort of condensation of all the possibilities that our empire can offer. People of all races and ethnicities, every language and religion of the world, every pleasure and every sorrow, every virtue and every sin of humankind, may be found among its colorful and diverse streets and quarters. *Urbs* Thyatis has everything in it, from the wealthiest palaces of merchants and aristocratic families (some of whom have been influencing the destiny of the empire since the times of the kings, long before the coronation of the first emperor, even before Alphatia invaded Thyatis) to the most squalid barracks of the poor and miserable.

After the big fire of AC 1013, however, things have grown a little better, and the worst tenements have been destroyed and replaced by *insulae* (three- to five-story brownstone residences).

The two most important features of *Urbs* Thyatis are the Colosseum and the Curia. The Colosseum hosts the famous gladiatorial competitions that Thyatians love so much (although I find them quite boring, and wonder how our civilized and cultured citizens can enjoy so much such a brutal and trivial hobby); the Curia is the place of reunion of the senate. Both are examples of the monumental architecture that is our artistic trademark.





Thyatis (City of)

Location: Southeastern coast of the continent of Brun, at the midway point of Vanya's Girdle on the banks of the Mesonian River in Thyatis. OW

Area: 50 sq. mi. (130 sq. km.).

Population: 624,000.

Languages: Thyatian (Thyatian, Heldann, Kerendan, and Tel Akbiran dialects). Many other languages are spoken within Thyatis City, including Milenian spoken by refugees from Davania, some of whom were settled here.

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Municipality administered by civic officials and elected representatives on behalf of the Emperor of Thyatis, imperial capital of the Thyatian Empire.

Industries: Arts (especially mosaic, sculpture, stonemasonry, theater), crafts (especially metalworking, glassworks, tanning, cloth—including brocade, cotton, linen, satin, velvet, wool), fishing, finance, magic, military, services (including finance, insurance), scholarship, shipbuilding, silk (including spider silk), textiles, trade.

Important Figures:

Belissarian Strategius (Imperial Marshal and Chief of the General Staff), Constantine Lecapenus (First Sea Lord and Grand Admiral of the Imperial Admiralty), Antonina Alessandrasia (Lady Knight Commander of the Air Guard), Marcian Lactanius (Commander of the Sacred Guard), Andronicus Ducatzes (Commander of the Hetaeria), Tredorian (Prince of Alphatia), Maximius Colophorius (Lord Knight and Grand Master of the Glorious Wings of Vanya),

Nikephorus Logotharion (Praefect of Thyatis), Julius Sartorius (High Priest of the Endless Seas of Protius), Regino Helioprobus (Patriarch of Solarios), Helena Daphnotarthus (Priestess of Valerias's House of Passions), Theophylact Cerularius (Chief Priest of Tarastia), Trasarius Theophilus (High Priest of Asterius), Yalag (ex-Gladiator), Carolus Anthemion (Gladiator), Phaedra Daphnorakenzes (Priestess of Vanya), Theodosius Kantinomeiros (Con Man), Tanobari Nuar (Pearl Islander Consul), Dylan son of Penn (Thratian Consul), Athanasia Romanones (Proctor of the *Collegium Arcanum*), Philoxenus Scholasticus (Curator of the Great Library), Methodius Armorakius (Dean of the Imperial Academy), Elektra Sharpblade (Gladiator), Hukkt (Gladiator), Stult Bearclaw (Gladiator), Speriopitis Melanikas (Gladiator), Valnor Acidelyrovius (Master of the Shadow Hand). A multitude of other characters of all levels also inhabit the City of Thyatis.

Flora and Fauna: Lycanthropes (especially wererats under the city), wild cats and dogs, giant rats, goblinoids. Pegasi, griffons, rocs, ruby, gold, and white dragons as well as other aerial mounts are used as mounts. Many other unknown varieties of monsters live in the catacombs underneath The City.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Note: *The scale of the map for Thyatis City (and Sundsvall, although the city is now in ruins) has been semi-officially re-designated. Instead of 1" = 1,000' use the scale 1" = 1,000 yards. This works better given the size of the Coliseum as depicted in DDA1 anyhow, as anyone who has tried to fit it into the 1,000' scale will have noticed. In addition, the floor plan of that map should have a scale of 1 square = 15' rather than 1 square = 25'. It will then fit with the map of the upper basement, as it should, and will precisely fit within the area allocated for the Coliseum on the main city map with its scale revised at 1" = 1,000 yards.*

Last Year's Events: None to report.

Twaelar (Merrow Empire)

Location: Seabed around the Thanegioth Archipelago. OW

Area: Approx. 250,000 sq. mi. (647,500 sq. km.).

Population: 1,030,000 (including 206,000 in the capital of Twaeloporis). Roughly 50% merrow, 15% aquatic ogre, 10% triton, 10% locathah, 10% sahuagin, 5% aquatic elves.

Language: Merrow (Twaelar dialect).

Coinage: *Black pearl* (5 gp), *pearl* (gp), *seed pearl* (sp), *coral* (cp). Merrow coins consist of mother-of-pearl into which seed pearls are embedded; none for the *coral*, one for the *seed pearl*, five for a *pearl* coin, and five black seed pearls for the *black pearl*.

Taxes: 20% income tax collected biannually, 5% sales tax on all goods except food, plus in-kind exactions and corvée labor on behalf of the empire.

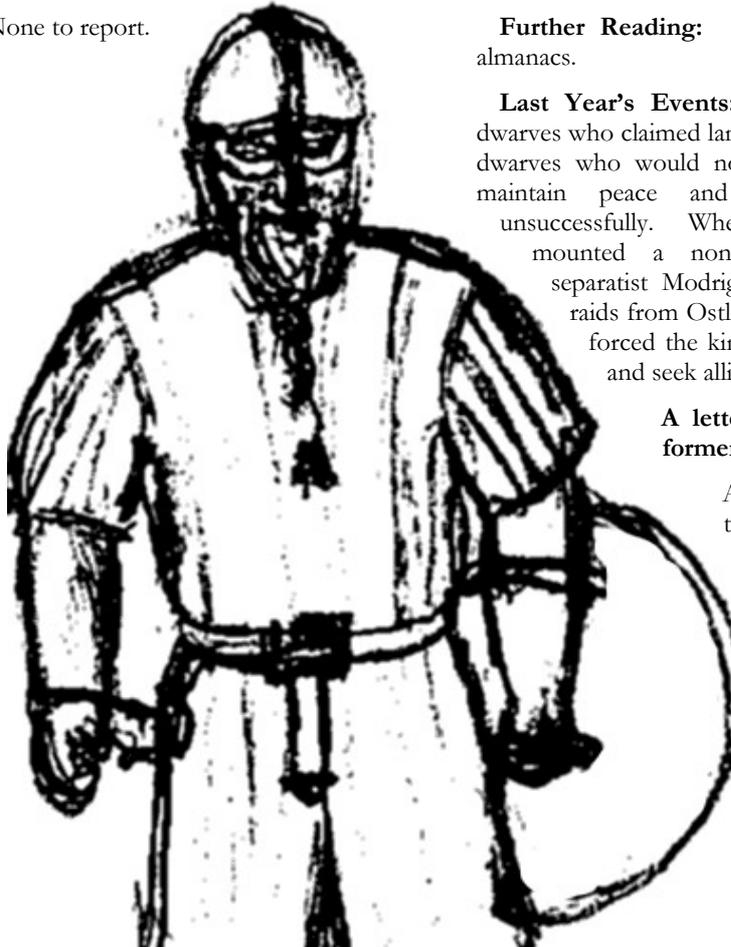
Government Type: Monarchy advised by a council of priests.

Industries: Fishing, kelp-raising, pearl-harvesting.

Important Figures: Diviloplop (Emperor), Igilbolb (Empress), Goblopob (High Priest of Protius).

Flora and Fauna: Kelp forests, coral, whales, dolphins, seahorses, hippocampi, narwhals, giant leeches, electric eels, lacedons, dragonfish, dragon turtles, giant lampreys, jellyfish (man o' war), water naga, piranhas, giant squid, ixitxachtli, giant sharks, marids, urchins, school fish, giant clams, nereids, eyes of the deep, krakens, giant octopi, aquatic jellies, giant sea snakes, giant lobsters, scraggs, sirines, giant sea spiders, kelpies, aquatic dinosaurs, and in hidden areas, kopru.

Last Year's Events: None to report.



Vestland (Kingdom of)

Location: Southeast of Heldann, east of Ethengar, north of Soderfjord and west of Ostland. OW

Area: 21,065 sq. mi. (54,558 sq. km.).

Population: 159,400, including the capital city of Norrvik (pop. 16,300). Dwarves make up about 5% of the population. Population figures are down due to wars with goblinoids over the past few years.

Languages: Heldannic.

Coinage: *Schilder* (5 gp), *guldán* (gp), *bellar* (cp), *floren* (sp), *oren* (cp).

Taxes: None. Revenue is raised from tolls to use roads and bridges. The king is planning on installing some form of income tax in the next couple of years.

Government Type: Monarchy, with a strong feudal aristocracy. There is also a significant middle class. Member of the Western Defense League.

Industries: Agriculture (potatoes, barley, and beets), logging, fur trading, crafts (with an increasing dwarven presence), trade.

Important Figures: Bergthor Haraldson (King), Harald Gudmundson (Former King), Ceowulf Rotolfson (*Jarl* of Bornbank).

Flora and Fauna: The deep forests harbor many normal animals—deer, boars, elk, bears and wolves. The western hills are thinly populated with trolls and other assorted goblinoids. The lowlands are home to many sorts of herd animals such as sheep, horse, cattle and goats.

Further Reading: GAZ7 *The Northern Reaches*, previous almanacs.

Last Year's Events: Caught between the Modrigswerg dwarves who claimed lands in Vestland, and friendly Rockhome dwarves who would not tolerate it, King Bergthor tried to maintain peace and mediate between the factions, unsuccessfully. When all other options failed, Vestland mounted a none-too-successful attack against the separatist Modrigswerg, leaving the kingdom open to raids from Ostland, a friend of the Modrigswerg. This forced the king to retreat and reassess the situation, and seek allies.

A letter of distress from Rotolf Kalfson, former *Jarl* of Bornbank.

As I have heard of others succeeding at this, I have made the decision to use this opportunity to issue a call for help. Vestland is a nation besieged by foreign forces. The entire nation is in danger of collapse, but none more than the small border clans, such as the one I belong to. While our plight fades compared to the dangers all of Vestland faces, once individual domains start falling, the rest will soon follow.

The small domain of Bornbank has for a long time been the site of disputes between Vestland and Soderfjord. The danger of invasion from the neighboring Boddergard Clan in Soderfjord has been a constant threat to us, and we have seen a number of raids in the past. Bornbank is not a rich land, but our access to the Landersfjord and what small riches we possess are greatly desired by our neighbors. The clan hall of Vanger is a small, but fairly prosperous market town. We supply the homesteads along the banks of the southern Landersfjord, and with recent events we have become vital to those communities.

As Vestlanders we are hardy and resourceful, thriving in the face of adversity. Yet even the hardest spirit can be broken by constant hardship. Lately the number of dour faces has increased to the point that a smile is next to impossible to come by. The number of drunken brawls has increased as the inhabitants of our domain seek ways to escape from their troubles. Wooden walls and thatched roofs have begun to fall into disrepair and our once proud clan is becoming a shadow of itself.

What is the cause of all these problems, you ask. We have stoutly faced the hostility of the Boddergard Clan in Soderfjord; while they have recently stirred up more trouble than usual, they are not to blame. Rather, it began with the appearance of the terrible Modrigsberg dwarves, crawling out of their mountain caves. In Vestland, we have always been friends with dwarves; settlers from Rockhome have contributed greatly to our lives and welfare. Yet these dark dwarves are unlike the Rockhome dwarves. They are greedy and ambitious and have chosen to wage war on our nation to fill their own coffers and claim our land.

The rightful King of Vestland, Bergthor Haraldson, led an army against the rotten dwarves, but he faltered in the face of their dark powers, facing their giant allies and creatures conjured by their sorcery. In this darkest hour of our nation, the piratical nation of Ostland struck at our mostly undefended borders. Longships carrying bloodthirsty raiders landed on our shores and plundered all that they could take. Our domain was crippled by the losses inflicted on us that day.

Now, though the king has tried to rally the clans, our future looks very bleak. The lands claimed by the Modrigsberg lie close to us; perhaps we will be their next victims. The pirates from Ostland could return any day to take the few supplies we have left. And the Boddergard Clan eyes us greedily, certainly to take advantage of our weakened position. From where will the next attack come?

So, what I ask of you, if you be a warrior strong of heart, a priest serving just Immortals, or an adventuresome mage with a rightful heart, is to come to our aid, for we are in sore need. Legends will be written about the great exploits awaiting the heroes come to Vestland's aid. There is even a place for you as our kinsmen, should you so desire. Any man or woman proving worthy may be adopted by our clan, to share in the rewards.

Our neighboring nations are dangerous and should not be visited lightly. Please, when you come to aid us, approach from the sea. While it is still dangerous due to the prowling Ostlander pirates, it is far safer than the hostile lands of Soderfjord and the mountainous regions occupied by the evil Modrigsberg dwarves.

Vyalia (County of)

Location: Southeastern corner of the continent of Brun, along the eastern border of Karameikos and the Kerenda River, north of Machetos and south of the Altan Tepes Mountains. OW

Area: 5,268 sq. mi. (11,853 sq. km.).

Population: 30,500 (60% human, 40% elven, some hin) including the towns of Foreston (pop. 5,100) and Greenheight (pop. 1,000).

Languages: Thyatian (Thyatian dialect), Elvish (Vyalia dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Light agriculture, crafts (especially woodworking, carving), fishing, magic, military, shipbuilding, textiles

Important Figures: Yldysyl Greenheight (Count), Larandia Lymianoporus (Lady, Head of the Order of Foresters), Alexiana Hierydyl (Loremistress), Formosos Treeshield (Warden Marshal).

Flora and Fauna: The majority of Vyalia's territory consists of rolling hills, but the southern, settled portion is based in the forested valley around the Kerenda River. These consist mainly of immense, ancient redwood groves, but also of cedar, mahogany, and teak carefully cultivated for woodworking use, and peach, pear, orange, and cherry fruit trees in cultivated orchards. The woods are filled with many animal species, both game and predators; wolves, boars, deer, elk, and other forest creatures roam the area. Pegasi, griffons, rocs, ruby, gold, and white dragons as well as other aerial creatures are used as mounts occasionally.

Further Reading: *Dawn of the Emperors* boxed set, DDA1 *Arena of Thyatis*, DDA2 *Legions of Thyatis*, previous almanacs.

Last Year's Events: None to report.

Wendar (Elven Kingdom of)

Location: North of Glantri and Ethengar, south of Denagoth and west of the Heldannic Territories. OW

Area: 78,170 sq. mi. (202,460 sq. km.).

Population: 370,000, roughly 45% humans and 55% elves.

Languages: Elvish (Genalleth dialect), Heldannic.

Coinage: *Di* (gp), *on* (sp), *teci* (cp).

Taxes: 20% income tax, collected yearly.

Government Type: Monarchy.

Industries: Logging, agriculture (grows barely enough for its own use).

Important Figures: Bensarian of Kevar (Prince-Regent).

Flora and Fauna: The region boasts tall ancient sequoias and pines, along with other evergreen trees that make the logging industry most profitable. Throughout the whole region the terrain is rocky and difficult to cultivate, hence only the most resistant and healthiest plants and crops can grow here. Animals commonly encountered in Wendar are moose, elks, bears, wolves (in forests), horses, boars, snakes (in open fields and hills) and even mountain lions. The land is far from being tamed, and the monstrous species abound, especially near the Mengul Mountains and the Wendarian Range, including snow apes, white apes, giant bats, dragons (white and green), giant ferrets, sasquatches and unicorns. Tribes of ogres and trolls have been reported living in the Mengul Mountains, while actaeons, centaurs, dryads, fairies, fairy folk, gremlins, treants and wooddrakes can be encountered in the forests.

Further Reading: X11 *Saga of the Shadow Lord*, previous almanacs.

Last Year's Events: After he regained control of his body following the Day of Dread, Bensarian set upon rooting out the evil agents of Idris and undoing the damage they wrought to Wendar. However, Idris had already established a neat control over many Wendarians, notably the human population, and fought to retain Her grip on the nation. Humanoid and monster attacks on Oakwall and other communities did nothing to restore confidence in Bensarian, especially after he refused to use the *Elvenstar* to repel them, while the Church of Idris gained further gratitude for helping out. Dark phenomena of unknown—but dreaded—origin in the Baamor Woods made the Wendarians even more restless.

Ylaruam (Emirates of)

Location: North of Thyatis, west of Rockhome and Darokin, south of Soderford. OW

Area: 53,130 sq. mi. (137,606 sq. km.).

Population: 208,000 (recent losses due to civil wars within the emirates).

Languages: Ylari (also known as Alasiyan), Thyatian, Alphatian.

Coinage: *Dinar* (gp), *dirham* (sp), *fal* (cp).

Taxes: 10% sales tax. Also a monthly head tax according to social rank (peasants: 1 cp, townsfolk and nomads: 1 sp, merchants: 1 gp, nobles: 10 gp). Heretics (those who refuse to follow the edicts of the Eternal Truth) and foreigners pay double the monthly head tax.

Government Type: Bureaucracy with administrative departments called *voucheries* (such as the *Vouchery* of Water Resources), under the supervision of the *sultan* and his grand *vizier*.

Industries: Textiles, horse-breeding, mining, marble-quarrying, glassmaking, and the cultivation of dates.

Important Figures: Hassam “the True” al-Kalim (*Sultan*), Khalid-al-Sharif “the Tale Teller” (Grand *Vizier*).

Flora and Fauna: Horses, camels and cattle are by far the most common animals found, followed by sheep and goats. In the wilderness of the desert, djinn, chimerae, dragons, undead, giant lizards, sphinxes, and manscorpions are all rumored to be present. Demons recently released into the Prime Plane near the *Emirate* of Nithia are also a rare sight.

Further Reading: GAZ2 *The Emirates of Ylaruam*, previous almanacs.

Last Year's Events: The wizard Wastoure hired adventurers to find out whether there is any truth behind the rumors of the existence of the infamous Barimoor—who, incidentally, may not be dead after all.

Atlas of the Alphatian Sea

Introduction to the Alphatian Sea

The once mighty Alphatian Empire has sunk beneath the ocean, and in its place now sits the Alphatian Sea. Dotted with several hundred isles representing the peaks of drowned mountains, the Alphatian Sea is rich with pirates and island fortresses.

The Alphatian Sea is also the place to be to search for magical treasures. The ocean floor is littered with thousands upon thousands of magical items from the former empire, and many adventurers are doing their best to try and acquire them. Several hundred have been found already, and most now reside in the hands of the pirates who then plundered the treasure-seekers. Those who manage to acquire an Alphatian Artifact always find fame and glory with it.

The people of the Alphatian Sea are mostly free subjects, most belonging to the New Alphatian Confederate Empire (annoyingly called Nayce by most of the commoners [*the Mystaran Almanac now makes use of the spelling popularized by Minrothbaddan merchants. Ed.*]). They are well educated, mainly literate, and boast a larger percent of mages than most of the world. Some are also slaves, which is still legal and acceptable in most kingdoms. Slaves are only very rarely able to read or write.

Only a few nations of the area do not belong to Nayce, although ships from around the world sail here. Nayce would prefer to keep the area clear from foreign treasure seekers, but they have far too few ships and *skyships* to patrol everywhere, hence pirates are able to roam freely and do almost anything they please.

Adventurers come to seek fame for defeating some of the most notorious pirates of the world, while others come in search of sunken treasure. Reputation and glory is more important than anything else, and insults rarely go unchallenged. All in all, it is a swashbuckling place with endless adventures on the high seas. On the Alphatian Sea, fame and glory mean everything!

The Alphatian Sea has one minor continent known as Bellissaria on its southeastern margin. This is where most of Naycese forces are concentrated, and one of the few places where the law is effectively maintained. To the west, Norwold and the Isle of Dawn mark the end of the Alphatian Sea, while the continent of Skothar indicates its eastern limits. The north is bordered only by the glaciers marking the north pole and the entrance to the Hollow World. The southern waters eventually turn into the Sea of Dawn and the Bellissarian Sea.

Correspondents for the Alphatian Sea

Here is our list of correspondents that give us detailed information on the nations, places, and events of the Alphatian Sea.

Featured Correspondents

Allstrick

For those not privy to the man that is Allstrick, he is a half-breed. Born to a Shiye mother and Alphatian father, Allstrick has lived a long life as an adventurer both inside and outside of the Alphatian Empire. He outlived the dangers and retired from the profession, ironically enough taking up residence in Glantri. During the war, Allstrick sent his son back to mainland Alphatia where he hoped he would be safe. He himself moved the rest of his household to a residence in Mirros to wait out the war.

With Alphatia's sinking Allstrick naturally assumed his son had perished. With the divulgence of Alphatia's survival in Hollow World, he began planning a venture to visit the Naycese lands. Rumors persist that he wishes to reassert his prestige upon his countrymen to gain access to the Hollow World. We took advantage of this trip and approached Allstrick on reporting what he saw during his travels; he readily agreed and we look forward to his reports.

Geoff Gander

"Geoff Gander" is the pseudonym of Gottfried Gentjer, a rather unassuming man, we are told, whose interests range from cartography, to art, to ancient history. A fairly friendly fellow, "Geoff" will talk for hours about his purported exploits, including the mapping of the entire continent of Davania (he claims to be the first Mystaran to do so, far more thoroughly, he claims, than "that Azlum Swith fellow"). For all that, "Geoff" was unwilling to tell us much about his past, except that he came from "someplace you've probably never heard of," and he refuses to answer to his real name (preferring to use the vaguely Fenswickian "Geoff Gander" instead), which he let slip in a moment's indiscretion. Despite some peculiarities in his behavior, his work certainly speaks for itself!

Regular Correspondents

Adoramar

Daralann

Dariyana

Feldimur

Galtarnim, Captain of the Wave Turtle

Myloptarq

Thalia “Red Sheaf” Torres di Lopez

Trastamar

Atlas

Aquas (Kingdom of)

Location: Sea of Dawn, northwest of Bellissaria. AS

Area: 498 sq. mi. (1,290 sq. km.); only 2 sq. mi. are covered by domes.

Population: 41,800 (30,600 in Seashield; 11,200 in outlying domes). Numerous sea peoples present not included in census.

Language: Alphatian (Aquan dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Monarchy, member of Nayce.

Industries: Fish breeding, pearl harvesting, jewelry making (chiefly from local materials), engineering of undersea related items (*submersibles*, diving suits, waters pumps, drilling machines).

Important Figures: Zynnica (Queen).

Flora and Fauna: Aside from its official human (95 percent) and demihuman (5 percent) population, one may find the kingdom frequented by numerous sea creatures. The more intelligent ones are mermen, tritons, sea elves, nixies, and storm giants.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: Aquas made a lot of efforts to explore and colonize the sunken continent of Alphatia, with projects to build new undersea domes, but encountered unexpected opposition in the many undead that live in sunken Alphatia.

Arkan (Kingdom of, a.k.a. Ar)

Location: New Alphatian Sea, then above the Yannivey Islands. AS

Area: 100 sq. mi. (259 sq. km.), plus the 33,920 sq. mi. (87,853 sq. km.) of the Yanniveys.

Population: 51,250 (25,600 in Skyreach), plus 5,000 of the Yanniveys.

Language: Alphatian (Arkan dialect), Elvish (Shiye-Lawr dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Monarchy, member of Nayce.

Industries: Military, air magics, ocean harvesting.

Important Figures: Qissling (King), Qirklin (Prince).

Flora and Fauna: With their aerial nature, the islands of Floating Arkan see an abundance of flying creatures. Dragons, djinn, efreet, air elementals, griffons, hippogriffs, pegasi, and pegataurs are but a few of the more spectacular flying creatures. Other, land-bound creatures include bears, big cats, boars, sheep, and horses. Down on the Yannivey Islands, one can see additional creatures such as wolves. The surrounding waters see the usual bevy of fishes and aquatic predators. With the islands having to fend for themselves more in regards to food, the once lavish gardens, parks, and unused lands have found themselves under the plow. It should also be noted that as with any Alphatian domain, the land may be filled with any sort of summoned, created, or captured monsters.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: Arkan suffered from the financial trouble in Nayce, as it hit Arkan's most famous industry: *skyship* production.

Dawnrim (Kingdom of)

Location: Bellissaria, west of southern Skothar, southeast of Aquas. AS

Area: 255,900 sq. mi. (662,781 sq. km.).

Population: 28,700 (5,200 in Alinquin).

Language: Alphatian (Bellissarian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Monarchy, member of Nayce.

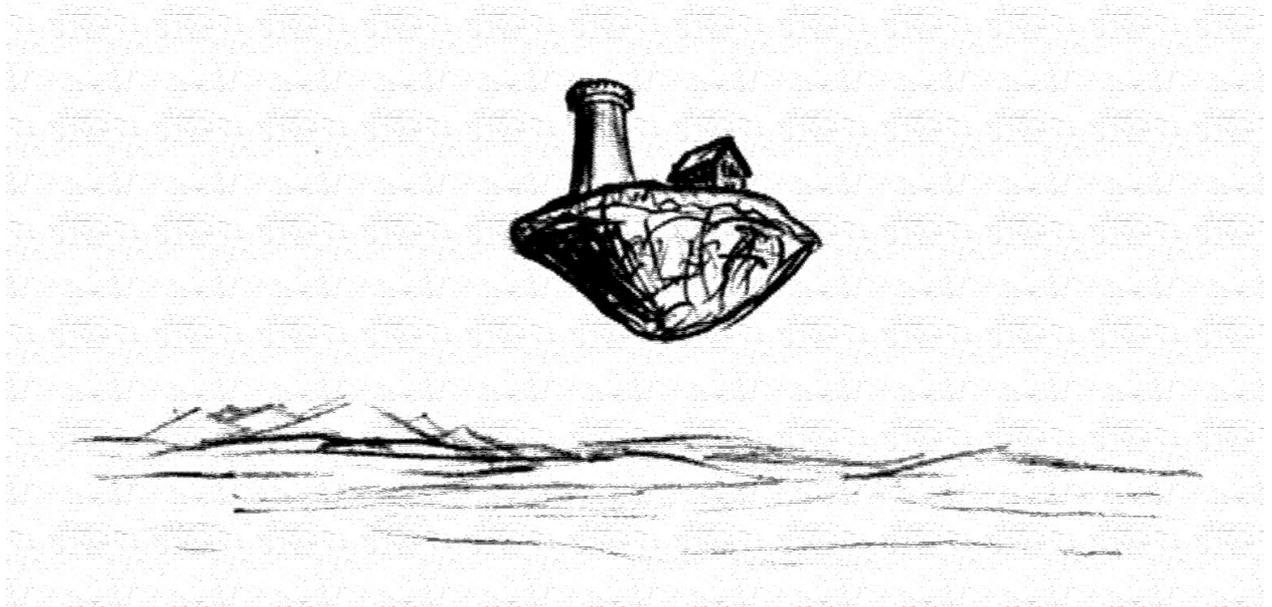
Industries: Agriculture, fishing, and herding.

Important Figures: Teskilion (King and General).

Flora and Fauna: With few indigenous monsters, Dawnrim benefits as most of its animal life is of the domesticated type. Even the bulk of its wildlife was brought in from elsewhere.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.



Grey Islands (Dominion of the)

Location: In the center of the New Alphatian Sea, east of Ionace, north of Aquas, southeast of the Sundsvall Maelstrom. AS

Area: 13,500 sq. mi. (34,965 sq. km.).

Population: 400 scattered on the various islands opened for colonization, plus stationed soldiers (100) guarding the area (notably the close-by Sundsvall Maelstrom), and students and faculty from Alphatia during the academic year (currently about 200).

Language: Alphatian (various dialects).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Nayce collects taxes from its subjects, Alphatia that of its own (school faculty).

Government Type: Military dictatorship, member of Nayce.

Industries: Magical research, teaching of magic.

Important Figures: Dariyana (Student).

Flora and Fauna: All flora and fauna from the Grey Mountains has died because of the brutal climactic change brought by the new position of the land, i.e. oceanic instead of mountainous. Only some underground species have survived (mostly fungi and small insects). Hardy mosses are the vanguard of the future ecosystem that will eventually emerge. On the islands that have seen a small influx of settlers, vegetables and farm animals (mostly chickens) have been brought.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Horken (Kingdom of)

Location: Bellissaria, west of southern Skothar, southeast of Aquas. AS

Area: 103,258 sq. mi. (267,438 sq. km.).

Population: 31,000 (5,200 in Horken).

Language: Alphatian (Bellissarian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Monarchy, member of Nayce.

Industries: Agriculture, shipbuilding.

Important Figures: Villiun (King).

Flora and Fauna: The grasslands common to northern Bellissaria can be found here. To the south the land has more hills and the far south contains mountains of the Surkarian Mountain Range. Most creatures found in Bellissaria can naturally also be found here, though the chance to meet beings summoned by magic, though still possible, is not great, since Horken has relatively few spellcasters. Other animals and plants are fairly common for the type of land.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Ionace (a.k.a. the Isle of Nayce)

Location: Sea of Dawn, where western Alphatia used to be. AS

Area: 128,199 sq. mi. (332,035 sq. km.).

Population: 3,500, and many monsters (2,600 in Ionace City).

Language: Alphatian (Vertilian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). An additional 10% is spent on military forces in the name of the confederation.

Government Type: Center of the New Alphatian Confederate Empire, member of the Alphatian Empire.

Industries: Bureaucratic hub of Nayce, mining.

Important Figures: Broderick (Commander in Chief).

Flora and Fauna: Though most of these are content to remain outside of the city, large numbers of wandering monsters beset Ionace.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Last Year's Events: The Naycese Council rather failed in its task to administer Nayce, as squabbling among the council made it impossible to stop the growing economic trouble and other problems that were increasingly plaguing Nayce.

Lagrius (Kingdom of)

Location: Bellissaria, west of southern Skothar, southeast of Aquas. AS

Area: 244,677 sq. mi. (633,713 sq. km.).

Population: 154,000 (15,500 in Blueside).

Language: Alphatian (Bellissarian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Monarchy, member of Nayce.

Industries: Timber cutting, fishing.

Important Figures: Elenitsa (Former Queen), Siaron Lagrius (Queen).

Flora and Fauna: Like most Bellissarian kingdoms, Lagrius boasts few indigenous monsters. Most animal life is of the normal variety and has been brought in from elsewhere.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Meriander (Kingdom of)

Location: Bellissaria, west of southern Skothar, southeast of Aquas. AS

Area: 92,034 sq. mi. (238,368 sq. km).

Population: 103,000 (15,500 in Alchemos).

Language: Alphatian (Bellissarian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Monarchy, member of Nayce.

Industries: Agriculture, alchemy, education.

Important Figures: Hubertek (King and General).

Flora and Fauna: As with all Bellissarian kingdoms, there are no indigenous monsters, most animal life being brought in from elsewhere. Of course the presence of the mages in Alchemos may warrant more unusual creatures due to summoning and creation magics.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Notrion (Kingdom of)

Location: Northern Bellissaria, south of the Alphatian Sea, west of Meriander, northeast of Veroth. AS

Area: Approx. 214,000 sq. miles (554,000 sq. km). Area is approximate as there is still dispute with Veroth as to where exactly to place the borders.

Population: 50,800, including Aaslin (pop. 10,200).

Languages: Alphatian (Bellissarian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation. There is a 2% surtax on all consumer goods and services.

Government Type: Monarchy, member of Nayce.

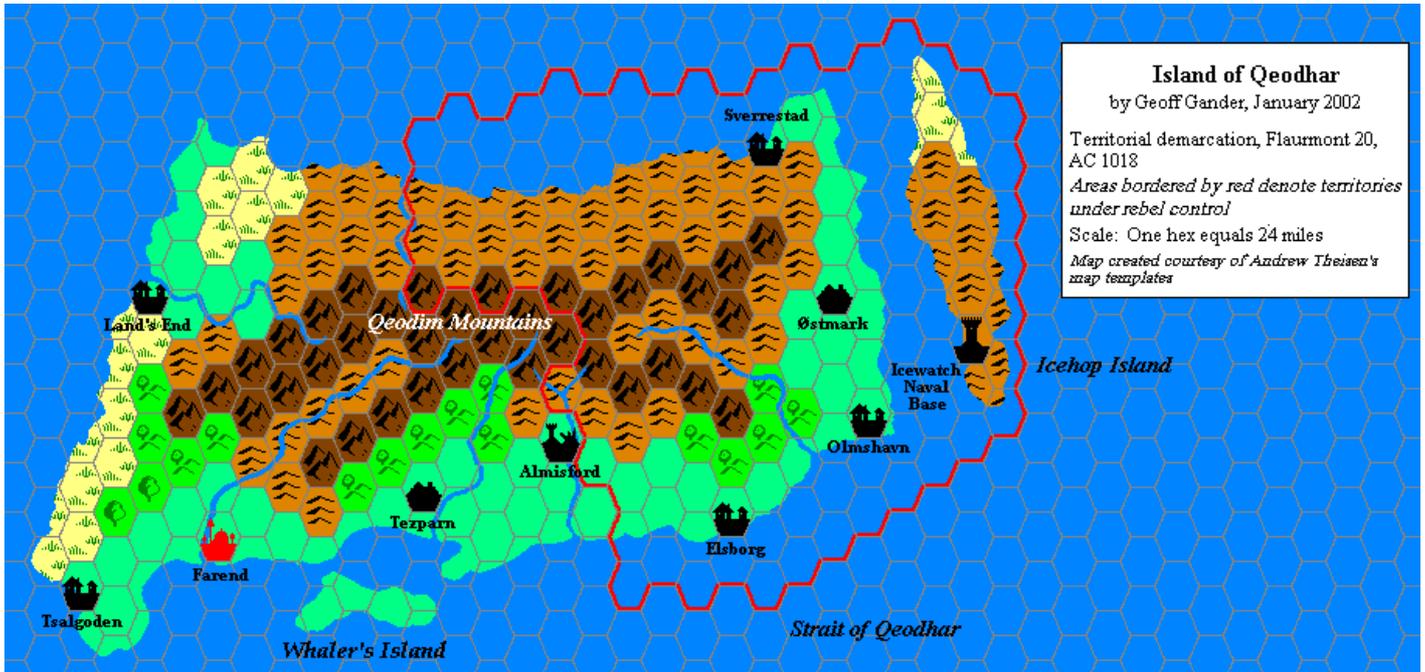
Industries: Agriculture.

Important Figures: Corydon (King).

Flora and Fauna: Like its neighboring Bellissarian kingdoms Notrion boasts little indigenous animal life, aside from fairly common animals like foxes, deer, rabbits, rodents of many types, and various species of bird. The seas abound in many types of fish, and sea serpents are not unknown.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: Notrion was seriously hit by the economic troubles that spread inside Nayce. The kingdom was on the verge of bankruptcy, and the market for grain (Notrion's main industry) was not showing any sign of improvement. The disputes with Veroth, and the loss of land to the newfound kingdom, only worsened an already blight situation. There seemed to be no end in sight to the downward spiral.



Island of Qeodhar

by Geoff Gander, January 2002

Territorial demarcation, Flaummont 20, AC 1018

Areas bordered by red denote territories under rebel control!

Scale: One hex equals 24 miles

Map created courtesy of Andrew Theisen's map templates

Qeodhar (Kingdom of)

Location: Northern Alphatian Sea, northeast of Norwold and west of the Yannivey Islands. AS

Area: 47,904 sq. mi. (124,071 sq. km.).

Population: 15,000, including Farend (pop. 5,800). Many refugees have fled to Farend due to the continuing hostilities further east, and have yet to be resettled.

Languages: Alphatian (Frisian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher and an import tax of 1% (Naycese kingdoms and Karameikos excluded). 10% goes to the imperial treasury. The “king” has been known to levy additional surtaxes on occasion, which are used to support his unusually large fleet.

Government Type: Monarchy, member of Nayce.

Industries: Fishing, trade, raiding, whaling, seal-trapping.

Important Figures: Norlan (King).

Flora and Fauna: Seal herds, boars, giant crabs, dolphins, white dragons, dragon turtles, giant fish, frost giants, mermen, sharks, whales, and wolves (including some of the two-legged variety). Plant life consists of shrubs and bushes (such as juniper), and coniferous trees. Elsewhere, grasses predominate.

Further Reading: M1 *Into the Maelstrom*, *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: See below.

Description by Allstrick, map by Geoff Gander.

Yanifey and disreputable types that were unwelcome on Alphatia proper settled this cold, barren island. Despite several attempts to achieve respectability, King Norlan is more known for continuing these traditions than for stamping them out. An island of rugged seamen, the people of Qeodhar are known for their whaling and sealing, but also for less respectable

occupations. Farend, the capital, is known for shipyards that build stout vessels, well able to survive the severe weather of this area. The people themselves are largely of typical northern stock, taciturn and suspicious. They were long a thorn in the side of the empress, and Norlan, despite his protestations of loyalty, has caused the Naycese Council no end of trouble.

The Land

If there was ever a place some vengeful Immortal would allot to those people He or She disliked, Qeodhar would be a likely candidate. This remote island lies north of what was once the continent of Alphatia, surrounded by the cold currents of the northern seas. The skies are always filled with leaden clouds, and cool winds blow south from the mountains running along the northern coast. Thus, Qeodhar is a cool and damp place.

Towards the north, the land is mountainous, with one range, the Qeodim Mountains, stretching from west to east along the northern coast. On its northern side are numerous fjords, while towards the south the mountains give way to lightly forested hills, which flatten into plains towards the sea. In the lowlands, there are scattered forests, especially towards the interior and central portions of the southern coast, but otherwise Qeodhar Island is primarily steppes, dotted with hardy grasses and the occasional hill, broken here and there by rivers winding their way from mountains to sea. Were this island a few hundred miles further south, it would truly have been a pleasant place.

The other islands which comprise this kingdom—Icehop Island and Whaler's Island—are not nearly so hospitable. Whaler's Island is in many ways little more than a jagged rock thrusting upwards from the sea floor; the coasts are rugged, the interior extremely hilly verging on mountainous. A handful of isolated valleys can be found along the coasts, however, in which whalers shelter during their hunts. During the height of summer, large camps are set up in these valleys, and the inhabitants manage to sustain themselves by fishing in nearby streams, and gathering the hardy blueberries that grow on stunted shrubs. Icehop Island, which lies just east of Qeodhar Island, is a barren place, populated by whalers when the season is right, and left to the elements otherwise. Only the southern portion of the island has any vegetation to speak of; the northern half of the island is bleak, windswept plains, covered with only those grasses that can survive in such a harsh climate.

The People

For many years, the people of Qeodhar were viewed in much the same way as one views Northmen in general: rustic, quick-tempered, warlike, and tough. Even King Norlan, who titled himself *kjarvik* (meaning “war leader”) played upon this perception, styling himself a fighter of incredible skill and strength. It seems, however, that the Qeodharans are more complicated than one would normally assume—though on second thought this would not be overly difficult, given what sort of people they are.

It seems that there are in fact two peoples living in Qeodhar: those common Alphatians and mixed-blooded folk who populate most of the towns and villages of the island, and the fair-haired people—apparently of Northman stock - who eke out an existence in the northern and eastern reaches, and who now have their own blighted nation, the “*Jarldoms*” of Ystmarhavn. While there has been some interbreeding between the two peoples over the centuries, such that Qeodharans of all types tend to be fairer in complexion than the peoples of other Nayce kingdoms, the Northmen, who claim to be the original inhabitants of the island, are shunned by many, and so retain some distinctive features. The northerners are slightly taller on average, and blond hair is very common among them, as are blue or gray eyes. Most of the men are bearded, while the women leave their hair long and unbound. Truly, I think these folk would be more at home in the Northern Reaches.

I have said that the Northmen are shunned, and that is true. Seldom were such people found in prominent positions in Qeodharan society; often they lived as fishermen, whalers, simple subsistence farmers, and sometimes miners. It appears that the bulk of the prestigious trades have been controlled by those of Alphatian stock, and the guilds (such that they are in Qeodhar) did not count many Northmen among their members. It is not that difficult to see that there is little love lost between the two groups. This antagonism played itself out recently, as most readers will no doubt be aware. Few, if any, Northmen remain in Qeodhar now; those barbarians have sensibly removed themselves to their new realm. Many Qeodharans hope they will never return.

Regardless of which group one meets, both are, by most Naycese standards, rather coarse people. Among them, you will find enjoyment of music, ale, and hearty food. It seems, though, that the northerners have a special affection for the land, more so than other Qeodharans.

History

As I mentioned above, Qeodhar has long been home to the rough-cut northerners who now make the place their home; it was only in recent centuries that the island had formally become a part of the Alphatian Empire. The history of the island before that time is unremarkable, though to be honest little is known for certain, as the people did not keep written records of their early history, preserving their lore orally. Of more importance, and interest, will no doubt be the antics of King Norlan.

Readers will, I am sure, remember his ill-conceived plan to involve himself in the affairs of Norwold. Needless to say, those plans backfired, costing Norlan many of his best soldiers, and forcing him to retreat to Qeodhar in disgrace. Even so, his troubles did not end, for large numbers of the indigenous fair-haired Northmen began to protest what they saw as years of discrimination and oppression—no doubt the king’s loss of power and prestige strengthened their resolve. Norlan put down open rebellion with force and purportedly encouraged the

authorities to expel the “Ystmarhavners” (as the Northmen call themselves) from their homes, forcing them to live in the far north and east of the island. One need not be a seer to figure out that the Ystmarhavners would not take this lightly, and so, for more than a year, civil war bloodied the fields of eastern Qeodhar. For a time, it seemed that Norlan would prevail, for he had the backing of a number of Naycese kingdoms—which contributed an expeditionary force. These troops, it seems, were even worse than Norlan’s own men, and they soon returned to more civilized Naycese lands, once the fighting became overly vicious. Of course, the aid of a couple hundred Ostlander reavers may have had something to do with it.

Towards the spring of AY 2018 [*AC 1018. Ed.*], what had once been a potentially sweeping victory for Norlan had turned into a series of disasters. His armies had become demoralized by several devastating setbacks, and his subjects wearied of the prolonged state of civil strife. With the utter destruction of the strategic town of Almisford, the heartland of Qeodhar lay open to the Northmen, and the simmerings of popular revolt spread like wildfire. In a bid to retain his throne, Norlan made peace with the Northmen, which resulted in the creation—some historians say resurrection—of Ystmarhavn. Since that time, an uneasy, armed peace has been kept on the island.

Don’t Miss

Should you find yourself on Qeodhar Island, the one place you should not miss is Farend, which is, without a doubt, one of the most remote settlements I have ever encountered. Here, you will see how people survive on the very edge of civilization. Farend may not compare with the more illustrious cities of the south, but considering what would otherwise be available on the island, spending the night in a rustic town inn is not that bad. At least you will have decent stone walls to protect you from the hostilities, and decent ale should that be your pleasure.

Do Miss

Unless you plan to have an armed escort, or are part of one yourself, do not venture too close to the wall that now divides Qeodhar from Ystmarhavn. The eastern regions of Qeodhar are also rife with banditry in many areas, and it is said that the odd Northman raider still manages to sneak into the kingdom and wreak havoc. Whether or not this is true, you would be well advised—unless you fancy getting your skull split by a Northman’s ax, or impaled by a stray arrow—to conduct your business in Farend, and then leave as soon as possible.

Sundsball Maelstrom

Location: In the center of the New Alphatian Sea, east of Ionace, north of Aquas. AS

Area: The pull of the maelstrom can be felt for miles away from its central point; the dangerous area is generally considered to be equal to that of former Sundsvall, though this may be myth rather than reality.

Population: None.

Language: None.

Coinage: None.

Taxes: None.

Government Type: Controlled by the Alphatian Empire.

Industries: Two-way transportation between the Floating Continent of Alphatia in the Hollow World and the Alphatian Sea on the outer world.

Important Figures: None.

Flora and Fauna: Some sea creatures venture near the maelstrom, but most avoid it.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Sunken Alphatian Mainland

Location: Bottom of the Alphatian Sea, where the continent of Alphatia used to be but submerged. AS

Area: Approx. 1,839,000 sq. mi. (4,763,010 sq. km.); the continent has been deformed in some places during the sinking, so its exact submerged size is only an estimate.

Population: None; unknown number of undead and sea denizens.

Language: None.

Coinage: None.

Taxes: None.

Government Type: None, claimed by the Alphatian Empire.

Industries: Lost artifacts, lost lore.

Important Figures: None.

Flora and Fauna: Some sea creatures venture in or near the sunken continent, and some probably inhabit it. Undead abound. Remnants of surface flora and fauna are decaying, and are gradually replaced by their sea counterparts: algae, fish, squids, aquatic beholders.

Further Reading: Previous almanacs.

Last Year's Events: Aquas was the major explorer of the sunken continent, with plans to eventually establish new domed cities over the sunken cities, but it ran into the new inhabitants of Alphatia: undead by the thousands. A few of these new denizens, the Alphadon, greeted the Alphatians with caution, but the Aquans were also savagely attacked by seemingly unending hordes of ghouls and other monstrosities.

Surshield (Kingdom of)

Location: Southeastern Bellissaria, west of the Straits of Minaea, east of Horken and Turmoil. AS

Area: Approx. 150,000 sq. miles (382,500 sq. km).

Population: 51,200, including Spearpoint (pop. 30,800), Fort Ballarat (pop. 2,100) and Fort Merrelin (pop. 2,100).

Languages: Alphatian (Bellissarian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation

Government Type: Monarchy, member of Nayce.

Industries: Military, agriculture, fishing.

Important Figures: Gratia (Queen).

Flora and Fauna: Like its neighboring Bellissarian kingdoms Surshield boasts little indigenous animal life. Most animals and plants were brought in from elsewhere and correspond to the terrain, both domestic and wild.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Turmoil (Territory of)

Location: Southern Bellissaria, between Eirundrynn to the west and Surshield to the east (Turmoil used to be part of Surshield). AS

Area: Approximately 47,138 sq. mi. (122,087 sq. km.).

Population: 35,600.

Languages: Alphatian (Bellissarian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: None since Turmoil is an anarchy.

Government Type: Anarchy, though technically considered a kingdom of Nayce.

Industries: Presumably agriculture and crafts, but otherwise unknown. A lot of people probably steal or take what they need from those less skilled or less powerful than themselves.

Important Figures: Jeremol the Deceptive (Leader of the Traders' Guild—a thieves' guild), Rorterm the Stern (Leader of the Security Guards—a group of brigands who take payment for not attacking people), Darkcloak (Newly-settled Foreign Alphatian Wizard).

Flora and Fauna: Turmoil consists mostly of farmlands and hills. There are a few sparse forests, but little else, except for the mountains of the Surshield Wall mountain range itself. A few tasloi may be found in the forests, but these are more numerous in Eirundrynn. On the other hand, there are a fair amount of wolves, hill giants in the northern hills, and even a few dragons are rumored to abound here.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Veroth (Kingdom of)

Location: Northern Bellissaria, south of the Alphatian Sea, west of Notrion, north of Lagrius, east of Dawnrim. AS

Area: Approx. 125,000 sq. mi. (323,750 sq. km). Area is approximate as there is still dispute with Notrion as to where exactly to place the borders.

Population: 30,800.

Languages: Alphatian (Randellyn dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 20% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Monarchy, member of Nayce.

Industries: Military, Agriculture.

Important Figures: Verothrics (King).

Flora and Fauna: Like most Bellissarian kingdoms, Veroth's animal and plant life was largely brought in from elsewhere. A large portion of the country consists of plains and light forests, and thus one may find many typical woodland animals, such as deer, foxes, squirrels, birds, and bobcats. Wolves are not unknown, but rare. Most of the plant life consists of varieties of deciduous trees (particularly cherry, oak, and maple), grasses, and shrubs. Those regions settled by the Verothians also contain vineyards.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: Because Veroth did not have much of an economy—and fortunately for it Notrion suffered from a great depression so the Verothians could acquire food well below market prices—it made use of its major resource—military—as was demonstrated by number of Verothians who became sellswords or sellspells at the various hot spots of Nayce—notably Esterhold.

Atlas of the Sea of Dawn

Introduction to the Sea of Dawn

To the east of the Old World, where the sun rises every morning, lies the Sea of Dawn. It is a place rumored to be mystical in nature by many tavern tales, and perhaps it is. Three exotic cultures can be found in this area, notably the Thothians, the Ochaleans, and the Pearl Islanders.

The rest of the nations, however, are either Thyatian or Alphatian in origin, and many bear the numerous scars of war between the two empires. For the Sea of Dawn is the border between the Old World and the Alphatian Sea, and it is where the two cultures clash, more often violently than not.

The Isle of Dawn, a continent-size island in the north of the Sea of Dawn, is a militaristic land where armies march constantly and battles take place almost daily. Such constant warfare has spread to the nearby Alatian Islands as well, and glory can easily be found by brilliant tacticians and expert mercenaries. The battles between the empires have died down since the signing of the Treaty of Dawn (or Isle of Dawn Treaty), yet it only takes a spark to start the war all over again.

Still, another threat seems to be looming over the area, and many of the nations are fearful of an attack by strange spiders found on the Thothian Plateau. The nature of these araneas is unknown, and whether there will be a war or not is also unclear. But if there is, the people of the Isle of Dawn will be used to it.

The southern islands, however, are peaceful in nature, and no trip is more relaxing than one to Ochalea or the Pearl Islands. It is from these nations that the Sea of Dawn receives a mystical description when talked about, for surely no one talks with pride about the constant wars on the Isle of Dawn.

The people of the Sea of Dawn are educated, and except for the Pearl Islanders, a majority can actually read and write. Both the Thyatian and Alphatian tongues are widely known, and it is rare to find someone who cannot speak both languages.

The Sea of Dawn is officially the sea along the eastern coast of the Old World, ending upon reaching the continents of Bellissaria and Alphatia. Since the sinking of Alphatia, the former Eastern Sea of Dawn has now become part of the New Alphatian Sea. The Sea of Dawn ends northward when it reaches the coast of Norwold, and its southern end borders the Jungle Coast on Davania. West of the southern Sea of Dawn is the Sea of Dread, while to the east is the Bellissarian Sea.

Correspondents for the Sea of Dawn

Here is our list of correspondents that give us detailed information on the nations, places, and events of the Sea of Dawn.



Featured Correspondents

Demetius Vannopolus

A career officer in the Thyatian army, General Vannopolus has been stationed on the Isle of Dawn off and on for over a decade, first fighting against the Alphatian invasion and later as military administrator in the central highlands of Dunadale. His interests go beyond the military, and he has a reputation for showing concern for the welfare of the common people of Dunadale. His insights into the land and people of Dunadale proved to be extremely helpful during the past years.

Regular Correspondents

Aiklin

Allstrick

Festevanessendrama

Kalitoru Nuar

Kholep

Shaun the Elfin

Stefania Torion

Teldremon

Thalia "Red Sheaf" Torres di Lopez

Atlas

Aegos (Kingdom of)

Location: Island in the Alatian Islands chain, south of the Isle of Dawn, east of Ochalea. SD

Area: 65,846 sq. mi. (170,540 sq. km.).

Population: 10,200, including 5,100 in the Thyatian Quarter (Aegopoli), 1,000 in Aegopoli, 500 in Pittston, 360 in Akethepsur, 280 in Apimonsur, 260 in Ptoteptah, 250 in Ptabistah, 200 in Selenion.

Languages: Alphatian (Alatian dialect), Thyatian (Thyatian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Thyatian Standard also very common: *emperor* (5 gp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation. Thyatian taxes are paid in the Thyatian Quarter, with 20% going to the Thyatian treasury.

Government Type: Monarchy, member of the Nayce.

Industries: Agriculture, fishing, trade.

Important Figures: No king or queen at present. Francesca Egidio (Thyatian Consulate), Delsel Oaktree (Assistant Consulate).

Flora and Fauna: The island has normal animals and plants found for lands of tropical plains, hills and forest (which are too numerous to all list here). Most of Aegos is wilderness, and almost any type of monster can be found here due to the failure of Aegos's zoo long ago and the more recent escape of monsters from Gaity.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Aeria (Kingdom of)

Location: Island in the Alatian Islands chain, southeast of the Isle of Dawn, northeast of Aegos. SD

Area: 49,384 sq. mi. (127,905 sq. km.).

Population: 17,300, including 10,100 in Feather Fall (includes 5,000 students), 650 in Anumoneh, 450 in Rabestah, 400 in Tephtah, 300 in Tephoteptah.

Languages: Alphatian (Alatian dialect, with some other dialects among the students). Thothian also spoken in some villages.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher, plus a 5% tax on the wages of Aeria's wizards and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Monarchy, member of the Nayce.

Industries: Agriculture and teaching of magic.

Important Figures: Aiklin (King, General and Headmaster of the University).

Flora and Fauna: The island has normal animals and plants found for lands of tropical plains, hills and forest (which are too numerous to all list here). Most of Aeria is wilderness, and almost any type of monster can be found here due to the presence of the university and the more recent escape of monsters from Gaity, plus many exotic herbs grown for use by the school.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Caerdwicca (Barony of)

Location: Southern coast of the Isle of Dawn, southwest of the Great Escarpment, north of Aegos. SD

Area: 17,459 sq. mi. (45,220 sq. km.).

Population: 5,200, including 1,600 in the town of Caerdwick; about twice that if you count the numerous pirates that answered the baron's call last year, and are anchored at the town of Caerdwick or elsewhere in the barony.

Languages: Thyatian (Thyatian and Redstone dialects both common), Alphatian (Hillvale dialect), Klantyre (among the McRhomaag clan members).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp). Alphatian Standard also very common: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 25% income tax collected quarterly on the aristocracy, nobility, and wealthy; 20% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, part of the Province of Meridia, member of the Thyatian Empire.

Industries: Agriculture, trade, piracy.

Important Figures: Uthgaard McRhomaag (Baron).

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Ekto (Kingdom of)

Location: Isle of Dawn, east of Brun, southwest of the New Alphatian Sea. SD

Area: 38,160 sq. mi. (98,834 sq. km.).

Population: 28,600 (1,300 in the city of Ekto).

Language: Alphatian (Hillvale and Thothian dialects), Thyatian (Redstone dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Thyatian Standard also very common: *emperor* (5 gp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karamaikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Semiautonomous monarchy, member of Nayce.

Industries: Agriculture, mining, metallurgy, and reconstruction.

Important Figures: Tristan (King and General).

Flora and Fauna: The sieges and razing of Ekto had left the kingdom little more than a wasteland, destroying most plant life and pushing animal life abroad. With rebuilding underway and a return of some of the crops, animal life has begun to return. As with any Alphatian kingdom, almost any creature can be expected.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Furmenglaibe (County of)

Location: Southwestern coast of Isle of Dawn. SD

Area: 9,875 sq. mi. (25,575 sq. km.).

Population: 5,100, including 2,000 in the community of Furmenglaibe.

Languages: Thyatian (Thyatian dialect), Alphatian (Hillvale dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp). Alphatian Standard also very common: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 25% income tax collected quarterly on the aristocracy, nobility, and wealthy; 20% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture, fishing (both rather sparse and unrewarding).

Important Figures: Phileus Furmenglaibe (Count), Lyra Furmenglaibe (Countess).

Flora and Fauna: Furmenglaibe consists mostly of moors and rolling hills with shrubs and a few scattered woods of ashes, yews and the occasional pine tree. Small ponds also dot the countryside, where sheep and goats are the most common sight. Wild goats and boars and packs of wolves are also common for the shepherds and farmers of the region, who use brave shepherd dogs to protect their cattle and farms. Many unpleasant creatures can be found in Furmenglaibe due to the presence of the Thothian Plateau, which is a veritable nest of monsters. Lycanthropes are feared in the region (especially werewolves and wereboars), as well as undead and the so-called night demons, a term the Furmenglaivians use to define any unpleasant creature that stalks the land by night (including goblins).

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Gaity (Kingdom of)

Location: Island in the Alatian Islands chain, west of Bellissaria, southeast of the Isle of Dawn. SD

Area: 16,960 sq. mi. (43,925 sq. km.).

Population: 1,100.

Languages: Alphatian (Alatian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: In Rainbow Park: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Monarchy, member of the Nayce.

Industries: Sparse agriculture and refugee camps (Rainbow Park).

Important Figures: No king at present. Halthaldrim (Alphatian Garrison Commander).

Flora and Fauna: The island has normal animals and plants found for lands of tropical plains, hills and forest (which are too numerous to all list here). Most of Gaity is wilderness, and almost any type of monster can be found here the recent escape of monsters from Gaity.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Heldun (Exarchate/Confederated Kingdom of)

Location: Northeastern head of the Isle of Dawn. SD

Area: 175,465 sq. mi. (454,455 sq. km.).

Population: 125,000, including cities of Helskir (pop. 13,000) and Dunadale (pop. 20,900), and the towns of Deirdren (pop. 5,200), and Norkinn (pop. 1,100).

Languages: Alphatian (Hillvale dialect), Thyatian (Redstone dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp); Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 25% income tax collected quarterly on the aristocracy, nobility, and wealthy; 20% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commertia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Constitutional monarchy with many elected representatives advising the ruler. Member of both the Thyatian Empire and Nayce.

Industries: Agriculture, fishing, cutting of peat moss, sheep-herding, trade, some raiding.

Important Figures: Asteriela Torion (*Exarcha*/Queen).

Flora and Fauna: Standard for its climate, notably herds of sheep and goats. Dangerous monsters include goblinoids and bandits that are common throughout the Isle of Dawn.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: After the attempt by the Heldannic Knights to conquer the fledgling kingdom, Heldun started to rebuild and expand its defenses, and Queen Asteriela tried to build a brighter future for her kingdom and the region, and for the two empires.

Hillvale (Kingdom of)

Location: Isle of Dawn. SD

Area: 79,690 sq. mi. (206,397 sq. km.).

Population: 10,300 (3,100 in town of East Portage).

Language: Alphatian (Hillvale dialect), Thyatian (Redstone dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Thyatian Standard also very common: *emperor* (5 gp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government type: Semiautonomous monarchy, member of Nayce.

Industries: Trade, portage of goods between East and West Portage.

Important Figures: Quicklimn (King and General).

Flora and Fauna: Due to its proximity to the Great Escarpment, all manner of creature types may be found wandering into the kingdom.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Kendach (County of)

Location: Center of the neck of the Isle of Dawn, between East and West Portage. SD

Area: 20,810 sq. mi. (53,900 sq. km.).

Population: 41,600, including 5,200 in the capital of Kendach.

Languages: Thyatian (Thyatian and Redstone dialects both common), Alphatian (Hillvale dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp). Alphatian Standard also very common: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 25% income tax collected quarterly on the aristocracy, nobility, and wealthy; 20% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture, trade (especially portage of goods from West Portage to East Portage), iron ore.

Important Figures: Marie Kendach (Countess).

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Meridia (Province of)

Location: Southwestern coast of Isle of Dawn. SD

Area: 82,160 sq. mi. (212,795 sq. km.), plus Caerdwicca, which is technically considered part of the province.

Population: 3,100, plus Caerdwicca, which is technically considered part of the province.

Languages: Thyatian (Thyatian dialect), Alphatian (Hillvale dialect). An ancient dialect of Ochalean is spoken in some areas of the province.

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp). Alphatian Standard also very common: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 25% income tax collected quarterly on the aristocracy, nobility, and wealthy; 20% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture, fishing, trade (in general; each dominion of the province might have a few extra industries as will be noted in their description).

Important Figures: Valerion Recebarius (Provincial Legate).

Flora and Fauna: The *Provincia Meridia* consists largely of sparsely inhabited grasslands in the west, and unsettled forests in the north. The hilly regions to the south of the province are rich with mineral ores, and are a hotly contested area between the settlers in Meridia and those of the County of Furmenglaive to the south. Wild horses roam the grasslands, as well as the usual chickens, goats, pigs, and other sorts of animals. The dark forests are rife with monsters and evil fairy creatures.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Ne'er-Do-Well (Kingdom of)

Location: Sea of Dawn, southwest of the Isle of Dawn, north of the Pearl Islands. SD

Area: 21,699 sq. mi. (56,200 sq. km.), including Greater Ne'er-do-well 17,958 sq. mi. (46,511 sq. km.) and lesser Ne'er-do-well 3,741 sq. mi. (9,689 sq. km.).

Population: 25,400, including Crossroads (pop. 5,100).

Languages: Alphatian (Alatian dialect), many other languages.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: Kleptocracy; officially no taxes are levied, the nation's income is derived from the proceeds of thievery. 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Monarchy heavily influenced by the thieves' guild, member of Nayce.

Industries: Fishing, smuggling, piracy, light agriculture (consisting mainly of people buying the farm), extortion, prostitution, gambling.

Important Figures: Koryn the Harpist (King).

Flora and Fauna: Because of the failure of the Zoo on Aegos long ago and the recent release of monsters from Gaity, creatures of any sort can be found here.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Ochalea (Exarchate of)

Location: Island south of the Isle of Dawn, north of the Jungle Coast, west of the Pearl Islands and southwest of the Alatian Islands. SD

Area: 190,054 sq. mi. (492,240 sq. mi.).

Population: 130,000, including 52,200 in the capital Beitung.

Languages: Ochalean (majority native language and official language of the bureaucracy, related to Alphatian but considered its own language), Thyatian (Thyatian common trade dialect) and Beizhuan (minority linguistic group in the south sharing a common set of symbols and most grammatical form with Ochalean but having a more musical tone).

Coinage: *Teng* (5 gp), *yab* (1 gp), *dib* (1 sp), *diao* (1 cp). Ochalean coins are octagonal with square holes in the middle and four characters as markings stating value and dynasty. A number of mintings are still in common circulation. The Thyatian standard coinage is also freely accepted in the Beitung area and free trade ports without having to exchange it at a royal bureau: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp). Use of foreign coin outside free trade ports and Beitung is strictly illegal.

Taxes: 25% income tax collected quarterly on the aristocracy, nobility, and wealthy; 20% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except for food, clothing and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: *Exarchate*, semi-autonomous dominion member of the Thyatian Empire.

Industries: Agriculture (wheat, rice and exotic fruit), textiles (hemp, silk, richly dyed cotton and linen).

Important Figures: Teng Lin-Dieu (*Exarch*).

Flora and Fauna: Civilized regions of Ochalea, including the extensive rural farmlands, are mostly free of monsters. This is a situation that is rapidly changing as the frontiers are now being pushed back to make way for agricultural development. Dangerous creatures encountered include ghouls and other undead, weretigers, tigers, panthers and the rare purple worm. Also common are sheep, goats, dogs and snakes.

Intelligent monsters include many kinds of ogres found throughout Ochalea while lupins and rakasta often roam the Grasslands of Chi and are becoming more recognized in urban centers. Dragons, while a prominent iconic fixture of Ochalean culture, are rarely seen although rumors persist that they walk amongst the people everyday or stand, invisible, perched atop palaces and monasteries.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Description by Demetius Vannopolus.

Ochalea is a large island in the southern Sea of Dread, slanting between the southwestern corner of the Isle of Dawn and the continent of Davania. Ochaleans, though seemingly of mostly Alphatian heritage, have their own unique and intriguing culture, and eschew their historical connections with Alphatia. For a brief time following the War of the Wrath, Ochalea was a sovereign kingdom independent of Thyatis. This situation changed quickly as most nobles and trading interests pressured the courts to return to a favorable trading position with the Thyatians.

Some speculate that Ochalea derives its culture from a people aboriginal to the island that predates Alphatian landfall. Recent archaeological adventures are beginning to provide some insight into this situation. Careful examination of the official records of Ochalea's dynastic rulership reveals distinct changes, which indicate some censorship has occurred with each successive dynasty. This has been more and more the case since the Thyatian hegemony has had its impact on Beitung's ruling class.

The Land

Ochalea is a large island kingdom, consisting mainly of volcanic rock and hills. Most of this land is suitable only for grazing, with only patches of agricultural land. However, this past year has seen large swaths of forest cut down to make way for ambitious agricultural projects. Although little of this land is in productive use yet one can expect a large amount of rice, wheat, flax, hemp and cotton to come from these in the near future.

The Shino-Gawa Shingao River crosses through the island, starting from the hills around the town of Wongzhao Tsushao (Wangzhao Zuchao), then down to the lake around the town of Chungkiang Li. From this lake, the largest one in Ochalea, the Shino-Gawa (Shingao) empties into the Sea of Dread. The enormous flood plain of the Shingao (a.k.a. Shino-Gawa) River produces the majority of Ochalea's foodstuffs. Although this and other similar areas only cover a small proportion of the land of the island, due to the island's large size and the fertile soils they nonetheless produce enormous amounts of food. The productivity of the land is due in large part to the mineral richness that comes from the volcanic soils as well as the annual infusion of nutrients from the monsoon and flood season. Also grown here are fields of flax and cotton, which were once exported to the city of Thyatis and then made into fine linen and cotton cloth, but are now increasingly refined in Beitung and other native Ochalean industrial centers. Mulberry, cherry and apple trees are grown in groves in and around Beitung, the village of Wu Li and many other settlements. This only enhances the strange beauty of the land and architecture as there are many parks and flowering tree-lined boulevards in the established urban centers. Silkworms are cultivated here, with the raw silk being sent to Beitung where it is spun into silken cloth of all varieties.

It was once believed that a small Ochalean population allowed the nation to pursue a placid environmentalism, but it is now believed that the rural farmers and settlers were never included in prior census reports, thus exploding the population by a significant amount. What are today magnificent, steep-sided hills were once volcanoes in the distant past, but are now completely inactive and have been so for most of recorded history. Despite this lack of volcanic activity, there are regions in the south where weak earthquakes are quite common.

For quite some time it was believed that most human and demihuman Ochaleans lived in and around the Beitung Savannah in the north, while the non-human inhabitants only occupied the Chi Grasslands Savannah in the south. The southern grasslands, however, are gradually being transformed into jungle rainforest due to southerly ocean currents, which warm Ochalea's shores and bring abundant rainfall.

The People

Ochaleans appear to be of common Alphatian ethnic origin, with coppery skin and fine facial features; however, over the passing centuries of contact with outsiders, this is less and less the case in the more cosmopolitan center of Beitung: Thyatian blood freely mingles with a good 10% of Beitung's population, and foreign fashions and customs are well known. In general, the Ochaleans are a scholarly and religious people who place great importance on learning and proper behavior. This stems from a great respect for history, the ancestors of the people and their ancestors' accomplishments. The large numbers of priests, who are held in high esteem here, have helped turn this nation into one of the most educated on the Known World. To them falls the enormous responsibility of conserving tradition and preserving the long and proud history of the Ochalean people. The long-standing following of the traditions of the Immortal Koryis (known as Koryu-Si or Koryieu-zi (koryiu-tsi) in the native tongue) has also made them seem at first appearances as very quiet, polite and peaceful. This belies the long-standing martial traditions within the society, to say nothing of the populist hero-worship of rebel monks, bandit champions and the officially despised disguised-heroine.

Although recreational activities common in the rest of the Known World, such as drinking, gambling and gladiatorial deathsports, are illegal here, they are nonetheless just as common. Conversely female prostitution is not illegal at all and a great many poor fathers sell their daughters to brothels. The traditional Ochalean vices abound aplenty in the trade port lands of other nations. Many enterprising trade houses from Thyatis, Minrothad and Ierendi make a fortune within the special trade regions leased to them by regional governors and the *exarcb's* bureaucratic court system. This is not popular with a large portion of the devout populace, but since many Ochaleans indulge in such vices, and both foreigners and local nobles profit from it in a free trade port, it is currently not being addressed by the royal court system.

Violence is not part of the Ochalean way of doing things. They detest violence in all its forms and prefer civilized discussion and negotiation to solve any problem. However, an Ochalean negotiation, while exceedingly polite, is filled with subtle insults and increasing volume. What would be considered a terrible argument that would lead to drawn steel on the streets of Mirros or Darokin is nothing more than spirited bargaining to Ochaleans.

Setting them apart from their Alphatian origins is the Ochalean belief in the equality of all men. Strangely enough, this only applies to males and is literally the equality of all men, and not the equality of women or even children. In a purely functional and social instance there is no difference in the amount of respect shown the *exarcb* from that shown a common peasant. All justice is made equally available to all people regardless of social class. However, the graduated system of bureaucratic fees for standard services, licenses, documents, and other sundry government-regulated functions effectively separates the rich from the poor.

Women have traditionally been given subordinate roles in Ochalean society. The women's place is to support their men in every way possible. One might call it their holy duty to sacrifice themselves in a daily fashion to ensure their men succeed. Depending on the household this can be no different from the old proverb, "Behind every successful man there stands a woman," or "The hand that rocks the cradle rules the world," but all too often it becomes a form of untaxed female slavery. Although, as Thyatian citizens, women are no longer bound by ancient laws, most still feel beholden to family duty and customs. The role of women is to ensure the home is maintained, the children are cared for, and that the husband always has enough to eat and is worried by nothing. It is not uncommon for a woman to wait until her husband is finished eating before she eats, even if it means nothing is left for her. In these cases a woman makes a most awful "soup" by pouring hot water over the dirty dishes or boiling bones with bark and leaves... provided the bones have not been thrown to the family dogs. Women, whether they be wives, daughters or sisters, are commonly considered no more than property of the senior male. Consequently, there are more arranged marriages in Ochalea than elsewhere in the Thyatian *Imperium* or the Known World. Amongst the nobility and gentry this is to secure alliances or trading partnerships, as well as the exchange of sometimes-significant dowries or the bridal price if the girl (or accompanying dowry/alliance/partnership) is particularly beneficial to the groom or his family. Throughout their lives Ochalean women are ruled by the stringent traditional duty and have little or no choice in anything. Foreign women of significant economic or noble status (and I might add sufficiently strong will) should not find much trouble in cosmopolitan Beitung where Ochaleans have adapted quite well over the centuries to dealing with foreigners. However, in more provincial surroundings, foreign women should travel only with men they trust implicitly.

The characteristic Ochalean architecture of tiered stories and peaked, slanted roofs is less common in the rural areas, where bamboo structures on stilts with thatched roofs predominate in the warm areas. These are typically present in flood areas. On elevated plains and the mountain foothills where, although snow might be rare, the temperature drops to nearly freezing during the winter, you can find fired, mud brick structures amongst daub and wattle huts. Few rice-paper walls or doors will be found in either of these areas, reserved mostly for the more affluent parts of the urban centers. Indeed, much of the urban centers, particularly Beitung with its continental influences, benefit greatly from high-quality, fired mud brick and granite stone construction. Interior walls of the middle class and higher, however, will likely be found to be of the rice-paper variety. Even the poorest home will have some sort of garden that is decorative, religious and functional. The design is always in accordance with the Ochaleans' devout sense of harmony with the Immortal law. Every stone, every patch of bare earth and every plant or animal (such as a frog, butterfly, fish, or cricket) is placed in the garden according to some ineffable rule of harmony. The poor will grow some small fruit or herb good for making a medicinal tea, while the lower-middle to upper-middle class will grow vegetables, fruits and flowers for eating, tea, and medicinal use. Even the poorest Ochaleans grow some vegetable or herb in the dirt of the roadside in the cities.

History

Although Ochalea has apparently been avoiding foreign contact and has little notable recent history, appearances can be deceiving. The decade following their independence was apparently spent sending secret trade envoys and missions of exploration to many nations and unknown lands. The slow trickle of their distinct crafts that have been appearing in continental markets for the past decade is an indication of this crafty trade. They cannily avoided involving themselves in the Final Alphatian War, further proving their separation from their forebears. The appearance of an Ochalean expeditionary force in support of Eusebius during the Crown War Rebellion is intriguing to say the least, as it is contrary to the Ochalean positions of non-violence and isolationism.

Don't Miss

While Ochalea's capital of Beitung is a unique beauty, its modern-era architecture is heavily influenced by continental, particularly Thyatian, standards. Of greater interest to those seeking the real Ochalea are the numerous provincial capitals, with each having its own distinct, regional character. While no city is as large and grand as Beitung, the lack of any nod to Thyatian styles is refreshing, and seeing the rest of the exotic kingdom is indeed a joy. Even though the magnificence of the Koryieu-Tsi Temple in Beitung is without equal, with all its multitude of statues to the Immortals in various apses and chapels, one should not overlook the innumerable roadside shrines both inside the city and in the countryside. Typically, local monks and wandering clerics care for these, and often the most important are surrounded by a monastery with an attached temple. All are open to the public at all times.

For those seeking rougher entertainment the free trade ports along the Sea of Dread Coast, which cater to "privateers" and traders from Davania, Minrothad, Ierendi, and parts beyond, offer all manner of continental services at bargain rates.

The heated debates begun a year ago concerning the origins of Ochalean culture have not waned in the slightest. An increasing number of authentic historical scrolls have been brought forward, much to the chagrin of many court attendants and the Royal Office of Cultural Conservation. There are many wild theories floating around the courts and universities, and it is rumored that *Exarch* Lin-Dieu can barely tear himself away from listening to scholarly debate and studying these scrolls in order to govern the lands. One theory purports that the main Alphatian group that founded the former empire used Ochalea as a dumping-ground for certain undesirables, including members of a non-Alphatian ethnic group and a previously unknown Alphatian group. This is contrary to the accepted history that those lacking any arcane talent colonized the land. Rumors will be rumors, though, and the Ochaleans love to listen to news and tell tales. It should come as no surprise that stories filter out of the trade ports and provincial areas with tales of Skothari-like artifacts or Ethengaresque carvings of horses. With the continued deforestation for agriculture and the increasing speculative exploration into the Ochalean interior, it is likely more and more will be uncovered, making the coming decade an interesting time to live.

Pearl Islands (*Exarchate of the*)

Location: South and east of Ochalea, south of the Alatian Islands, north of the Jungle Coast of Davania. SD

Area: 119,719 sq. mi. (310,070 sq. km.).

Population: 103,500, including Seagirt (pop. 5,200).

Languages: Nuari (believed to be a dialect of Tanagoro), Thyatian (Nuari dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp). Barter is common among the islanders themselves.

Taxes: 10% imperial *commervia* sales tax on all goods save food, clothing, and fixed assets. Corvée labor on behalf of the nation as needed.

Government Type: Dominion, member of the Thyatian Empire with self-rule.

Industries: Pearl-diving, jewelry-making, export of tropical fruits.

Important Figures: Nurokidu Nuar (*Exarch*).

Flora and Fauna: Mainly dominated by fruit-bearing tropical trees and hardy grasses. Animals include cattle and horse imported from Thyatis. Giant lizards (*draco*) are also common, as are many sea creatures in the surrounding waters.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Redstone (County of)

Location: Western spur in the center of the Isle of Dawn, adjacent to Westrouрке and West Portage. SD

Area: 57,864 sq. mi. (149,670 sq. km.).

Population: 62,000 including 26,000 in and around Redstone Castle.

Languages: Thyatian (Thyatian dialect and Redstone dialect are both common), Alphatian (Hillvale dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp). Alphatian Standard also very common: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 25% income tax collected quarterly on the aristocracy, nobility, and wealthy; 20% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commervia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture (grains, vegetables), trade, military concerns, sheep, pigs.

Important Figures: Anaxibius Torion (Count), Stefania Torion (Countess).

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Septentriona (Province of)

Location: Northern half of the Shadow Coast, west of the great escarpment on the Isle of Dawn. SD

Area: 95,775 sq. mi. (248,055 sq. km.).

Population: 25,800 including the capital of Rialtos (pop. 2,600) and the town of Latticea (pop. 2,100).

Languages: Thyatian (Thyatian dialect, Redstone dialect also common), Alphatian (Hillvale dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp). Alphatian Standard also very common: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 25% income tax collected quarterly on the aristocracy, nobility, and wealthy; 20% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commertia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Agriculture, logging, mining.

Important Figures: Deitica Baralius (Governor-General).

Flora and Fauna: Septentriona has the usual sorts of the normal animals and plants found for lands of its climate and weather. The black dust desert is known to be the home of several sorts of dragons, and evil fairies plague the dark forests along the southern coasts.

Further Reading: M5 *Talons of Night, Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Thothia (Kingdom of)

Location: Southeastern end of the Isle of Dawn, north of Caerdwicca and east of *Provincia* Septentriona. SD

Area: 458,157 sq. mi. (1,186,627 sq. km.), 95,277 sq. mi. (246,767 sq. km.) for Thothia proper and another 362,880 sq. mi. (939,839 sq. km.) for the Thothian Plateau.

Population: 81,200.

Languages: Nithian (Thothian dialect), Alphatian (Thothian dialect, official language).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Semiautonomous monarchy, member of Nayce.

Industries: Agriculture, fishing and trade.

Important Figures: Ramenhotep XXIV (*Pharaoh*).

Flora and Fauna: In mainland Thothia, standard desert wildlife can be found. Also, various undead and golems/statues protect the numerous ruins and tombs lost beneath the sands. On the Thothian Plateau, the exact wildlife is still relatively unknown, but there is a known presence of phanatons, centaurs, treants, and araneas.

Further Reading: M5 *Talons of Night, Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: The Alphatians mostly forgot the role Thothia played in keeping the Alphatian remnants out of Thyatian grasp, and the aura that the Thothians had gained faded to the point that it lost its grip on the Naycese Council. Facing trouble at home, with the attack by spiders and the denunciation of his policy by Haptuthep, *Pharaoh* Ramenhotep dramatically altered his stance, notably by using what power Thothia still had in the council to prevent it from interfering on the Isle of Dawn.

Trikelios (Kingdom of)

Location: Isle of Dawn, east of Brun, southwest of the New Alphatian Sea. SD

Area: 17,960 sq. mi. (46,516 sq. km.).

Population: 71,700 (25,700 in the city of Trikelios).

Language: Alphatian (Hillvale and Thothian dialects), Thyatian (Redstone dialect), Nithian (Thothian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Thyatian Standard also very common: *emperor* (5 gp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 15% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Semiautonomous monarchy, member of Nayce.

Industries: Shipbuilding, reconstruction, agriculture.

Important Figures: Stillian (Queen).

Flora and Fauna: With the Great Escarpment so close and the destruction brought about by war, there are numerous creatures running about the kingdom. Likewise, numerous undead formerly under Thothian control are running loose.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

West Portage (Barony of)

Location: Western half of the neck of the Isle of Dawn. SD

Area: 9,977 sq. mi. (25,840 sq. km.).

Population: 10,300, including 5,200 at the capital of West Portage.

Languages: Thyatian (Thyatian dialect official, Redstone dialect also common), Alphatian (Hillvale dialect), Thothian.

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp). Alphatian Standard also very common: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 25% income tax collected quarterly on the aristocracy, nobility, and wealthy; 20% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercium* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire.

Industries: Trade, especially portage of goods from West Portage to East Portage.

Important Figures: Jules Docerius (Captain of the Garrison), Periandra Docerius (Baroness).

Flora and Fauna: Due to its proximity to the Great Escarpment, all manner of creature types may be found wandering into the barony.

Further Reading: M5 *Talons of Night*, *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Westrouke (Exarchate of)

Location: Northern section of the Isle of Dawn, south of Helskir, east of the province of Dunadale and north of the province of Redstone. SD

Area: 119,344 sq. mi. (309,100 sq. mi.).

Population: 77,300, including 25,900 in the capital of Newkirk.

Languages: Thyatian (Thyatian and Redstone dialect both common), Alphatian (Hillvale dialect).

Coinage: Thyatian Standard: *emperor* (pp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp). Alphatian Standard also very common: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 25% income tax collected quarterly on the aristocracy, nobility, and wealthy; 20% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Dominion, member of the Thyatian Empire with home-rule.

Industries: Military, salt mining, agriculture (truck vegetables).

Important Figures: Thrainkell Firestorm (*Exarch*), Holva Firestorm (*Exarcha*).

Flora and Fauna: Standard for its climate, notably herds of sheep and goats. Dangerous monsters include goblinoids and bandits that are common throughout the Isle of Dawn.

Further Reading: M5 *Talons of Night*, *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Atlas of Davania

Introduction to Davania

Across the Sea of Dread lies the mighty, mysterious continent of Davania. Its northern shores are covered with a lush, vibrant jungle teeming with life, both benign and deadly. Within these jungles are several clans of savages and barbarians, some humans, others not.

The Jungle Coast is a stretch of several hundred miles on the northern shores of Davania. Its exact size is still unknown as it is mostly unexplored. A rough estimate of its borders would be the coast facing the Bellissarian Sea to the east, the Meghala Kimata Plains in the south and the Garganin Grasslands to the west.

Most of the Jungle Coast is unexplored, and no one is exactly sure what can be found in the vast new territory. Rumors abound of strange primitive cultures with wondrous monuments, such as crystal pyramids or deep sacrificial pits. The lands of the Jungle Coast are currently undergoing a mass colonization by the Empire of Thyatis. The natives, however, are none too pleased, and many battles arise from the competition for territory and defending of homeland. Still, the advance of civilization is steady, and there is much progress in the proper education of the locals.

West of the Jungle Coast is the region known to those of the Old World as the Serpent Coast. It is bounded to the north by the Sea of Dread, to the east by the Jungle Coast, to the west by the Serpent Strait and Yavdlom, and to the south by the Adakkian Mounts. It is here where the city-states or Kastelios and Garganin are located, perhaps the only true examples of civilization outside the Thyatian colonies. The Serpent Coast region is a land of rolling hills, pleasant grasslands, mighty rivers, and rugged coasts. Though it lacks the raw brutality of many of the Jungle Coast's native inhabitants, the more sophisticated cities here can pose dangers well known in Brun, including those unheard of. Outside the fastness of the cities' walls, nature holds sway, and few know who dwells there.

If one were to follow the coast further south, one would find the Amalur Lowlands, a trackless expanse of jungle and swamp inhabited by reclusive tribes of lizard men and other creatures. It is whispered in the darker corners of the Serpent Coast and Yavdlom that deep within the wilderness lie the ruins of many ancient cities, their stones already weathered and crumbling long before the rise of Thyatis City or drowned Sundsvall. Few venture to this isolated part of Davania, cut off—mercifully, some veteran explorers say—from the eastern lands by the imposing Adakkian Mountains.

South of the Jungle Coast are the little-known Meghala Kimata Plains. In the north, the grasses are so tall and thick that one may easily get lost, never seeing the sun or civilization again. Towards the south, many hundreds of miles away, the grasses wither away, being subsumed by the deadly Meghales Amosses Desert, which no one yet has crossed, and, it is said, holds many dangers beyond description. The great Meghala Fithi River winds its way through the plains, and along its banks many mighty cities rear their walls. Rumors abound of imposing ruins scattered amongst the grasses, telling of a time when civilization held northern Davania under its sway. Whether this is true or not, the plains beckon to all who have the courage to plunge into the interior, and behold what lies within.

Davania is a place where one can brave a new world, carve out territory to settle, and defend brave colonists from savage natives. If you enjoy exploration and the new frontier, Davania is open to you.

Correspondents for Davania

Here is our list of correspondents that give us detailed information on the nations, places, and events of Davania.

Featured Correspondents

Clenarius

Mapmaker. See Famous People for a complete bio.

Shira of Ierendi and her companions

Born an orphan in Ierendi City, Shira is a cleric of Koryis and an adventuress. Before her long voyage to Davania, she had traveled only to Ierendi and Minrothad, where she and her friends accomplished several quests for a wizard friend, Kiorr Midarr. Shira has dark hair and eyes and bronze skin, and she is obviously of Makai ancestry. She was never able to find any information about her parents.

Shira travels with the warrior Erion Miklos, formerly a paladin of Vanya, the bad-tempered dwarf Boduk, and the thief Arklaios. In Davania Shira became more and more close to Boduk and more and more suspicious of the true motivations of Erion (who hid from his friends he had been a paladin) and Arkalios. Even in these remote lands, she managed to send word to Kiorr with the *scroll of communication* the wizard gave her.

Regular Correspondents

Friedrich von Eisendorf

Marina Takanitas

Shaun the Elfin

Atlas

Emerond (Kingdom of)

Location: Jungle Coast, continent of Davania, southwest of the Thyatian Hinterlands. DV

Area: 67,500 sq. mi. (174,825 sq. km.).

Population: 127,500.

Languages: Emerondian (a language not related to any other spoken on Mystara).

Coinage: None.

Taxes: None. Emerondians have a vague notion of private property and share freely with one another.

Government Type: Dynastic monarchy (loosely organized city-states under one monarch).

Industries: Farming, gathering.

Important Figures: Jerem Rhody (King), Pikkolu (Forest Protector), Dendeh (Sun Protector), Kamesama (Earth Protector).

Flora and Fauna: Emerond is a forested land west of the Thyatian Hinterlands. The kingdom has literally been “grown” into the jungle for there are few clearings and no serious attempt at large-scale clearing has ever been made. Many types of plants grow in the region, from sub-tropical species native to the region to more alien versions of common trees and bushes, directly imported from the ancestral home planet of the Emerondians. Some of these plants are able to modify their external structure and possess a rough form of intelligence and instincts. The common fauna encountered in the region include jungle creatures such as panthers, jaguars and other great felines, all varieties of tropical snakes, displacer beasts, and some lizards and amphibious creatures. Near the Emerondian settlements, insect-like creatures descended from pets brought to Mystara by the Emerondians (use statistics for giant insects but alter the creatures’ appearance). Treants and gakaraks can also be found here and they are on friendly terms with the Emerondians. Other plant-like beings can be found here too, both dangerous and benign ones.

Further Reading: Previous almanacs.

Last Year’s Events: The Emerondians maintained some diplomatic and trading relations with the Thyatians, but also gave covert aid (though not in the form of weapons) to the resisting Thracians to prevent the Thyatian Empire from becoming too powerful in this part of the world.

Eseri (Free Prairies of)

Location: Northern coast of Davania, far west of Kastelios and south of the Arm of the Immortals. DV

Area: 15,000 sq. mi. (32,700 sq. km.).

Population: Unknown, probably around 250,000.

Languages: Eseri, Centaur.

Coinage: *Sen* (gold coin), *rin* (silver coin).

Taxes: 10% income tax collected once a year by tribal kings.

Government Type: Monarchy of ten kings or queens who elect one of them as speaker.

Industries: Fishing and hunting, mining, agriculture, herding.

Important Figures: Tek’eseri (King Speaker of the Prairies), Sis’ari (High Priestess of the Prairies), Daliree (General of the Army).

Flora and Fauna: Prairies, with many kinds of antelopes, snakes, lizards, and birds. Horse, zebras, prairies lions, panthers. Rarer elephants and hyenas. Some wyverns and blue dragons.

Further Reading: None.

Last Year’s Events: See below.

Description and map by Shira.

The Land

Eseri is a prairie, so vast you could think it will never end. Yet it is not monotonous at all, but full of strange flowers, trees, animals, and people. The animals are the most astounding encounters in the prairies, because antelopes (of which there are many kinds), zebras, horse and bison move in the prairies in herds so huge that you could not tell how many they are.

The birds too move in the sky in flocks, with so many species and colors. There is also an abundance of flowers, like in the prairie of Schweidnitz. The prairie is not dry at all, as it is crossed by an endless number of streams, oases and little lakes, mostly in the north. In the east the land is hotter and, sometimes, barren, so the grass is less tall, and there are a lot less animals, even if I heard that during some seasons even the east is as packed with life as the north. The west of Eseri is neither dry nor barren, but rather hilly and rocky. The west indeed is the only place in Eseri where the land is not flat.

Some inhabitants of Eseri told me that the fauna of their nation is very different in the three regions. According to them zebras live mostly in the north, elephants and prairie lions in the west, snakes, lizards and hyenas in the east. And wyverns and dragons are much more commons in the east. About the dragons, anyway, those people told me that they are in good terms with them, and that in their memory dragons never killed a human or a centaur.

The central region of Eseri is the great valley of the River Sateri, where lives most of the human population of the nation and where the twin capitals of the nation rise. The valley is the most fertile and rich land I have ever seen, dotted with streams and farms.

The People

Eseri has two races of inhabitants, humans and centaurs. Both usually have bronze skin (but lighter than the natives of Schweidnitz?) and dark or brown hair and eyes.

The centaurs are divided in seven tribes, who roam the great prairie of Eseri. Each tribe has its customs, laws, dressing code, and colors. Shen Miri Tribe lives in the north, next to the border with the elven nation of Kwythellar and the human city of Mirase. The Shen Miri are a peaceful and cultured people, sometimes fighting and something trading with the elves, and often roaming near Mirase. They are known to have a stern code of honor, but are generally regarded as fair and kind people. Their tribal color is green. Shen Teri Tribe lives in the north too, straight south of the Shen Miri. They are considered the most light-hearted and cheerful among the centaurs, although they defeated the army of Kwythellar in the past. Their tribal color is yellow. South of the Shen Teri lives the Shen Sadi Tribe, between Sateri Valley and the dry east. The Shen Sadi are regarded as a proud people, quick to take offense for the slightest abuse. Nevertheless, they are righteous and honest, too. They have fought against Mogluur many times in the past. Their tribal color is brown. Shen Tuae Tribe lives in the valley of the Sateri River, and is the most sedentary tribe. The Shen Tuae are sometimes regarded as weak by the other tribes, but actually they are the true fathers of the nation of Eseri, and they sustain the union between humans and centaurs. Their tribal color is orange. The Shen Eri are the westernmost tribe. They are a warlike and hard people, who in the past have contained many invasions from the southern Empire of Izonda. Sometimes they are regarded as brutes by humans and other centaurs, but actually they are just impetuous and impulsive. Their tribal color is red. Shen Esei Tribe lives in the south. They are a mysterious people interested in magic, and many in Eseri recount that they know many secrets about the ancient history of Davania. Their tribal color is purple. Shen Mori Tribe lives in the dry southeastern lands. They have fought Mogluur many times in the past, and are regarded as a dark and cold people. Their tribal color is black.

The humans are divided in four clans, living on the northern coast, in the valley of the Sateri River, in the west, and in the dry east. The major city of the northern humans is Mirase, a center of trading and diplomacy. They are a warm and welcoming people, and Mirase is a wonderful city, a garden in the prairie, full of flowers and trees. The city has no walls, but maintains a strong army. The humans of the valley live mostly in the capital city of Tekeri, the seat of the king (traditionally a human) and of the political power of the nation. It is mostly centaurs instead who inhabit the twin city of Shensae, which is the seat of the high priest (traditionally a centaur) and of the religious and magical power of the nation. The high priest is usually a cleric of Ordana, but I heard that the Eserians also worship Ixion, Chiron and Valerias. The inhabitants of Tekeri told me that usually, when the king is male the high priest is female, and vice versa. The humans of the valley anyway consider themselves the most civilized inhabitants of the nation, and the real keepers of the unity between humans and centaurs. Actually I think that in Eseri the power is quite equally divided between the two races. The western humans live mostly in the hills around the city of Tilvae. Many of them are miners, and they are considered a grave but kind people. The eastern humans lives mostly in three little towns in the dry land: Sadiri, Lediri and Yviri. The last two towns have been sacked several times by Mogluur raiders, and are inhabited by rough and brave people.

History

During my short stay in the nation I didn't have the time to study properly the history of the land, but I heard that in the course of its history Eseri had several wars with some of its neighbors, particularly the Empire of Izonda, the lizard nation of Shi'ar, the elves of Kwythellar and the half-orcs of Mogluur, while the nation always had good relations with the copper-skinned humans of Schweidnitz and the rakasta of Raka. The last war Eseri fought was against the lizard men of Shi'ar a few years ago. Mogluur made several raids too, and Eseri reacted with its own raids into the land of the half-orcs. Relations have been cool but peaceful with both Izonda and Kwythellar in the last years. Eseri has not reacted yet to the arrival of the Heldannic Knights in Schweidnitz, but many in the nation think that would be a good idea to establish an alliance against Mogluur.

Don't Miss

About the wonderful wildlife of Eseri I have already spoken, so here I'll recommend you to visit the twin capitals of the nation. They are wonderful cities, without walls, full of gardens and wondrous buildings. The people of this nation do not build tall structures, but they engrave and paint every inch of them, with histories about the ancient legends of the nation or about the story of the single clan or family. You could spend an entire day just reading a single house! (Providing you know the strange pictographic Eserian alphabet).

Do Miss

The dry east is a harsh land to live in, particularly due to the proximity of the border with Mogluur, where half-orcish raids are frequent. The same is true regarding the southeast, except that the raiders there are lizard men. Besides, the whole eastern part of the nation is dotted with ancient ruins, mostly unexplored. While those ruins could provide great temptations to adventurers, they are a great danger too, because of the many kinds of monsters that inhabit them.

Garganin (City-State of)

Location: Continent of Davania, on coast of Sea of Dread. DV

Area: Approx. 550 sq. mi. (1,425 sq. km.).

Population: 21,500 (around 2,350 live in scattered farms outside the city).

Languages: Hulean (Garganin dialect).

Coinage: *Lira* (gp), *kurat* (sp), *piastre* (cp).

Taxes: Citizens have their total worth assessed every year, and are taxed 20% of that amount.

Government Type: Monarchy.

Industries: Agriculture (wheat and vegetables), crafts, fishing, sheep.

Important Figures: Mehmet II (Baron), Kemal (Dock Warden).

Flora and Fauna: The city of Garganin sits upon the fertile Garganin Grasslands, whose rich black soils yield bountiful crops year after year. Along with the typical crops found on the numerous farms scattered about the city, passersby will notice many varieties of wildflowers and shrubs dotting the great expanses of flatlands. One can also find the occasional stand of oak trees as well, though these are scarce in the immediate area of Garganin. The frequent rainfalls year-round ensure that the flora is almost always luscious.

The animals one is likely to encounter here include all manner of grassland wildlife, such as falcons, field mice, gazelles, gophers, hawks, leopards, salamanders, snakes, and wild horses. Also present in this region are scattered tribes of gnolls, goblins, and orcs, and the occasional griffon, though these tend to be found in the hills farther south, where the terrain is more suitable for nest-building.

Further Reading: Previous almanacs.

Last Year's Events: Garganin is usually a quiet nation, though it suffered from a daring raid from the sea.

Hrissopoli (City-State of)

Location: Continent of Davania, east of Adakkian Mountains, west of Meghala Kimata Plains. DV

Area: Approx. 600 sq. mi. (1,555 sq. km.).

Population: 21,700 (with another 11,000 living on the surrounding farms and villages). Lizard men fleeing events in the Amalur Lowlands have been allowed to settle in the western part of the kingdom.

Languages: Milenian (Hrissopolitan dialect), Rakasta.

Coinage: *Crown* (gp), *laurel* (sp), *shield* (cp).

Taxes: Citizens have their total worth assessed every year (Fy. 1), and are taxed 20% of that amount.

Government Type: Monarchy.

Industries: Agriculture (wheat and vegetables), crafts, fishing, mining, sheep.

Important Figures: Katamvos (Khatambe) XXXIX (King), Androsius Tyropolikos (High Priest).

Flora and Fauna: The city of Hrissopoli sits in a grassy valley, whose soils produce ample crops thanks to irrigation and plentiful rivers. Along with the fields of corn, wheat, and potatoes found scattered about, passersby will notice many varieties of wildflowers, shrubs, and lone trees dotting the hills and mountainsides.

The animals one is likely to encounter here include all manner of grassland wildlife, such as falcons, gazelles, gophers, leopards, snakes, wild horses, and vultures. In the hills one will find many varieties of mountain goat, lynx, and various species of rodent and bird. Also present are scattered orcish tribes in the hills, as well as griffons and hippogriffs.

Further Reading: None.

Last Year's Events: Hrissopoli allowed a whole tribe of lizard men, the Hasstor Tribe, to settle in the western part of the kingdom. It is possible that more refugees come, as reports from the Amalur Lowlands speak of a growing threat in the west that caused such migrations—until maybe the day the threat knocks at the door of the Milenian city-state itself.

Ilioloosti (City-State of)

Location: Continent of Davania, western Meghala Kimata Plains. DV

Area: Approx. 1,100 sq. mi. (2,850 sq. km.).

Population: 34,500 (21,000 in Ilioloosti, 13,500 living in scattered villages and towns).

Languages: Milenian (Ilioloostian dialect).

Coinage: *Danorii* (gp), *vesta* (sp), *pirnii* (cp).

Taxation: All citizens are taxed at 20% of their assessed worth once per year (Kaldmont 28).

Government Type: Oligarchy, some democratic elements.

Industries: Agriculture (primarily wheat, fruits, and corn), sheep, crafts.

Important Figures: None known.

Flora and Fauna: The plant life present around Ilioloosti is what one would normally expect for a riverside region, being largely of such water plants as lily pads, papyrus and reeds, plus a midget variety of what is known to some people as the Cestian gobbler. On land one can see many species of grass, including large patches of grab grass, as well as the occasional piece of shrubbery. Among the trees present here are oak, olive, and pine. Not far from the city there is a large oak grove, which serves as the home for a very old treant.

The more exotic animals that may be encountered around Ilioloosti include blink dogs, displacer beasts, griffons, hippogriffs, and any type of giant insect. Among the more organized humanoids, tribes of bugbears, hobgoblins, and orcs have been spotted in the region numerous times in the past. Also, a large group of over one hundred minotaurs is known to inhabit a large group of hills west of the city. Little contact has been established with them, but the city's leadership is aware of their existence. Further southeast, several tribes of rakasta are known to exist. Contact with them is sporadic, but peaceful.

Further reading: None.

Last Year's Events: Perhaps the only obstacle to Ilioloosti's noble aim is the threat posed by the armies of Mivosia, which began to march along the banks of the Meghalo Fithi River, conquering every settlement in their path. A small wave of refugees made its way to this city-state, seeking to find a new home—for the most part they have done so.

It is only a matter of time, some fear, before the Mivosians turn their attention westwards, and seek to add Ilioloosti to their growing empire. It is thus with apprehension that the people of this city-state listen to tales of the battles between Mivosia and the Heldannic Knights.

Kastelios (City-State of)

Location: Continent of Davania, on coast of Sea of Dread. DV

Area: Approx. 600 sq. mi. (1,555 sq. km.).

Population: 33,300 (27,500 in Kastelios proper, and another 5,800 live in satellite villages and in the countryside).

Languages: Milenian (Kastelian dialect).

Coinage: *Sun* (gp), *moon* (sp), *heart* (cp).

Taxes: All citizens pay 15% of their earnings twice per year (Klarmont 28 and Kaldmont 28), as well as 7% of the assessed value of their land once per year (Kaldmont 28).

Government Type: Democracy (citizens elect the town council, who then elect a spokesperson to guide discussions).

Industries: Agriculture (primarily wheat and corn), cattle, crafts, fishing, sheep, shipbuilding.

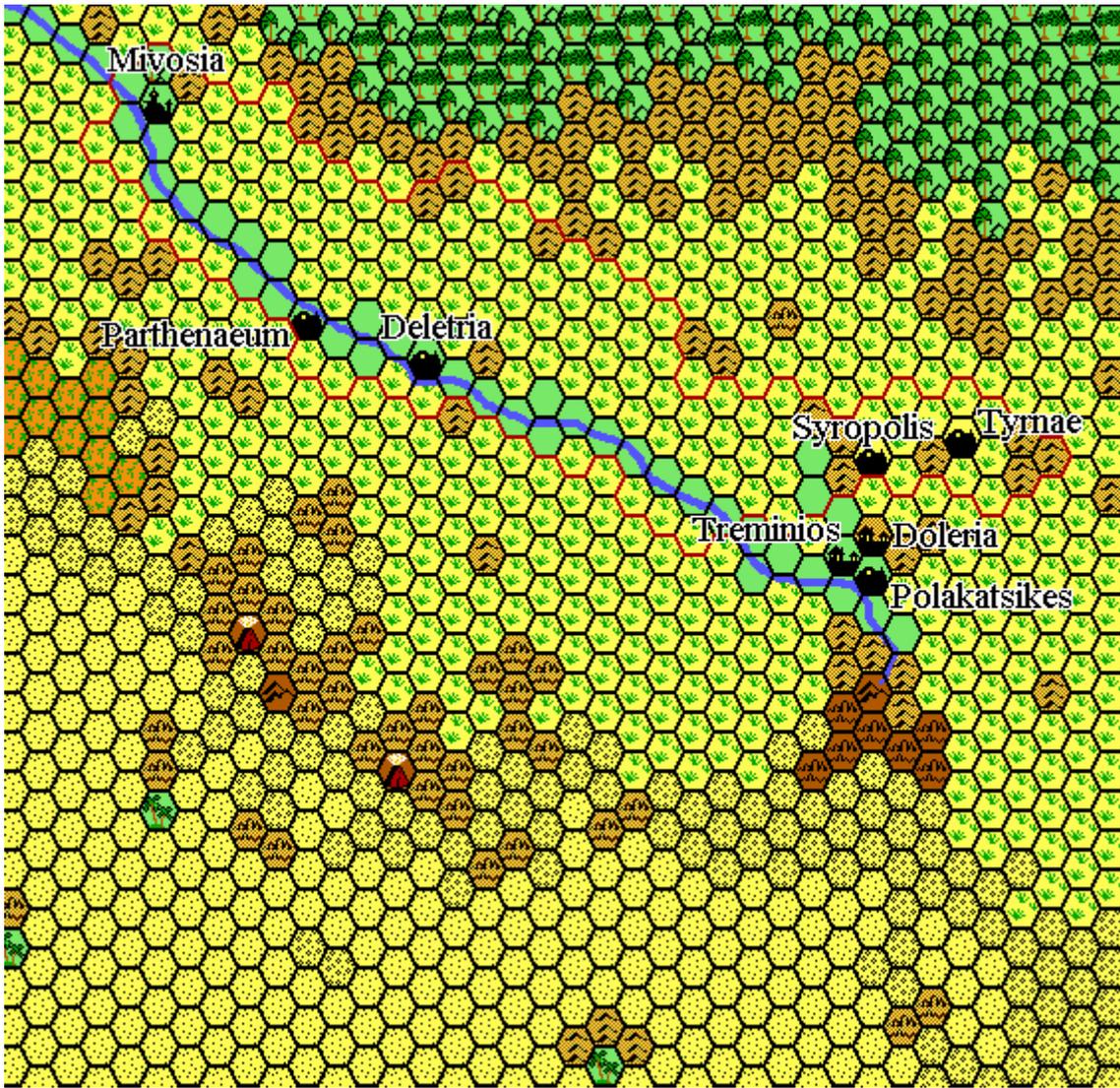
Important Figures: Benji Trumblehorn (Shop Owner), Marina Takanitas (Experienced Trader), Xenthos Sarantakos (Council Spokesman), Adonai Stephanos (Prominent Businessman and Politician).

Flora and Fauna: The plant life present in Kastelios is atypical for the region, due to human intervention. Where there should be water grasses, reeds, mangroves, and bogs one finds instead grasses, bushes, and trees, such as cypress, oak, and pine. Many flowering plants are also in abundance, such as daffodils, orchids, and tulips.

The original animal life that was present here consisted of alligators, various amphibians, and water birds such as flamingos and spoonbills. Due to the draining of the swamps, these have been forced north and south into the remaining swamplands. In their place have come the animals that the Milenians brought with them—primarily domesticated animals such as cats, cattle, dogs, pigs, and sheep. Also present are bobcats and wild boars. Kastelios is fortunate enough to be “monster-free,” though this does not prevent the occasional sighting of blink dogs, displacer beasts, goblins, hippogriffs, orcs, and trolls (especially near the swamps in the latter case).

Further Reading: Previous almanacs.

Last Year's Events: Kastelian explorers brought disturbing news from the west, as a threat seemed to be arising there; as a precaution, Kastelios contacted its neighbors for support in case the threat expanded, and has been garnering more information about the goings-on in the Amalur region.



Mivosia (City-State of)

Location: Continent of Davania, central Meghala Kimata Plains. DV

Area: Approx. 1,400 sq. mi. (3,625 sq. km.). An additional 68,862 sq. mi. (178,352 sq. km.) has been annexed by Mivosia since late AC 1017; how much of that land is actually controlled by the city-state is uncertain.

Population: 40,700 (21,500 in Mivosia, 19,200 living in scattered villages and towns). An additional 42,000 people are said to live in the towns and villages under Mivosian occupation.

Languages: Milenian (Mivosian dialect).

Coinage: *Crown* (gp), *half-crown* (cp), *tenth* (sp), *hundredth* (cp).

Taxation: All citizens are taxed at 25% of their assessed worth once per year (Eirmont 15).

Government Type: Military dictatorship.

Industries: Agriculture (primarily fruits and grains), mining, sheep, war.

Important Figures: Diamanes Thesakkrus (General of the Mivosian Army), Diocletian Merasthasius (Head of the Interior Ministry), Petrassia Amonduria (Captain of the Mivosian

Cavalry Brigade)—these three people comprise the ruling triumvirate.

Flora and Fauna: The area upon which Mivosia was built sports plant and animal life typical for the region. Among the more common vegetative life that can be found here are all sorts of water plants, ranging from cattails to lily pads along the various waterways. On land, it is possible to find many species of grasses, as well as various shrubs and bushes. Nestled among the hilltops of this region are the few trees that exist in this part of the continent, most of these being cypress, mahogany, and oak trees.

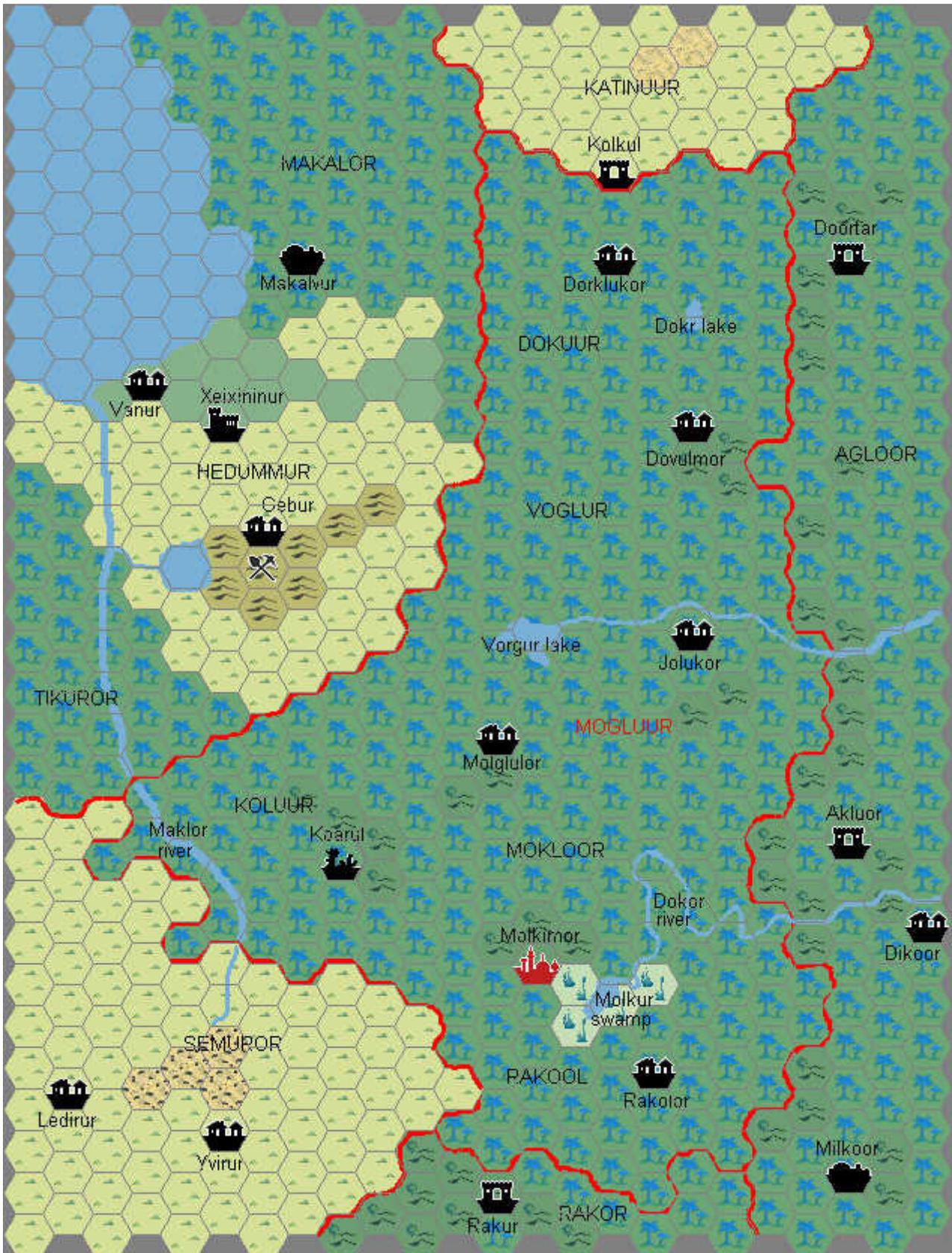
Thanks to intensive farming, and relatively dense settlement patterns by local standards, there are very few wild animals to be found around Mivosia. Most of what people will see consists of chickens, the occasional cow, and a large number of sheep. Despite this, people in outlying regions have encountered giant insects, gnolls, griffons, harpies, hippogriffs, orcs, and on rare occasions purple worms.

Further reading: None.

Last Year's Events: The fires of rebellion have been burning across the countryside, though so far Mivosia has been able to quash them all. Whether Mivosia's might will be checked remains to be seen.

Map by Clenarius.

Mogluur (Sacred Lands of)



Location: Northern coast of Davania, far west of Kastelios and south of the Arm of the Immortals. DV

Area: 25,000 sq. mi. (40,000 sq. km.).

Population: Unknown, probably 100,000.

Languages: Mogluur.

Coinage: None, the population uses cocoa seeds and gold nuggets as money.

Taxes: None, but probably members of a tribe pay tributes to the chiefs.

Government Type: Tribeland.

Industries: Horticulture (maize, cocoa and others), hunting.

Important Figures: Mor'Uan (The Ancient Priestess), Urd'mog (Great Chief and Chief of Mokloor Tribe), Dek'Ien (Chief of Koluur Tribe), Dur'mog (Chief of Pakool Tribe), Tu'gruk (Chief of Vogluur Tribe), Mir'san (Chief of Dokuur Tribe).

Flora and Fauna: Jungle, with many strange animals, like panthers, jaguars, giant lizards, spitting cobras and many other snakes, and giant spiders. Dragonflies and werejaguars, as in Schweidnitz, probably inhabit the deep jungle, as do many kinds of dangerous plants like amber lotus flowers and strangle vine.

Further Reading: None.

Last Year's Events: See below.

Description and map by Shira.

The Land

The Land of Mogluur is a dark, dangerous jungle without end, full of many kinds of monsters, from spiders and snakes to dragons. But the worst threat in the jungle is neither the animals nor the monsters, but the half-orcs that inhabit this land. I have crossed their nation north to south, and my friends and I have suffered continuous ambushes by the half-orcs. The jungle itself is a terrible place, hot and dangerous, full of pits, quicksand, rifts, and very difficult to cross. In the south the jungle is a lot damper and hillier than in the north, but none of it is a place you'd like.

Sometimes, especially in the south, you could encounter ancient ruins half-buried by the trees. All kinds of monsters and dark secrets dwell in those ruins, and they are probably more dangerous than the jungle around, even if this seems incredible. The greater collections of ruins are in the southwest of the nation, in the territory of the Koluur Tribe. The half-orcs call that place Koarul, and their high priestess lives there. The ruins are covered with ancient and dark engravings of lizard-like creatures. I've been among the ruins of that ancient city, and I've seen the celebrations and the sacrifices of the half-orcs. I wish I'd never seen that ceremony, and most of all I wish I'd never seen the Thing that the high priestess summoned with her magic. If you hold dear your life and the salvation of your mind, never go to Koarul. Those half-orcs don't worship the evil Immortals we all know and fear; they worship something more ancient and more evil yet.

The People

The half-orcs of Mogluur hate every neighbor they have, Be they humans, centaurs, crabmen, or rakasta. You should not expect to have a friendly meeting with them. Indeed, you should be ready and armed when you encounter them. I still don't know how my friends and I have been able to escape that damned nation. I strongly advise you do not take such chances.

From what I could see the half-orcs are divided into five tribes, each with its own traits. The southernmost tribe is called Pakool, the tribe of the swamp. Mind you, I have not been able to speak with any half-orc during my visit to their nation: I just hid and watched. Watching the Pakool, I determined that they are vile and cowardly as warriors, very dangerous as ambushers. Furthermore, they always use poisoned weapons. North of the Pakool there is the Mokloor Tribe, the ruling tribe of Mogluur. The city of Malkimor is the nearest thing to a capital Mogluur has, between Pakool and Mokloor territories. Here sometimes the high priestess stays, and often two or more tribes gather to barter or to plan a war against their neighbors. The city of the Mokloor Tribe is called Molglulur, located fifty miles north of the capital. The Mokloor seem proud and strong warriors; they have many clerics among them, and their chief is an impressive half-orc more than seven feet tall. As for the Koluur Tribe, which lives in the east, they are in my opinion utterly mad; they have many clerics and sorcerers among them, and their chief is a female. The half-orcish females wield as much power as males in their society, apparently, and I suspect that the high priestess is much more influential than the great chief. The Vogluur Tribe lives north of Mokloor. Having watched them fighting against some monsters of the jungle, I can assure you that they are the most brutal of the half-orcs of Mogluur. I think it is the tribe that attacked Schweidnitz recently; I also think that, should all the Mogluur attack us, we'd be utterly destroyed. The last tribe to the north is the Dokuur Tribe, which seems to be the most peaceful and quiet one. But I wouldn't be surprised if they were revealed as the most bloodthirsty tribe.

History

During the last years Mogluur has had several border wars with Schweidnitz, as reported in the history of the colony, and with Raka and Aloor too. I heard they attacked crabman lands too, a few years ago. Probably the only neighbor they didn't attack recently is the nation of Eseri, and probably only because of the cowardice of the Pakool Tribe, or maybe they know that Eseri is an enemy too strong for them. Anyway the half-orcs of Mogluur are a great menace for the entire Izondian northern coast, a menace far greater than any neighboring nation could suspect, because none of them saw what I've seen among the ruins of Koarul...

Don't Miss

I really don't know if there is something in all Mogluur that will be worth a visit. The half-orcish towns are a great vision to behold, but often the visitors are bound in chains, and so not in the mood to appreciate the landscape. Probably the deep jungle could be a wonderful place if only it was not occupied by hundreds of monsters, mosquitoes, half-orcs and deadly snakes.

Do Miss

You really should miss Mogluur at all, but if you really want to come to that dangerous nation, at least avoid the ruins forgotten in the darkest corners of the endless jungle, because unspeakable horror awaits inside the ancient temples, especially in the town of Koarul.

Polakatsikes (Dominion of)

Location: Continent of Davania, eastern Meghala Kimata Plains. DV

Area: Approx. 336 sq. mi. (870 sq. km.).

Population: 7,950 (includes roughly 200 Heldannic Knights), approx. 1,050 in the countryside. Population has been reduced due to wartime losses.

Languages: Heldannic, Milenian (Polakatsikan dialect).

Coinage: Heldannic Standard: *groschen* (5 gp), *gelder* (gp), *erzger* (ep), *markschen* (sp), *fenneg* (cp).

Taxes: Every citizen's worth is assessed annually, and is taxed at a rate of 20%.

Government Type: Military dictatorship, member of the Heldannic Empire, town council has some autonomy.

Industries: Agriculture (mainly wheat, potatoes, and other vegetables), cattle, crafts, sheep, smithing.

Important Figures: Wolfgang Stimmel (*Landmeister*), Trimos Sortiropolis (Former *Bürgermeister*).

Flora and Fauna: The plant life that is to be found here is typical of that in subtropical plains. One can find sturdy grasses of all forms (including the more exotic types such as grab grass), as well as bushes and shrubs, and occasional stands of cypress and other tropical trees.

The animal life is no less typical. Here one may find all forms of birds, including vultures, coexisting with antelopes, boars, elephants, gazelles, giraffes, hyenas, lions, monkeys, snakes, and wild horses. Among the more exotic animals to be found here are blink dogs, the occasional chimera, displacer beasts, and purple worms (though these are thankfully rare).

Further Reading: Previous almanacs.

Last Year's Events: Polakatsikes took the battle to the enemy, Mivosia, mostly through covert operations of spying and sowing seeds for rebellions in the empire, with the help of local resistance. Meanwhile, it repaired the town's fortifications and received relief troops from Vanya's Rest.

Schweidnitz (Oberherrschaft of)

Location: Northern coast of Davania, far west of Kastelios and south of the Arm of the Immortals. DV

Area: 15,000 sq. mi. (32,700 sq. km.).

Population: 51,000 (1,000 Heldanners and 50,000 Makal).

Languages: Thyatian (Hattian dialect), Heldannic, Makal (two dialects).

Coinage: Heldannic standard: *gelder* (gp) *fenneg* (cp). Natives call them *mak* (gold) and *tik* (copper).

Taxes: 10% income tax collected four times a year from the Heldanners; the natives for now have only helped with gold and manpower. 1 *gelder* head tax collected once a year from everyone not in military service. There is also a 5% sales tax on all items.

Government Type: Military theocracy.

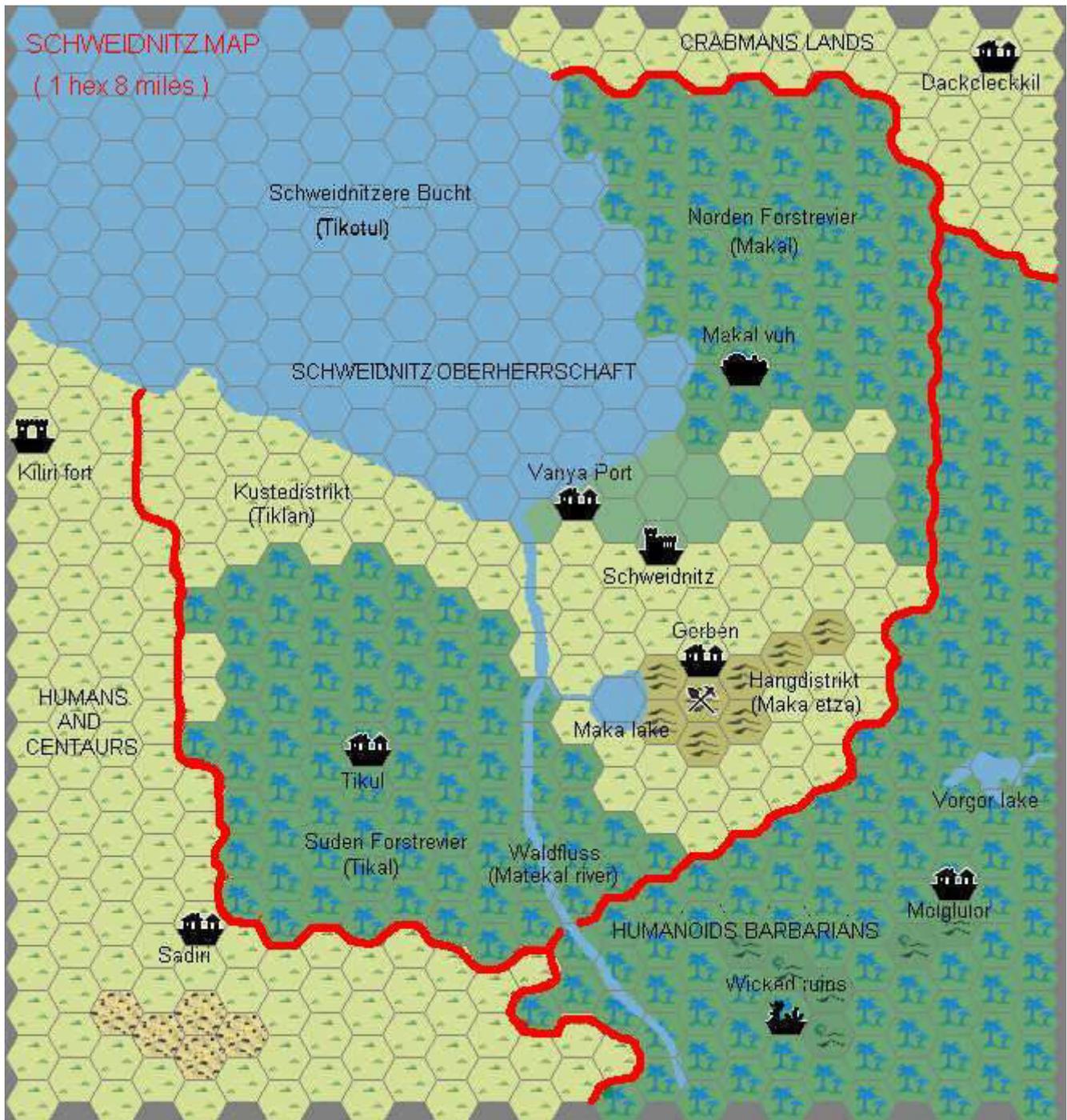
Industries: Agriculture (maize), mining (gold and copper), fishing and hunting.

Important figures: Wilhelm Folgen (Castellan), Harald Brunnen (General of the Knights), Atokul (Tikul Chief), Tijala (Tikul Shaman), Mitukal (Makal Chief), Kiaka (Makal Shaman).

Flora and Fauna: Jungle, with some hills and plains full of vegetation and flowers. Many strange animals, like panthers, jaguars, giant lizards, spitting cobras and many other snakes, and giant spiders. Natives say that the deep jungle is inhabited by dragonflies and werejaguars, and many kinds of dangerous plants like amber lotus flowers and strangle vine.

Further Reading: None.

Last Year's Events: See below.



Description and map by Shira.

I'm a stranger to this land as you are, dear reader. But I'll try to describe to you what I have seen in this faraway land.

The Land

Schweidnitz—it's a very hot place, and it is so for most of the year. Here it's rain quite every day, and for one or two months every year it's rain without a break! But when the weather is good that land is really a wonderful place to visit! How can I, with my humble words, describe to you the thousand flowers you could see here? Or the white beaches, the azure sea and the dark jungles?

The beaches are full of seabirds and turtles, and dolphins swim near to the seaside. A wonderful place where to rest and maybe have a swim, as the natives well know and often do. The central area of Schweidnitz is a tamed plain, now tended by Heldannic farmers. But you can easily know that you are in

Davania and not in Thyatis or Ierendi because of the many flowers that grow in every patch of land. A Heldannic farmer told me that the soil is very rich, but it's hard to maintain it clear for farming, because of the plants that grow speedily everywhere.

To the south of the plains there is a grassland plain that crosses the land from east to west. Great herds of antelopes and zebras inhabit it, and the natives hunt them. The grass in the plain could be as tall as a man, and the grassland is so big that you could easily get lost roaming it. In the western grassland, near the coast, in the region the knights named Küstedistrikt and the natives Tiklan, there are mysterious ruins that seem to be older than the land itself. To the south there are some hills, called Maka-Etza in the native tongue, that are rich in metals, particularly gold and copper. The knights after they arrival enlarged the yet active mines, extracting a lot of riches in just a year.

The hills in the region are covered with plants and small trees, but the natives say that roaming the hills could be dangerous, because of the panthers that live in abundance there. Some rumors say also that an ancient city is buried somewhere under the hills, full of treasures, and probably of perils too. But for now none, neither native nor knight, found it.

The northern and the southern region of the Territory of Schweidnitz are both deep jungles, beautiful green jungles inhabited by the natives and by every kind of strange animal and plant. But they could be a dangerous place too, because is very easy to get lost among the trees, and hostile creatures like jaguars and werejaguars call the jungle home.

The People

The Heldannic Knights of Schweidnitz are not a united and monolithic group as they would like to appear before natives and strangers. First, there is the Church of Vanya properly, strong of 150 men and women—paladins, clerics and warriors. Then, there are the Heldannic peasants, men and women who serve the church or own lands and work on it. There are, I think, 850 colonists in Schweidnitz, and many of them are the families of the knights. Nevertheless, often the civilians don't agree with the decisions made by the military authority of the church, and I have seen a lot of arguing between them.

The second large group of inhabitants of this land are the copper-skinned natives. They call themselves Makal, but they are divided in two different tribes, one in the north, called Makal, and one in the south called Tikul. According to their history the Tikul Tribe was conquered by the Makal Tribe nearly two hundred years ago. Nowadays the two tribes get along quite well, but the Makal Tribe maintains a political leadership. Each tribe has both a chief and a shaman. Chiefs are always male and shamans are always female. The Tikul tribesmen are followers of Ordana, and so their villages are built among trees and upon the trees. They keep deer and other animals among them and have strange rites for hunting and fishing. The Makal tribesmen are followers of Xical, their name for the Sun Immortal, and their villages are built in cleared areas of the jungle. They are a warrior tribe, and any young boy has to prove his bravery to be considered a man. The tribes have ancient enemies in the west and the south, and according to their legends centuries ago they were lords of this area of Davania, but were defeated in a great battle, and forced to hide near to the coast.

Nowadays many natives work as farmers or miners for the knights, and I tell you, they are not treated very well. Because of this, there are natives who hate the Heldanners and steal from their houses. The situation is not clear, because there are natives who want to fight the knights and natives who think that they need the knights. And the Church of Vanya has irritated native shamans by trying to convert native laborers to its faith. The Makal, the more militaristic tribe, has begun to seriously reflect upon its alliance with the knights.

History

A Heldannic *warbird* commanded by Captain Frank Von Schweidnitz discovered the bay that was named after him in AC 977, and he reported that the place was suited to colonization and the natives friendly with the knights. The same year a little fort was built in the area, and some Heldannic explorers went to Izonda, beginning a chain of events that lead to the spreading of the faith of Vanya in the desert empire. But the fort was abandoned in AC 979 because too remote from Heldannic lands (unlike Vanya's Rest, which was retained at high cost for religious—and military—reason).

Nevertheless, a young knight, Eric Folgen, remained with some companions, lodged by the natives, to supervise the foundation of a temple dedicated to Vanya in Izonda. In AC 982, another Heldannic *warbird* arrived in the bay, and learned from Folgen that the faith was spreading in the region. The news was reported to Freiburg, and the knights began to discuss the opportunity to found a lasting colony.

In the meantime, the Makal and the Tikul were under a savage attack from their eastern neighbors, and they were losing the war. But in AC 985, Folgen, with a few knights, managed to defeat the humanoids. Many natives began to believe in Vanya, and when the Immortal was consulted in Freiburg, She supported the idea of the new colony. Thus in AC 990 the Heldanners began the building of a stronger fort, but a humanoid attack destroyed the fort and killed even Eric Folgen. Some knights, with the young son of Folgen, Ludwig, managed to escape using the only ship the knights had left. In AC 992, after a long and dangerous sea trip, they arrived in Freiburg. The project of the colony had been forgotten for years.

But this year, Wilhelm Folgen, now a Heldannic Knight, came here with two ships to rebuild the old colony, and to escape the Heldannic civil war. When the knights arrived in Schweidnitz, they discovered that of the old fort only ruins remained, and in those years the humanoids had conquered most of the Makal and Tikul territory. Using their superior weapons, the knights managed to drive away the humanoids from the coast, and finally Wilhelm repelled the humanoids to the present borders.

The castle of Schweidnitz is now nearly finished. Nowadays the knights would like to conquer their humanoid neighbors to end their menace, but that will not be an easy task. In the meantime they are trying to strengthen their control over the natives, but they are meeting a strong opposition to conversion and rulership.

Don't Miss

Don't miss the wildlife in Schweidnitz, because it is a wonderful sight, as I have yet remarked. If you want adventure you will find a lot searching the ruins near the sea. If you want to see strange places visit the Tikul town built upon the tall trees, or the Makal town with its colored houses decorated with flowers and paintings. You could find some work in Schweidnitz, but not so much, and in my opinion the Heldannic Knights are not so friendly with strangers...

Do Miss

Do miss the southern and eastern jungle, because it is full of not-so-friendly half-orcs, who will be very happy to skin any stranger alive...

Thyatian Hinterlands (*Exarchate* of)

Location: Continent of Davania, Jungle Coast region. DV

Area: Approx. 92,315 sq. mi. (239,095 sq. km.). Total area gained from annexations in AC 1017 have yet to be tallied accurately.

Population: 206,000 (31,500 in Raven Scarp, 36,300 living in scattered Thyatian villages and towns, roughly 36,700 Milenian refugees settled in Davania Superior and Inferior, 101,500 Thyatianized Hinterlanders scattered throughout jungles, unknown number living deep in the wilderness).

Languages: Thyatian (official), Thratian. Some Milenian dialects spoken as well.

Coinage: Thyatian Standard: *emperor* (5 gp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20/25% income tax collected quarterly (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercia* sales tax on all goods except food, clothing, and fixed assets.

Government Type: *Exarchate*, member of the Thyatian Empire.

Industries: Agriculture (primarily fruits and grains), cattle, mining, sheep, war.

Important Figures: Leilah ben Nadir (*Exarcha*).

Flora and Fauna: The Thyatian Hinterlands are rife with jungle flora of every sort. One can find here almost any specimen imaginable, from mangroves along the coasts, to cypress, olive, banyan, and sequoia trees inland. In the jungles themselves, the vegetation overhead forms a complete canopy, so that very little grows at ground level save for creepers, shrubs, fungus, and so on. In areas where there is no cover of foliage, tall grasses predominate. Scattered among these plants are the more fantastic forms of plant life, from grab grass in open lands, to amber lotus flowers, archer bushes, strangle vines, and whip weeds in the forest.

In terms of animal life, the Hinterlands are likewise endowed. The jungles hold all manner of beasts, including apes, tigers, snakes, wild boars, rodents, and birds of every sort. Likewise, the open areas have gazelles, lions, aurochs, zebras, and other animals. The more fantastic creatures include displacer beasts, blink dogs, chimerae, centaurs, harpies, and even black and green dragons deep in the interior.

Further reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: General Leilah ben Nadir is *Exarcha* of Davania Superior, the coastal territory lying west of River Torion. Other Hinterlands territories include Davania Inferior (east of the River Torion), the Barony of Fiorenza, the Barony of Cittanova, the Territory of Torionensis, and the Territory of Thratia. The new lands conquered during the failed Hinterlander invasion of AC 1017 have been added to Thratia.

Tlik'kkill (Haven of Crabmen)

Location: Northern Coast of Davania, far west of Kastelios, north of Schweidnitz. DV

Area: 13,000 sq. mi. (27,000 sq. km.).

Population: 100,000 crabmen.

Languages: Crabman (Tlik'ki), Makal.

Coinage: *Tkil* (silver piece worth 1 gp), *tek* (silver piece worth 1 sp).

Taxes: 10% income tax collected once a year.

Government Type: Ruled by a council of four elected wise crabmen or crabwomen.

Industries: Fishing, mining (silver), agriculture (kelp).

Important figures: Eklit'ke (She of the Magic), Lirk'kil (He of the Immortals), Kai'klike (She of the Shadows), Mik'hkol (He of the Sword).

Flora and Fauna: Sandy, with some cliffs along the coast, but most of the territory is grassland, with a bit of sand desert and badlands. The grassland is full of flowers and has only a short kind of tree.

Among the dangerous creatures are giant lizards, giant spiders and jaguars. There are also those big animals the Thyatians call "rhinoceros." They are quite armored animals, but crabmen say that they are very pacific providing you do not annoy them. There are also some blue dragons in the region, according to the crabmen, but they are in good terms with the Tlik'kkill, and there is a tribe of pacific centaurs too.

In the rivers and lakes live many kinds of birds, crocodiles and hippopotamus, and more dangerous creatures, particularly water weards, an elemental-like creature, and hydras. Both in rivers, lakes and in the sea there are a lot of normal and giant crabs. Do remember that crabmen consider crabs like pets, so never eat a crab while here: think that in Ierendi City you'd never kill and eat a dog in the middle of the street!

Deserts and badlands are inhabited by many kinds of giant worms and giant insects, elemental-like creatures as desert ghosts (usually pacific), some kinds of dragons, dragonnes, flame salamander, some dangerous and hostile tribes of lamara, scorpions, and the very dangerous xytar, an eight-foot-long lizard-like beast, with six legs, and breathing fire.

The sea and the coasts of Tlik'kkill are inhabited by giant eels, sharks, dolphins, octopus, whales, sea dragons, snappers, tribes of devilfish and shark-kin (at war with each other), a great worm called masher (beware its poisonous tail sting). But the more dangerous creature of the sea and probably of all that land is a creature called mesmer. Crabmen say that this creature is immune to magic, and both he and the magical hypnotic pattern of his lair can *charm* someone and take him to the mesmer to be eaten alive! Only clerical magic can do some harm to the mesmer, and probably that creature is some kind of undead...

Further Reading: None.

Last Year's Events: See below.



Description and map by Shira.

Crabman land is really an interesting and strange place, as crabmen are a people so much different from us humans and from any other creatures of Mystara.

The Land

Like Schweidnitz, Tlik'kkil too is a hot place, and here rain is more uncommon. Anyway, when it rains for an entire month in the south, even here the rain keeps falling for days, and to live near the river is very dangerous because of the frequent flooding. Most of the territory, as I said, is grassland, not always flat but sometimes made of large hills. Antelopes are the most common sight in the grassland, with some rhinoceros and jaguars.

The cities and villages of crabmen are usually near the water, rivers, lakes, or the sea, and are dug in hills of sand. Hills are then decorated with elaborate architectures of colored sand and shells. Crabmen love water and try to bathe at least once a day, but this isn't of vital importance for them. Anyway their villages and cities are never built on dry lands, which are instead inhabited by the different kinds of intelligent and not intelligent monsters mentioned above.

Crabman lands are divided in four regions, each governed by one of the council members. The first region, in the west, is Itl'kilk, the land of the ocean, surrounded by the sea and inhabited by fishermen and kelp planters, and the place where there is the crabman school of magic. The next region from the west is Kilkli'tlak, the dry land, inhabited by silver and iron miners. The capital of that region is the thieves' and rogues' town. The next region is Shik'kkil, the shield of crabmen, the land of warriors and the region where live the few crabmen who farm the (dry) land (using a sort of druidic magic to speed the growth of plants) and breed antelopes. The last region is Telik'tlak, the land of the new sun, seat of the clerical school and the richest region of all the nation, because here most of crabmen traders live.

Each region has its festival once a year. There is a sea festival in Itl'kilk, also called the festival of magical treasures, because here are showed the objects found by adventurers in the ruins under the sea, objects that wizards are eager to buy. In Kilkli'tlak there is the silver festival where the wonderful works of crabman artisans with silver are displayed and sold, and thieves have their own festival of stolen goods. (A quick note: in crabman lands theft is not punishable; if you cannot keep your possessions it's all your fault. Nor you can kill a thief to retrieve your items, because that would be murder. I think crabmen don't give much importance to private property, especially in Kilkli'tlak.) In Shik'kkil there is the planting festival, where druids and planters encounter and compete to see which family can plant the most (each family of planters has at least a druid, and each family of antelope breeders has at least a ranger) and where warriors have their tournament festival, in which every year the Shield, the best warrior of crabman lands, is elected. In Telik'tlak there is the traders' festival, where goods are sold and where it's easy to find human merchants from Alol and Schweidnitz (Makal natives, not Heldanners, at least for now). It is also where the churches meet to discuss matters of religion. There is another festival the 4th of Thaumont, the first day of the year for crabmen, and according to their legends the day when the Immortal Kka created crabmen. It's a religious festival full of songs and dances.

The People

Crabmen are amphibious creatures, humanoid in appearance, but with a hard reddish-brown exoskeleton, and instead of hands they have two pincers. Male crabmen have the right pincer bigger than the left one. Crabmen greatly value silver, which they mine and use for jewelry. They don't value gold at all, and consider it just a kind of normal stone. Crabmen are a kind and hospitable people, who observe strangers with well-disposed curiosity. They seem to dislike Heldanners, who in their histories are depicted as an aggressive and arrogant people, but their worst enemies are the half-orcs of Mogluur. Crabmen usually go naked or with little clothes, and have weapons made of an alloy of silver and iron. Their weapons are of excellent workmanship and they have very good smiths. Furthermore their cities are a wonderful sight to behold.

Their government seems quite soft, without watchmen and prisons, nor authorities under the council, just the single family. As far as I know there aren't great social differences in their society, even if some differences exist. The four members of the council are often divided in two factions: the wizard and the rogue against the cleric and the warrior. It's a political division mirrored by crabman society, where wizards and rogues thwart the efforts of clerics and warriors to create an unified and strong government. Clerics and warriors are supported by merchants and by land farmers, who want more order, while wizards and rogue can count on the miners and fishermen, who wish to maintain the traditional family structure.

Crabmen worship five Immortals: Klion, the sun (probably Ixion), patron of wizards, Klik'kol, the sky, patron of rogues (Korotiku, I think), Kla'eak (Djaea), the earth, patroness of warriors, Tuk'lok, the sea (Protius), patron of clerics, and Kka, the creator, patron of crabmen (Ka). Their language is very difficult to understand and learn, made of sounds so different from those of human languages. Anyway many crabmen speak Makal and Lol, languages of their human neighbors, but with a very strange, clicking accent.

History

Crabman history is made of many legends about their creation by the hands (well, pincers) of the Immortal Kka. One important creation myth tells that crabmen survived a great struggle against evil serpent creatures and lizard men, guided by four great heroes: one warrior, one cleric, one thief and one wizard. Thereafter they have been ruled by a council formed like that ancient group of heroes. Anyway I think they always lived here, in the northern coast of Davania, in good terms with the other races, except the half-orcs. The half-orcs destroyed a great city of crabmen in the south where there is now the fort of Klok'kkil, killing many crabmen and their Makal allies and friends. Ten years later crabmen reconquered the place, but have been at war with the half-orcs ever since. Those events seem to have happened centuries ago.

The last time Mogluur tried to invade Tlik'kkil was a few years ago, but the half-orcs were defeated and took heavy losses. Crabmen are allied with the human Kingdom of Alol. They seem bothered by the coming of the Heldanners, named by them "Metalmen," because they believe that they want to conquer all the Izondian Deep Coast... Honestly I cannot deny their fears.

Don't Miss

Crabman cities are very beautiful from the outside and even better from the inside, where patterns of colored sand and shells, often lighted with magic, depict the ancient stories of crabmen. Beaches in this land are probably whiter and softer than the most beautiful beaches of Ierendi. Besides, Tlik'kkil is not a place without adventures, more or less dangerous, from the quest for sunken ships and ruins that, as crabmen relate, are numerous along the coast, to the fight against the monsters of the dry lands or against the half-orcs of Mogluur. Crabman adventurers often search the ruins and the ships, where many legends say you could find ancient treasures. But mind that some ruins are reputed haunted by ghosts of evil lizard men and dangerous mesmers!

Do Miss

If you fear for your life avoid the border between crabman lands and Mogluur, where it's easy to meet half-orcs. Dry lands are other places where any wise man and woman should not go, because it's too hot and there are inhabitants not so friendly with visitors, like the above-mentioned lamara, xytar, and others. We all know that adventurers are not wise men and women, but be warned that crabmen don't like to disturb those tribes and creatures, because they are eager to retaliate against crabman settlements. I heard from crabmen the story of a group of adventurers from the Kingdom of Alol (or Akl'lok as the crabmen call it) who were cast off from crabman lands for that very reason.

Vanya's Rest (Outpost of)

Location: Continent of Davania, eastern coast by Gulf of Mar. DV

Area: 448 sq. mi. (1,160 sq. km.).

Population: 3,250 (does not include around 500 farmers supplementing local rations). Losses are due to conflicts arising late in AC 1017, and relief force sent to Polakatsikes (without equivalent relief from Freiburg).

Languages: Heldannic.

Coinage: Heldannic Standard: *groschen* (5 gp), *gelder* (gp), *erzer* (ep), *markschen* (sp), *fenneg* (cp).

Taxes: None.

Government Type: Military dictatorship, member of the Heldannic Empire.

Industries: War, some agriculture (mainly grains and vegetables).

Important Figures: Thomas von Wettingen (Castellan).

Flora and Fauna: The vegetation found around Vanya's Rest is typical of that in a damp coastal region. Along the cliffs there are numerous forms of mosses and hardy grasses, while further inland the grasses tend to predominate, with the occasional gnarled bush breaking the undulating fields. No trees can grow here—the winds would likely blow them over near the coast, and the soils are too poor to nourish them further inland.

The animals found here are just as hardy as the plant life. Gulls and other sea birds nest among the cliffs, managing to feed themselves by catching fish in the gulf. Also present in the cliffs are various rodents who feed off of the eggs of the various birds. Further inland one can find foxes, groundhogs, numerous kinds of insects, rabbits, and the occasional snake. Some giant spiders are known to inhabit the region, and in the lower levels of the fort it is possible to find giant rats.

Further Reading: Previous almanacs.

Last Year's Events: Although the fortress of Vanya's Rest is among the grandest feats of engineering you will likely see [*our correspondent's own opinion. Ed.*], it was, by the smallest of chances, breached but once by the savage Meghaddara. It has been said that, during that fateful raid [*in Fyrmont, AC 1017. Ed.*], the famed *Star of Vanya*, among the most sacred artifacts of our illustrious order, was damaged. Let it be known that mortal might cannot triumph against the unlimited power of Vanya.

Atlas of Norwold

Introduction to Norwold

The lands to the far north of civilization are lands of constant warfare and power struggles between the nobility. Once united as the Kingdom of Norwold, with the disappearance of Alphatia, the region's former king was unable to hold onto the reins of power. Now the land is dotted with hundreds of small kingdoms, counties, baronies, and other type of dominions.

The realms of Norwold follow the old practice of feudalism, with the local lord controlling all aspects of life within the dominion. All the rest are merely peasants who toil at their leaders' whims. Some are lucky and have benevolent rulers, while others are treated no better than slaves by the tyrants who hold the crown.

The level of education in Norwold varies greatly, as do the cultures of the inhabitants. Those who colonized from Alphatia tend to be more literate (especially the nobility), as do the people conquered by the Heldannic Knights (thanks to their forced education in the ways of Vanya). Those of Thyatian descent are also literate, while the native Antalian people are mainly uneducated.

Norwold is a land where the title of nobility hangs loosely on anyone with power. Rulers rise and fall constantly, and their power reaches only as far as their armies can reach. Alliances are made as lesser nobles swear fealty to more powerful ones, only to find independence once their liege is overthrown.

Many adventurers with money and time to spare try to carve out their own dominions within the valleys of Norwold, only to have another self-proclaimed noble take it away with his own army. Those with patience enough to try again, or those capable enough of holding their own can quickly forge a dominion that will last years. Norwold is the place where the bold and daring can hope to carve out a nation of their own.

Encompassing all the northeastern area of the continent of Brun, Norwold stretches from the frozen Arctic Ocean all the way south to the Mengul Mountains. The beach along the Alphatian Sea delineates the eastern margin, while the imposing Icereach Range cuts off western Norwold from the rest of the world.

Correspondents for Norwold

Here is our list of correspondents that give us detailed information on the nations, places, and events of Norwold.

Featured Correspondents

There are no featured correspondents for this region this year.

Regular Correspondents

Adik de Chevas

Arcadius

Brendan Corliss

Christopher Dove

Synthala of Aasla

Atlas

Arctic Wastes

The region known as the Arctic Wastes extends north of the Foresthomes, comprising the southern bogs near the Landsplit River and up to the frozen tundra and icy shores of this part of the continent. The great island of Frosthaven also belongs to this area, which is obviously the coldest and most inhospitable of all those found in Norwold. Nonetheless, many settlements and nomadic tribes do live in the southern area of the Arctic Wastes, coping with the elements and the warlike humanoid population to survive.

Frosthaven (Kingdom of)

Location: Continent of Brun, island north of the continent, in the arctic circle. NW

Area: Approx. 22,455 sq. mi. (58,158 sq. km.).

Population: Approx. 6,000 frost giants, 1,500 cryions.

Languages: Grimen (frost giants' tongue), Cryion.

Coinage: None (barter only).

Taxes: Yearly tributes are paid to the great king as sign of submission and obedience. The exact amounts vary at the king's whim.

Government Type: Monarchy (the strongest giant is proclaimed great king upon the death of the former ruler).

Industries: None. The frost giants fish, hunt and raid the southern regions. Cryions are hunter-gatherers.

Important Figures: Brunnkarth (Giant King), Ocylok (Elder).

Flora and Fauna: Only lichens and mushrooms grow in this desolate island of ice and rock. Nothing else can grow here, and the intelligent beings living here prey off the smaller mammals and fish they find. Common arctic wildlife in this region includes wolves, arctic wolves, remorhaz, polar bears and frost salamanders.

Further Reading: CM1 *Test of the Warlords*.

Last Year's Events: None to report.

Kaarjala (Kingdom of)

Location: Continent of Brun, north of the Great Bay, between the Kaarjavi and Vaaranavi rivers (known as the Landsplit River to most people). NW

Area: 63,206 sq. mi. (163,704 sq. km.).

Population: 61,800 settled humans plus 51,500 nomadic humans (on the average); demihuman population is negligible; humanoid population is unknown, though relatively low in the patrolled areas.

Languages: Saamari (a language unrelated to any spoken in the Known World; spoken in two dialects, Kaarjalan and Vaarana); some Alphatian.

Coinage: *Markeka* (gp), *penni* (sp), *oren* (cp); coins of Alphatian and Littonian origins are also in common circulation here. Most of the economy is still based on barter, as coins cannot be eaten or wielded as weapons.

Taxes: Commoners usually give one-fifth of their assets at the end of each year (Kaldmont 28) to their ruling nobles, who then pay tribute to the king, usually one quarter to one third of their wealth.

Government Type: Monarchy, with a strong and independent minded noble class.

Industries: Agriculture (grains and potatoes; production is high due to the Great Saampo, an artifact held by the king of Kaarjala), dairy, fishing, logging and trapping. The nomadic Vaarana rely on the herds of reindeer during the winter months and farm ancestral lands in Kaarjala during the summer.

Important Figures: Kaarlo Taavinen (King), Rikka Kaalwa (Maga), Vaalkoi Taapionen (Great Druid of the Kaarjalan Circle), Pekka Seppanen (High Priest of the Church of Kaarjala and Grand Smith of Ilmarinen).

Flora and Fauna: Kaarjala itself is unusual in that it has a rather more temperate climate than is the norm for this region; thus, creatures of a more southerly nature can be found in the land between the rivers. In terms of plant life, one can find scattered stands of pine and other coniferous trees within the region covered by the Great Saampo, as well as scattered flowers and shrubs. Outside this region, however, lichens, mosses, and short taiga grasses predominate.

Domesticated animals include shaggy cattle, horses (ponies, mostly), dogs, cats and ferrets. Outside the region protected by the Great Saampo, of course, nature reigns, and the northlands are very, very cold. Creatures native to the region include moose, elk, bears, wolves, reindeer, and so on. It is also home to every sort of monstrous creature native to the arctic and sub-arctic: snow apes, white dragons, frost giants, frost salamanders, and worse. There are also large numbers of nomadic humanoid clans and tribes, primarily living in the northwestern part of the country.

Further Reading: CM1 *Test of the Warlords*, *Kaarjala* by James Mishler, previous almanacs.

Last Year's Events: None to report.

Littonia (Kingdom of)

Location: Continent of Brun, along the northern border of Norwold. NW

Area: Approx. 12,096 sq. mi. (31,329 sq. km.).

Population: 103,000.

Languages: Litoniesu (official), Lietuvan, some Alphatian in larger population centers.

Coinage: *Lats* (gp), *centime* (cp).

Taxes: All citizens are assessed for 20% of the value of their assets once per year (Kaldmont 28).

Government Type: Monarchy.

Industries: Agriculture (primarily grains and potatoes), cattle, fishing, forestry, sheep, shipbuilding.

Important Figures: Uldis VI (King), Laila (Queen)

Flora and Fauna: As a boreal land, Littonia's coastal vegetation is much like that of Norwold. Here, one can find great stands of pine and evergreen, as well as the occasional rare cluster of oak trees towards the south. Further inland, towards the much cooler hills and plains that make up a large portion of the country, sturdy grasses and small, thorny bushes, such as hawthorn and juniper, predominate.

In terms of animal life, Littonia is quite rich. The coastal forests abound with many species of birds, brown bears, deer, elk, field mice, foxes, moose, squirrels, and wolves. Towards the interior, herds of caribou, and sometimes bison, are often seen during the summer months. Also present here in this hard land are rabbits and wolves. In terms of more exotic creatures, it is possible to encounter various humanoid tribes living far to the northwest, frost giants, ice wolves, and occasionally yowlers.

Further Reading: CM1 *Test of the Warlords*, *The Kingdom of Littonia* by Geoff Gander, previous almanacs.

Last Year's Events: None to report.

Lothbarth Forest

The Lothbarth Forest is the region commonly known as the Foresthomes. It comprises all the woods north of the Great Bay and up to the Landsplit River, a broad, primeval forest of evergreens where elves and animals have lived side by side for centuries. The Foresthomes properly are the elven settlements, which are divided into smaller clans and families, but they all recognize the Lothbarth Forest as their homeland and always try to protect it from the outsiders' eyes and grasp.

Elms (Barony of the)

Location: Continent of Brun, north of Leeha, west of Panteria. NW

Area: Approx. 997 sq. mi. (2,580 sq. km.).

Population: 1,000 elves.

Languages: Elvish (Shiye-Lawr and Alfheim dialects).

Coinage: Barter only.

Taxes: None. Each elf willfully helps the rest of the community as needed.

Government Type: Barony (elven dominion, the baron is advised by the clanmasters). Member of the elven Kingdom of Nordalheim.

Industries: Hunting and gathering.

Important Figures: Quillan Elm-Grower (Baron and Clanmaster), Lidial Almashiye (Almashiye Clanmaster).

Flora and Fauna: Well-tended elms and evergreen trees abound in this area. Deer, bears, elk, wolves, and various small northern forest animals can be found here.

Coats of Arms: Baron Quillan Elm-Grower: Three green elms on white background; Barony of the Elms: Green elm on white background.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: None to report.

Foresthomes (Free Clans of)

Location: Continent of Brun, north of the Great Bay, south of the Landsplit River. NW

Area: Approx. 179,560 sq. mi. (465,060 sq. km.) in western and eastern Lothbarth.

Population: 10,100 elves.

Languages: Elvish (Shiye-Lawr dialect).

Coinage: Barter only.

Taxes: None. Each elf willfully helps the rest of the community as needed.

Government Type: Group of independent clans united under a council of clanmasters.

Industries: Hunting and gathering.

Important Figures: Soridel (High Priest of Sinar), Desel Leafbower (Leafbower Clanmaster).

Flora and Fauna: Deer, bears, elk, wolves, and other small northern forest animals. Frost giants also raid occasionally, and other tundra monsters can sometimes make an appearance in the elven forest.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: None to report.



White Oak (Elven Lands of the)

Location: Continent of Brun, north of the Great Bay, northeast of Panteria. NW

Area: Approx. 44,890 sq. mi. (116,265 sq. km.) in central Lothbarth.

Population: 5,100 elves.

Languages: Elven (Shiye-Lawr and Alfheim dialects).

Coinage: Barter only.

Taxes: None.

Government Type: Elven foresthomes each led by a clanmaster, recognizing more or less explicitly the spiritual leadership of Zoltan and the political leadership of King Blackblade. Member of the elven Kingdom of Nordalfeim.

Industries: Hunting and gathering.

Important Figures: Zoltan Hytaxius (High Priest).

Flora and Fauna: The dense northern forests are covered with evergreen, mainly pine; in the lands nearest to the Great Bay, they intermingle with various hardwood trees: oak, elm, maple, walnut, ash, orchard trees. It is among these that stands Zoltan's magical *Tree of Life*—the *White Oak*. In the north, the pine trees do not block the faint sun's rays, allowing a rather thick layer of vegetation to grow at ground level: shrubs, short grass; waist-high grass in glades. In the south, the thick canopy blocks the sun, providing little light for plants to grow underneath. Many animals live in the forests, especially small mammals and rodents, boars, deer, elk, caribou, moose, bears, wolves, blink dogs, and white and green dragonflies. Many fairies also dwell there, especially centaurs, actaeons and shargugh. More dangerous denizens include the occasional rogue white or green dragon, basilisks, decapuses, and the rare wyrd.

Coats of arms: High Priest Zoltan Hytaxius: Uses no coat of arms; human lords generally attribute him a white oak over green. Each foresthome also has its own symbol; human lords often represent the Shiye elves as a whole with one—or from three to a dozen—green pines over white.

Further Reading: CM1 *Test of the Warlords*, *Zoltan the Treekeeper* by Hervé Musseau, previous almanacs.

Last Year's Events: None to report.



Northern Bay Marches

The area called the Northern Bay Marches comprises all of the dominions located north of the Great Bay, between the shores of the bay and the southern fringes of the Lothbarth Forest. These dominions have all been founded along the coast and they enjoy a rather safe position, both from an economic, military and political point of view.

Draken (Duchy of)

Location: Continent of Brun, northwest of Alpha. NW

Area: 2,992 sq. mi. (7,750 sq. km.).

Population: 6,300.

Languages: Alphatian.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 25% of income.

Government Type: Duchy, member of the Kingdom of Alpha, member of the Norwold Confederacy.

Industries: Fishing, agriculture, military, trading.

Important Figures: Beriak (Duke).

Flora and Fauna: Usual coniferous and evergreen trees abound in Draken, since the settlers didn't cut down large areas of Lothbarth. Great variety of fish can be found near the coast, many wild animals in the woods inland (elk, moose, bears, wolves, foxes, etc.). Many birds of prey and wild felines roam the eastern areas of the county, especially in the foothills near the western mountains. A couple of dragons are said to live on said mountains to the east, and some strange extra-planar creatures have been reported wandering in the forest near the duke's abode.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Latela (Barony of)

Location: Continent of Brun, northeast of Alpha. NW

Area: 1,995 sq. mi. (5,165 sq. km.).

Population: 5,900.

Languages: Thyatian, Alphatian.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 20% of income.

Government Type: Barony, member of the Norwold Confederacy.

Industries: Trading, logging, agriculture.

Important Figures: Longtooth (Baron), Tano Tarantella (Guild Master).

Flora and Fauna: The coastline of Latela is dotted with farmlands and orchards, while the inland regions are still covered by the evergreen trees (mostly pines and sequoia) so common in the Lothbarth Forest. The wildlife in the forested areas include common animals like deer, boars, elk and moose, and more feral beasts like wolves, black and brown bears, pumas and yowlers. Fish are not so common in Latela's waters.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: Latela was contacted by the Thyatian merchants that were tasked by the empire to extend its reach through economic expansion, turning the dominion into a client-state and de facto Thyatian dominion.

Nordenhafen (Barony of)

Location: Continent of Brun, isle in the Great Bay, west of Alpha. NW

Area: 498 sq. mi. (1,290 sq. km.).

Population: 1,000.

Languages: Heldannic.

Coinage: Barter common; otherwise Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 30% of income.

Government Type: Barony, member of the Kingdom of Ostland.

Industries: Fishing, hunting.

Important Figures: Bardeen Longwalker (Baron), Kleng Bloodhand (Pirate).

Flora and Fauna: Nothing really grows on this rocky chunk of Norwold, except small, stunted shrubs and subarctic flowers. Few are the animals that live here, most notably seagulls, puffins and other avians, as well as seals and small fish. Occasionally monsters from the Elemental Plane of Water exit from the whirlpool south of the island and cause trouble, but otherwise no real monstrous wildlife is present here.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: The increase of friendly Thyatian presence in the Norwold region tremendously strengthened Bardeen's position, and reciprocal trading agreements boosted Nordenhafen's economy.



Panteria (Marquisate of)

Location: Continent of Brun, northeast of Leeha, on the northern coast of the Great Bay. NW

Area: 2,494 sq. mi. (6,460 sq. km.).

Population: 7,200, including 1,500 hin.

Languages: Alphatian, Thyatian, Heldannic, Lalor.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: Vary in nature and amount, averaging to 25% of income, collected regularly by the guilds. People not affiliated to the guilds do not pay taxes but generally cannot work either.

Government Type: Marquisate, member of the Kingdom of Alpha, member of the Norwold Confederacy. Any and all activities are supervised by the powerful guilds.

Industries: Trade, some crafting.

Important Figures: Celia (Marquise), Weston (Governor), Lucci Dhay (Dame and Headmaster of the Trade Guild, actually a spy from rival Causa Nostra).

Flora and Fauna: The uncultivated lands of the marquisate are sparsely covered by short grass and shrubs that can resist even the most frigid winters under several feet of snow. Hin cultivate snow tulips in their gardens, which appear to be dead plants during their eight months hibernation but blossom in the spring into beautiful flowers larger than hin hands. Snow crabs come ashore during the winter to mate, but crab-hunters are careful not to stumble on deadly frost salamanders for whom the ice-plated crabs are a delicacy. Deer, wolves and other woodland animals can be spotted during the harsh winters. On rare occasions, frost giants come this far south in their forays into human lands, but the marquise is generally warned of their approach by Zoltan's elves or by Duke Ney.

Coats of arms: Marquise Celia: Black panther lying at the foot of a white oak, background silver (top) and gold (bottom); Governor Weston: Two diagonally-crossed black daggers with four gold circles (one in each quadrant), red background; Marquisate of Panteria: Black panther head, silhouette of a white sphinx (bottom left), gold background; City of Panteria: Black panther head, four coppery ships (one in each corner), gold background; Town of Cape Westria: Black dagger (blade pointing up), four gold circles (left half), black panther head (right half, top), silhouette of a white sphinx (right half, bottom), red background; Panterian Guilds: Copper ship (heading right) with two silver waves below, black lion head (or specific symbol, by guild) (bottom), gold background.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: Thanks to the Panterian ties with Minrothaddan merchantmen and Oceansender exiles, Thyatian representatives reached agreements with the marquisate. However, so has rival Latela—which has the advantage, to Thyatians, of being settled by Thyatians and not affiliated to Alpha, and therefore much more in tow—and the Thyatian-Heldannic agreement over Oceansend might also hurt Panteria.

Western Bay Marches

The Western Bay Marches comprises all of the dominions located west of the Great Bay but east of the Icereach Range proper. The nations of this area are some of the most powerful, wealthiest and most important throughout Norwold and they all enjoy a great deal of freedom or independence from the Kingdom of Alpha.

Chitine (Grand Duchy of)

Location: Continent of Brun, northwest of Leeha. NW

Area: 4,988 sq. mi. (12,920 sq. km.).

Population: 7,000.

Languages: Alphatian, Heldannic.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 25% of yearly income.

Government Type: Grand duchy, member of the Kingdom of Alpha, member of the Norwold Confederacy.

Industries: Military, agriculture, mining.

Important Figures: Ney (Archduke).

Flora and Fauna: The plains are lightly covered by evergreen trees, mostly pine, which become even rarer in the hilly and mountainous regions to the west of the duchy. As the duchy rises into the Icereach Range, trees are slowly replaced by shrubs, then hardy mosses until the altitude becomes too great for any plants to survive. Horses are bred for the knightly order; mountain goats, mountain lions and snow apes inhabit the Icereach Range. Frost giants or white dragons living in caves in the mountains beyond the border of the duchy occasionally attack despite their being regularly driven away by the duke's knights.

Coats of arms: Duke Ney: A six-branch black star (center) surrounded by four silver-red swords pointing to the corners, background green (upper quadrant), blue (bottom quadrant), yellow (left quadrant) and white (right quadrant); Duchy of Chitine: Two red diagonal lines, silhouette of a white sphinx (top quadrant), background green (top quadrant), blue (bottom quadrant), yellow (left quadrant) and white (right quadrant); City of Furmy: A six-branch black star (center), two red circles (top left and top right sextants), background green (upper sextant), blue (bottom sextant), yellow (bottom left sextant), white (bottom right sextant) and black (top left and top right sextants); Knights of Chitine: A black shield (center) behind a white circle, four red swords pointing from the corners to the circle, black background. The duke may also carry Alpha's banner when leading the armies of the king into battle as Ericall's general.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: None to report.

Leeha (Shire of)

Location: Continent of Brun, on the western coast of the Great Bay. NW

Area: 998 sq. mi. (2,585 sq. km.).

Population: 6,900.

Languages: Lalor, Alphatian (Alphan dialect).

Coinage: Barter mostly, otherwise Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 20% collected twice a year.

Government Type: Democracy; elected clan representatives (clanmasters) advise an elected sheriff (count).

Industries: Agriculture, fishing.

Important Figures: Shaedrik Divotfoot (Sheriff).

Flora and Fauna: Leeha's rolling hills are forested with a mixture of evergreens, oak, maple, hickory, elm and ash in the southeast. Thickets, brambles and ferns are common beneath the taller evergreens. The forested areas abound with wildlife and wild animals can be encountered away from the settlements. The forests give way to gentle rolling fields and meadows filled with wildflowers and fruit trees, as well as crops. Streams are smaller and gentler in the fields that make up the heart of the shire. There's also an inland swamp near the Gulf of Leeha; quicksand is a deadly peril found amongst the peat bogs here. Twisted and stunted trees give shelter to all types of swamp denizens, monsters included.

Further Reading: CM1 *Test of the Warlords*, *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: A hin expedition from Leehashire toured the Fives Shires, sparking the Five Shires' interest in Leeha and the world at large.

Siegeria (Kingdom of)

Location: Continent of Brun, west of Leeha. NW

Area: 10,475 sq. mi. (27,130 sq. km.).

Population: 40,000 (90% humans, 10% hin) and 500 gnomes.

Languages: Alphatian, Thyatian, Heldannic, Lalor.

Coinage: *Siegerin* (gp), *eronin* (sp), *judge* (cp).

Taxes: 25% of yearly income.

Government Type: Constitutional monarchy (kingdom divided in provinces, each ruled by an elected governor).

Industries: Cattle, agriculture, fishing, mining.

Important Figures: Sieger von Duwn (King), Uthar Metzger (Baron), Lavim Hollister (General), Red Ork (High Priest).

Flora and Fauna: The plains are occupied by farmlands and grasslands, while the hills are lightly covered by evergreen trees, mostly pine, which become even rarer in the mountains in the heart of the kingdom. The somewhat milder temperatures allow herders to raise cattle and farmers to cultivate the soil, which is most fertile especially in the south, near the White Bear River. Domestic animals include goats, sheep, cows, and pigs, while few are the horses that can be found in Siegeria (mostly imported). Wildlife abounds in the hills and mountains, with wolves, bears and boars being especially common in the north and east. In the middle mountains (the Jagged Teeth) a dragon is said to have its lair, along with a small tribe of giants and scattered humanoids. The hills and mountains of the southeast (in the former county of Dragonard) have rich deposits of precious ores that attracts miners as well as aurumvorax and dragons. Wild cold-loving beasts roam the southern mountains, where few dare venture.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: None to report.

Southern Bay Marches

The Southern Bay Marches comprise all of the dominions located south of the Great Bay and not too far from its coasts. Since this has always been considered the safest and richest area of Norwold, the majority of Norwold's largest and most important dominions are located in this region, and they are all very close to one another, enjoying rather stable political or economic alliances.

Alpha (Kingdom of)

Location: Continent of Brun, peninsula on the south shore of the Great Bay. NW

Area: 9,478 sq. mi. (24,550 sq. km.).

Population: 90,000, including 2,000 hin.

Languages: Alphatian, Elvish (Shiye-Lawr dialect), Lalor, Heldannic, Thyatian.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Coins of many other nations are in common circulation here.

Taxes: 20% income tax on everyone of servant status or higher, and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 10% of tax revenue goes to the Naycese treasury, and an additional 10% is spent on military forces in the name of the confederation.

Government Type: Independent monarchy, member of Nayce, member of the Norwold Confederacy.

Industries: Agriculture (grows barely enough for its own use), fishing, logging, mining, and trapping.

Important Figures: Ericall (King), Christina Marie Alanira (Queen), Madiera (Magist).

Flora and Fauna: Alpha features the plants and animals one expects of the northern wilderness. The peninsula claimed by Alpha is devoid of monsters thanks to the Regent Pass, but cold-climate creatures (such as snow apes, white dragons, frost giants, frost salamanders, and sasquatches) fill the rest of Norwold, as well as several scattered goblinoid tribes.

Further Reading: CM1 *Test of the Warlords*, *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: The increased presence of Thyatians was viewed by Ericall with mixed feelings at best, though there was little he could do but acknowledge their presence and weave the best relations possible. The power balance has become uncertain, between not-so-powerful Alpha, the assertive Thyatians and their Ostlander allies, the retreating Heldannic Knights and their civil war, and the squabbling petty dominions. Ericall was also annoyed with the Nayce and actually considered focusing on his own Norwold Confederation. A happy event brightened the year for Ericall, though, as Queen Christina Marie Alanira gave birth to his heir, Prince Barikan.

Free Plains (County of)

Location: Continent of Brun, southwest of Alpha, on the western foothills of the Wymsteeth Range. NW

Area: 1,496 sq. mi. (3,875 sq. km.).

Population: 2,800.

Languages: Alphatian, Heldannic.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp); barter common.

Taxes: 20% income tax, collected yearly.

Government Type: County, member of the Kingdom of Alpha, member of the Norwold Confederacy.

Industries: Fishing, agriculture, herding (horse and cattle).

Important Figures: Allisa Patrician (Countess).

Flora and Fauna: The Free Plains, as the name implies, consist of grasslands, steppe and farmlands. The cold freshwater Dragon River, which cuts through the southern area of the dominion, is rich in fish, which is one of the main resources of the barony's economy. Game (both avians and mammals) is abundant in the plains, and the main problems come from the dragons and wrym-like beasts living in the nearby Wymsteeth Mountains, and from the occasional otherworldly monstrosity coming out of Redhorn Barony to the north.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: None to report.

Kameloth (Duchy of)

Location: Continent of Brun, southeast of Leeha, along the small Bay of Kameloth. NW

Area: 4,738 sq. mi. (12,270 sq. km.).

Population: 19,600, 77% humans, 17% hin, 6% elves.

Languages: Alphatian (Alphan dialect), Heldannic, Lalor, Elvish (Shiye-Lawr dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp); barter common among elves.

Taxes: 25% income tax, collected yearly.

Government Type: Duchy, member of the Kingdom of Alpha, member of the Norwold Confederacy.

Industries: Fishing, agriculture, cattle, mining.

Important Figures: Shuren (Duke), Jonas Whiteshore (Seneschal).

Flora and Fauna: All kinds of terrain are present in Kameloth: overgrown forests in the south, rolling and steep hills in the west and lowlands and grasslands in the east and center. As a result, many types of natural products grow here, from vegetables to cereals, from evergreen trees to fruits and underbrush. Wild animals and small tribes of orcs and hill giants live in the western hills between Kameloth and Leeha, while wolves and ferocious predators can be found in the south. Monstrous fish also prey on the smaller ones in Kameloth Bay. Dragons from the Wymsteeth make occasional forays into this territory as well, paying attention to harm cattle and not men.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Ossian (Barony of)

Location: Continent of Brun, on the shores of the gulf south of Alpha. NW

Area: 998 sq. mi. (2,585 sq. km.).

Population: 1,900.

Languages: Heldannic.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp); barter common.

Taxes: 30% income tax collected yearly.

Government Type: Barony, member of the Kingdom of Alpha, member of the Norwold Confederacy.

Industries: Fishing, agriculture, hunting.

Important Figures: Heinrich Niederhaus (Baron and Grand Knight of the Order of the Ash Rod).

Flora and Fauna: Ossian is a lowland valley nestled between the Ossian Bay and the Wyrksteeth. Wild animals and monsters can be encountered in the southern regions, especially on the foothills of the Wyrksteeth, while the north and central areas are safer and filled with farmlands and pastures. Woods on the eastern border provide small game, but wild beasts are also common in this region and hunters must be very careful.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: None to report.

Redhorn (Chaosarchy of)

Location: Continent of Brun, southwest of Alpha, along the southern shore of the Great Bay. NW

Area: 498 sq. mi. (1,290 sq. km.).

Population: 700 diaboli, 50 humans.

Languages: Diabol, Alphatian.

Coinage: Gems, gold nuggets or barter commonly used.

Taxes: None (everything belongs to Diablerus I).

Government Type: Chaosarchy (diaboli's concept of government, not unlike formal anarchy like can be found in Turmoil, Bellissaria).

Industries: Mining (gold), crafts (goldcraft), fishing.

Important Figures: Diablerus I (Baron), Alden (Alphan Ambassador).

Flora and Fauna: Redhorn consists of grasslands and farmlands, with some woods in the southern parts, near the rolling hills to the west. Strangely enough, the landscape seems often "warped" at nighttime, with otherworldly red and greenish hues emanating from the ground. Local animals have long left the countryside since the diaboli settled the land, and previously unseen and distorted parodies of the former wildlife now roam the dominion [*probably imported from their own dimension by the diaboli. Arcadius.*]. Other stranger and alien monsters occasionally pop up in the wilderness, threatening the diaboli as well as the few humans who live here.

Further Reading: CM1 *Test of the Warlords*.

Last Year's Events: None to report.

Ubla-at-Nor (*Khanate of*)

Location: Continent of Brun, southeast of Leeha, between Kameloth and the Free Plains. NW

Area: Approx. 998 sq. mi. (2,585 sq. km.); no definite borders, however.

Population: Shifting between 1,000 in winter and 2,600 at other times of the year (nomadic migrations).

Languages: Viaskodas, Heldannic.

Coinage: Barter commonly used.

Taxes: One third of the family's goods must be given to the *khan* (baron) yearly. He redistributes half of the total amount to the needy families and keeps the remaining half.

Government Type: Barony, member of the Kingdom of Alpha, member of the Norwold Confederacy.

Industries: Horse herding, hunting, agriculture.

Important Figures: Brogahn (Baron), Barkal the Red (Chieftain).

Flora and Fauna: Ubla-at-nor consists of grasslands, steppes, rolling hills and a few cultivated farmlands. It resembles the wide grasslands of Ethengar, with many colorful flowers dotting the plains and low-lying hills in spring. Small ponds and streams crisscross the country, and a few pine groves grow here and there. Small game is abundant and horses (both wild and tamed) are numerous in this valley. Monstrous flora includes grab grass patches and thorn bushes, while great cats, hippogriffs and manticores are the most dangerous predators roaming Ubla-at-nor. Unicorns have been reported traveling regularly through the region.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: None to report.

Icereach Domains

The Icereach domains are those nations located in the area dominated by the Icereach Range, which marks the westernmost border of Norwold. It is a rough and inhospitable region with heights reaching 18,000', especially in the northern area, where the pair of volcanoes called the Arch of Fire is located. For this reason all of the major dominions have been founded south of the great lake called Lake Alinor, where the weather is milder and the dangers are less abundant. It is to be noted however, that even the southern area is not without dangers, since to the west lies the inhospitable Kingdom of Denagoth and to the east tower the peaks of the Wyrksteeth.

Arcadia (*Barony of*)

Location: Continent of Brun, west of Oceansend, in the Icereach Mountains, bordering Lake Gunaald. NW

Area: Approx. 500 sq. mi. (1,295 sq. km.).

Population: 300, including 250 dwarves and 50 humans.

Languages: Alphatian, Heldannic, Dwarvish.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp); gold nuggets or barter commonly used.

Taxes: None, inhabitants sometimes give goods to their baron to gain his protection from dragon attacks.

Government Type: Barony in name, no real government, independent but loosely allied with the Kingdom of Alpha, member of the Norwold Confederacy.

Industries: Fishing, mining (gold), crafts (goldsmithing, weaponsmithing).

Important Figures: Arcadius (Baron), Sandryth (Draconic Envoy), Tark Takkras (Clanlord).

Flora and Fauna: Arcadia consists mostly of high mountain, overlooking western Lake Gunaald. The cold freshwater lake is rich in fish, which constitute all the animal life that can be found in the area. A few evergreen trees grow in the small valley bordering the lake, soon replaced by small shrubs, then bare rocks on the towering mountainsides. Some rare chimerae and wyverns make their lairs in caverns high in the mountains, while dragons from the Wyrksteeth to the east occasionally swoop by.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: None to report.

Arch of Fire (Efreet Kingdom of the)

Location: Continent of Brun, northeastern reaches of the Icereach Range. NW

Area: Approx. 5,000 sq. mi. (12,950 sq. km.); about 2,500 sq. mi. (6,475 sq. km.) around each volcano.

Population: Believed to be 2,400 efreet, 1,000 fire elementals, and 400 sollux.

Languages: Unknown languages from elemental plane of fire.

Coinage: Unknown, if any at all.

Taxes: Unknown, if any at all.

Government Type: Efreet duchy; sollux resistance front.

Industries: Unknown.

Important Figures: Feudelance (Brother of the Sun).

Flora and Fauna: Small plants and animals common in more southern regions than Norwold. Fire monsters (such as lava lizards, fyrsnaca, fire salamanders and elemental beings) abound here as well.

Further Reading: CM 1 *Test of the Warlords*, *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Chevas (*Baronie de*)

Location: Continent of Brun, west of Oceansend, in the Icereach Mountains, on the south-eastern shores of Lake Alinor. NW

Area: 498 sq. mi. (1,290 sq. km.).

Population: 500.

Languages: Heldannic, Averoignian.

Coinage: *Adik* (gp), *glyph* (sp), *florin* (cp); gems or barter commonly used.

Taxes: None. The baron and the aristocrats own the land and they give it to serfs to work. Serfs must keep only the minimum required to survive, the rest is given to the ruler.

Government Type: Barony, independent but loosely allied to the Kingdom of Alpha, member of the Norwold Confederacy.

Industries: Fishing, agriculture, mining.

Important Figures: Adik de Chevas (*Baron*), Gilbert de Fausseflamms (*Aristocrat*), Roger Dumas (*Seneschal*).

Flora and Fauna: Chevas consists mostly of cultivated plains and rolling hills bordering the sandy beaches of Lake Alinor. The cold freshwater lake is rich in fish, which constitute all the animal life that can be found in the area. A few evergreen trees grow on the hills and on the foothills of the Icereach, soon replaced by small shrubs then bare rocks on the towering mountains. Some wyverns and griffons make lair in caverns high in the mountains, while dragons to the east occasionally swoop by.

Further Reading: M2 *Vengeance of Alphaks*, previous almanacs.

Last Year's Events: None to report.

Lake (Barony of the)

Location: Continent of Brun, west of Oceansend, in the Icereach Mountains, between the northern Lake Alinor and the southern Lake Gunaald. NW

Area: 498 sq. mi. (1,290 sq. km.).

Population: 1,000.

Languages: Heldannic.

Coinage: Alphatian Standard: *mirror* (sp); gems or barter commonly used.

Taxes: 15% income tax collected yearly.

Government Type: Barony, member of the Norwold Confederacy.

Industries: Fishing, agriculture, crafts (shipwright).

Important Figures: Winnefred of the Lake (Baroness).

Flora and Fauna: The Barony of the Lake encompasses a broad valley nestled between two lakes and some mountains. The cold freshwater lakes are rich in fish, which constitute all the animal life that can be found in the area. Monstrous wildlife comes from amphibious creatures or gigantic fish as well as from some winged predators that swoop down from the Icereach Mountains nearby.

Further Reading: M2 *Vengeance of Alphaks*.

Last Year's Events: None to report.

Mory (Tyrannie de)

Location: Continent of Brun, west of Chitine and Landfall, near the Arch of Fire. NW

Area: 498 sq. mi. (1,290 sq. km.).

Population: 100 humans, 100 fire giants, 300 hobgoblins.

Languages: Averoignian, Hobgoblin, Giant.

Coinage: Barter commonly used.

Taxes: None (everything belongs to Tyrant Coiger, who gives permission to his subjects to use his land as he sees fit, exacting permanent fealty and service in the army in exchange).

Government Type: Independent barony loosely allied with the Efreet Kingdom.

Industries: Raiding, mining.

Important Figures: Coiger de Mory (Baron).

Flora and Fauna: The barony occupies one of the mountains in the Icereach Range near the Arch of Fire, extending both above and below its surface (especially below, in a vast complex of caves and tunnels where almost all of the dominion's hobgoblins and giants live). Given the extreme temperatures and the unforgiving weather of the region, few trees grow in the barony and fewer plants are able to flourish at all outside, while lichens and fungi abound in the caves. Monstrous wildlife consists of rocs, marauding dragons, red worms, fire salamanders, lava lizards, slimes and jellies, and even from the occasional phoenix that ventures over the mountain and inside the grottos. Mountain lions, panthers and wildcats are also frequent encounters, as well as rival bands of independent hill and stone giants.

Further Reading: M2 *Vengeance of Alphaks*.

Last Year's Events: After his defeat in Chitine, Coiger de Mory sought revenge on his enemies: Ney, Lambert Bohn, and the sollux. To do this he tried to acquire Earthshaker, a powerful gnomish contraption, and has manipulated Alak Dool and Viktor Zhucharnov in doing it for him.

Two Lakes Vale (Barony of)

Location: Continent of Brun, northwest of Landfall, in the Icereach Mountains, near the border with Denagoth. NW

Area: 498 sq. mi. (1,290 sq. km.).

Population: 800.

Languages: Heldannic.

Coinage: Alphatian Standard: *crown* (gp), *judge* (cp); gems or barter commonly used.

Taxes: 20% income tax collected yearly.

Government Type: Barony; independent but loosely allied to the Kingdom of Alpha.

Industries: Fishing, agriculture, mining.

Important Figures: Maltus Fharo (Baron).

Flora and Fauna: The Barony of the Two Lakes Vale encompasses a small valley nestled between the Icereach and the Mengul Mountains, in the southern part of Norwold, near the Denagothian and Heldannic borders. Two lakes stand in the middle of the dominion, providing its inhabitants with plenty of fish. Monstrous wildlife comes from gigantic fish as well as from hippogriffs, rocs and manticores that live in the mountains surrounding the valley. Mountain lions, panthers and wildcats are also frequent encounters. A group of hydras is said to live in the little swamp near the western lake.

Further Reading: CM2 *Death's Ride*.

Last Year's Events: The Shadow Lord, Ulslime, the elf vampire Sylarion, and Prince Morphail Gorevitch-Woszlany all conspired to extend the reach of the *Death Stone*, a powerful artifact of Entropy, and bring about Nyx's dominion over Norwold (for a start). The barony was under the overpowering influence of the artifact and its undead servants, its terrified inhabitants cowering under the dark cloud and increasingly foul weather it generated.

Final Range Domains

The Final Range domains comprise all those nations which lie in the Final Range, the mountain chain that begins some 100 miles north of Landfall, touching the Wymsteeth and running along Norwold's eastern coast ending just another 100 miles from the northernmost tip of the Wymsteeth. The Final Range peaks reach 15,000 feet in height and are surrounded by more or less rocky hills. The settlements are obviously located in the foothills of the range for the most part, especially in the valleys in its northern tip, where 1,000' high hills are predominant, but an isolated dwarven stronghold has been built near the center of the chain, in the very heart of the mountains.

Kildorkak (Dwarven Barony of)

Location: Continent of Brun, north of Oceansend. NW

Area: 498 sq. mi. (1,290 sq. km.).

Population: 2,500 dwarves.

Languages: Dwarvish (Kildorkak dialect).

Coinage: Gems or barter commonly used.

Taxes: 30% income tax collected yearly. 20% tithe to the Heldannic Knights collected every four months.

Government Type: Barony (formally allied with the Heldannic Territories, maintains a clanmaster, although his actions are overseen by an Heldannic Governor).

Industries: Mining, crafting (gems, silver and gold).

Important Figures: Gard Rocktooth (Clanmaster), Niddrow (Forge Keeper), Hölger Scholz (Heldannic Overseer).

Flora and Fauna: The mountains north of Oceansend are home to many mountain felines, including intelligent ones such as rakasta. Other wildlife includes bears, moose and ibexes, the latter especially found at higher heights. Yeti, sasquatches and snow apes can also be found, as well as cave dwellers such as ropers, hulkers and giant spiders. Other monstrous beings that can be found in this region include the occasional white dragon, some mountain giants, and dragones. Plants are abundant in the valleys and foothills of the Icereach, but the soil becomes barren beyond 7,200' of altitude, with only scrubs and thorn bushes resisting the chilly winds and the colder atmosphere.

Further Reading: CM1 *Test of the Warlords*.

Last Year's Events: Unlike Oceansend, Kildorkak remained under Heldannic control. A green dragon established its lair by displacing Kildorkak dwarves.

Moonland (Barony of)

Location: Continent of Brun, southeast of Alpha, on eastern shores of Norwold. NW

Area: 1,496 sq. mi. (3,875 sq. km.).

Population: 4,400.

Languages: Heldannic, Alphatian.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp); barter common.

Taxes: 20% income tax collected yearly.

Government Type: Independent barony.

Industries: Fishing, hunting, agriculture.

Important Figures: Sandralane (Baroness and Matriarch).

Flora and Fauna: Two thirds of Moonland's territory is made of rolling forested hills, while the remaining eastern part is a flatland bordering the New Alphatian Sea. The woods are filled with many animal species, both game and predators. The monstrous wildlife includes groups of humanoids coming from the northwestern hills, the occasional packs of hippogriffs or griffons and wild cats. Also, Moonland is said to harbor more than its share of lycanthropes, and many dire wolves roam its area without fear.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: None to report.

Nordaltheim (Elven Kingdom of)

Location: Continent of Brun, southeast of Alpha, facing the New Alphatian Sea. NW

Area: 3,486 sq. mi. (9,030 sq. km.).

Population: 4,800, roughly 77% elves, 18% humans and 4% other demihumans (in Laran only), 1% intelligent woodland creatures.

Languages: Elvish (Callarii, Shiye, Alfheim and Vyalia dialects), Thyatian, Alphatian, Fairy Tongue.

Coinage: *Golden leaf* (gp), *silver acorn* (sp); barter common.

Taxes: Gifts of the trees (special: see under Land).

Government Type: Monarchy (independent elven dominion: the king is advised by the clanmasters).

Industries: Hunting, Crafts (woodworking, leatherworking, goldcraft).

Important Figures: Elarianthas Blackblade (King), Thyandros (Blackblade Clanmaster), Taragin Oakbranch (Lightseeker Clanmaster), Renshiye (Shalidye Clanmaster), Sythandria (Mythuinn Clanmistress), Shelingar (Lightseeker Clanholder).

Flora and Fauna: The elven Kingdom of Nordaltheim (formerly known as the Barony of Ironwood) consists mostly of a large evergreen ancient forest and also comprises a narrow area of plains near the coast of the New Alphatian Sea. The elves don't cultivate the land extensively, but rely on the fruits and the products of the forest and on the game that lives inside it; small kitchen gardens can be found near the coastline. The animals commonly encountered in Ironwood are bears, deer, elk, moose, wild boars and wolves. The land is a haven for sylvan races and has been totally purged of the humanoid tribes that once lived here (though they continue to live in the nearby mountains and hills in the north). A clan of treants and centaurs also live here in a special protected zone of the forest, as well as some unicorns, fairy folk, hsiao and metamorphs. Creatures such as basilisks, gorgons, chimerae, decapuses and monstrous plants have been spotted throughout the dominion.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: None to report.

Stamtral (Duchy of)

Location: Continent of Brun, about 250 miles southeast of Alpha, near the northern end of the Final Range. NW

Area: 998 sq. mi. (2,585 sq. km.).

Population: 3,500.

Languages: Heldannic, Traladaran.

Coinage: Coins from various realms accepted (most in circulation are Alphatian); gems or barter commonly used.

Taxes: 30% income tax collected yearly, plus *corvée* labor.

Government Type: Independent duchy.

Industries: Agriculture, mining, hunting.

Important Figures: Stano (Duke).

Flora and Fauna: The valley of Stamtral is rich with woods of various types, with oak, sequoia, fir, and spruce being most common. Freshwater ponds and streams throughout the region are home to fish of several types, including trout and salmon. Much of the valley is agricultural land [*either natural or cleared forest. Adik.*], with potatoes, grains, and legumes as the primary crops. Some grazing animals, such as sheep or cattle, are also present, but these are not abundant due to predators. Wolves, wild boars, bears, panthers, and foxes are all common to the forested regions and northern hills. Some herd animals, such as deer, moose, and elk, also inhabit the region. More dangerous denizens include werewolves, displacer beasts, and yowlers. Humanoid tribes also roam the hills, with orcs, goblins, bugbears and trolls all making their presence known.

Further Reading: CM4 *Earthshaker!*, previous almanacs.

Last Year's Events: Stamtral built up its military in preparation for a confrontation with its neighbor, while sponsoring barbarian raids and sending clerics of Talitha to blight crops in Vvolstograd.

Vvolstograd (Duchy of)

Location: Continent of Brun, about 250 miles southeast of Alpha, near the northern end of the Final Range. NW

Area: 998 sq. mi. (2,585 sq. km.).

Population: 3,000.

Languages: Heldannic, Traladaran.

Coinage: Coins from various realms accepted (most in circulation are Alphatian); gems or barter commonly used.

Taxes: 20% income tax collected yearly, plus 10% tithe to the Church of Vvolstograd.

Government Type: Independent duchy.

Industries: Agriculture, logging, hunting.

Important Figures: Nevik (Duke), Alexis Vatutin (Patriarch).

Flora and Fauna: Forest is a primary terrain type in Vvolstograd, primarily consisting of fir, spruce, sequoia, and oak. The forests are home to wild beasts and birds of various sorts, including wolves, wild boars, bears, weasels (both normal and giant), deer, elk, and moose. Lycanthropes, displacer beasts, panthers and wood decapuses are among the more fearsome denizens. Wood imps and bands of humanoids also dwell in some of the deeper forests. There is decent agricultural land, which yields grain, legumes, and potatoes. Sheep, oxen, dairy cows, and chickens are common. Humanoid tribes of all sorts, especially orcs and goblins, plague the northern hills.

Further Reading: CM4 *Earthshaker!*, previous almanacs.

Last Year's Events: Barbarian raids and ruined crops hit the duchy hard, causing casualties and emigration, as well as a minor revolt.

Tranquil Coast

The Tranquil Coast's southern edge includes the small Bay of Oceansend and it goes northwards up to the Bay of the Hook, near the territory of Dag. It is called the Tranquil Coast because the sea has always been friendly to the sailors and the coasts offer no particular danger in this region. However, the dominions located in this region are far from being tranquil, since many of them are embroiled in a constant warfare and tension runs high. This area also includes the two main islands located off the eastern coasts of Norwold, the southern Isle of the Dogs and the northern Walrus Island.

Canium (Barony of)

Location: Continent of Brun, Isle of the Dogs, about 120 miles southeast of Oceansend. NW

Area: Approximately 5,000 sq. mi. (12,950 sq. km.); there has been no official mapping of the islands that compose the barony as of yet.

Population: 1,500.

Languages: Thyatian.

Coinage: Thyatian Standard: *emperor* (5 gp), *lucin* (gp), *justiciar* (ep), *asterius* (sp), *denarius* (cp).

Taxes: 20% income tax collected quarterly on the aristocracy, nobility, and wealthy; 15% income tax collected quarterly on everyone else (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes. Expensive and magical items are also taxed 25% of their worth. 10% imperial *commercias* sales tax on all goods except food, clothing, and fixed assets; levied on imports, rebated on exports. Tax on slave owning equal to 50% of the slave's value annually. Property tax levied based on quality of land, roughly 6% of its value annually.

Government Type: Barony. Member of the Thyatian Empire

Industries: Trade, fishing.

Important Figures: Honorine Canolokarius (Baron).

Flora and Fauna: Standard for its northern climate. The county is also home to a large population of wild dogs—that the Thyatians hope to tame—from which the island takes its name.

Further Reading: CM1 *Test of the Warlords*.

Last Year's Events: The Thyatians established the Barony of Canium on the Isle of the Dogs, in order to expand their influence, mostly through economic dominance, in the Norwold region. The barony successfully repelled an attack by Ersenbal, and its presence was acknowledged by the Heldannic Knights and Alpha, and by the petty dominions near Oceansend. The barony began a process of establishing trade agreements with several regional dominions, small and large, and of influencing others.

Dag (Barony of)

Location: Continent of Brun, northeast of Oceansend, on the western shore of the New Alphatian Sea. NW

Area: 499 sq. mi. (1,290 sq. km.).

Population: 1,100 humans, 300 elves.

Languages: Heldannic, Alphatian, Elvish (Shiye dialect).

Coinage: Oceansend Standard: *heart* (gp), *blade* (sp), *wall* (cp).

Taxes: 25% income tax, collected yearly.

Government Type: Independent barony.

Industries: Logging, craft (woodworking), fishing.

Important Figures: Rutger Dag (Baron).

Flora and Fauna: The most common terrain in Dag is woods, with clear pastures only to be found along the coast. Woodland game is abundant and all the common wildlife living in northern woods can be found throughout Dag, a real pleasure for every nature lover. Untamed wild animals (especially great cats) and monsters also prowl the land, and many werebeasts have caused problems for the woodsmen.

Further Reading: CM1 *Test of the Warlords*.

Last Year's Events: Dag avoided taking sides in the Dikhoff-Serenity war, though it did hire out its troops as mercenaries. The baron was mildly surprised to learn that the Thyatians had paid for these mercenaries.

Dikhoff (Barony of)

Location: Continent of Brun, northeast of Oceansend, on the western shore of the New Alphatian Sea. NW

Area: 499 sq. mi. (1,290 sq. km.).

Population: 1,500.

Languages: Heldannic, Traladaran.

Coinage: Oceansend Standard: *heart* (gp), *blade* (sp), *wall* (cp).

Taxes: 25% income tax, collected yearly.

Government Type: Independent barony.

Industries: Agriculture, mining (salt), craft (weaponsmithing).

Important Figures: Dimitri Dikhoff (Baron).

Flora and Fauna: Dikhoff is mostly a flat land occupied by farms and cultivated fields and orchards. Woods have been progressively cut down with the slash and burn technique to encourage agriculture and the last patches of evergreen forest remain only alongside the northern and eastern borders. Along the border with the swamp numerous salt pans exist. Common wildlife includes land predators such as hyenas, wolves, otters and foxes as well as hawks and vultures. Monstrous fauna consists of swamp dwellers (serpents, poisonous frogs, sirenflowers, amoebas and decapuses), displacer beasts and basilisks in the woods to the north and a few winged exotic predators like manticores, wyverns and the legendary Chimera of Doom.

Coats of Arms: Baron Dimitri Dikhoff: Hissing green snake, black background; Barony of Dikhoff: Green circle cut by white filled triangle (pointing up), black background; City of Dikhoff: Three white filled triangles (pointing up) with a fourth green filled triangle (pointing down), black background.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: Dikhoff entered an alliance with the Heldannic Knights, which allowed them to tip the balance of forces in their favor and almost conquer Serenity. However, Thyatian interference and the Thyatian-Heldannic treaty in Norwold put an end to that superiority, and Dikhoff was routed and forced to hide in the swamps—the barony was not totally overrun only owing to internal strife amid the Thyatians' unruly allies.

Ersenbal (County of)

Location: Continent of Brun, Walrus Island, about 200 miles east and slightly north of Oceansend. NW

Area: Approximately 7,000 sq. mi. (18,130 sq. km.); there has been no official mapping of the island or county as of yet.

Population: 5,200.

Languages: Alphatian, Heldannic, Thyatian.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp); other currencies can be found as well.

Taxes: 15% income tax.

Government Type: County.

Industries: Fishing and logging.

Important Figures: Martigan Ersenbal (Count, currently missing), Bethany Ersenbal (Countess), Lord Gerwen (Mayor and Seneschal), Laurida Tremaine (Captain).

Flora and Fauna: Standard for its northern climate. The county is also home to a large population of walrus, from which the island takes its name.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: When they discovered the presence of Thyatians on the nearby Isle of the Dogs, many veterans from Ersenbal attacked the budding colony. Ersenbal's battered navy was badly beaten at sea, and the Thyatians mounted a counter-offensive that put Ersenbal under naval blockade until Alpha recognized the new Thyatian dominion. The military failure greatly destabilized Ersenbal.

Serenity (Barony of)

Location: Continent of Brun, northeast of Oceansend. NW

Area: 480 sq. mi. (1,245 sq. km.).

Population: 1,600.

Languages: Thyatian, Heldannic, Alphatian (the use of Alphatian has dropped at the court since Serenity has cut its ties with Alpha).

Coinage: Oceansend Standard: *heart* (gp), *blade* (sp), *wall* (cp).

Taxes: 25% income tax.

Government Type: Independent barony.

Industries: Horse, agriculture, some fishing.

Important Figures: Siegfried Sixx (Baron).

Flora and Fauna: The lightly forested areas of Serenity are composed mainly of hardwood, especially oaks and birch. A native form of short corn grows rather well in the farmlands around the town of Serenity, which is used both to feed the populace and the horses that are bred here. Common game live in the woodlands, along with some carnivores that prey on horses on occasion, including wolves and great cats. Manticores in search of easy prey have wreaked havoc in the corrals several times, while dragons and wyverns are rarer (much to the herders' relief). Scavengers are often present near the border with the enemy Barony of Dikhoff, especially vultures.

Coats of arms: Baron Siegfried Sixx: Black human skull between two sets of crossed black daggers forming two Xs (right and left), white background; Barony of Serenity: Black castle between two sets of crossed black daggers forming two X (right and left), black human skull (upper left quadrant), white background; City of Serenity: Black castle between two sets of crossed black daggers forming two X (right and left), white background.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: Baron Siegfried's claims that his enemy was trying to forge an alliance with the Heldannic Knights to the south turned out to be true, and turned the tide in favor of Dikhoff. The Thyatian-Heldannic agreement in Norwold put an end to it, though, and the Thyatis-supported alliance kicked the Dikhoffians out of Serenity, until Maximus proclaimed himself governor of the region—which led to a breaking up of the alliance and infighting.



Sonnenfeld (Barony of)

Location: Continent of Brun, northeast of Oceansend, on the western shore of the New Alphatian Sea. NW

Area: 499 sq. mi. (1,290 sq. km.).

Population: 1,300.

Languages: Heldannic.

Coinage: Oceansend Standard: *heart* (gp), *blade* (sp), *wall* (cp).

Taxes: 25% income tax, collected yearly.

Government Type: Independent barony.

Industries: Horses, birds of prey, hunting, craft (fletchers & bowyers).

Important Figures: Fergus (Baron).

Flora and Fauna: Sonnenfeld comprises a few bogs along the southern border with the Tranquil Swamp, but for the rest it consists of rolling hills, which are great pastures for the horses tended here. Near the southern and eastern borders with the swamp many birches and willow trees grow, and many flocks of birds also live in Sonnenfeld's territory. This game, the horses and the birds of prey (like hawks and sparrow hawks) raised and trained here are the main resources of the country, since the farmlands to the north produce barely enough food to support the needs of the populace. Wild monsters living in the swamp (like crocodiles, serpents, giant fish and carnivorous plants) prey on the hunters who venture there to catch ducks, hens, coots and such.

Coats of Arms: Baron Fergus: A golden thistle on a field of crimson; Barony of Sonnenfeld: A golden horse's head in profile (facing right) on a green background.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: Fergus withdrew his support to Dikhoff when he learned of its alliance with the Heldannic Knights, but when the involvement of Thyatis was uncovered in the conflict Sonnenfeld reinstated its support, probably too late to stop a Thyatian takeover of all the baronies were it not for the infighting that spread within the short-lived Thyatian-backed coalition.

Swordcoast (Barony of)

Location: Continent of Brun, northeast of Oceansend, on the western shore of the New Alphatian Sea. NW

Area: Approx. 998 sq. mi. (2,585 sq. km.).

Population: 3,000.

Languages: Heldannic, Thyatian.

Coinage: Oceansend Standard: *heart* (gp), *blade* (sp), *wall* (cp).

Taxes: 25% income tax, collected yearly.

Government Type: Independent barony.

Industries: Agriculture, brewing, fishing, craft (weaponsmithing).

Important Figures: Maximus I (Baron).

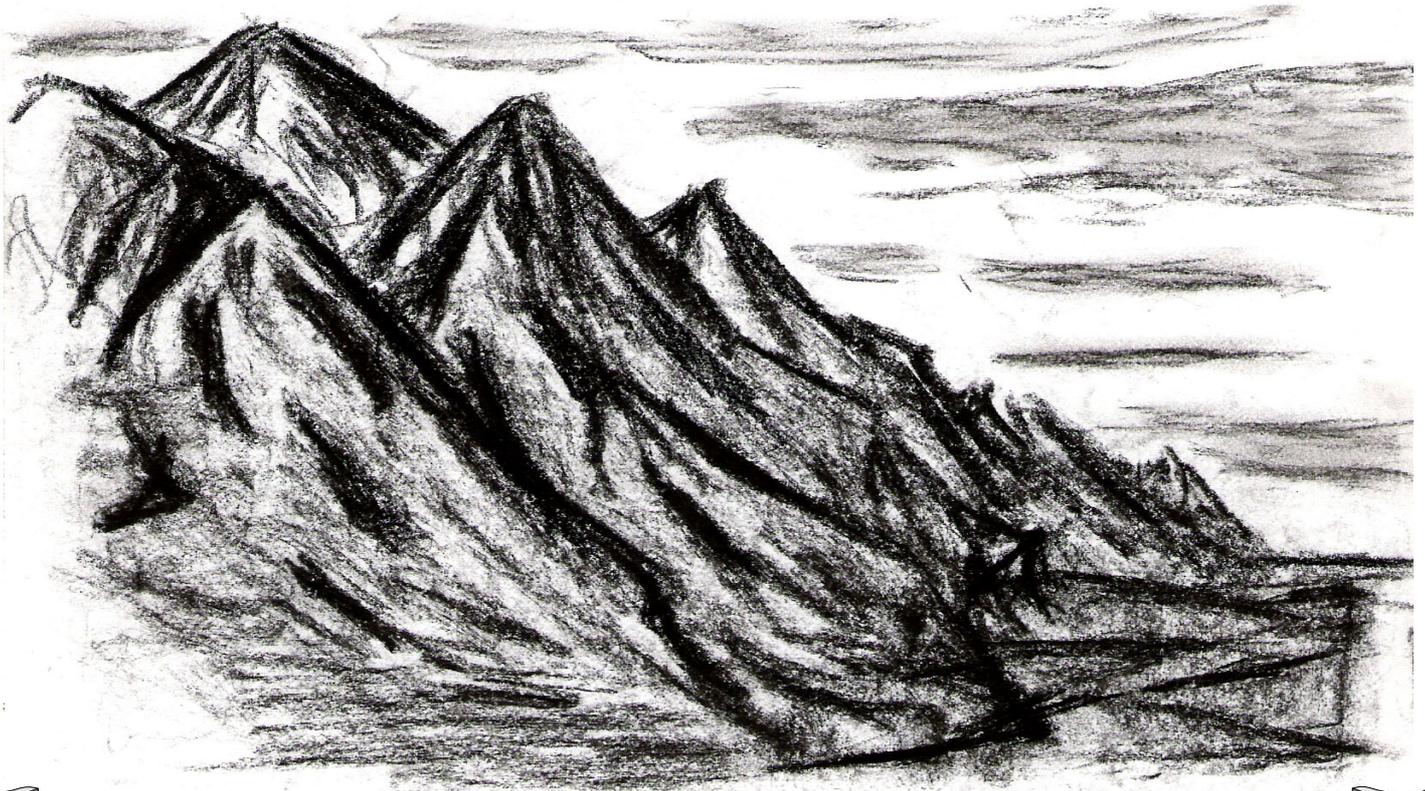
Flora and Fauna: The plains of Swordcoast are mostly cultivated with wheat, hops and barley, leaving only the western low hills for pastures. As a result, most of Swordcoast is farmland, with trails and earthen roads crisscrossing the countryside. All of the trees have been cut down, killing and driving away the woodland creatures formerly living here. Common fauna now include livestock (pigs, hens, cows and chickens) and the occasional stone marten, weasel (both giant and normal) and otter. Since the majority of the people living in Swordcoast are able to wield a weapon effectively, not many wild monsters remain today in this country.

Further Reading: CM1 *Test of the Warlords*.

Last Year's Events: With Thyatian funds and support, Maximus organized a coalition of forces to oppose the conquest of Serenity by Dikhoff and its Heldannic allies. When the opposition was defeated, Maximus naturally revealed the nature of his agreement with the Thyatians and assumed the position of governor of the region. The other barons turned on him, though, sounding the end of the coalition.

Wyrksteeth Range

The Wyrksteeth Range runs all along Norwold from Heldland to the northern Strait of Todstein parallel to the Final Range. Few humans live in this inhospitable territory, where jagged mountains and rocky outcroppings dominate the landscape. The peaks of the Wyrksteeth rival with those of the Icereach Mountains, reaching 20,000 feet at the highest points. Perpetual glaciers cover the mountains, providing the woods and vales inside the mountain range with fresh water year-long. Forests of pines, evergreens, and huge sequoias house hundreds of beasts, from the small rodents to the swift deer and the daring ibexes, from the great grizzlies and the feral mountain lions to the voracious rocs and the deadly wyverns. At the top of this natural chain lie obviously the unchallenged masters of the Wyrksteeth range, the dragons, who have always lived here ever since mankind was but a thought in the Immortals' brains. Tribes of humanoids also dwell in the area, although they were subjugated by the wyrms long ago. The real size of the draconic community is unknown to everyone but the great wyrms, and rumors have it that they live in gargantuan subterranean cities that only dragons are able to locate. These same rumors also tell of great riches amassed in the heart of the mountains, but few of the adventurers who yearly brave the Wyrksteeth ever return with concrete proof of these tall tales.



Hopeland (Protectorate of)

Location: Continent of Brun, southwest of Alpha and northwest of Oceansend, in the valley near the source of the Dragon River. NW

Area: 1,996 sq. mi. (5,170 sq. km.).

Population: 600 humans, 200 orcs.

Languages: Heldannic, Orcish.

Coinage: None.

Taxes: Half of the ore mined in the foothills and half of the crops harvested are given to the dragons and their orcish minions each year.

Government Type: Protectorate subject to the Draconic Kingdom of Wymsteeth.

Industries: Agriculture, mining.

Important Figures: Jorkk (Chieftain and Overseer).

Flora and Fauna: The valley is famous for its good grasses and the fertile soil, which produces an abundant crop every year (if the dragons let the farmers harvest it, that is). Rivers with freshwater fish are also another common feature, while the foothills and mountains at the borders provide the dominion with rich ore deposits to mine (although few are precious ores). Common small game can be found in the valley, as well as monstrous species of canines and felines (both small and great). Humanoids and dragons are also a common enough sight.

Further Reading: CM1 *Test of the Warlords*.

Last Year's Events: None to report.

Odinia (Plains of)

Location: Continent of Brun, east of Alpha, near the entrance to the Great Bay. NW

Area: 1,196 sq. mi. (3,095 sq. km.).

Population: Animals and beasts only. Some humanoids dwelling in the foothills near the southern border.

Languages: Goblin, Draconic.

Coinage: None.

Taxes: None.

Government Type: None.

Industries: Mining (gold).

Important Figures: None.

Flora and Fauna: Odinia has marshes on its western shores, while a great valley extends from the northern shores to the southern foothills. The southeastern borders touch the northern tip of the Wymsteeth. No real herds exist in Odinia because of the frequent dragon and wyvern raids on cattle, although fish abound in the Great Bay. Great evergreen sequoias, pines and oaks rise mightily in the foothills and in the lower parts of the Wymsteeth.

Further Reading: CM1 *Test of the Warlords*, previous almanacs.

Last Year's Events: None to report.

Wyrmhart (Barony of)

Location: Continent of Brun, halfway between Oceansend and the *Baronie de Chevas*. NW

Area: 499 sq. mi. (1,290 sq. km.).

Population: 1,000 (90% humans, 10% dwarves).

Languages: Heldannic, Draconic.

Coinage: *Draco* (gp), *wolf* (sp); barter common.

Taxes: 40% income tax, collected yearly (half goes to the draconic earls and half to the baroness).

Government Type: Barony, member of the Draconic Kingdom of Wyrksteeth.

Industries: Mining (gold, gemstones), logging.

Important Figures: Lady Maximilian (Baroness).

Flora and Fauna: The barony is nestled in a secluded vale surrounded by the high Wyrksteeth peaks in the middle of the mountain range. Great evergreen sequoias, pines and oaks rise mightily in the foothills and in the lower parts of the Wyrksteeth, while the vale comprises a freshwater lake and rolling grasslands, with fields of flowers dotting the landscape in spring and summer. Great birds of prey share the skies with the noble and fearsome dragons and wyverns, while packs of wolves, wild boars and foxes roam the hills hunting the deer and moose living here. Lycanthropes are also to be found occasionally (especially werewolves, wereboars and werebears), contesting the ownership of hunting grounds with the Wyrksteeth lords.

Further Reading: CM1 *Test of the Warlords*.

Last Year's Events: None to report.

Wyrksteeth (Draconic Kingdom of)

Location: Continent of Brun, running from the northern Heldannic border to the peninsula near the Strait of Todstein. NW

Area: 146,374 sq. mi. (421,190 sq. km.).

Population: Unknown number of dragons and humanoids.

Languages: Heldannic, Draconic, Orcish, Goblin, Hobgoblin.

Coinage: None.

Taxes: Unknown.

Government Type: Triarchic Kingdom (kingdom divided into three earldoms, each ruled by the draconic earl representative of one of the three wurm factions).

Industries: Mining, raiding, hunting.

Important Figures: Hessuarveem the Gold (Earl of the Lawful Dragons), Y'lorchaem the Lofty One (Earl of the Neutral Dragons), Renffeodagg the Doombringer (Earl of the Chaotic Dragons).

Flora and Fauna: The Draconic Kingdom of Wyrksteeth encompasses the whole mountain range that bears the same name. For this reason, all of the animals, beasts, humanoids and monsters found throughout the region are equally represented in the lands of the dragons, together with all kinds of natural features that characterize the region. The intelligent humanoids serving the dragons include orcs, ogres, goblins and hobgoblins, while renegade lycanthropes refusing to submit to the wyrms' authority hide and prey in the woodland areas.

Further Reading: CM1 *Test of the Warlords*.

Last Year's Events: None to report.

Kamminer Bay

Lying just north of the heartlands of the Heldannic Territories is the Kamminer Bay, named so in AC 1010 following the successful conquest of Landfall by the Heldannic Knights. Although technically part of the Heldannic region known as Heldland, the lands surrounding the port city of Landfall are quickly being converted into another part of the heartlands. Waves of settlers are pushing back the frontiers and bringing more of the land under the plow, while the military might of the knights entrenches itself deeper. It is a land on the fringes of civilization, both dangerous and placid; predictable, yet volatile.

Heldland (Heldannic Territory of)

Location: Continent of Brun, southern coast of Norwold. NW

Area: Approx. 51,378 sq. mi. (133,069 sq. km.) is controlled by the Heldannic Knights at present.

Population: 42,400 (10,000 in Landfall, 5,100 in Forton; many more living in homesteads scattered throughout the territory); unknown number of native Antalian-descended peoples living in wilderness. The 45,000 inhabitants of Oceansend now live outside Heldannic-held lands.

Languages: Thyatian (Hattian dialect, official), Heldannic, some Alphatian spoken in Landfall and vicinity.

Coinage: Heldannic Standard: *groschen* (5 gp), *gelder* (gp), *erzer* (ep), *markschen* (sp), *fenneg* (cp).

Taxation: 15% income tax collected 4 times a year. 10% tithe to the Heldannic Knights, collected once a year. Poll tax of 1 gp per year on those who refuse military service. Taxes are waived for the first 2 years for new immigrants. There is also a 5% sales tax on all items but food and clothing (these taxes are not waived).

Government Type: Military theocracy, member of the Heldannic Empire.

Industries: Agriculture (potatoes, wheat, other vegetables), cattle, mining, sheep, lumber, hunting, war.

Important Figures: Helga Schonberg (*Landmeisterin* of Heldland), Hermann Adalard (Former *Landmeister* of Oceansend), Thomas Stilldorfer (*Landmeister* of Landfall), Siegfried Lenz (*Grenzmarschall*), Ulrike Bethmann (*Grenzmarschall*), Dirk Hollweg (*Grenzmarschall*), Erich Barthold (*Grenzmarschall*).

Flora and Fauna: Heldland is blessed with many natural resources. Along the coastal regions verdant stands of oak, evergreen, birch, and pine predominate, mingled with dense patches of juniper bushes wherever the sunlight manages to filter down to the ground. Further inland, and in the more settled regions, hardy long grasses, wildflowers, and fruit-bearing shrubs predominate, such as dandelions, buttercups, strawberries, blueberries, and not to mention scattered thistles and wild roses. Towards the foothills of the Mengul Mountains to the west, almost as though sensing the sinister evil that seems to emanate from the forbidding Plateau of Denagoth, much of the plant life gives way to blighted briar patches, lichen, yellowed grasses, and the like. It is also in this region that the monstrous species of plant life, such as vampire roses, grab grass, and whipweed, are known to predominate.

The animal life of Heldland is similarly abundant. Here, one may find animal herds such as sheep, caribou, and moose, as well as more solitary animals such as grizzly bears, lynxes, and beavers. In the northern regions of Heldland live numerous wolf packs. Travelers have noted that, as with plant life, those animals living near the Mengul Mountains appear to be almost sickly—or corrupted—in appearance. In the foothills of those mountains, and in the hilly country north of Landfall, can be found giants (mountain, hill, stone, and the rare frost), goblinoids, lycanthropes, as well as the rare, reclusive sasquatch. Dragons also venture into the territory from the northern mountains; most of those few who have been spotted were identified as red dragons, though a few whites are known to live in the area.

Further reading: CM1 *Test of the Warlords*, *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: The knights tried to quash the threat of Wolkenburg and other rebellious threats, and expand their influence around Oceansend by throwing their support in favor of a local petty lord, Dikhoff. However, the fall of Landfall to Straßenburger's forces forced Wulf von Klagendorf and Anna von Hendricks to seek Thyatis's financial and military help; an arrangement was concluded with the Empire of Thyatis, whereby Heldannic forces withdrew from Oceansend (including Dikhoff but excluding Kildorkak) in peace, presumably to deploy themselves further south, where a civil war was erupting. Thus, that city is no longer within the Heldannic sphere of influence, but, given the order's reputation in this part of the world, one can only wonder when they will return.

Wolkenburg (County of)

Location: Continent of Brun, north of Landfall. NW

Area: 2,993 sq. mi. (7,750 sq. km.).

Population: Unknown; believed to be between 2,000 and 5,000 people.

Languages: Heldannic, Thyatian (Hattian dialect), Elvish (Shiye dialect).

Coinage: None; barter only.

Taxes: None. Inhabitants of the Finsterwald render whatever assistance they can to the count's forces whenever possible.

Government Type: Agglomeration of self-governing villages, under the protection of the count.

Industries: Hunting, crafts, subsistence agriculture.

Important Figures: Helmut Jaschke (Count).

Flora and Fauna: All manner of plant and animal life may be found here. The forests are home to many species of bear, bobcat, deer, fox, rodent, wolf, and birds. Rarer animals include decapuses, giant spiders, owlbears, and the occasional griffon as one approaches the Wyrksteeth Mountains. Locals also know of tribes of goblins living in some of the hills in the north and west. Wolkenburg is home to a wide variety of trees and bushes, including maple, birch, poplar, elm, and evergreen towards the north and at higher altitudes. Where sunlight manages to break through the canopy, it is possible to find varieties of berry bushes (blackberry and raspberry seem to be the most common), as well as juniper. In the denser portions of the forest, it is possible to find strangle vines dangling from branches overhead, as well as archer bushes (but these are thankfully rare).

Coats of Arms: None.

Further Reading: Previous almanacs.

Last Year's Events: A new, smaller assault was mounted by the Heldannic Knights, and though this one managed to inflict more casualties, it failed to penetrate very far into the Finsterwald. It appears that Heldannic forces were content to clear the eastern fringe of Wolkenburg that they did manage to seize, and to fortify it. It is uncertain how strong Helmut's position is at present, but with a civil war raging in Heldann to the south, it seems unlikely that a large-scale invasion will be mounted anytime soon.

Denagothian Plateau

The area known as the Denagothian Plateau encompasses the 7,000' high plateau that lies north of Wendar and west of Norwold. While the southern and eastern areas are covered with verdant evergreen trees that make up one of the oldest forests of the whole continent, the heart of the plateau is a windswept grassy plain where animals roam free. The northern and western parts are the most dangerous and the least inviting, since they encompass a dead forest, a large swampy region and ancient badlands that hide numerous monstrosities. The sinister Kingdom of Denagoth claims most of the region, although some areas are not directly under its influence.

Denagoth (Kingdom of)

Location: Continent of Brun, north of Wendar and west of Norwold and the Heldannic Territories. NW

Area: 125,000 sq. mi. (323,750 sq. km.).

Population: 275,000, roughly 25% human and 75% humanoid; estimated demihuman (elven) population: 2,300.

Languages: Denagothian (a human language not closely related to any other spoken in the Old World), Orcish, Gnoll, Goblin, Bugbear, Heldannic, Elvish (Geffronell, Genalleth and Alheim dialects).

Coinage: *Gold* (gp), *silver* (sp); barter common.

Taxes: 30% income tax, collected yearly.

Government Type: Theocratic dictatorship.

Industries: Hunting, raiding, mining, agriculture (grows barely enough for its own use).

Important Figures: Landryn Teriak a.k.a. the Shadow Lord (Overlord), Grumman (General), Durifern Widefarer (Clanmaster).

Flora and Fauna: Denagoth comprises a great oak forest to the east, dating back to the Blackmoor era, and another forested region to the west—mostly dead trees. The terrain throughout is rocky and difficult to cultivate. The Avien Plains, in central Denagoth, is the only area where the soil is somewhat able to produce crops and sustain cattle. The north is basically a rocky waste that gives way to swamps and frozen tundra. The animals commonly encountered are moose, elk, bears (all species, especially grizzlies), wolves (even dire wolves), wild boars, snakes and mountain lions. The land is a haven for humanoid races, and many tribes of orcs, hobgoblins, goblins, bugbears, gnolls and some ogres live in the foothills and on the highest peaks of the mountains, as well as in the forests. The Mengul Mountains are home to a vast variety of monstrous species, such as snow apes, white apes, giant bats, dragons (white and blue), harpies, giant ferrets, sasquatches, and unicorns. Black dragons abound in the swamps and forests of the entire region, unchallenged masters of the draconic race inhabiting Denagoth.

Further Reading: X11 *Saga of the Shadow Lord*, previous almanacs.

Last Year's Events: The Shadow Lord plotted to gain the support of Nyx in order to defy the power of the Church of Idris, overcome his vassalich status, and hopefully gain dominion over Denagoth—and beyond.

Atlas of the Savage Coast

Introduction to the Savage Coast

The Savage Coast is a frontier land, with continuous goblinoid invasions and squabbles between the local lords. Most of the land is in ruins and is mainly unexplored. Colonized over the centuries by the riff-raff of the Old World, most people are unscrupulous and the law of the jungle often prevails. The natives who lived there (goblinoids, savage rakasta and lupins, etc.) are none too friendly either, and are often hostile towards humans and demihumans.

Some of the natives are more civilized, such as the rakasta of Bellayne or the lupins of Renardie. In fact, along the Savage Coast, race is often ignored and non-humans can fit in easily to human society. Instead, nationality is the main source of pride, and several nations have had century long feuds in which there appears to be no end in sight.

In this land, the local lords make the rules, and others are poor and uneducated peasants who must follow their whim. Many an adventurer has broken free of this feudalism and wanders the land, without a home, in search of fortune and fame. There are more adventurers without loyalties on the Savage Coast than anywhere else on Mystara.

Unique to this land is a strange metal called *red steel*. This metal is as strong as normal steel, but much lighter, making it a prized possession by all warriors. *Red steel* is more precious than gold, and rulers have sacrificed entire armies to try and control its trade. Many grand quests have the goal of finding *red steel*, and many wars still go on because of it.

Finally, the entire land is falls under the sway of the dreaded *Red Curse*. This affliction deforms all those it affects, transforming them into hideous beasts. Even stranger, some of the inhabitants seem to have learned how to control this curse, gaining wondrous magical powers known as legacies. It is rumored that once you are affected by the *Red Curse*, you cannot leave the Savage Coast otherwise the curse will destroy you.

Adventure can be found by exploring the many ruins and searching for ancient artifacts. But on the Savage Coast, *red steel* and the mastery of legacies are the true keys to power and fame!

Located to the west of the Old World, the Savage Coast stretches almost 2,000 miles in length. Its southern shores lie against the Western Sea of Dread, while the west is blocked by Yalu Bay. To the east, the Great Waste separates the Savage Coast from the Old World. Finally, the north is bordered by the Yazak Steppes, home of the endless hordes of goblinoids.

Correspondents for the Savage Coast

Here is our list of correspondents that give us detailed information on the nations, places, and events of the Savage Coast.

Featured Correspondents

There are no featured correspondents for this region this year.

Regular Correspondents

Gnighmen Lodestar

Hernando Cagliostro

Kr'kesh

Marina Takanitas

Piotr Drobnjak

Rikard Prospero

Atlas

Almarrón (*Estado de*)

Location: East of Gulf of Hule, north of Cimarron, south of Gargoña, west of El Grande Carrascal. SC

Area: 6,450 sq. mi. (16,705 sq. km.).

Population: 7,100, including 4,200 in the capital Ciudad Tejillas. Roughly 92% human, 5% elven, 3% half-elven.

Languages: Espa.

Coinage: *Oro* (gp), *dies* (sp), *centa* (cp).

Taxes: 20% income tax, 5% sales tax.

Government Type: Independent barony part of the Treaty of Tampicos and Signatory Council.

Industries: Mining (silver), coffee, tobacco, furniture, jewelry.

Important Figures: Maximiliano de Almarrón y Escudor (*Barón*), Esteban “El Salvador” (Former Tyrant).

Flora and Fauna: Standard for its warm temperate/subtropical climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, alligators, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include gnoll raiders from El Grande Carrascal. Normal animals or plants with Legacies can also be very dangerous.

Further Reading: *The Savage Coast* online document, previous almanacs.

Last Year's Events: None to report.

Bellayne (Kingdom of)

Location: East of Herath and Shazak, West of Renardie. SC

Area: Approx. 25,000 sq. mi. (64,750 sq. km.).

Population: Approx. 484,000 (roughly 75% rakasta, with some dwarves and humans concentrated mainly in the north).

Languages: Rakastayne (official), Slag (Savage Coast trade tongue).

Coinage: *Crown* (5 gp), *pound sterling* (gp), *quid* (ep), *shilling* (sp), *penny* (cp).

Taxes: An income tax of 20% is paid by every subject, plus a 10% sales tax on all items considered to be luxuries (i.e. not food, clothing, or *cinnabryl*).

Government Type: Monarchy advised by a parliament made up of elected commoners and the Bellaynish nobility.

Industries: Coal mining, wool, tea, fishing, metal working, news, liquor.

Important Figures: James II (King of Bellayne), Humphrey the Exalted (Archbishop of Kittings), Marston the Just (Archbishop of Leominster), Perceval the Iron Clawed (Duke of Pawcester), Mortimer the Defiant (Earl of Penwick), Rodney the Intrepid (Earl of Theeds), Meghan the Gaunt (Viscountess of Furfield), Francis Blythe-Jackson (Leader of the Wyndham Party in the House of Commons), Benjamin Treeby (Leader of the Royal Party in the House of Commons), Mewsbury Fitzbagpuss (Knight of the Bath).

Flora and Fauna: Bellayne shows the marks of five hundred years of civilization, and so until recently was relatively devoid of interesting creatures. More recently nearly successful goblinoid invasions have led to groups of goblinoids roaming the northern fringes of Bellayne, while the *Red Curse* has spawned a number of degenerate beasts. Creatures commonly found in Bellayne include animal herds (sheep, cows), bears, wolves, boars, giant rats, giant weasels, feliquines, various goblinoids and dragons. Being a relatively temperate land, Bellayne hosts a wide variety of deciduous trees (including oak, birch, and yew) and various types of shrubbery; the kingdom is well known for its roses, and some aristocrats have been known to spend vast sums of money to cultivate the most expansive and luxurious rose gardens.

Further Reading: *Red Steel* boxed set, previous almanacs.

Last Year's Events: None to report.

Cimarron County

Location: West of Gulf of Hule, southern edge of the coast, south of Almarrón. SC

Area: 7,984 sq. mi. (20,680 sq. km.).

Population: 18,500, including 11,700 in Smokestone City. Roughly 60% human, 25% dwarven, 10% hin (stouts), and 5% turtle.

Languages: Slag.

Coinage: *Oro* (gp), *medio* (ep), *dies* (sp), *centa* (cp).

Taxes: 15% income tax, 10% sales tax in taverns, and 10% inheritance tax which includes money made gambling.

Government Type: Independent “barony” part of the Treaty of Tampicos and Signatory Council.

Industries: Mining (*cinnabryl*), production of *smokepowder* and wheellocks (and flintlocks), ale, saloons, gambling.

Important Figures: John of the Wain (“Duke”).

Flora and Fauna: Standard for its warm temperate/subtropical climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include goblin and gnoll hordes found scattered throughout the Bushwack Prairie and El Grande Carrascal. Normal animals with Legacies can also be very dangerous.

Further Reading: *The Savage Coast* online document, previous almanacs.

Last Year’s Events: None to report.

Gargaña (*Baronía de*)

Location: West of Gulf of Hule, north of Almarrón, south of Narvaez, and east of Saragón. SC

Area: 7,468 sq. mi. (19,340 sq. km.).

Population: 14,100, including 11,700 in Ciudad Real.

Languages: Espa.

Coinage: *Real* (pp), *oro* (gp), *dies* (sp), *centa* (cp).

Taxes: 20% income tax, 5% sales tax.

Government Type: Independent barony part of the Treaty of Tampicos and Signatory Council, partially occupied by Narvaez.

Industries: Arts (music, poems, painting and sculptures), diplomats and political advisers.

Important Figures: None.

Flora and Fauna: Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, alligators, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include various giant lizards and undead found in the swamps of la *Delta de Pozaverde*. Normal animals with Legacies can also be very dangerous.

Further Reading: *The Savage Coast* online document, previous almanacs.

Last Year’s Events: None to report.

Gombar (Kingdom of)

Location: Western edge of the Arm of the Immortals, continent of Brun. WB

Area: 28,120 sq. mi. (72,830 sq. km.).

Population: 74,900, including 31,300 in the capital Emdur.

Languages: Ak'an (a language descended from Tanagoro and Ogrish).

Coinage: Pesawa (ep), cedi (gp).

Taxes: 10% export tax, 15% import tax (except on food), 5% mineral tax.

Government Type: Monarchy heavily influenced by mercantile interests. The king must be a shaman.

Industries: Mining (gold, rubies, diamonds, electrum, platinum), jewelry.

Important Figures: Droog (Chief Priest of Gombar), Opatuo (Head of the Mining Exchange of Emdur).

Flora and Fauna: Unknown.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Guadalante (*Estado de*)

Location: West of Saragón, north of El Grande Carrascal, south and east of the Yazak Steppes. SC

Area: 11,300 sq. mi. (25,265 sq. km.).

Population: 7,800, including 6,500 in Ciudad Huelca.

Languages: Espa.

Coinage: *Oro* (gp), *dies* (sp), *centa* (cp).

Taxes: 25% income tax.

Government Type: Independent barony part of the Treaty of Tampicos and Signatory Council.

Industries: Cattle and horses.

Important Figures: Cristobal "El Barbudo" Bigotillos y Copetez (*Señor*).

Flora and Fauna: Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include the vast number of goblinoids that raid from the Yazak Steppes. Normal animals with Legacies can also be very dangerous.

Further Reading: *The Savage Coast* online document, previous almanacs.

Last Year's Events: None to report.

Narvaez (*Baronía de*)

Location: Northwest of Saragón, north of Gargoña, south of Torreón. SC

Area: 15,477 sq. mi. (40,085 sq. km.).

Population: 16,300, including 12,500 in Puerto Morillos.

Languages: Espa.

Coinage: *Oro* (gp), *dies* (sp), *centa* (cp).

Taxes: 35% income tax.

Government Type: Independent barony part of the Treaty of Tampicos and Signatory Council.

Industries: Agriculture, mercenaries.

Important Figures: Hugo “El Despiadado” de Narvaez y Montoya (*Barón*).

Flora and Fauna: Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include the vast number of goblinoids that raid from the Yazak Steppes and from an unnamed swamp on the coast of the gulf. Normal animals with Legacies can also be very dangerous.

Further Reading: *The Savage Coast* online document, previous almanacs.

Last Year's Events: None to report.

Nouvelle-Renardie (*Colonie de*)

Location: In the Bayou, south of Ator, north of Herath, northeast of the Wallaroo Grasslands. SC

Area: 2,216 sq. mi. (5,741 sq. km.).

Population: 25,000, including Le Vieux Carré (capital, pop. 3,400), La Nouvelle Daens (pop. 2,000), Les Tentés-sur-Bancs (pop. 1,000). 80% are lupins, the rest are humans and demihumans (mostly elves) from Torreón, and a few lizard-kin including an increasing number of Shazak.

Language: Renardois, Lupin, Espa.

Coinage: *Roi* (pp), *renard* (gp), *écu* (sp), *sou* (cp).

Taxes: Income tax of 20%, plus a tithe of 10% for the Church of Pflarr.

Government Type: Colony of Renardie, made independent by the *Edit de Louvines* in AC 1013. The colony is ruled by a Renardois governor, but the Church of Pflarr has a lot of influence, and growing.

Industries: Exotic skins, furs, and animals, spices, rice, sugar cane, fishing, smithing.

Important Figures: Hugues Leget (*Bourgmestre*).

Flora and Fauna: Nouvelle-Renardie, typical of the Bayou region, is filled with many forms of aquatic, and semi-aquatic life. Along the coast, vast stands of mangrove straddle the boundary between land and sea, their roots sheltering all types of fish and amphibians. On the more elevated patches of land, the plant life consists mainly of willows and quick-growing poplars, mixed with the occasional oak. Nouvelle-Renardie is notable in that, due to its swampy nature, there is very little undergrowth, save for mosses, lily pads, and tall grasses growing out of the stagnant ponds, lakes, and rivers. Many varieties of monstrous plants are thought to grow here, although detailed surveys have yet to be conducted.

Those animals that thrive in the swamps are those that can live in both land and water. Thus, there are all types of frogs, newts, insects, water snakes, and alligators present here. Along the coast, manatees have been sighted, though these are quite rare. Living in the forested canopy are many varieties of bird, as well as squirrels and other small tree-dwelling mammals. Deep within the swamps are known to exist giant alligators and insects, as well as the gator men.

Further Reading: *Nouvelle-Renardie and the Bayou* by Bruce Heard, *Nouvelle Renardy* by Tristan Dunigan.

Last Year's Events: The Nouveaux Renardois sustained a wave of ferocious attacks from gurrash warriors in early in the year, though in their settlements the lupins suffered rather low fatalities due to their fortifications and better tactics. Shazak have been settling in the swamps of Nouvelle-Renardie, where they are accepted with less prejudice than before.

Saragón (*Baronía de*)

Location: East of Guadalante, north of El Grande Carrascal, west of Gargoña and Narvaez. SC

Area: 8,757 sq. mi. (22,680 sq. km.).

Population: 8,200, including 6,700 in Ciudad Matacán.

Languages: Espa.

Coinage: *Oro* (gp), *dies* (sp), *centa* (cp).

Taxes: 20% income tax.

Government Type: Independent barony part of the Treaty of Tampicos and Signatory Council.

Industries: Sages and knowledge.

Important Figures: Balthazar de Montejo y Aranjuez (*Barón*).

Flora and Fauna: Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include goblinoids that raid from the Yazak Steppes. Normal animals with Legacies can also be very dangerous.

Further Reading: *The Savage Coast* online document, previous almanacs.

Last Year's Events: None to report.

Slagovich (*City-State of*)

Location: West of Gulf of Hule, northern region of Serpent's Peninsula. SC

Area: 1,232 sq. mi. (3,190 sq. km.).

Population: 17,300 (mostly humans and a few demihumans).

Languages: Slag, Slagich (dialect of Traladaran).

Coinage: *Bright* (90% silver, 10% undepleted *cinnabryl*), *fair* (98% copper, 2% undepleted *cinnabryl*), *dim* (depleted *bright*), *dark* (depleted *fair*). Value: 1 *bright* = 5 *fairs* = 50 *dims* = 500 *darks*. Silver ingots are used in merchant trades.

Taxes: Unknown.

Government Type: Independent monarchy ruled by a *margrave*.

Industries: Trade, mining (*cinnabryl*).

Important Figures: Miosz II (*Margrave*), Stavro (Leader of the Knights of Halav).

Further Reading: *The Savage Coast* online document, previous almanacs.

Last Year's Events: None to report.

Suma'a (Kingdom of)

Location: Western edge of the Arm of the Immortals, continent of Brun. WB

Area: 19,240 sq. mi. (49,830 sq. km.).

Population: 62,400, including 26,100 in the capital Sumag.

Languages: Ak'an (a language descended from Tanagoro and Ogrish).

Coinage: Pesawa (ep), cedi (gp).

Taxes: 10% export tax, 15% import tax (except on food), 5% mineral tax.

Government Type: Monarchy moderately influenced by mercantile interests. The king must be a shaman.

Industries: Mining (gold, iron, diamonds, electrum, platinum), jewelry.

Important Figures: Aw'ar (Chief Priest of Sumag).

Flora and Fauna: Unknown.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Yavdlom (Most Serene Divinarchy of)

Location: Continent of Brun, southern half of Serpent Peninsula (including Thanegia Island). DV

Area: Approx. 240,000 sq. mi. (621,600 sq. km.).

Population: 1,040,000.

Language: Yavdlom.

Coinage: Yavdlom does not mint its own coins, but foreign currencies are accepted at face value.

Government Type: Divinarchy (rule by sages and soothsayers), nation is divided into numerous dominions.

Industries: Trade, agriculture (mostly fruits, nuts, and vegetables), fishing.

Important Figures: Msiba Jahi (*Bwana Ramla* (Great Prophet)), Kondu Paka (*Bwana Gwaride* (Great Guardian)), Jibada Yavswano (*Mokuba* (Ruler)).

Flora and Fauna: Covering much of the southern portion of the Serpent Peninsula and Thanegia Island, Yavdlom is filled with thick jungles and foul swamps. The coasts are dominated by vast mangrove swamps, fed by the thousands of nutrient-laden rivers, flowing from the central highlands of Thanegia Island and the Nakakande Rain Forest on the mainland. Further inland, sunlight is almost completely blocked out by the dense canopy of vegetation high overhead, and where light does filter to the jungle floor, a great profusion of bushes, vines, and thorns makes overland travel extremely difficult. The Okwonga Lowlands, along the southernmost portion of the peninsula, are a vast swamp, choked with mangroves and mud.

Just as Yavdlom is blessed with rich vegetation, it is also teeming with animal life. Deep in the interior jungles one can find herds of triceratops and packs of tyrannosaurus rex. Also present are hundreds of varieties of snakes and birds, as well as various types of wild boar, deer, elephants, and predatory cats - including displacer beasts. Also known to inhabit the Nakakande Rain Forest are several tribes of trolls and jungle orcs, and some tales are told of green dragons making their homes far from prying eyes. The great swamps of the Okwonga Lowlands are no less populated—here, one can find tribes of lizard men and orcs, as well as scattered gatherings of Mugumba mud-dwellers. It has also been said that a great black dragon makes its home somewhere deep within the swamps, feeding off of anything so foolish as to venture near its lair. Among the less sentient inhabitants are water termites, hydrae, giant leeches, purple worms, snakes, and crocodiles.

Further Reading: *Champions of Mystara* boxed set, *Voyage of the Princess Ark* series, previous almanacs.

Last Year's Events: None to report.

Atlas of Western Brun

Introduction to Western Brun

Western Brun is not a well-defined region, but rather encompasses the Empire of Hule and the surrounding region, some of which are satellites, while others are independent nations—sometimes even empires. Western Brun is the area west of the Great Waste and north of the Yazak Steppes, and south of Hyborea (though pending our extending to cover Hyborea, events and places from these northern reaches are tagged as part of Western Brun).

Labeled as evil by our Old World standards, the empire of the Master is little known in eastern Brun, where Thyatis and Alphatia have been traditionally casting their shadows. Up to the invasion of Darokin by the Desert Nomads in the wake of the Great War that ravaged the Old World a decade ago, and the spectacular meteor impact that concluded that epic, Hule was seen as a distant, evil hagiarchy ruled by the Master and his holy men in the name of the treacherous Immortal Bozdogan. The rare accounts of its grandeur, evilness, and expansionism were tales told second-hand by Minrothaddan merchant princes who traded with Slagovich merchants. Little did we know.

In this almanac, you will learn from our correspondents about the holy land and its mysterious Master. You will also find out about the nations that lay to the west of Hule, and are less known to us than the mysterious Hule. We will also recount the recent—and occasionally not so recent—events, hopefully shading a new light upon the events that happened right here in the Old World, and for which we were not prepared as we had so little prior contact with the western empire and other the distant nations of the west. Hule is indeed a big player, however far and forgotten it is, in the international field, and it is certainly not the city-states and baronies of the Savage Coast that will contradict me on that point. We hope that by introducing it to the almanac we will help this otherwise ignored empire come into full light, so that it won't ever have to introduce itself the hard way again.

Correspondents for Western Brun

Here is our list of correspondents that give us detailed information on the nations, places, and events of Western Brun.

Featured Correspondents

There are no featured correspondents for this region this year.

Regular Correspondents

Giulio diSergio-Orsini

Marina Takanitas

Piotr Drobnjak

Atlas

Bylot Hills

Location: Continent of Brun, west of the Dark Wood, east of the Yalu River. WB

Area: 82,000 sq. mi. (212,380 sq. km.), including 28,220 sq. mi. (73,090 sq. km.) occupied by Hule, 9,800 sq. mi. (25,380 sq. km.) occupied by Zuyevo; the remainder is contested between the two empires.

Population: 177,600 (162,200 humans, 15,400 mixed humanoids).

Languages: Hulean, Zuyevan, Sendaryan.

Coinage: Various, barter is also common.

Government Type: None, except within the imperial territories.

Industries: Gold, platinum, tin, iron, copper, electrum and silver can all be found in abundance here. At the moment there are only a handful of mines. Two are operated by Hule (copper and iron), one by Zuyevo (silver) and one is independently operated in no-man's land (platinum).

Important Figures: Whoever has the most troops and the best weapons rules!

Flora and Fauna: Not included in report.

Further Reading: Previous almanacs.

Last Year's Events: The *tsar* discovered about the reality of the situation in the Bylot Hills and the lack of actual Zuyevan control of the mines.

Brasob (Kingdom of)

Location: Continent of Brun, western side of the Endworld Line, north of Zuyevo, south of Klagorst. WB

Area: 26,700 sq. mi. (69,155 sq. km.).

Population: 19,600 (94% human, 6% elven).

Languages: Brasovian (85% Visneskayan, 15% Elvish), Elvish (Belfadil dialect).

Coinage: Florin (gp), peszy (sp), markwi (cp).

Taxes: 10% income tax, to be paid on the 1st day of spring and 1st day of autumn, plus a special "death tax" that goes to the clergy of Azrael and is paid by the wealthy families (consisting of approximately another 1% of yearly income), which must be paid to the temple of Azrael on the day of the Winter Solstice. No taxation system exists among the Belfadil elves of Eadil.

Government Type: Senatorial monarchy.

Industries: Textiles, agriculture (wheat, corn, apples), farming (sheep, goats).

Important Figures: Szabo II (King), Daunidel Belfadil (Elven King).

Flora and Fauna: Brasov was originally a steppe, dotted with woodlands, but in the last centuries most parts of the steppe have been converted into farmlands. The woods are of pine in the north, but oaks become more common southwards.

Common animals in the region are wolves, bears, deer, foxes, horse, cattle, rats, and sometimes an elk or some reindeer that have crossed the northern mountains from Klagorst.

Further Reading: Previous almanacs.

Last Year's Events: Lycanthropy appeared for the first time in Brasov.

Chevalle (Kingdom of)

Location: Continent of Brun, forests on the west side of the Endworld Line. WB

Area: 29,300 sq. mi. (75,885 sq. km.).

Population: Approximately 10,100 forest folk (centaurs, pixies, dryads, etc.).

Languages: Fairy, Centaur, others.

Coinage: Barter; money from the Heartlands may be used.

Taxes: No normal taxation per se; druids and forest creatures tend the forest and perform similar tasks in service to nature and the centaur king, who also serves as official protector of the forest.

Government type: Loose clan federation, ruled by a clan council led by the centaur clan king.

Industries: Woodcutting, hunting.

Important Figures: Dessai (Centaur King).

Flora and Fauna: Apart from the intelligent sylvan creatures, wolves, bears, foxes, many species of bird (among which are eagles, hawks and owls), and other forest-dwelling creatures are easily encountered in the forests of Chevalle.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Gournzee (Duchy of)

Location: Continent of Brun, near Endworld Line. WB

Area: 17,600 sq. mi. (45,585 sq. km.).

Population: 7,800 (92% varkha, 8% Djikarti).

Languages: Varkhan (80% similarity with common lizard man tongue), Klagorst.

Coinage: *Gsbar* (gp), *n'kai* (sp).

Taxes: Gournzeean tax rates are unknown at this time.

Government type: Monarchy.

Industries: Mining (silver, iron), farming (giant lizards, cattle, giant rats).

Important Figures: Naarn Dvorcic (Warlord).

Flora and Fauna: The Gournzee region is completely free of humanoid monsters. The few that dare enter from the Endworld Line mountains are rapidly dealt with by the varkhas. White and green dragons are known to inhabit the region and the surrounding mountains, but normally they do not attack the lizard men; other creatures are deer, wolves and several species of woodland creatures.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Greentkhaatwadaa (a.k.a. Land of the Closed Society)

Location: Continent of Brun, western side of the Endworld Line, south of Hyborea. WB

Area: 46,870 sq. mi. (121,390 sq. km.).

Population: Unknown.

Languages: Hydrax (official), Visneskayan.

Coinage: *Aa* (pp), *gbmal* (gp), *habkr* (sp).

Government Type: Hierarchical monarchy.

Taxes: Unknown.

Industries: Unknown.

Important Figures: Awkaraal (King).

Flora and Fauna: The cold tundra of the region, when it does not give way to arctic mountains and glaciers, is inhabited by small-sized animals, such as arctic foxes, rodents, as well as wolves, deer, and elk. In the northern part of the land some polar bears can be found. Monsters of the region include white dragons, frost giants, and frost salamanders.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Hule (Hagiarchy of)

Location: North of the Savage Baronies and the Gulf of Hule, continent of Brun. WB, SC

Area: 256,000 sq. mi. (663,040 sq. km.).

Population: 1,040,000 (roughly 65% human, 35% goblinoids—mainly bugbears, gnolls, kobolds, orcs and ogres—and 5% demihuman—dwarves, elves, and hin).

Languages: Hulean (several dialects).

Coinage: *Lira* (gp), *kuru* (sp), *piastre* (cp).

Taxes: Net worth tax of 5% assessed every two years and an annual 10% tithe to the Holy Men of Hule. Hule's major roads also have tollgates every 24 miles charging 1 *piastre* per person and 2 *piastres* per large animal.

Government Type: Hagiarchy (ruled by holy men).

Industries: Agriculture, textile (fine cloth, wool), glasswork, trade, conquest.

Important Figures: The Master (The Master of Hule).

Flora and Fauna: Nearly every creature native to the continent of Brun can be found in the large territories owned by Hule.

Further Reading: *The Savage Coast* online document, X5 *The Temple of Death*, previous almanacs.

Last Year's Events: None to report.

Kerminhae (Land of)

Location: Hyborean Sea, west of the Klagorst region, Continent of Brun. WB

Area: Islands approximately 1,300 sq. mi. (3,367 sq. km.), size of undersea regions controlled unknown.

Population: Unknown number of hresha-rhak; some human merchants live in the Kerminhae surface cities.

Languages: Ub (official), Visneskayan.

Coinage: No official coinage; all currencies of the Klagorst region can be used.

Taxes: Unknown; resident human merchants are subject to a residency tax, assessed at 5% of their yearly earnings, and collected on Ka. 1 each year.

Government Type: Unknown.

Industries: Unknown.

Important Figures: Unknown.

Flora and Fauna: The animals found in the region are seals, crabs, sharks and whales. Very few land animals, mostly birds and seals, live on the small islands.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Klagorst (Confederated Kingdoms of)

Location: Continent of Brun, western side of the Endworld Line, south of Hyborea. WB

Area: 61,000 sq. mi. (157,990 sq. km.), not including Stygia.

Population: 25,800 humans.

Languages: Klagorst (80% Visneskayan, 15% Traldar).

Coinage: *Zeur* (gp), *klag* (sp), *enak* (cp).

Taxes: Individual kingdoms have their own taxation; generally taxes consist of services for those who earn less than a certain amount each year, while others (mostly citizens, wealthy landowners, etc.) pay around 10% throughout the year in various forms. Additional taxes are levied for special reasons, such as tournaments and wars.

Government Type: Confederation of autonomous kingdoms, mostly holding the status of baronies and counties.

Industries: Agriculture (predominantly subsistence), animal herding, fishing, horse breeding, trade.

Important Figures: See individual dominion entries below.

Flora and Fauna: A mixed land of forests and poor farmlands, the region is home to deer, elk, wolves, bears; the shores are rich with fish, and seals live on the northern coasts. The mountains of the Endworld Line are inhabited by a great number of humanoids: Hyborean goblins, gnolls, hobgoblins, orcs, and trolls.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Szekesh (Land of)

Location: Continent of Brun, western side of the Endworld Line, south of Hyborea. WB

Area: 10,430 sq. mi. (27,014 sq. km.).

Population: 8,100 (95% Djikarti gnomes).

Languages: Djikarti.

Coinage: *Drake* (pp), *ink* (gp), *sue* (sp), *jul* (cp).

Government Type: Anarchy.

Taxes: No system of taxation exists in Szekesh.

Industries: Agriculture (mostly potatoes), farming (reindeer, goats, sheep).

Important Figures: Wyrht (General of the Blessed of Szek).

Flora and Fauna: Many plants and animals naturally resident of a northern, mountainous realm may be found here. In the scattered secluded valleys and meadows of the region can be found isolated juniper shrubs, evergreens, and hardy grasses. Much of the country is too rugged to support much in the way of plant life, and one may easily find various species of moss and lichen clinging to the mountainsides. In terms of animal life, herds of mountain goats may be found in the southern valleys, and reindeer are known to pass through the region during their migrations. The more dangerous creatures include frost giants, ice wolves, and scattered yeti tribes. Rumor has it that a particularly large, and reclusive, white dragon has her lair in one of the tallest mountains of the region, though no one has found its location.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Stygia (Grand Duchy of)

Location: Continent of Brun, southern edge of the Klagorst territories. WB

Area: 21,300 sq. mi. (55,167 sq. km.).

Population: 11,400 troglodytes.

Languages: Eywan (60% commonality with the troglodyte language spoken elsewhere on Mystara).

Coinage: *Yegb* (pp), *ehra* (gp), *yd* (sp); Klagorst and Brasovian coinage also accepted.

Taxes: 15% income tax, 5% of which goes to the clergy.

Government Type: Monarchy, heavily influenced by the Church of Yeg Shuta.

Industries: Mining (mainly platinum), animal herding (cattle, giant lizards).

Important Figures: Xagash (Archduke); Zar'nag (High *Kai* (Priest)).

Flora and Fauna: The swamplands of the region are home to giant lizards, some of which have been domesticated by the troglodytes as draft animals and a source of food, and by all sorts of nasty creatures like giant slugs, and a race (that I have never heard of outside of Stygia) of giant albino crocodiles. Some human outlaws and bandits call the southern hills home.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

The White Orcs of the North

Location: Continent of Brun, Hyborean Steppes, north of the Zuyevan Empire and the Midlands. WB

Area: 6,000 sq. mi. (15,540 sq. km.)

Population: 160,000 white orcs with a number of other monsters including a particularly nasty ice demon (Kazukarzash). The white orcs are also allied with local dire wolves, which they train as hunting companions. There are perhaps 50,000 dire wolves in white orc territory. Roughly 50,000 humans live in white orc territory in a besieged river valley known as Azganizband. These Azganiz people are descendants of an offshoot of the great Yevo Antalian migration of the second millennium BC.

Languages: Orcish (Graktur dialect).

Coinage: None. Barter is the norm.

Taxes: Whatever the *ashakturs* exact in tribute from their vassals would probably count as taxation of a sort.

Government Type: There are six principal clans, each led by a war leader called an *ashaktur*.

Industries: Iron mining, basic crop farming, warfare and weapons production.

Important Figures: Each clan is led by an *ashaktur* (war chieftain). Occasionally, if the white orcs feel it necessary to band together to face a major threat, or if they just want to engage in widespread destruction and looting of human settlements, they will meet at Furkash to elect an *angrashaktur* (supreme war chieftain) to lead the armies.

Flora and Fauna: In the southern steppes, tall, hardy grasses predominate, which, in the short summer months, provide the white orcs with marginal croplands (primarily wheat and barley). As one progresses northwards, or towards the foothills of the Endworld Line, the plains give way to hilly country, dotted with stunted shrubs and coniferous trees. Here, blueberries and raspberries manage to grow during the brief summer. Towards the east of the white orc territories, forests begin to predominate, though these are still conifers.

In terms of animal life, this region is home to several herds of elk and deer, as well as caribou towards the north. In the eastern woodlands, the occasional moose can be found. On the open steppes, many varieties of hare, lemming, and fox make their home, as well as ptarmigans. In addition to dire wolves, larger forms of animal life include polar bears (in the far north), grizzly and black bears (in the eastern forests), and lynxes. More exotic animals include white dragons in the far north, and atop the higher peaks of the Endworld Line in this region, and small herds of woolly mammoths, again in the far north.

Further Reading: Previous almanacs.

Last Year's Events: Thanks to the worsening of the weather in the region propagated by the ice demon Kazukarzash, the orcs of the White Death Clan were emboldened to the point of conducting a daring raid into Douzbakjian, killing the king and possibly leaving the kingdom open to Hulean expansion or further orcish raids. The orcs also extended the range of their raid all across northern Brun, from Klagorst in the west to Zuyevo, Douzbakjian, Hule and even Sind and Glantri in the depths of winter

Yezchamenid Empire

Location: Continent of Brun, northern Arm of the Immortals, between the Yalu Bay and the Sea of Brun. WB

Area: 508,500 sq. miles (1,317,015 sq. km.).

Population: 1,632,000 (80% humans, 10% pegataurs, 5% dwarves, some elves and demi-ogres).

Language: Dars, Hatti, Yivj, Mebir, Churan, Pegataur, Midannite and Dremen.

Coinage: *Talen* (pp), *darik* (gp), *sicles* (sp), *sabzi* (cp).

Taxes: 10% property tax, assessed every Fy. 1 (sometimes this is paid with produce or crafted goods, in the case of farmers or artisans); once every five years, on Nu. 1, a special army tax is levied, for 5% of a person's net worth (calculated based on property taxes paid the previous year).

Government Type: Hereditary monarchy. Divided into nine *Zatrapies*, each headed by an hereditary family or relative of the *shah-an-shah* (emperor).

Industries: Trade, textiles, silk, spice, herding (sheep, ox, goats), fishing, rare woods, oil, mining (gold, copper, iron), arts and literature, magic.

Important Figures: Quyer Yezcham (Imperial Regent), Parsan Zhemienih (*Zatrap* of Darsi), Gulbuddin Marzik (*Zatrap* of Uvaraz), Mursillis Labinitas (*Zatrap* of Zrakan), Azartan Cemirtus (*Zatrap* of Hattas), Zholodeer Yemilcataur (*Zatrap* of Yivja), Nisir Suun (*Zatrap* of Pazarkan), Eratkar Kasus (*Zatrap* of Mebirush), Odarit Muztasir (*Zatrap* of Chura), Djomel Tirruk (*Zatrap* of Midan).

Flora and Fauna: The Yezchamenid Empire is a large and geographically diverse nation. In its central regions, much of which are occupied by the Endworld Line, the hilly and mountainous country is covered by a blanket of lush deciduous growth, including redwoods, sequoias, as well as sturdy stands of oak and birch. Further inland, towards the mountain range itself, the trees begin to give way to dense shrubbery, though the occasional pine tree juts above the surrounding vegetation—particularly in the higher elevations. In the many coastal river valleys, however, is where one will find the most lush plant life. Amidst farmland one will see carefully tended stands of mahogany and teak, as well as vast tracts of various spices. The more exotic plant life includes strangle vines and whip weed (deep in the forests), and some open fields are known to host grab grass.

The empire's animal life is just as varied. In the uplands can be found many species of mountain goat, preyed upon by the occasional wolf. Towards sea level, in the forests, can be found wolves, bears, wild cats of various sizes (including reclusive tigers), deer, assorted rodents, and many species of bird. The forests are also home to humanoids of various types (primarily orcs and hobgoblins), as well as owlbears, decapuses, araneas, and displacer beasts. The mountains are known to house a number of hill and mountain giants, as well as griffons.

Further Reading: Previous almanacs.

Last Year's Events: Zhoher was assassinated, with the blame put on his chief *vizier* and captain of the guard and the Vasi rebels, causing grave tensions within the empire.

Zuyevo (Empire of)

Location: Continent of Brun, Yalu River Basin. WB

Area: 520,000 sq. mi. (1,346,800 sq. km.).

Population: 1,656,000.

Languages: The Zuyevans speak a derivative of an ancient Antalian language that shares a 45% commonality with Heldannic with a slight hint of Ethengar influence.

Coinage: *Dvina* (gp), *vaska* (sp), *kiven* (cp).

Taxes: 25% tax on the income of peasants (much of which is paid in kind or through servitude) and merchants and 10% on the nobility.

Government Type: Autocratic imperial monarchy.

Industries: Agriculture, hunting, fur trading, logging, conquest, mining (gold, silver, tin, electrum, copper, iron), alcohol production.

Important Figures: Andrei III (*Tsar*), Vasily Stolbov (Minister of State).

Flora and Fauna: Being a northern land with rich soils, Zuyevo hosts a wide variety of plant life. Towards the south, grasslands and steppes predominate, while in the north, and towards the foothills of the Endworld Line, great forests cover the land, culminating in the immense Tunguska Forest, which is primarily coniferous. Towards the central regions of Zuyevo, the vast stands of evergreens give way to forests of maple, poplar, and aspen. Interspersed with the various mundane plants can be found grab grass (in the steppes), and strangle vines (hanging from branches in the southern forests).

Zuyevo is also home to a wide variety of animal life, including deer, mink, beavers, foxes, and wolves. Various humanoids found within Zuyevo include troglodytes, goblins, gnomes, some elves (in the Tunguska Forest), and a large number of hill and mountain giants in the Endworld Line, as well as the occasional red dragon. Some fey races have been sighted in the forests north of Archangelsk. Centaur tribes live in the south near the Yezchamenid Empire.

Further Reading: Previous almanacs.

Last Year's Events: The undead attack was finally broken, but the demon Joramurak continued to terrorize Zuyevo. The *tsar* finally discovered and put an end to at least part of the Hulean activity in his empire, though the exact amount of Hulean infiltration of the government remains uncertain.

Atlas of Skothar

Introduction to Skothar

Dear readers of the almanac, both old and new, I salute you.

My name is Erakliton, and I am a philosopher and politician from the city of Traun, in the Confederation of Minaea. Last year I had the pleasure to work for the almanac, correcting mistakes that had found their way in this wonderful guide, and explaining a little better the way Minaeans live, their political organization, and describing shortly some of our wonderful cities.

I also gave some information regarding the Lands of Swanamutu. I wanted to be brief at first and not throw vast (and probably unusable) data onto the readers, who probably had already a hard time figuring out that we Minaeans are hardly pirates [*many Minaean are pirates. Erakliton is obviously speaking from a biased point of view. Ed.*], and our culture is as old and interesting as those of the so-called Old World... if not more.

Then I expanded on my work on the Swanamutu. I dealt most specifically with the region known as Tangor, the western area of the Swanamutu Lands. The area takes its name from the main power of the region, a powerful empire dominated by a black-skinned human race that call themselves "Tangors." Nearly all the Black Men of the region are of Tangor ethnicity. This is the most known region of the Swanamutu Lands. The existence of an empire in the region has led to the wrong belief that there is only a major empire that occupies all the Swanamutu Lands; this is ridiculous, as I already said.

The Tangor region goes from the city of Akuba east all over the Gulf of Tangor up to a longitude of 105° East. The area comprises the western stretch of the Tangor Chain, and thus the area that we will talk about in this description is about the same size as your "Old World." There are no important islands in the region.

Besides the Tarystian Coast and the Tangor region, Thyatian correspondents give us reports about two northwestern nations of Skothar: the Alphatian Republic of Esterhold, and the not-too-distant Kingdom of Thonia.

Correspondents for Skothar

Here is our list of correspondents that give us detailed information on the nations, places, and events of Skothar.

Featured Correspondents

Erakliton of Traun

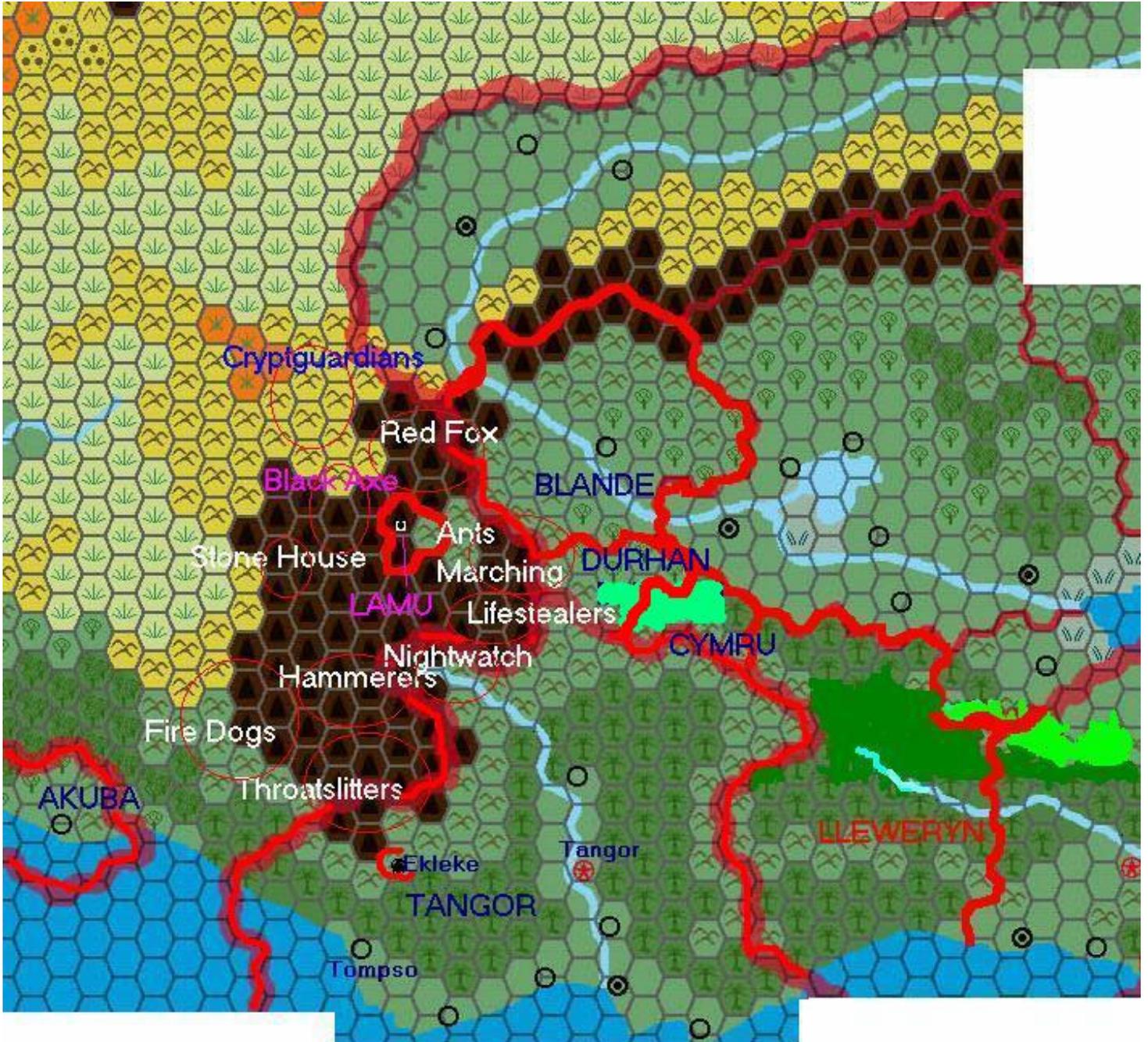
Erakliton is a Minaean philosopher from the city of Traun. He has long been a member of the ruling body of that city, but now he has left all his occupations behind to dedicate himself to scholarship. He decided to join the almanac after having read past issues and their imprecise description of the Minaean region.

Regular Correspondents

Welten Feather-of-Blood-and-Soil

Yin Tang of Beitung

Map of the Empire of Tangor and Surrounding Lands.



Atlas

Akuba (City-State of)

Location: West of Tangor Empire, immediately east of the Confederated Kingdoms of Minaea, Tarystian Coast. SK

Area: 3,800 sq. mi. (9,850 sq. km.).

Population: 17,000 humans, 90% of Tangor ethnicity.

Languages: Tangor, Minaean (both are considered official languages).

Coinage: *Abu* (gp), *ku* (sp). Minaean and Tangor coinage accepted.

Taxes: 10% income tax, collected half on Nu. 1 and half on Fe. 1. Taxes are low to boost national trade. There is an import tax of 5%, and non-Akubans must pay to get licenses for conducting a lot of activities (including trade, owning a shop, etc.).

Government Type: Democracy.

Industries: Agriculture (bananas, cocoa, dates), crafts.

Important Figures: Kulu Pomba (Governor).

Flora and Fauna: No humanoids live in the small territory of the city. Giant crabs live on the beaches, and the sea is rich with fish of all types, and of giant squids and octopi. Dolphins and sahuagin are occasionally found.

Further Reading: Previous almanacs.

Last Year's Events: None to report.

Cymru (Hivebrood of)

Location: Swanamutu region, north of Tangor and Lleweryn. SK

Area: Approx. 24,710 sq. mi. (64,000 sq. km.).

Population: Unknown number of hivebroods; supposedly a consistent number of degenerate human slaves.

Languages: Hivebrood.

Coinage: No coinage used.

Taxes: No taxation.

Government Type: Hive.

Industries: Sugar and honey production. Barter reduced to a minimum with the Empire of Tangor.

Important Figures: None.

Climate and Terrain: Cymru's climate, like Tangor's, is subtropical. The region sits at the threshold from temperate forest to the first hints of jungle. Winter is short (about a couple of months) and rather rainy, the temperature ranging from 10 to 15°C; autumn and spring are long, warm (20 to 30°C) and vary much from year to year. Summers are hot and generally are made up of a rainy month with a couple of dry months immediately before autumn. During the summer, temperatures may reach 35°C, and the humidity is incredible.

Flora and Fauna: The animals encountered here may be jaguars, baboons, apes, crocodiles and alligators, and many, many species of insects and snakes of different degrees of poison strength. Flora includes the typical jungle trees, but near the mountains and westward toward Tangor pine trees may be easily encountered.

Further Reading: *The Southern Skothar Gazetteer* by Giulio Caroletti, previous almanacs.

Last Year's Events: None to report.

Durhan (Republic of)

Location: Swanamutu region, north of Tangor. SK

Area: Approx. 27,413 sq. mi. (71,000 sq. km.).

Population: 291,200 (99% Tangors), including the capital of Durhan (pop. 37,900).

Languages: Tangor (Durhanian dialect).

Coinage: *Plant* (gp), *animal* (sp), *mineral* (cp).

Taxes: System based on wealth, from 5% to 40% of annual income.

Government Type: Democratic confederacy.

Industries: Agriculture (bananas, coconuts, cocoa, manioca).

Important Figures: Biko M'tala (President).

Climate and Terrain: Durhan's climate, like Tangor's, is sub-tropical. The region sits at the threshold from temperate forest to the first hints of jungle. Winter is short (about a couple of months) and rather rainy, the temperature ranging from 10 to 15°C; autumn and spring are long, warm (20 to 30°C) and vary much from year to year. Summers are hot and generally are made up of a rainy month with a couple of dry months immediately before autumn. During the summer, temperatures may reach 35°C, and the humidity is incredible.

Flora and Fauna: The animals encountered here may be jaguars, baboons, apes, crocodiles and alligators, and many, many species of insects and snakes of different degrees of poison strength. Flora includes the typical jungle trees, but near the mountains and westward toward Tangor pine trees may be easily encountered.

Further Reading: *The Southern Skothar Gazetteer* by Giulio Caroletti, previous almanacs.

Last Year's Events: None to report.

Ekleke (Kingdom of)

Location: Swanamutu region, city-state within Tangor. SK

Area: Approx. 2,703 sq. mi. (7,000 sq. km.).

Population: 30,900.

Languages: Tangor (Mawuru dialect).

Coinage: *Lamia* (gp), *dia* (sp), *sep* (cp).

Taxes: 5% of annual income to be paid three times each year.

Government Type: Monarchy.

Industries: Agriculture (bananas, manioca, peanuts).

Important Figures: Mojambo (King), Kasumi (Queen).

Climate and Terrain: Eklekeis sub-tropical. The region sits at the threshold from temperate forest to the first hints of jungle. Winter is short (about a couple of months) and rather rainy, the temperature ranging from 10 to 15°C; autumn and spring are long, warm (20 to 30°C) and vary much from year to year. Summers are hot and generally are made up of a rainy month with a couple of dry months immediately before autumn. During the summer, temperatures may reach 35°C, and the humidity is incredible.

Flora and Fauna: The animals encountered here may be jaguars, baboons, apes, crocodiles and alligators, and many, many species of insects and snakes of different degrees of poison strength. Flora includes the typical jungle trees, but near the mountains and westward toward Tangor pine trees may be easily encountered.

Further Reading: *The Southern Skothar Gazetteer* by Giulio Caroletti, previous almanacs.

Last Year's Events: None to report.

Elo Goblands

Location: Swanamutu region, northeast of Akuba, northwest of Tangor. SK

Area: Precise area unknown, but the goblinoid tribes control an area that is not much smaller than the Empire of Tangor; supposedly more than 300,000 sq. mi. (777,000 sq. km.).

Population: More than 200,000 humanoid.

Languages: Goblin, Hobgoblin, other humanoid tongues.

Coinage: Most tribes use barter only; otherwise Tangor or any other coin.

Taxes: None.

Government Type: Tribes.

Industries: Varies by tribe: agriculture (fungi), mining (iron), smithing, hunting, goat herding, raiding and war.

Important Figures: Dilynne (King of Scovery (Red Fox city)).

Climate and Terrain: The Elo Goblands are sub-tropical. The region sits at the threshold from temperate forest to the first hints of jungle. Winter is short (about a couple of months) and rather rainy, the temperature ranging from 10 to 15°C; autumn and spring are long, warm (20 to 30°C) and vary much from year to year. Summers are hot and generally are made up of a rainy month with a couple of dry months immediately before autumn. During the summer, temperatures may reach 35°C, and the humidity is incredible.

Flora and Fauna: The animals encountered here may be jaguars, baboons, apes, crocodiles and alligators, and many, many species of insects and snakes of different degrees of poison strength. Flora includes the typical jungle trees, but near the mountains and westward toward Tangor pine trees may be easily encountered.

Further Reading: *The Southern Skothar Gazetteer* by Giulio Caroletti, previous almanacs.

Last Year's Events: None to report.

Esterhold (Republic of) and Draeh (City-State of)

Location: Large peninsula west of the Jennite lands, north of Minaea, continent of Skothar. SK

Area: Approximately 1,000,000 sq. mi. (2,590,000 sq. km.), including Blackrock 100,000 sq. mi. (259,000 sq. km.) and the "Free City of Draeh" 126,000 sq. mi. (326,340 sq. km.); the rest is mainly wilderness with scattered Alphatian settlements on the southern coast and Jennite tribes in the interior.

Population: 180,000 including Blackrock (pop. 58,000), the territories of Draeh (pop. 103,000), Port Marlin (pop. 10,000 residents and 4,000 refugees), Rock Harbor (pop. 5,000). Cities include Skyfyr (pop. 13,000) in Blackrock and Draeh (pop. 36,000) in what was once Verdun. An unknown number of "free" Jennites also live on the peninsula. The town of Anchorage was destroyed and its population slain or scattered.

Languages: Alphatian (Arogansan dialect) and Jennite.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Barter common among the "free" Jennites.

Taxes: Alphatian-held lands have a 15% income tax and an import/export tax of 2% on magical items and components, and 1% on all other goods (Naycese kingdoms, Karameikos and Thyatis excluded). 20% of tax revenue goes to the imperial treasury. No official taxes among the Jennite tribes, all are expected to serve community interests. Revolutionary Council in Draeh have instituted communal system of exactions, where everything belongs to their state/community, with requisitions "according to means" and dispensations "according to need."

Government Type: Blackrock is a monarchy with nascent republican institutions. Draeh is ruled by a revolutionary council. Rock Harbor and Port Marlin are part of the Republic of Esterhold. The Jennites are governed by tribal councils.

Industries: Military, light agriculture, herding, hunting (free Jennites), fishing, logging (southern coast). Mining (rich) was once a major industry but the strife has closed the mines.

Important Figures: Favian Vern (President), Talin (Jennite Leader).

Flora and Fauna: Scrub bushes, tough grasses, bactrian (two-humped) camels, wild asses, horses, gazelles, antelopes in the uplands; humanoids scattered in the broken hills and mountainous areas. Taiga along the southern coast has deciduous and evergreen forests, moose, elk, bears, wolves, mountain lions and some deer as well as orcs, goblins, trolls, ogres, ettercaps, and especially rabbits, all of which are prey for the feared and legendary Esterhold Devil.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: After many battles between Alphatian and Jennite forces, Anchorage was razed, like many smaller settlements of the peninsula, while Faraway and Rock Harbor were evacuated. The former was occupied by the Jennites, who did not agree about the city's future; the latter was deserted as the mines of Southrock were closed. The city of Skyfyr was under siege for a long time but did not fall, while the Province of Marlin experienced indecisive skirmishes. The future of Esterhold remained uncertain.

Lleweryn

Location: Swanamutu region, east of Tangor. SK

Area: Not precise, but the unclaimed jungle covers about 220,077 sq. mi. (570,000 sq. km.).

Population: 74,500.

Languages: Goblin, Hobgoblin, Sedcymrian (degenerated Cymrian language).

Coinage: Barter only; otherwise Tangor coins.

Taxes: None.

Government Type: Clans.

Industries: Hunting and gathering, some agriculture (manioca), raiding.

Important Figures: None.

Climate and Terrain: Lleweryn is tropical. Winter is short (about a couple of months) and rather rainy, the temperature ranging from 10 to 15°C; autumn and spring are long, warm (20 to 30°C) and vary much from year to year. Summers are hot and generally are made up of a rainy month with a couple of dry months immediately before autumn. During the summer, temperatures may reach 35°C, and the humidity is incredible.

Flora and Fauna: The animals encountered here may be jaguars, baboons, apes, crocodiles and alligators, and many, many species of insects and snakes of different degrees of poison strength. Flora includes the typical jungle trees, but near the mountains and westward toward Tangor pine trees may be easily encountered.

Further Reading: *The Southern Skothar Gazetteer* by Giulio Caroletti, previous almanacs.

Last Year's Events: Adventurers—and the Ant—found the location of the Scale Temple, which holds the fabled Krut Diamond.

Minaea (Confederated Kingdom of)

Location: West of the Jennite Lands, southeast of the Esterhold Peninsula. SK

Area: Roughly 750,000 sq. mi. (1,942,500 sq. km.).

Population: An estimated 496,800 humans living here consider themselves Minaeans. 428,500 of them live in the sixteen city-states and kingdoms that are members of the confederacy; nearly 72,100 more live in the so-called national territories. In addition, there are an unknown number of tribal humans of Tangor stock (primarily in the southeastern forests of the Minaean Coast). The humanoid population levels are likewise unknown.

Languages: Minaean, Alpathian, Jennite, Tangor.

Coinage: *Kalit* (gp), *kalos* (sp), *kalen* (cp); foreign coins accepted in cities and large towns.

Taxes: 10% income tax collected on Nu. 1 by the confederate government. Individual city-states also collect an income tax that generally ranges between 5 and 10%, collected on Fy. 1.

Government Type: The Minaean government combines a national monarchy with autonomous local governments. The Minaean king has the power to decree and enforce laws affecting national territories (primarily the unclaimed areas between Minaean communities, and along the roads that connect them), collect taxes from member communities, raise an army composed of member communities' militias, and pass judgment on any legal matters brought before him. Each Minaean community passes and enforces its own laws within its borders. Most of them are small democracies, with a governing body consisting of citizens (often adult male land owners). In the larger communities, voting citizens elect representatives and officials to govern for them. Although Minaea claims a large expanse of land, it effectively controls only the areas that are directly occupied by its sixteen ruling cities.

Industries: Agriculture, crafts (especially jewelry, pottery, weaving), piracy.

Important Figures: Korudon (King).

Flora and Fauna: Minaea is assumed to be home to many plants and animals common to temperate and subtropical forests. Gnolls, goblins, hobgoblins, kobolds, orcs, minotaurs, hill giants and firbolgs are known to live in the forests, hills and mountains of the area. Some explorers have observed giant crabs on Minaean beaches. The coastal waters are known to harbor giant lamprey, giant octopi, sahuagin, sea lions, sharks, giant sea snakes, giant squid, tritons, whales, and, of course, pirates.

Further Reading: Previous almanacs.

Last Year's Events: Nausicaa, King Korudon's daughter, and her new husband Alexandros Verix of Traun, died in a tragic shipwreck. In other parts of Minaea, treachery at the yearly games strained the relations between Adunapolis and Serenia, while the border north of Sinbay suffered an incursion of Savage Ones.

Tangor (Empire of)

Location: Swanamutu region, east of Akuba. SK

Area: Approx. 463,320 sq. mi. (1,200,000 sq. km.).

Population: 1,656,000 (90% Tangors, 9% Rathasians).

Languages: Tangor (Mawuru, Uberian, Tangor Men, and Zambulan dialects).

Coinage: Any coinage accepted, barter common outside the cities. Official coinage: *tang* (gp), *zab* (sp), *ras* (cp).

Taxes: Varies from province to province; generally around 5 to 15% of total income in money, services and food, depending also on family rank; taxes collected generally during local religious festivities. Part is used by the state for ceremonies, road maintenance, army budget and other state-controlled activities.

Government Type: Confederated empire.

Industries: Agriculture (bananas, coconuts, cacao, manioc, peanuts), crafts.

Important Figures: Kouffour III (King of Tangor, Emperor of the Tangors), Afef (Royal Princess), Oshadogan (General of the Tangor Army).

Climate and Terrain: Tangor's climate is sub-tropical. The region sits at the threshold from temperate forest to the first hints of jungle. Agriculture is not particularly popular among the population, and the productive activities concentrate on goat farming in stretches of land that have been deforested. Goat milk and goat meat is the most common food, supplemented by bananas and other tropical fruits that grow near the villages of the area. Winter is short (about a couple of months) and rather rainy, the temperature ranging from 10 to 15°C; autumn and spring are long, warm (20 to 30°C) and vary much from year to year. Summers are hot and generally are made up of a rainy month with a couple of dry months immediately before autumn. During the summer, temperatures may reach 35°C, and the humidity is incredible.

Flora and Fauna: The animals encountered here may be jaguars, baboons, apes, crocodiles and alligators, and many, many species of insects and snakes of different degrees of poison strength. Flora includes the typical jungle trees, but near the mountains and westward toward Tangor pine trees may be easily encountered.

Further Reading: *The Southern Skothar Gazetteer* by Giulio Caroletti, previous almanacs.

Last Year's Events: None to report.

Thonia (Kingdom of, a.k.a. Empire of)

Location: Northeastern Skothar, along the Bay of Thorin, north of Esterhold. SK

Area: Approx. 600,000 sq. mi. (1,554,000 sq. km.).

Population: 772,500 (including 82,800 in the capital of Serison), 90% human, 1% elven, 1% dwarven, 1% hin, 2% goblin, 2% hobgoblin, 2% gnom, 1% pegataur.

Language: Thoniatian (descended from ancient Thonian).

Coinage: *Imperial* (5 gp), *gilder* (gp), *pars* (cp), *mark* (sp), *pence* (cp).

Taxes: 20% income tax (15% on nobles) collected biannually, 5% sales tax on all goods except food, 5% toll on all commodities passing through the realm.

Government Type: Monarchy advised by a council of nobles.

Industries: Fishing, cattle-raising, horse-breeding, shipbuilding, agriculture (poor), mining (iron in hills).

Important Figures: Iyxis XXXIV (King/Emperor), Verdis (Queen/Empress), Thelekari (Dowager Empress), Marick of Glevum (Archbishop of Serison), various dukes.

Flora and Fauna: Evergreens and deciduous trees, scrub brush, sheep, cattle, elk, deer, wolves, foxes, moose, black bears, grizzly bears, hawks, ogres, trolls, boars, lycanthropes, giant rats, mountain lions, rams, bison, hill giants, yeti, displacer beasts, mastodons, seals, walrus, giant toads, white and silver dragons, wyverns, ghouls, ghosts, thouls, wights, wraiths

Last Year's Events: None to report.

Atlas of the Hollow World

Introduction to the Hollow World

Hollow World... the name is highly indicative as to this part of Mystara. For Mystara is hollow and within the hollowed space resides an entirely different world. But a world it is, with expansive forests, virgin mountains, tenacious seas, and harsh deserts. Being inverted, the landscape has no horizon and slopes noticeably upwards. Reaching out from the inner crust, the surface features are warmed and lighted by the shimmering and pulsing red sphere that acts as a sun. Around this orb orbit several bodies, one of which is the continent of Alphatia.

This world is populated by peoples long thought dead from Mystara's surface world. Here, one can see the very civilizations that flourished and eventually fell throughout Mystara's history. Though some civilizations have sojourned here for centuries, and even millennia, the passage of time has not altered them. Despite time, they still are as they were when they were present the surface world.

As it is, the Hollow World knows of no night but is in a perpetual state of red-hued daylight. There are no constellations, only the regular rotations of the orbiting landmasses in the void above. Magic is also limited to more primitive levels, with spellcasters being few and far between. This limitation is partly due to the Immortal magics that keep those civilizations as they once were in their splendor—and also in their limitations or sometimes outright barbarism.

Correspondents for the Hollow World

Here is our list of correspondents that give us detailed information on the nations, places, and events of the Hollow World.

Featured Correspondents

There are no featured correspondents for this region this year.

Regular Correspondents

Dellebram

Leadyl Feadiel

Moctlpotec

Saasiks the Avenger

Taleris of Calimnis, son of Trestian

Theukidikies the Historian of Corisa

Yupac

Atlas

Antalia

Location: Northeast coastlands of the Ostzee on the continent of Iciria, east of the Beastmen Wastes and north of the Krugel Horde's lands. HW

Area: 322,854 sq. mi. (836,190 sq. km.).

Population: 102,500 living in villages of up to 500.

Languages: Antalian, Neathar.

Coinage: None (barter only).

Taxes: Corvée labor and levies of in-kind produce prevails in individual lordships.

Government Type: Numerous independent lordships governed by chieftains.

Industries: Agriculture, fishing, herding, leathercraft, piracy and raiding.

Important Figures: Kjodar Triudar's Son (Chieftain of Kiefstut).

Flora and Fauna: Sub-arctic; hardy grasses, evergreen forests, hill, stone, and frost giants, bears, wolves, white dragons.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Azcans (Empire of the)

Location: Northwest Iciria, east of the Northern Atlas Ocean, north of the World Spine Mountains, west of the Malpheggi Swamps. HW

Area: 728,847 sq. mi. (1,887,715 sq. km.). This does not reflect the severe loss of lands to the Schattentalen, which the Azcans refuse to acknowledge.

Population: 3,030,000 including Chitlacan (pop. 202,000, including 10,000 nobles and 30,000 commoners on the island part), Huitlaktima (pop. 45,500), innumerable towns and villages.

Languages: Oltec, Neathar.

Coinage: None (barter only).

Taxes: Corvée labor and levies of in-kind produce.

Government Type: Theocratic monarchy.

Industries: Agriculture, especially beans, corn, and peppers.

Important Figures: Otziltipac (*Tlatoani*), Malinalxoch (*Ometochtzin*).

Flora and Fauna: Predominantly what is found in tropical and sub-tropical rainforest; dinosaurs, monkeys, swine, snakes (including the Azcan winged viper and feathered serpent), tropical birds of many varieties, and great cats (especially the jaguar).

Further Reading: *Hollow World* boxed set, HWR 1 *Sons of Azca*, previous almanacs.

Last Year's Events: The quick advance of the Schattentalen following the Azcan civil and the brief disappearance of the Red Sun came to a halt, with the elves occupying a good part of Azcan territories. The Merry Pirates used the Azcans' turmoil to conduct raids, the latest one in Colima.

Beastmen (Lands of the)

Location: Northern portion of the continent of Iciria, south of the Bay of Gam. HW

Area: 1,413,353 sq. mi. (3,660,585 sq. km.).

Population: 102,500 living in small bands of 10-50.

Languages: Grruuk (a.k.a. Beastman), Neathar.

Coinage: None (barter only).

Taxes: None really.

Government Type: Independent family bands lead by a chieftain.

Industries: Fishing, hunting, trapping.

Important Figures: Krogada the Itchy (War Chieftainess).

Flora and Fauna: Arctic tundra; seals, walrus, polar bears, white dragons, frost giants, ice toads, yeti, whales.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Brute-Men (Lands of the)

Location: Southern hemisphere of the continent of Iciria, north of Lake Menkor, south of the World Spine Mountains, east of the Sea of Rax. HW

Area: 49,883 sq. mi. (129,195 sq. km.).

Population: 205,000 living in clans of 10-60.

Languages: Ka-na-to (a.k.a. Brutish), Neathar.

Coinage: None (barter only).

Taxes: None.

Government Type: Independent clan groups led by chieftains with the support of shamans.

Industries: Hunting and gathering.

Important Figures: Na-Do (Chief of the Fang Cave Clan), Ug-rum (Shaman of the Fang Cave Clan).

Flora and Fauna: Grasses, coniferous trees, sheep, goats, rock baboons, bats, bears, carrion crawlers, mountain lions, smilodons, dinosaurs, dragons, giant lizards, mastodons, woolly mammoths, pterosaurs, purple worms, rats, giant scorpions, shadows, snakes, sphinxes, giant spiders, troglodytes, jackrabbits, armadillos.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Gentle Folk (Elf-Lands of the)

Location: Continent of Iciria, east of the Azcan Empire, west of Alphatian Neatharm, near the Neathar lands. HW

Area: 500 sq. mi. (1,295 sq. km.).

Population: 10,100 elves.

Languages: Elvish (ancient dialect), Neathar.

Coinage: None (barter).

Taxes: None.

Government Type: None.

Industries: None (hunter/gatherers).

Important Figures: Drianna (poet).

Flora and Fauna: Despite its abundant forests, the lands of the Gentle Folk are devoid of most examples of hostile animal life normally found in that environment. Dinosaurs and other predators are kept out by Immortal magic. Plant life is typical and rich, the elves doing little to exploit or harm it. Found within their forests is the somnastis plant. In many ways similar to the zzonga bush, some of the elves chew its leaves to gain its effects. Unlike the zzonga bush, the somnastis plant is not passive and can and will entrap its plunderers for consumption. Aside from that, only a few treants and other solitary forest creatures call the forests home.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Icevale (Elf-Lands of)

Location: Northern mountains of the continent of Iciria, east of the Midworld Gate, north of the Neathar lands, south of the Beastman Wastes. HW

Area: 216,160 sq. mi. (559,855 sq. km.).

Population: 102,000 elves living in clans of 100 to 1,000, including the town of Tuathar (pop. 5,600).

Languages: Elvish (Icevale dialect), Neathar.

Coinage: *Sol* (gp), *lun* (sp), *ston* (cp).

Taxes: Levies of funds, in-kind products, and labor on an ad hoc basis when needed.

Government Type: Monarchy influenced by clan leaders.

Industries: Furs and leather products exchanged for food, wine and precious metals.

Important Figures: Rollodir (King), Bergeya (Queen).

Flora and Fauna: With its frigid arctic mountainous clime, the region boasts a sizable population of creatures normally found therein. Moose, bears, reindeer, beavers, foxes, and wolves are the most obvious. More dangerous beasts such as white dragons can also be found.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Jennites (Tribelands of the)

Location: South central plains of the continent of Iciria, north of the Sea of Yr, south of the Tanagoro Plains, between Nithia and Milenia. HW

Area: 180,000 sq. mi. (466,200 sq. km.).

Population: 410,000 living in tribal groups averaging 1,000 members.

Languages: Jennite, Neathar.

Coinage: None (barter only).

Taxes: Tribes levy goods and corvée labor based on need.

Government Type: Semi-independent clans ruled by chiefs occasionally unified by a *chagan* (*khan*).

Industries: Cattle raising, horse breeding, goldsmithing, raiding.

Important Figures: Trudar (King), Rathyka (Queen).

Flora and Fauna: Steppes grasses, aurochs herds, giant beetles, bugbears, lions, chimeras, cockatrices, dinosaurs, dragons, hill giants, gnolls, griffons, hippogriffs, horses, giant lizards, giant locusts, manticores, ogres, pegasi, giant scorpions, sphinxes, trolls, aardvarks, wolves, cats, bulettes, giant ants, and especially rabbits.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Kogolor (Dwarven Kingdom of)

Location: Eastern range of the World Spine Mountains the continent of Iciria, between the Brute-Men Lands and the Krugel Hordes. HW

Area: 133,021 sq. mi. (344,525 sq. km.).

Population: 510,000 dwarves, including Kolmstat (pop. 28,800).

Languages: Kogolor.

Coinage: *Bifric* (50 gp), *gilder* (gp), *platen* (sp), *kupfen* (cp)

Taxes: Tithe of 10% of income to royal treasury, 10% tariff on all goods except food, plus additional exactions as needed in crisis and war.

Government Type: Monarchy influenced by clan leaders.

Industries: Timber, woodworking, brewing, furs, leatherwork, mining.

Important Figures: Bifric III (King).

Flora and Fauna: Mountain and hill vegetation, including aspen trees, evergreens, various underbrush. Animals that survive in these elevations include deer, elk, moose, goats, apes (white-furred carnivorous dwarf-eating apes), black and brown bears, beholders, mountain lions, dinosaurs, giant ferrets, giant weasels, giant hamsters, gnomes, griffons, pterosaurs, purple worms, rats, giant spiders, wolves. Humanoid races include giants (of the hill, stone, mountain, and frost varieties), trolls, orcs, ogres, lycanthropes, minotaurs, and yeti. Troglodytes are known to live underground.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Krugel Horde (Lands of the)

Location: Northeastern Icaria, west of the Ostzee, east of the Neathar lands, north of the World Spine Mountains, south of the Antalian Mountains. HW

Area: 428,163 sq. mi. (1,108,940 sq. km.).

Population: 309,000 orcs scattered in numerous villages of 2,000 or less along the Great Mud and Yenidar Rivers, including Ubul (pop. 6,200).

Languages: Orcish (Krugel dialect).

Coinage: None; uses coins minted in other lands and barter.

Taxes: Military economy; exactions based on need.

Government Type: *Khanate* organized along military lines.

Industries: Light agriculture, horse breeding, raiding, mercenary warfare.

Important Figures: Geredek (General).

Flora and Fauna: Arid climate; cacti, ponies, bison, sheep, giant ants, basilisks, chimeras, cockatrices, dinosaurs, horses, giant lizards, manscorpions, manticores, giant scorpions, jackals, snakes.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Kubitt Valley

Location: Continent of Icaria, east of Traldar, north of Milenia. HW

Area: 500 sq. mi. (1,295 sq. km.).

Population: 5,100 kubitts.

Languages: Alphatian (ancient dialect), Neathar, nixie, and dryad.

Coinage: None (various acquired currencies and gems for hiring outside agents).

Taxes: None (collective society).

Government Type: Matriarchal monarchy.

Industries: Agriculture, foraging, military.

Important Figures: Zalmontis (Queen and General), Eraw (King), Zoranthi (Captain).

Flora and Fauna: Within the confines of the valley one will find an abundance of plant and wildlife typical of its terrain: foothills and tropical jungles. Animal life is compatible to the kubitts' lifestyle. For their size creatures such as birds and foxes are tamed and domesticated as beasts of burden. Predators do include various dinosaur types. The most notable predator is the thumper-lizard.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Makai Islands

Location: Equatorial waters of the Atlss Ocean, west of Iciria, south of the Merry Pirate Seas. HW

Area: 7,436 sq. mi. (19,260 sq. km.), including Makai Island, 6,075 sq. mi. (15,735 sq. km.).

Population: 11,300.

Languages: Neathar.

Coinage: None (barter only).

Taxes: None.

Government Type: Simple tribal monarchy.

Industries: Fishing, pearl-diving, hunting and gathering.

Important Figures: Kalakaua (King / Tribal Chief).

Flora and Fauna: The jungle growth found here is typical of tropical rainforests, including bamboo. Fruits include coconuts, papaya, guava, pineapple, bananas, and exotic nuts. Sugarcane, taro, and sweet potatoes are cultivated. Flowers are abundant on the islands, with hibiscus and orchids being the most common. Reptiles (normal and giant) and birds are more common than mammals. Lizards—especially geckos, snakes, and dinosaurs—can be found here. Tropical birds include parrots, macaws, flamingoes, sea birds, chickens, and the *nene*, a type of goose. The only mammals found are small rodents, wild boars, and dogs. The sea is rich with oysters and other shellfish, and seaweed is plentiful, along with corals of all types. The corals attract many varieties of brilliantly colored fish. The seas also hold turtles, dolphins, whales, crabs (normal and giant), sea snakes, rays, and sharks. Aquatic dinosaurs and other sea monsters plague the waters, as well.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Malpheggi Lizard Men (Tribelands of the)

Location: Swamps of Malpheggi, north of the World Spine Mountains, west of the Neathar lands, southeast of the Azcan Empire, continent of Iciria. HW

Area: 48,497 sq. mi. (125,605 sq. km.).

Population: 10,300 lizard men in clans of about 100 each.

Languages: Malpheggi (Lizard Man).

Coinage: None (barter only).

Taxes: Non-lizard folk traveling through the area may have a fee imposed upon them. The fee usually consists of anything that said travelers are carrying that the lizard folk might deem valuable.

Government Type: Autonomous clans led by matriarchs.

Industries: Hunting and gathering; mercenary warfare (scouting).

Important Figures: The Mother of Us All (Matriarch of All of Malpheggi [*a mythical figure? Yupac.*]).

Flora and Fauna: Cypress, mangrove, willow trees. Sedges, saw grass, pickerel weed, cattails, and bulrush. Giant beetles, giant centipedes, crocodiles, dinosaurs, green dragons, giant fish, leeches (normal and giant), piranhas, purple worms, rats, giant slugs, snakes, giant spiders, giant toads, and giant weasels.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Merry Pirate Seas

Location: Equatorial waters of the Atlass Ocean, due west of Iciria. HW

Area: 56,811 sq. mi. (147,140 sq. km.), including Island of Baraga, 24,942 sq. mi. (64,600 sq. km.).

Population: 103,500 (90% humans, 10% hin).

Languages: Neathar, Traldar, Thyatian (archaic dialect), Heldannic, various other languages.

Coinage: *The eight* (8 gp), *the triangle* (gp), *the tenth* (sp), *the hundredth* (cp). Various foreign coins also in wide use.

Taxes: Varies. Examples include port fees for visiting ships, duties, tariffs, excise tax on vessels, income tax, or sales tax. Some islands will have no taxes whatsoever.

Government Type: Anarchic plutocracy; autonomous cities ruled by the wealthiest pirates and ex-pirates.

Industries: Piracy, shipbuilding, fishing, some agriculture, rum production, management of sheep, goats, and some cattle.

Important Figures: Necco the Black (Pirate-King of Baraga), Handlebar Emilio (Pirate-King of Puerto Morillos and Captain of the Black Raven), Carola the Grappler (Captain of the Leap of Faith).

Flora and Fauna: The islands are home to tropical birds, reptiles (including dinosaurs), and small mammals (especially rodents), plus feral versions of larger animals that have escaped captivity. Fruit trees, grasses, vines, ferns, and agricultural grains and crops all grow on the islands. The fruits found on various islands include pineapple, mango, papaya, and guava. Besides grain, sugar is the most common crop, but produce is also grown; coffee is found on some islands. The seas hold abundant fishing stocks, crabs, dolphins, whales, sharks, rays, aquatic dinosaurs, and even the occasional dragon turtle.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: The usual entertainments for merry pirates: races and games, searches for lost treasures, raids on nearby empires, pirate rivalries (including a show of strength and skill by female pirates), and other such activities.

Milenia (Empire of)

Location: Southwestern coast of the continent of Iciria, east of the Southern Atlass Ocean, north of Lake Agrisa, south of the River Silvius, west of the Jennite lands. HW

Area: 400,450 sq. mi. (1,037,165 sq. km.).

Population: 3,075,000 including Corisa (pop. 256,000), Demtor (pop. 77,000), Dophius (pop. 51,000), Emperor's Walk (pop. 31,000), Laroun (pop. 103,000), Tyrnus (pop. 154,000) and numerous towns and villages.

Languages: Milenian (distantly related to Traldar).

Coinage: *Platinum emperor* (50 gp), *gold emperor* (10 gp), *silver emperor* (1 gp), *copper emperor* (1 sp), *platinum medallion* (5 gp), *gold medallion* (gp), *silver medallion* (sp), *copper medallion* (cp).

Taxes: 20% income tax, 10% tariff on all goods except food and clothing.

Government Type: Imperial republic; elected senators select emperors for life but no hereditary rule.

Industries: Agriculture, crafts, mining, herding (cattle, sheep, goats), horse-breeding, textiles (wool and linen), fishing, shipbuilding.

Important Figures: Adronius (Emperor), Amnethon of Corisa (High Magus), Dagos of Xarda (Lord High Priest), Helentia (Lady High Priest), Myrina (Empress), Pythion of Dophius ("King" of Milenia), Krameos of Tyrnus (Senator), Strabos (Slave and Leader of the Kleonites), Tythus (Lord High General).

Flora and Fauna: Aerial servants, Amorian hounds, Agrisian jellyfish, shaggy aurochs, Zargosian bats, Zargosian changelings, goats, ponies, sheep, basilisks, brown bears, giant beetles, boars, centaurs, chimeras, cockatrices, dragons, dryads, ghouls, cloud giants, storm giants, mountain giants, cyclopskin, griffons, hags, harpies, hell hounds, hippogriffs, hobgoblins, hydras, lions, manticores, medusae, minotaurs, ogres, owlbears, pegasi, skeletons, snakes, sphinxes, giant spiders, stirges, treants, trolls, unicorns, wolves, wyverns, and zombies.

Further Reading: *Hollow World* boxed set, HWR3 *The Milenian Empire*, previous almanacs.

Last Year's Events: The Milenian Empire was the site of protests following the various events that rocked it recently, including the Zargosian resurgence, the disappearance of the Red Sun, or the scandal with the Midwives. The Merry Pirates used this instability to prey upon the empire's rich cities. Thanks to the intervention of an oracle, the Milenians gained clues to the existence of Lothar from captured Heldannic Knights, before the prisoners escaped.

Neathar (Thousand Tribes of the)

Location: Northern hemisphere of the continent of Iciria, north of the World Spine Mountains, south of the Icevale Mountains, between the Krugel Horde and the Azcan Empire. HW

Area: 712,219 sq. mi. (1,844,645 sq. km.).

Population: 3,060,000 in about three thousand tribes averaging 1,000 members each.

Languages: Neathar.

Coinage: None; barter only.

Taxes: None really (ad hoc tribal levies based on need).

Government Type: Autonomous tribes governed by chiefs with monarchical authority.

Industries: Hunting and gathering.

Important Figures: Zorok (Toralai Chieftain).

Flora and Fauna: As a predominantly jungle region, the Neathar lands see an abundance of conventional native plant and animal life. Without a consolidated government to provide security, hostile creatures are also in abundance. Cave bears, giant insects, boars, great cats, giant lizards, dinosaurs, crocodiles, leopards, tigers, smilodons, giant leeches, lizard men, snakes, giant spiders, troglodytes, wolves, and humanoids can be readily found.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Neatharm (Kingdom of, a.k.a. Alphatian Neatharum)

Location: Continent of Iciria, west of the Gentle Folk, amid the Neathar lands. HW

Area: 95,609 sq. mi. (247,627 sq. km.).

Population: 33,800: 11,300 Alphatians (including 500 gnomes and 500 dwarves) and 22,500 Neathar (Nogai tribe).

Languages: Alphatian (Randellyn dialect, official, and Alatian dialect), Neathar.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher.

Government Type: Semiautonomous monarchy, member of the Alphatian Empire (presently under imperial governor administration).

Industries: Military, raiding, agriculture.

Important Figures: Trikard (King).

Flora and Fauna: As with most jungle environs in the Hollow World, Neatharm is covered with plants and animals native to tropical regions. Dinosaurs were once in abundance in this area; however, most have been hunted or pushed out into the more remote areas of the kingdom.

Further Reading: *Hollow World* boxed set, *Wrath of the Immortals* boxed set, previous almanacs.

Last Year's Events: None to report.

Nithia (Empire of)

Location: Southeastern Iciria, west of the Bay of Adoth, north of the Great Southern Shield Mountains, south of Lake Menkor, east of the Plains of Teuz along the River Nithia. HW

Area: 687,277 sq. mi. (1,780,045 sq. km.).

Population: 4,100,000 including Tarthis (pop. 360,000), Dashur (pop. 103,000), Hapta (pop. 77,000), Menkara (pop. 206,000), Ranak (pop. 46,000) and numerous towns and villages.

Languages: Nithian, Neathar.

Coinage: *Eye* (gp), *hawk* (sp), *beetle* (cp).

Taxes: Additional corvée labor in the flood season for monument building.

Government Type: Imperial theocratic monarchy (all *pharaohs* must be clerics).

Industries: Agriculture (rich along the Nithia River), textiles (linen), mining (gold).

Important Figures: Ramose IV (*Pharaoh*), Al-Belak (Southern King), Djemun (*Nomarch* of Menkara), Al Fatmah Nikita-Ahmed (*Vizier* of Internal Security), Khnemet-urt (Delta King), Permon (Priest and *Vizier*).

Flora and Fauna: Among the many monsters and animals are oxen, horses, sheep, goats, giant ants, rock baboons, bandits, giant (scarab) beetles, camels, carrion crawlers, lions, dragons, efreet, gargantua, gargoyles, gelatinous cubes, ghouls, gnolls, liches, giant lizards, manscorpions, mummies, purple worms, rats, rocs, flame salamanders, scorpions, skeletons, snakes, sphinxes, living statues, stirges, and zombies.

Further Reading: *Hollow World* boxed set, HWR2 *Kingdom of Nithia*, previous almanacs.

Last Year's Events: The foreboding Tower of Soth increased its activity, by gaining followers and turning gnolls loose upon the Nithians. The towers may find an enemy in the just-returned Senkha, who is back for vengeance against her tormentors.

Oltecs (Kingdom of the)

Location: North central World Spine Mountains, continent of Iciria, south of the Neathar lands, west of the Kogolor dwarves, east of the Schattentalfen. HW

Area: 110,851 sq. mi. (287,105 sq. km.).

Population: 515,000 including Manac (pop. 26,000) and several other towns.

Languages: Oltec, Neathar.

Coinage: None (barter only).

Taxes: Levies in kind of goods and corvée labor.

Government Type: Loose monarchy with heavy theocratic influence.

Industries: Agriculture (especially corn), herding (sheep, goats).

Important Figures: Monpac the Sunwatcher (King).

Flora and Fauna: Mountain vegetation, aspen and evergreens, underbrush of various kinds, black bears, panthers, smilodons, dinosaurs, hill giants, giant lizards, mountain giants, ogres, pterosaurs, snakes, stirges, and yeti.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Schattenalfen (Kingdom of the)

Location: Northwestern World Spine Mountains, continent of Iciria, south of the Azcan Empire, west of the Oltecs, east of the Traldar. HW

Area: 175,976 sq. mi. (455,780 sq. km.). This area does not take into account the large area that was conquered from the Azcans since the religious war in that kingdom.

Population: 612,000 elves, including Issarthyl (pop. 61,500) and several other towns.

Languages: Elvish (Schattenalfen dialect, similar to the Shadow Elven dialect).

Coinage: *Mountain* (gp), *pyramid* (sp), *stone* (cp).

Taxes: 10% tithe in coin, 15% tariff on all goods, 10% toll on commodities transported through the kingdom, plus levies in kind, surtaxes, and corvée labor based on need.

Government Type: Theocratic monarchy; kings and queens must be priests of Atzanteotl.

Industries: Agriculture, crafts, mining.

Important Figures: Catriata (Queen), Caryldian (General).

Flora and Fauna: Basilisks, bats, black bears, brown bears, giant beetles, beholders, black puddings, carrion crawlers, mountain lions, smilodons, giant centipedes, chimeras, dinosaurs, dragons, gelatinous cubes, stone giants, hill giants, gray oozes, green slimes, giant lizards, ochre jellies, pterosaurs, purple worms, rats, trolls, giant weasels, yellow molds.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: Since the return of the Red Sun, the Schattenalfen stopped gaining large swaths of ground in the Azcan lands, and fought to retain them.

Selhomarr (Empire of)

Location: Continent of Suridal, western regions. HW

Area: 256,410 sq. mi. (664,100 sq. km.), including Ilarnnian Autonomous Region, otherwise area is 248,094 sq. mi. (642,255 sq. km.).

Population: 5,175,000, including the capital, Calimnis (pop. 364,000).

Languages: Lhomarrian (official), Ilarnnian, Neathar.

Coinage: Various denominations of the *alin*, corresponding to cp (1 *alin*), sp (10 *alinni*), gp (100 *alinni*), and pp (1,000 *alinni*).

Taxes: 25% of yearly earnings, and 10% of estimated land value collected yearly on *Gallotar 27* (corresponding to *Kaldmont 27*).

Government Type: Constitutional monarchy; regional nobility has considerable power.

Industries: Agriculture (Selhomarr's climate ensures there is almost always a surplus for export), common spices, fishing, leatherworking, mining (copper, silver, and tin mines), woodworking.

Important Figures: Tamaris (Emperor), Dinaria (Empress), Gallos the Aged (Respected Philosopher and Historian), Mirinasi (High Emissary), Thessia (High Priestess).

Flora and Fauna: In Selhomarr one can find plants and animals common throughout the temperate regions. Towards the south, great stands of pine, maple, birch, and evergreens blanket the hilly terrain as it rises to become the Lhomarrian Range, the largest mountain range on Suridal. Further north, beyond the great Forest of Garithor, oaks and poplars replace the coniferous trees, until the forests give way to the great Plains of Aymira. Here, tall grasses dominate the landscape, save for the forested hills of the Tylierian Peninsula, where the famed *dillianora* trees may be found. In the northern regions of Selhomarr, across the Bay of Lokam, many of the trees in the Veroxith and Lorethii Forests are fruit-bearing, providing ample yields of apples, peaches, pears, oranges, and other fruits. To the east, surrounding the city of Annurios, the great Korvoris Forest is populated by hardy stands of oak, ironwood, and yew.

In terms of animal life, Selhomarr is equally blessed. Herds of aurochs and buffalo roam the Plains of Aymira, while foxes, wolves, birds, giant rats, deer, and other beasts make the forests their home. In the swampy regions, insects of all sorts buzz about, as snakes slither about their business. Also common in the region are monsters known to inhabit temperate zones, such as giant ants, giant bees, displacer beasts, dragons, griffons, hydras, owlbears, pegasi, purple worms, rocs, various undead, and other beasts, as well as such bizarre plants as grab grass, strangle vines, vampire roses, and whip weed.

Further Reading: *The Empire of Selhomarr* by Geoff Gander, previous almanacs.

Last Year's Events: None to report.

Shahjapur (Kingdom of)

Location: The largest island of the Anathy Archipelago, between the continent of Jomphur and the Merry Pirates. HW

Area: 80,000 sq. mi. (207,200 sq. km.).

Population: 2,575,000 including Dharsatra (pop. 468,000) and the capital of Amtha (pop. 208,000) and numerous other towns and villages.

Languages: Sindhi.

Coinage: *Guru* (platinum piece, 25gp), *rupee* (gold, 5gp), *bhani* (electrum, 1gp), *khundar* (sp), *piaster* (cp).

Taxes: Legalized plunder: tax farmers contracted to send a specified sum to the central treasury, and keep whatever they take beyond that sum as their pay.

Government Type: Military monarchy heavily influenced by theocratic gurus.

Industries: Agriculture, textiles (especially silk), tea, spices, teak, incense, mining.

Important Figures: Koriktodeva Raya (*Grand Mogul*).

Flora and Fauna: Teak, bamboo, broadleaf foliage. Tigers, crocodiles, wild dogs, elephants, baboons, mongooses, cranes, snakes of many varieties, water buffalo.

Further Reading: *Hollow World* boxed set, HWA3 *Nightstorm*, previous almanacs.

Last Year's Events: None to report.

Tanagoro (Kingdom of the)

Location: South central plains and forests of Iciria, south of the World Spine Mountains, west of Nithia, east of the Twa Mountain Range, north of the Jennites. HW

Area: 243,873 sq. mi. (631,630 sq. km.).

Population: 512,000 scattered among a thousand or so villages.

Languages: Tanagoro.

Coinage: None (barter only).

Taxes: Levies in kind of goods and corvée labor as decided by village elders.

Government Type: Loose monarchy; most decisions made by village chiefs.

Industries: Agriculture, herding (cattle).

Important Figures: Korolo Togoro (King).

Flora and Fauna: Aurochs, giant beetles, boars, bugbears, lions, cheetahs, smilodons, cyclops, dinosaurs, elephants, griffons, giant lizards, manscorpions, manticores, medusas, minotaurs, mummies, pterosaurs, giant scorpions, snakes, sphinxes, giant spiders, giant apes.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: None to report.

Traldar (Kingdoms of the)

Location: Western spur of the World Spine Mountains, continent of Iciria, large peninsula between the Southern Atlas Ocean and the Gulf of Aztlan, west of the Schattentalfen, east of the Merry Pirate islands. HW

Area: 84,524 sq. mi. (218,915 sq. km.).

Population: 512,000 in several independent kingdoms, each centered on one town averaging 5,000 residents.

Languages: Traldar, Milenian, Neathar.

Coinage: None (barter only).

Taxes: Levies in kind of goods and corvée labor as determined by kings.

Government Type: Autonomous and fractious monarchies in a loose alliance.

Industries: Agriculture, herding (sheep, goats, cattle), mining, fishing, piracy.

Important Figures: Tiradon (King of Corescos).

Flora and Fauna: Black bears, brown bears, beholders, boars, bugbears, lions, smilodons, centaurs, chimeras, cockatrices, giant crabs, cyclopskin, dinosaurs, dolphins, dragons, dragon turtles, dryads, gargoyles, hill giants, stone giants, cloud giants, storm giants, mountain giants, gnolls, gorgons, griffons, hags, harpies, hippogriffs, hydras, liches, giant lizards, manticores, medusas, mermen, minotaurs, pegasi, phoenix, pterosaurs, rocs, skeletons, snakes, sphinxes, giant spiders, unicorns, wolves, zombies and especially rabbits.

Further Reading: *Hollow World* boxed set, previous almanacs.

Last Year's Events: The Traldar were plagued by the usual raids by Merry Pirates, though thanks to the efforts of the Traldar Heritage Society there may be a reduction in the number of such attacks in future.

Atlas of the Floating Continent of Alphatia

Introduction to the Floating Continent of Alphatia

High above the surface of the Hollow World, hundreds if not thousands of small islands float about. Since the year AC 1010 these have been dwarfed by a huge continent that also floats in the sky and casts its enormous shadow over the lands below as it passes over them. This immense continent is the location of the magical empire of Alphatia.

Alphatia is an empire of magic and wizards, and anyone possessing the ability to cast magic will be taught and eventually become part of the aristocracy here, no matter what their background is. People without magic are held in lesser regard, and the empire still practices slavery. There are two sets of laws – one for aristocrats, which means spellcasters, and one for everyone else. The reason for this is the Alphantian demand for magic. The empire is steeped in magic, and its pursuit is clearly the greatest priority in the empire. This dates back to the time before Alphantia existed on Mystara, as all Alphantians were spellcasters on their original homeworld until it was destroyed during a massive war among the wizards.

The people of Alphantia are mostly humans, typically with coppery skin and with brown or red hair—these are called the common Alphantians. Some Alphantians are taller and quite pale with dark hair and are called “pure” Alphantians because they are descendants of the original founders of the empire thousands of years ago on another world. There are few “pure” Alphantians today, but they are hardly rare. There are also elves, especially the Shiye-Lawr elves of that nation, and dwarves, hin, and gnomes in the nation of Stoutfellow. Other, more sinister, creatures are said to live in Blackheart and Limn, though Limn is populated mostly by peaceful humanoids who would be considered monsters elsewhere.

At the end of the Great War almost a decade ago, Alphantia was an empire on the surface of Mystara. It was destroyed by the magic of the Glantrian *Doomsday Weapon*, though the Immortals recreated the continent in the Hollow World and moved most of the population there. The former location of Alphantia is now known as Nayce. However, only extremely experienced people on the floating continent of Alphantia know of its true origin—the general population believe they always lived in the Hollow World, because the Immortals arranged it this way.

Alphantia is divided into kingdoms, each king or queen owing loyalty to the elected emperor or empress, currently Empress Eriadna. The power of the empress is checked by a body of a thousand powerful archmages called the Council of Wizards or simply the Grand Council. The council has the power to veto any imperial decree by the empress. The empress generally tries to avoid becoming involved in domestic matters between the various kingdoms, although she can choose to do so if she deems a situation to be threatening to imperial interests.

Given that Alphantia is now surrounded only by the skies unreachable to their enemies, much of the former naval and militaristic effort has been reduced, as there are obviously no enemies who can threaten the empire now. This does not necessarily make Alphantia a peaceful place, though. Wars among the various kingdoms of the empire are not unheard of, and some have begun fairly recently.

Correspondents for the Floating Continent of Alphantia

Here is our list of correspondents that give us detailed information on the nations, places, and events of Alphantia.

Featured Correspondents

Suru

Suru is a hypnos magen, created by Zandor to serve and flatter him. Later, as there was no one in the palace to *charm* into adoring the emperor (except Zandor himself, but Zandor is already pretty much in love with himself), Suru left to wander his master's empire in search of subjects to *charm* into obedience. During his travels, he kept notes about the place's features, embellishing his report with remarks aimed at pleasing his master (which he addresses as if he were an Immortal).

Regular Correspondents

Aritmanes

Derenwyn

Furrny Mallok

Gerta Knutsdotter

Khostrubel the Forthright

Xanshahu of Rimpos, Patroness of Enlightenment, Matriarch of the third Sphere of Djaea, Creator of Megtheria Dom, etc, etc...

Zweibelterm

Atlas

Alphatia (Empire of)

Location: Largest floating continent, in an equatorial orbit over the Hollow World. HW

Area: 1,968,134 sq. mi. (5,097,465 sq. km.).

Population: 5,000,000 (humans 92%, elves 2%, all other 5%; note that this is different from before because the “monster” population of Limn, which is over 4% of Alphatia’s population, was unaccounted for in the previous breakdown). The starvation in Stonewall is the main reason for the Alphanian decline in population since the arrival in the Hollow World.

Languages: Alphanian (various dialects). Elvish (Shiye-Lawr dialect), Dwarvish (Denwarf-Hurgon dialect).

Coinage: Alphanian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Various kingdoms may mint other denominations in addition. Kingdoms tend to prefer coins of their own mintage, and charge conversion fees for coins from other kingdoms, especially esoteric coins. Coins of imperial mintage are accepted at full value throughout the empire.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Individual kingdoms may also have some additional taxes.

Government Type: Imperial monarchy overseeing subject kingdoms.

Industries: Agriculture, crafts, herding, exploitation of magic. Various others in specific kingdoms.

Important Figures: Eriadna (Empress of the Alphanian Empire, Queen of Vertiloch, Queen of Alphas’ar).

Flora and Fauna: With its immense size and use of magical arts, Alphatia boasts a wide variety of plant and animal life. One may find examples of just about any life form known, as well as some previously unknown types.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year’s Events: Many wars erupted or went on in Alphatia: between Arogansa and Eadrin, in Arkan with the dismantlement of Arkan by Stonewall—and maybe the start of a new one in Haven. Some of these wars were the renewal of old feuds, but even more were the consequence of the disruptions wrought by the transportation of Alphatia to a floating continent in the Hollow World: the famine in Stonewall, the disappearance of Arogansa’s beaches. Some kingdoms or aristocrats pursued a more peaceful road at adjusting to the new conditions, with the huge projects to build canals throughout Alphatia, the construction of a new capital at Andaire, or simply the arduous exploration of this new world.

Alphas’ar (Kingdom of)

Location: Center of the floating continent of Alphatia, between Blackheart and Shiye-Lawr in the east, Foresthome and Bettelny in the west, and Vertiloch in the south. HW

Area: 111,239 sq. mi. (288,110 sq. km.).

Population: 72,000, including Andaire (pop. 35,000).

Languages: Alphanian (Vertilian dialect).

Coinage: Alphanian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Alphas’ar mints the imperial standard only.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Additional taxes include duties on parchments and writing materials. Under discussion also is a property tax, but for now this has been put off to encourage people to move here to settle the kingdom.

Government Type: Monarchy under the direct rule of the empress, member of the Alphanian Empire.

Industries: Logging, military, government sinecures, fur trading.

Important Figures: Eriadna (Queen).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year’s Events: None to report.

Ambur (Kingdom of)

Location: Northwestern corner of the floating continent of Alphatia, bordered by Arkan. HW

Area: 18,600 sq. mi. (48,175 sq. km.).

Population: 114,000, including Starpoint (pop. 30,600).

Languages: Alphatian (Arkan dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Ambur also mints electrum *stars*, coins bearing the images of the currently famous.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. There is also a surtax imposed on theater tickets, as well as licensing fees to operate such establishments and to register acting troupes. There also previously existed a tax on astronomical research structures, but this tax has dwindled to a negligible amount in current circumstances, forcing an adjustment in the kingdom's finances.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Agriculture, arts (especially acting), exploitation of magic.

Important Figures: Elshethara (Queen), Lodun the Doomed (Fading Star), Beremtoll (Lord).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: Ambur entered the war alongside Arkan to avoid that kingdom being conquered by Stonewall, but once it appeared that Arkan was doomed Ambur turned its coat in exchange for the western (rimward) part of Arkan, guaranteeing that the kingdom would not be surrounded by Stonewall. Lord Beremtoll's region around Ailpon became part of Ambur, also giving the kingdom a larger access to Crystal Lake.

Arkan (Kingdom of)

Location: Northwestern corner of the floating continent of Alphatia, inland from Ambur, west of Frisland and north of Foresthome, bracketing Crystal Lake. HW

Area: 41,652 sq. mi. (107,880 sq. km.). The town of Arregghi and the southern part of Crystal Lake are now part of Foresthome, and the eastern part of Ambur; the rest is what is left of Stonewall-controlled Arkan.

Population: 130,000, including Ceafem (pop. 8,000). About one third (45,000) are Stonewaller settlers, and more are coming every day. There is also a large occupying Stonewaller force in addition to the listed population.

Languages: Alphatian (Arkan dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Arkan lost its own mint when Skyreach was unaccountably left on the surface, and makes due with coins minted in other kingdoms, especially Ambur.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Prior to the sinking, much of the kingdom's tax receipts were generated from the floating islets. With those left on the surface, the new king has tried to turn to other means of generating revenues to restore finances, imposing severe duties on agricultural exports.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Agriculture (mainly grain), animal husbandry.

Important Figures: Qinn (King), Selcomad (Stonewall Army General), Rogart (Stonewall Historian), Etesse (Arkan Priest), Amagast (Stonewall Priest), Wolf-Hunter (Foresthome Ranger), Lotaran (Arkan General), Arbandas (Arkan Druid), Trallans (Foresthome Army Commander).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: None to report.

Last Year's Events: After several more battles in Arkan, the kingdom finally fell, and little remained of Arkan. Arregghi became part of Foresthome, Ailpon and the whole western part of the kingdom became part of Ambur, and the rest of the country remained a kingdom only in name, with King Quinn having little power in the Stonewall-occupied Arkan. Ceafem, which surrendered to and sided with Stonewall, became a semi-autonomous city-state. In effect, Arkan has become Stonewall's farm, with Stonewaller occupying troops and settlers coming in droves.

Arogansa (Kingdom of)

Location: Southern central rim of the floating continent of Alphatia, south of Theranderol, west of Greenspur and east of Eadrin. HW

Area: 139,666 sq. mi. (361,735 sq. km.). The flooded lowlands of Eadrin (and to some extent Arogansa) are now know as Lake Deipan, belonging to Arogansa.

Population: 140,500, including Bluenose (pop. 46,300).

Languages: Alphatian (Arogansan dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Arogansa also mints platinum *argers* worth 50 gp each and electrum *porpoises* (ep).

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Hospitality industries catering to tourists have additional taxes—lodging taxes per diem are imposed, as are meal taxes at restaurants. These are low as a percentage of the total cost, but due to the volume of tourism used to bring in much revenue. With tourism sluggish lately, the revenue has declined, and the queen is said to be interested in finding means of making up the shortfall.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Agriculture, tourism, exploitation of magic.

Important Figures: Detteria Scarback (Queen).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: The invasion of Eadrin appeared to head toward a long drawn-out affair, until a group of Arogansan wizards led by former Queen of Randel Junna diverted the Thera River and flooded the conquered lowlands. The “lake” turned out to be quite different from what they expected though—more like a dirty swamp than a sandy-shored vacation spot.

Bettellyn (Kingdom of)

Location: Southwestern rim of the floating continent of Alphatia, south of Foresthome, west of Vertiloch and Alphas'ar and north of Randel and Theranderol. HW

Area: 172,595 sq. mi. (447,020 sq. km.).

Population: 338,200, including Citadel (pop. 30,900).

Languages: Alphatian (Randellyn dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Bettellyn also mints gold *citadels* worth 10 gp each.

Taxes: 15% income tax on all those of favored supplicant status or higher. Labor performed by supplicants is considered taxable income for whomever that labor is provided.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Agriculture (especially grain), cattle, sheep.

Important Figures: Llynara (Queen).

Flora and Fauna: Herd animals of all types abound here, from the common cow, to catoblepas, rhinoceros, and llamas. Earth elementals, gargoyles, and various living statues are not uncommon throughout the countryside. Lately stranger creatures have been entering the land from the ruins of Sundsvall.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: None to report.

Blackheart (Kingdom of)

Location: Northeast-center of the floating continent of Alphatia, south of Frisland, west of the Kerothar Mountains, east of Alphas'ar and north of Shiye-Lawr. HW

Area: 74,326 sq. mi. (192,505 sq. km.).

Population: 45,400, including Shraek (pop. 15,300).

Languages: Alphatian (Arogansan dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Blackheart sees no need to mint coins. Indeed, Blackheart mints no coins of its own, but rather accepts the coins of other Alphatian kingdoms.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Payment of taxes and fees by the mages, including the "tower tax" (which actually applies to all types of structures built by the various wizards) insures that the kingdom will stay out of their affairs and leave them alone. Those who fail to pay often receive unwelcome visits. There are also tolls to enter Shraek, as well as surtaxes on all transactions conducted in that city.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Magical research, privacy, herbs.

Important Figures: Belgoth the Lamer (King).

Flora and Fauna: It might be easier to list the things that cannot be found in Blackheart. That list follows: Anything pure of heart.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: None to report.

Citadel (City of)

Location: Northeastern Bettelyn, along the southern shore of the Llyn River, floating continent of Alphatia. HW

Area: The size of a mountain.

Population: 30,900.

Languages: Alphatian (Randellyn dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on all those of favored supplicant status or higher. Labor performed by supplicants is considered taxable income for whomever that labor is provided to.

Government Type: Capital of the Kingdom of Bettelyn.

Industries: The chief industries of the city include education, things arcane, and bureaucracy.

Important Figures: Llynara (Queen).

Flora and Fauna: See Bettelyn. In addition, magical constructs (especially those pertaining to the element of earth) abound in Citadel. Gargoyles and living statues scurry throughout the vast complex carrying out the orders of their masters. Earth elementals can often be seen scaling the inner walls of the city, as well as tunneling through the lower levels and those portions and passages that have collapsed.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: None to report.

Eadrin (Kingdom of)

Location: Southwestern rim of the floating continent of Alphatia, wedged between Arogansa in the east and Randel in the north. HW

Area: 45,400 sq. mi. (117,585 sq. km.). The submerged lowlands along the Thera River, including Deipan, are now part of Arogansa.

Population: 86,000, including Archpoint (pop. 14,500).

Languages: Alphatian (Arogansan dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp).

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Additional taxes include a lodging tax, though it is lower than that found in Arogansa.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Agriculture (especially grain), tourism.

Important Figures: Idon II (King).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: Eadrin was attacked by Arogansa; however, Arogansan wizards effectively ended the war by flooding the lowlands of Eadrin and, to some extent, Arogansa. This artificial "lake"—the flooded land is more swamp than lake—was ceded to Arogansa. Relations between Eadrin and the new Queen of Randel cooled since the old ally did not help in the war.

Foresthome (Kingdom of)

Location: Northeast rim of the floating continent of Alphatia, between Bettelilyn in the south, Arkan in the north, and Frisland and Alphas'ar in the east. HW

Area: 301,400 sq. mi. (780,625 sq. km.). Almost 5,000 sq. mi. were added to Foresthome from Arkan's territory: the town of Arregghi and its surrounding countryside, plus the southern tip of Crystal Lake enclosed in Foresthome's new borders.

Population: 93,000 (90% human, 10% elven), including Greenwood (pop. 15,300).

Languages: Alphatian (Arborean dialect), Elvish (Shiye-Lawr dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Foresthome also mints an electrum coin called the *arbor*.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Logging is limited, due to elven influence, with permits and licensing fees required beforehand before any timber can be culled.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Agriculture, fishing, logging.

Important Figures: Kikania (Queen).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: Foresthome helped Arkan defend itself against Stonewall, until it became clear to Queen Kikania that it was a lost cause. Thus she negotiated her withdrawal from the conflict, in exchange for control of the town of Arregghi. Foresthome started a bold project of canal-building to link its major waterways, notably its great lakes, including Crystal Lake to which it has gained an improved access.

Frisland (Kingdom of)

Location: Northeastern corner of the floating continent of Alphatia, bracketed by Arkan and Foresthome in the west and Blackheart in the south. HW

Area: 160,000 sq. mi. (414,720 sq. km.).

Population: 86,000, including Shiell (pop. 15,500). A few Stonewallers have stopped in Frisland on their way to Arkan.

Languages: Alphatian (Frisian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Frisland mints no other coins.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Frisland also imposes export fees on timber, agricultural produce, and livestock.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Agriculture, fishing, logging.

Important Figures: Edjer the Twisted (King).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: Frisland has been watching with interest the development of canals.

Greenspur (Kingdom of)

Location: Southeastern spur of the floating continent of Alphatia, east of Arogansa. HW

Area: 90,787 sq. mi. (235,140 sq. km.).

Population: 582,000, including Eagret (pop. 93,100).

Languages: Alphatian (Eagren dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Greenspur mints platinum *stater*s and electrum *spurs* as well.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Fees are also imposed on the purchase of arms and armor (though these taxes are waived for soldiers serving in the kingdom's or empire's forces) and excise fees on agricultural exports.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Agriculture, military.

Important Figures: Sildreth II (King).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: None to report.

Haven (Kingdom of)

Location: Southeastern rim of the floating continent of Alphatia, east of Vertiloch, south of Shiye-Lawr and Stoutfellow, fronting the Aaslan void. HW

Area: 245,424 sq. mi. (635,650 sq. km.). The northern part of Haven is actually under occupation by Stonewall, yet still nominally part of Haven.

Population: 940,000, including Dovir (pop. 15,300). About twenty five thousand inhabitants are actually Stonewallers who settled in the fertile but underused north. There is also an army of Stonewall occupying northern Haven, which is not included in that figure.

Languages: Alphatian (Aaslan dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Haven mints platinum *frescoes* and electrum *medallions* as well.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Additional surtaxes are imposed on sale of art, but not art supplies.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Agriculture (grains, fruits, vegetables), art and artistic education, cattle and sheep.

Important Figures: Kryndylya (Queen), Mylertendal (Famous Artist).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: After various acts of sabotage by Stonewall spies who had infiltrated the kingdom alongside the many refugees who had crossed the border to survive the famine at home, Haven decided to crack down on those refugees, who were perceived as the vanguard of an invasion force. This was the pretext Stonewall was waiting for—in fact, that it provoked—to invade northern Haven, officially to protect its subjects, but in fact to seize new lands as the war in Arkan did not go as well as hoped. Haven's army proved ineffectual in stopping Stonewall's attack, so the kingdom tried to use its political influence to put an end to Stonewall's aggression.

Limn (Kingdom of)

Location: Ledge on the east-central rim of the floating continent of Alphatia between the Kerothar Mountain Range and the precipice, south of Frisland and north of Stonewall. HW

Area: 9,977 sq. mi. (25,840 sq. km.). This is the official number as decreed at the creation of the kingdom. Unofficially the sphere of influence of Limn has extended into the less-developed areas of Stoutfellow.

Population: 230,400, including Trollhattan (pop. 30,600). Again, this is the official count. Which races should be included here is a constant source of bureaucratic struggles.

Languages: Alphatian (Limn dialect), Orcish, Goblin, Sylvan.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Limn mints no other coins, but accepts all kinds of coins and other wealth as payment.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. An additional fee is charged to register monster variants created through experimentation. In order to encourage the kingdom to remain a haven for monsters, they have also imposed a 5% surtax on “normal” beings (humans and demihumans) living here.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Magical experimentation (especially modification and creation of monsters). Also some mining exports such as iron and gold.

Important Figures: Drushiye (King), Mellora (Queen), Count Mzilikazi (Lord), The Dragon (Lord).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: Tension sparked between Limn and Stonewall as Stonewall soldiers killed subjects of Limn, believing them to be “monsters,” but to preserve Limn from reprisal arrangements were made to prevent escalation. A new breed of nosferatu may in future allow the once-powerful vampires of Limn to emerge from their underground crypts.

Malevolence (Estate of)

Location: Southeastern Blackheart, along the northern border of Shiye-Lawr, floating continent of Alphatia. HW

Area: 34 sq. mi. (90 sq. km.) centered on the crater.

Population: 300 humans, 50 gnomes, 500+ various humanoid (mostly kobolds), uncountable monstrosities.

Languages: Alphatian (Arogansan dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Blackheart sees no need to mint coins. Indeed, Blackheart mints no coins of its own, but rather accepts the coins of other Alphatian kingdoms.

Taxes: The baron accepts only one form of payment in his realm: Blood. Nobody buys anything without spilling some. He sends a portion of the fruits of his labors to the king in Shraek. These consist mainly of manufactured reagents and other alchemical equipment, weapons made in the forges, and the occasional slave to toy with.

Government Type: The baron's rule here is undisputed. In theory he owes allegiance to the king in Shraek, as well as to the Empress of Alphatia, but as of yet neither of these theories has been tested.

Industries: Torment, savagery, and wickedness.

Important Figures: Iarkainnun (Baron), Glausoraiban (Baron's Nephew), Feyad'Rauth (Baron's Nephew).

Flora and Fauna: No plant life exists within the domain claimed by Baron Iarkainnun. Vermin and insects make up most of the other life forms in the area. Many of them are vicious, poisonous creatures. Other creatures venture in from the forest on occasion, but because they have nowhere to hide they seldom last long.

Last Year's Events: None to report.

Randel (Kingdom of)

Location: Broad plain on the southwestern rim of the floating continent of Alphatia, north of Eadrin, west of Theranderol, south of Bettelilyn. HW

Area: 187,560 sq. mi. (486,780 sq. km.).

Population: 133,200, including Rardish (pop. 18,500).

Languages: Alphatian (Randelilyn dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Randel also mints a platinum *sword* and an electrum *shield*.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. Randel also imposes surtaxes on the hiring of mercenaries by other kingdoms, with the tax varying by kingdom (low for kingdoms that Randel favors, higher for other kingdoms). They also impose excise taxes on wines, both imports (to keep them from competing with local vintages) and exports. Finally, they also place additional fees on military students from other kingdoms, though this has largely lapsed since the sinking.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Wine, military forces, military training.

Important Figures: Karatnora (Queen), Junna (Former Queen).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: After the recent success of its war against Bettelilyn, Randel did not interfere in the war between Arogansa and Eadrin, despite the fears of Arogansa and that kingdom's preventive actions right at the border with Randel; the war ended with the flooding of a large part of Eadrin—though the role of former Queen Junna remained mysterious. Randel gave some help to Stonewall, instead. Randel's attempt to explore and garrison the Underside encountered interference by Zandor's minions.

Shiye-Lawr (Kingdom of)

Location: Forests north of Haven, west of the Kerothar Mountains, south of Blackheart, and east of Alphas'ar. HW

Area: 91,785 sq. mi. (237,725 sq. km.).

Population: 56,100, including Alfleish (pop. 12,200).

Languages: Elvish (Shiye-Lawr dialect), Alphatian (Vertilian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Shiye-Lawr mints no other coins.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner. They also impose excise taxes on exports to other kingdoms, and severe surtaxes on those non-elves who are (rarely) permitted to live within the kingdom.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Crafts (jewels, woodworking, leathercraft, goldsmithing).

Important Figures: Acroshiye (King).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: None to report.

Stonewall (Kingdom of)

Location: Ledge wedged between the Kerothar Mountain Range and the eastern central rim of the floating continent of Alphatia, south of Limn and north of Stoutfellow. HW

Area: 15,963 sq. mi. (41,345 sq. km.). This area does not include lands seized in Arkan or northern Haven.

Population: 1,080,000 including Draco (pop. 405,000), Rustus (pop. 11,200), and Tarazif (pop. 9,000). Many Stonewallers have left the country to flee the famine (many have died from it), mainly to settle fertile areas of Arkan and northern Haven. Also, a good portion of the army is currently abroad, in Arkan and Haven, though it is still included in the figure for Stonewall.

Languages: Alphatian (Dracos dialect)

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Stonewall mints no other coins.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Military.

Important Figures: Koblan Dracodon (King).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: Though a few other kingdoms delayed Stonewall's efforts by their interventions, diplomacy worked out—despite the bias toward the commoner kingdom—and Stonewall seized control of enough agricultural lands in Arkan that should relieve the famine. Several powerful aristocrats or kingdoms vehemently opposed the Stonewallers, like the Havenites blaming them for all the problems that arose in their kingdom—up to the point where they started arresting refugees that had peacefully or not-so-peacefully settled in Haven, some of them driven out of Stonewall due to the famine; of course Stonewall did not plan on standing by idly while Haven was mistreating its subjects in exile, so they invaded northern Haven, officially to protect them.

Stoutfellow (Kingdom of)

Location: Eastern spine of the floating continent of Alphatia, running due north-south along the Kerothar Mountains in roughly the shape of an inverted single-bladed ax. HW

Area: 88,542 sq. mi. (229,325 sq. km.).

Population: 58,800 (29,400 dwarves, 14,200 hin, 15,200 gnomes), including Denwarf-Hurgon (pop. 30,600).

Languages: Dwarvish (Denwarf-Hurgon dialect), Alphatian (Dracos dialect). Gnomish and Lalor are also spoken, though this is uncommon.

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Stoutfellow mints platinum *kagars* as well.

Taxes: 15% income tax on everyone of servant status or higher. Slavery does not exist here, as it is against the policy of the demihuman inhabitants. Additional taxes include duties imposed on the export of metals and gems.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Mining, craftsmanship, engineering.

Important Figures: Buthra Bofadar (Queen).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: Stoutfellow built a new road to friendly Stonewall—they made sure it couldn't be used for invasion though—which should be joined by a canal in the future.

Theranderol (Kingdom of)

Location: Southern central portion of the floating continent of Alphatia, west of Haven, south of Alphas'ar and Bettelny, east of Vertiloch, and north of Arogansa. HW

Area: 123,710. mi. (320,410 sq. km.).

Population: 189,400, including Errolyn (pop. 20,700).

Languages: Alphatian (Theran dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Theranderol mints no other coins.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner.

Government Type: Monarchy, member of the Alphatian Empire.

Industries: Agriculture, cattle and sheep herding, logging.

Important Figures: Eldrethila (Queen, human, female, M20).

Flora and Fauna: See Alphatia.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year's Events: After some difficulties, work on the canal begun in Theranderol, under supervision of the army.

Underside (the, a.k.a. “Empire” of Omesro)

Location: Underside of the largest floating continent, in an equatorial orbit over the Hollow World. HW

Area: Approximately equivalent to that of the surface, i.e. 1,968,134 sq. mi. (5,097,465 sq. km.).

Population: No recognized permanent population.

Languages: None.

Coinage: None.

Taxes: None.

Government Type: None. Zandor views it as an imperial monarchy overseeing subject kingdoms, though.

Industries: None.

Important Figures: Zandor (“Emperor”).

Flora and Fauna: Unknown.

Further Reading: *Dawn of the Emperor* boxed set, previous almanacs.

Last Year’s Events: Furious that he has no subjects, Zandor sent out parties to explore the Underside and find him some subjects. They encountered Randel scouts, dwarven miners, and Limnese undead.

Description by Suru.

Exploration report for His Imperial Majesty’s Empire of Omesro.

The Land

His Majesty Zandor’s Empire of Omesro is suitably dark. Alphatia of the Dark is covered by a perpetual cloud of steam that prevents reflected light from reaching the surface of the Empire of Omesro. The hot steam cancels infravision in addition to normal vision, so that magical aid is required to behold the Empire of Omesro. The steam is hardly breathable and too hot for subjects who require to breathe and who require normal temperature to live, including most mortal subjects but not constructs or undead subjects. The gravity prevents from walking the surface the Empire of Omesro, so that travel is achieved by flying or by magical aid, or by walking caves and tunnels that exist below the surface of the Empire of Omesro. His Wise Majesty Zandor established the Palace of Izchnizoy upside down, hanging from the surface of Alphatia of the Dark.

The People

The Beloved Emperor Zandor’s subjects are few in the dark Empire of Omesro. Most of His devoted servants were crafted by His skilled hands and animated by His unequalled magical talent. The Dark Emperor’s golem creations and undead vassals serve Him faithfully. Mortal subjects from Alphatia come to Omesro where they promptly give allegiance to the Only Rightful Emperor of Alphatia.

History

His Highness Zandor, Emperor of Alphatia, laid claim to Alphatia of the Dark and became Emperor of Omesro.

Don’t Miss

The Hanging Palace of Izchnizoy is the center of power of Alphatia of the Dark. The Grand Emperor Zandor resides in the uppermost level, to which faithful servants descend to obey the Dark Emperor’s whims.

Do Miss

Walking the surface without flying powers or a reversed gravity, without breathing aid, and without protection from heat. Natural immunities and innate powers help.

Vertiloch (Kingdom of)

Location: Center of the floating continent of Alphatia, north of the Aaslan void, sandwiched between Haven and Theranderol. HW

Area: 49,384 sq. mi. (127,905 sq. km.).

Population: 625,000, including Ashar (pop. 15,000)

Languages: Alphatian (Vertilian dialect).

Coinage: Alphatian Standard: *crown* (gp), *mirror* (sp), *judge* (cp). Vertiloch mints no other coins.

Taxes: 15% income tax on everyone of servant status or higher. Slaves are counted as the property of the owner and the product of their labor is taxed as income for the owner.

Government Type: Monarchy governed by the currently elected emperor or empress, member of the Alphatian Empire.

Industries: Formerly government, now mainly agriculture. A few people are dedicated to rebuilding the nation and restoring Vertiloch and Sundsvall, the capital, to their past glories.

Important Figures: Eriadna (Queen of Vertiloch—Eriadna now resides in Alphas'ar, though).

Flora and Fauna: The land of Vertiloch is mostly fertile land good for farming. It was not used as such originally, but farming has greatly increased in the recent years. Despite this, travelers can often find some old monuments or other artistry, though most of these have suffered from ruin or neglect by now. Vertiloch also used to be a nation with few monsters, but that has changed as well after the harsh times Alphatia has seen, particularly with monsters that survived the destruction of Sundsvall when their masters were killed, thus allowing them to escape and roam the nation. Obviously a number of monsters live in the Haunted Marshes as well, but since there has been little reason to go there in recent years, the area should be considered largely unexplored by now.

Further Reading: *Dawn of the Emperors* boxed set, previous almanacs.

Last Year's Events: The prospect of a canal between Sasdil and Bigos in Theranderol may finally signal the end of Vertiloch's decline.

Famous People

Correspondents for the Famous People of Mystara

Here is our list of correspondents that give us detailed information on the famous (and infamous) people of Mystara.

Featured Correspondents

There are no featured correspondents for this section this year.

Regular Correspondents

Christina Marie Alanira

Kholep

Almanac Format

This section lists the names of important people at any given entry. The format is as follows:

Name and title or occupation, race, gender, class/level, description, detailed abilities. Note that the level of description varies with each character, from a basic listing to an in-depth entry.

We at the *Mystaran Almanac* endeavor to be at the forefront of innovation and make the almanac as convenient as possible. This is why I must touch upon our using the latest in the codification of people's skills. Throughout its existence the almanac series has used various such codifications, with each evolution an effort to simplify and clarify the readability of the talents possessed by the various rulers, heroes and villains that are prominent in our beloved world of Mystara, and which as such are the main contenders in the *Mystaran Almanacs*. Although our goal is to make things more convenient for you, the reader, we realize that it may also be confusing at times.

There are several codifications in use to represent the abilities of people. Most unfortunately, not everyone uses the same system, and old classifications are still strongly in use. Moreover, each system has many, many variants. Let's review the main variants, which at one time or another were all used in the almanac series.

The oldest known system is retroactively called "zeroeth" edition (0E), though it is also occasionally called original edition (typically by Alphantian scholars) or old edition (typically by Thyatian scholars), with the more neutral zeroeth being used by, well, the more neutral scholars. There never was a first edition (1E), or it was totally lost to time and decay; some sages speculate to its existence, but then the civilization that would have used it would have disappeared without a trace. We also have no knowledge of prior systems, like that which much have existed at the time of fabled Blackmoor or even earlier. 0E is a nice, simple system, brought to Mystara by the Alphantians two millennia ago; it was originally used by Alphantian wizards to rank themselves without dueling. It is used throughout the Alphantian Empire and in Glantri, and is also used by many sages of the Old World and beyond. It was used in the *Poor Wizard's Almanacs* for the years AC 1010 and 1011.

This system has endured despite the introduction of the second edition (2E) by the Thyatians shortly after the crowning of their first emperor. At the time, the Thyatians argued that the Alphatian system was too simplistic and could not be used to fully describe every combination of talents and abilities; it is likely, though, that this was yet another weaving of theirs to put themselves apart from their former masters in their efforts to forge a Thyatian identity and to build their empire. In any case, the Thyatian sages and bureaucrats created a complicated system that was supposed to have the capacity of codifying any person's abilities, though 2E had to be tweaked a lot through the centuries to accomplish that. This system is used throughout the Thyatian Empire where it almost completely replaced 0E, and is also used by many sages in the Old World and beyond, though it never quite picked up in Alphatia where it was deemed too cumbersome. It was used in the *Poor Wizard's Almanac* for the year AC 1012 and in *Josbuan's Almanac* for the year AC 1013, as well as in the *Mystaran Almanacs* for the years AC 1014 to 1018 (this year).

When he ascended the throne after the death of his father, Emperor Eusebius commanded—along several other reforms in various fields such as taxes, the army, and others—the complete revision and simplification of the second edition. The result was called third edition (3E). It is a very new system that incorporates the simplicity of 0E (2E had gone far from 0E in a probably deliberate attempt to dissociate things Thyatian from things Alphatian) yet allows for flexibility and the thoroughness of 2E. Time will tell if this system keeps its promise, but already it is replacing 2E in the Thyatian Empire (and is spreading to the rest of the Old World and beyond at a slower, though probably inexorable, rate); what speaks most in favor of 3E however is the fact that it is increasingly adopted by Alphatian sages, even in the Hollow World, and the mysterious organization known as the Lighthouse is rumored to be considering switching to 3E as well. It was used partially (alongside 2E) in the *Mystaran Almanacs* for the years AC 1017 and 1018 (this year).

Thus this edition of the almanac, for the year AC 1019, uses both 2E and 3E, as we—like many—are still in the process of converting our files from 2E to 3E. We are stuck at an early stage of the process, though, even as we are preparing to publish this year's almanac, so like last year most of the capsules will be presented in the prior system, which is 2E. 2E codification can be recognized as it follows this representation:

Class/level is presented in the form of a letter (or more) followed by a number, such as F6 or T12. The number indicates level, while the letter represents the class according to the following legend (in 2E terms):

F = Fighter	M = Mage
Pa = Paladin	M(ab) = Abjurer
R = Ranger	M(co) = Conjurer
T = Thief	M(di) = Diviner
B = Bard	M(en) = Enchanter
C = Cleric	M(il) = Illusionist
Pr = Priest	M(in) = Invoker
Pr(dr) = Druid	M(ne) = Necromancer
Pr(cr) = Crusader	M(tr) = Transmuter
Pr(de) = Defender	WD = Witch-Doctor
Pr(mk) = Monk	(others)

Entries in 3E format can be recognized as they follow this representation:

Class/level is presented in the form of three letters followed by a number, such as Ftr6 or Rog12. The number indicates level, while the letters represent the class according to the following legend (in 3E terms):

Ftr = Fighter	Wiz = Wizard
Pal = Paladin	Abj = Abjurer
Rgr = Ranger	Cjr = Conjurer
Rog = Rogue	Div = Diviner
Brd = Bard	Enc = Enchanter
Bur = <i>Buraiya</i>	Evo = Evoker
Clr = Cleric	Ill = Illusionist
Drd = Druid	Nec = Necromancer
Mnk = Monk	Tra = Transmuter
Bbn = Barbarian	Sor = Sorcerer
Ari = Aristocrat	(others)

In addition, for ease of distinction, entries in 3E format are marked "(3E)" after the class/level.

Belzamith Fingertackles.

Most Distinguished Dead

People who died last year.

Alexandros Verix, Nobleman in Traun.

Tragically died on Thaumont 2 in the wreck of his ship with his bride Nausicaa.

N'konga Demele, Adventurer in Tangor.

Died in the burning of the ship that transported him on Vatermont 28.

Nausicaa, Princess in Minaea.

Tragically died on Thaumont 2 in the wreck of her fiancé's ship.

Pieter Vandehaar, Baron of Oxhill in Glantri.

Allegedly killed in the siege of Oxhill by Followers of the Claymore.

Wulf von Klagendorf, Oberherr of Heldann.

Died valiantly in battle on Sviftmont 6 while defending the sacred Star Chamber against a major assault led by Heinrich Straßenburger to seize the capital and the leadership of the Heldannic Order.

Zhoher Yezcham, *Shah-an-shah* of Yezchamenid.

Assassinated on Ambyrmont 20 in his palace.

Most Illustrious Monarchs

The world's most important rulers: emperors and empresses, kings and queens, or their equivalents.

Acroshiye, King of Shiye-Lawr.

Elf, male, F10/M11.

Adronius, Emperor of Milenia.

Human, male, normal man.

Aiklin, King of Aeria, General of Aeria, Headmaster of the University in Aeria.

Human, male, M20.

Al-Belak, Southern King in Nithia.

Human, male, T12.

Anna von Hendriks, *Ordensmeisterin* of Heldann.

Human, female, Pr of Vanya.

Andrei III, *Tsar* of Zuyevo.

Human, male, F16.

Asteriela Torion, *Exarcha*/Queen of Heldun.

Human, female, M13.

Awkaraal, King of Greenkhlaawdaa.

Hydrax, male.

Belgoroth the Lamer, King of Blackheart.

Human, male, Pr14 of Jammudaru.

Bensarian of Kevar, Prince-Regent of Wendar.

Human, male, M9.

Bergeya, Queen of Icevale.

Elf, female, M13.

Bergthor Haraldson, King of Vestland.

Human, male, F11.

Bifric III, King of Kogolor.

Dwarf, male, F12.

Brunnkarth, King of Frosthaven.

Frost giant, male, F13.

Buthra Bofadar, Queen of Stoutfellow.

Dwarf, female, F12.

Catriata, Queen of Schattentalfheim.

Elf, female, F10/M10/Pr8 of Atzanteotl.

Chandra ul Nervi, *Rajadhiraja* of Sind.

Human, male.

Christina Marie Alanira, Queen of Alpha.

Human, female, M13.

- Corwyn Mauntea, Chancellor of Darokin.**
Human, male, T6.
- Corydon, King of Notrion.**
Human, male, M14.
- Daunidel Belfadil, Elven King of Brasov.**
Elf, male F11/M11.
- Dessai, Centaur King of Chevalle.**
Centaur, male, F14.
- Detteria Scarback, Queen of Arogansa.**
Human, female, M19.
- Dinaria, Empress of Selhomarr.**
Human, female, Dr3.
- Diviloplop, Emperor of Twaelar.**
Merrow, male, Pr16 of Protius.
- Drushiye, King of Limn.**
Elf, male, F9/M10.
- Edjer the Twisted, King of Frisland.**
Human, male, M17.
- Elarianthas Blackblade, King of Nordalnheim.**
Elf, male, F10/M15.
- Eraw, King of the Kubitts.**
Kubitt, male, F10.
- Eriadna, Empress of the Alphatian Empire, Queen of Vertiloch, Queen of Alphas'ar.**
Human, female, M20.
- Ericall, King of Alpha.**
Human, male, F20.
- Elshethara, Queen of Ambur.**
Human, female, M16.
- Eusebius Torion, Emperor of Thyatis.**
Human, male, F16.
- Everast XVI, King of Rockhome.**
Dwarf, male, F15.
- Favian Vern, President of Esterhold.**
Human, male.
- Finn Hordson, King of Ostland.**
Human, male, F6.
- Gratia, Queen of Surshield.**
Human, female, M14.
- Hassam "the True" al-Kalim, Sultan of Ylaruam.**
Human, male, Ftr9(3E).
- Heinrich Straßenburger, Purported Oberherr of Heldann.**
Human, male, Pr17 of Vanya.
- Hubertek, King and General of Meriander.**
Human, male, F20.
- Idon II, King of Eadrin.**
Elf, male, F9/M10.
- Igilbolb, Empress of Twaelar.**
Merrow, female, T15.
- Iyxis XXXIV, King/Emperor of Thonia.**
Human, male, Pr16 of Ixion.
- James II, King of Bellayne.**
Son of Queen Catherine I, rakasta, male, F5 Noble.
- Jerem Rhody, King of Emerond.**
Emerondian, male, D16.
- Jibada Yavswano, Mokuba (Ruler) of Yavdlom.**
Human, male, F7.
- Kaarlo Taavinen, King of Kaarjala.**
Human, male, F18.
- Kalakaua, King / Tribal Chief of the Makai.**
Human, male, F9.
- Karatnora, Queen of Randel.**
Human, female.
- Kasumi, Queen of Ekleke.**
Demonette, female, Pr12 of Geima (Diulanna).
- Katamvos (Khatambe) XXXIX, King of Hrissopoli.**
Rakasta, male, F18.
- Khnemmet-urt, Delta King in Nithia.**
Human, male, Pr9 of Pflarr.
- Kikania, Queen of Foresthome.**
Human, female, M12.
- Koblan Dracodon, King of Stonewall.**
Human, male, M15.
- Koriktodeva Raya, Grand Mogul of Shahjapur.**
Human, male, F20.
- Korolo Togoro, King of the Tanagoro.**
Human, male, F17.
- Korudon, King of Minaea.**
Human, male, F8.
- Koryn the Harpist, King of Ne'er-do-well.**
Human, male, T20.
- Kouffour III, King of Tangor, Emperor of the Tangors.**
Human, male, F18.

Kryndylya, Queen of Haven.

Human, female, Pr20 of Alphatia.

Laila, Queen of Littonia.

Human, female, Pr3 of Daina (Ordana).

Landryn Teriak (a.k.a. the Shadow Lord), Overlord of Denagoth.

Vassalich, male, M14.

Llynara, Queen of Bettellyn.

Human, female, M17.

Lucianna Torion, Empress of Thyatis.

Human, female, B9.

Mellora, Queen of Limn.

Dryad, female.

Miosz II, Margrave of Slagovich.

Human, male, F5 Noble.

Mojambo, King of Ekleke.

Human, male, F10.

Monpac the Sunwatcher, King of the Oltecs.

Human, male, Pr14 of Otzitiotl.

Myrina, Empress of Milenia.

Human, female, Pr18 of Matera.

Norlan, King of Qeodhar.

Human, male, F15.

Olivia Karameikos, Queen of Karameikos.

Human, female, T12.

Otziltipac, Tlatoani of the Azcans.

Human, male, F18.

Qinn, King of Arkan.

Human, male, M11.

Qissling, King of Floating Arkan.

Human, male, M19.

Quicklimn, King of Hillvale, General of Hillvale.

Human, male, M9.

Ramenhotep XXIV, Pharaoh of Thothia.

Human, male, Pr10 of Rathanos.

Ramose IV, Pharaoh of Nithia.

Human, male, Pr16 of Rathanos.

Rathyka, Queen of the Jennites.

Human, female, Dr15.

Reston of Akesoli, King of Ierendi.

Human, male, F16.

Rollodir, King of Icevale.

Elf, male, F12.

Shaedrik Divotfoot, Sheriff of Leeha.

Hin, male, F9.

Siaron Lagrius, Queen of Lagrius.

Human, female, M13.

Sieger von Duwn, King of Siegeria.

Human, male, M20.

Sildreth II, King of Greenspur.

Human, male, C15.

Stefan Karameikos III, King of Karameikos.

Human, male, F15.

Stillian, Queen of Trikelios.

Human, female, M19.

Szabo II, King of Brasov.

Human, male, F13.

Tamaris, Emperor of Selhomarr.

Human, male, F12.

Tanadaleyo, Radiant Princess of Aengmor.

Elf, female, F14/M13.

Tek'eseri, King Speaker of the Prairies in Eseri.

Human, male, Ftr(3E).

Telemon, Radiant King of the Shadow Elves' Territories.

Elf, male, F13/M15.

Teskilion, King and General of Dawnrim.

Human, male, F13.

The Master of Hule.

Presumed to be a human, male, Pr20 of Bozdogan.

The Mother of Us All, Matriarch of All of Malpheggi.

Maybe a mythical figure.

Thelekari, Dowager Empress of Thonia.

Human, female, Pr18 of Ixion.

Trikard, King of Neatharm.

Human, male, Pr11 of Razud.

Tristan, King of Ekto, General of Ekto.

Human, male, F17.

Trudar, King of the Jennites.

Human, male, F15.

Uldis VI, King of Littonia.

Human, male, F16.

Verdis Queen/Empress of Thonia.

Human, female, M13.

Verothrics, King of Veroth.

Human, male, M18.

Villiun, King of Horken.

Human, male, Pr19 of Alphatia.

Zalmontis, Queen and General of the Kubitts.

Kubitt, female, F13.

Zandor, "Emperor" of Omesro (Alphatian Underside).

Human, male, W.

Zynnica, Queen of Aquas.

Human/mermaid, female, M6.

Most Eminent Ruling Nobles

Local rulers or kings and queens of lesser nations.

Adik de Chevas, *Baron* of Chevas.

Human, male, M19.

Alexandra Patrizio, Duchess of Lucinius.

Human, female, Rake9.

Allisa Patrician, Countess of the Free Plains.

Human, female, F15.

Anaxibius Torion, Count of Redstone.

Human, male, F20.

Andian, Tyrant of Sinbay in Minaea.

Minotaur.

Angus McGregor, Prince of Klantyre in Glantri.

Human, male.

Arcadius, Baron of Arcadia.

Human, male, M20.

Azartan Cemirtus, *Zatrap* of Hattas in Yezchamenid.

Human, male, T9.

Babrak Biazzan, Count of Biazzan.

Human, male, F15.

Baldassare Patrizio, Duke of Lucinius.

Human, male, Pr15 of Vanya.

Balthazar de Montejo y Aranjuez, *Barón* of Saragón.

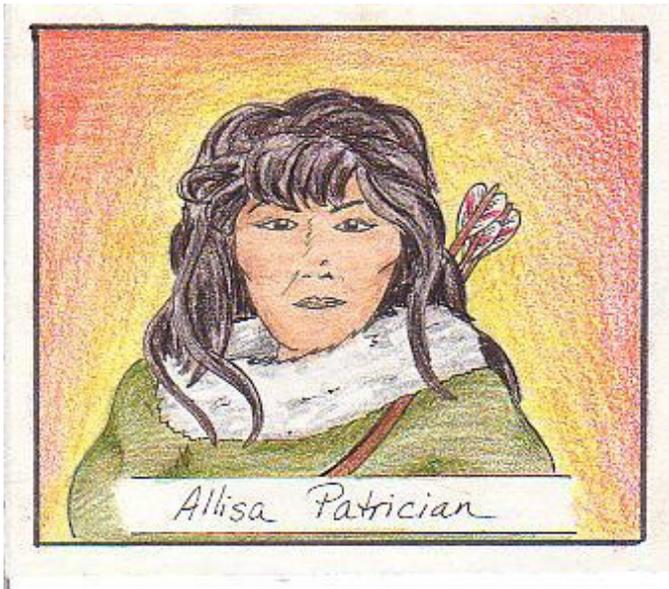
Human, male, M12.

Bardeen Longwalker, Baron of Nordenhafen.

Human, male, F15.

Barkal the Red, Chieftain in Ubla-at-nor.

Human, male, F13.



Basileios Zarides, Lord of Krakov.

Basileios was a corrupt Thyatian official who was forced to flee during Emperor Eusebius's governmental purges of AC 1013. Just before his illegal activities were exposed, he sought political asylum in Karamaikos, posing as a wrongly persecuted noble. Since then, he has managed to bribe and connive his way into the ranks of Karamaikan nobility. Born: AC 979. Hair: Black. Height: 6' 4". Eyes: Blue. Zarides is a tall rail of a man, constantly pale from lack of exposure to the sun and illness.

Human male Ftr1/Rog3(3E): hp 18; Init -1; Spd 30; AC 9 (Dexterity penalty); Atks +3 melee (1d6/crit x2, short sword); SA Sneak attack +1d6; SD Uncanny dodge, Evasion; SV Fort +1, Ref +4, Will +2; AL LE; Str 11, Dex 9, Con 7, Int 16, Wis 13, Cha 15.

Languages: Alasiyan, Ochalean, Thyatian (Thyatian dialect).

Equipment: *Circlet of persuasion*.

Skills: Bluff +6, Climb +4, Decipher Script +2, Diplomacy +3, Forgery +2, Gather Information +3, Handle Animal +4, Hide +2, Innuendo +3, Jump +4, Listen +2, Move Silently +2, Open Lock +2, Read Lips +2, Ride +4, Search +2, Sense Motive +2, Swim +4.

Feats: Alertness, Lightning Reflexes, Skill Focus: Bluff, Weapon Focus: Short Sword.

Batu, Khan of the Bortaks in Ethengar.

Human, male, Ftr11(3E).

Beriak, Duke of Draken.

Human, male, M17.

Bethany Ersenbal, Countess of Ersenbal.

Human, female, T17.

Biko M'tala, President of Durhan.

Human, male, Rake11.

Brogahn, Baron of Ublaar-nor.

Human, male, F15.

Callastian Retebius, Duke of Retebius.

Human, male, Rake16.

Carlolina Erewan, Princess of Erewan in Glantri.

Elf, female.

Carnelia de Belcadiz y Fedorias, Princess of Belcadiz in Glantri.

Elf, female.

Celia, Marquise of Panteria.

Human, female, T20.

Ceowulf Rotolfson, Jarl of Bornbank in Vestland.

Human, male.

Coiger de Mory, Baron of Mory.

Human, male, Pr17 of Rathanos.

Coltius Torion, Count of Carytion and Prince in Thyatis.

Human, male, B6.

**Cristobal "El Barbudo" Bigotillos y Copetez, Señor of Guadalante.**

Human, male, R10 Local Hero.

Dalia Salieri Actavia, Countess of Actius.

Human, female, Rake 9.

Deitica Baralius, Governor-General of Septentriona.

Human, female, F13.

Dek'Ien, Chief of Koluur Tribe in Mogluur.

Half-orc, female, Ftr/Sor(3E).

Delune Darkeyes, Sheriff of Heartshire in the Five Shires.

Hin, female, F8.

Demetius Vannopolus, Count of Machetos.

Human male, F16.

Derentarius, Archduke of Terentias.

Human, male, T18.

Desel Leafbower, Leafbower Clanmaster in the Foresthomes.

Elf, male, R15.

Diablerus I, Baron of Redhorn.

Diabolus, male, M10/F5.

Dilynne, King of Scovery (a.k.a. Red Fox City) in Elo Goblands.

Hobgoblin, male, F12.

Dimitri Dikhoff, Baron of Dikhoff.

Human, male, F15.

Djemun, *Nomarch* of Menkara in Nithia.

Human, female, T15.

Djomel Tirruk, *Zatrap* of Midan in Yezchamenid.

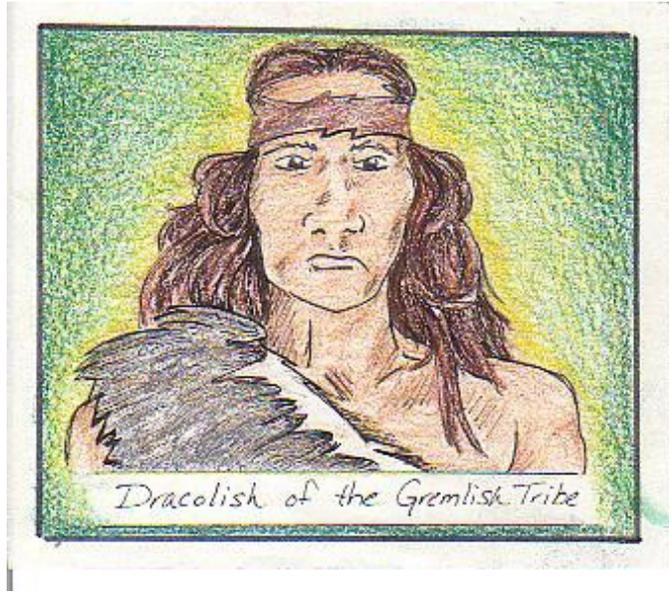
Human, male, M11.

Dolores Hillsbury, *Princess* of Fenswick in Glantri.

Human, female.

Dracolish, *Gremlish Chief* in Stamtral.

Human, male.

**Drisana Madhar, *Rani* of Jalawar in Sind.**

Human, female, M9.

Duriel II, *King* of Dain-Karak in Minaea.

Dwarf, male, F11.

Dur'mog, *Chief* of Pakool Tribe in Mogluur.

Half-orc, male, Ftr/Rog(3E).

Durifern Widefarer, *Clanmaster* in Denagoth.

Elf, male, R16.

Eleya Moonstalker, *Horse Clan Chieftainess* in Atruaghin.

Human, female, F10.

Eratkar Kasusu, *Zatrap* of Mebirush in Yezchamenid.

Human, male, Pr11 of Edad (Thor).

Eyvind the Odd, *Jarl* of Namahed in Vestland.

Human rumored to be a half-elf, male, Pr11 of Odin.

Fergus, *Baron* of Sonnenfeld.

Human, male, F15.

Gallia Biazzan, *Countess* of Biazzan.

Human, female, F7.

Gard Rocktooth, *Clanmaster* of Kildorkak.

Dwarf, male, F12.

Geraldan Actavius, *Count* of Actius.

Human, male, F16.

Gerwen, *Mayor* and *Seneschal* in Ersenbal.

Human, male, F5.

Ghazan, *Khan* of the Taijits in Ethengar.

Human, male, Ftr7(3E).

Gilla Blyskarats, *Countess* of Buhrohur.

Dwarf, female, Pr12 of Kagyar.

Gulbuddin Marzik, *Zatrap* of Uvaraz in Yezchamenid.

Human, male, F10.

Guthorm Brittle-Bone, *Jarl* of Boddergard in Soderfjord.

Human, male, F15.

Handlebar Emilio, *Pirate-King* of Puerto Morillos and *Captain* of the Black Raven in the Merry Pirate Seas.

Human, male, F12.

Hara Rudraksha, *Maharajah* of Peshmir.

Eldest son of the *Maharajah* of Kadesh, Hara was groomed nearly from birth to join the ranks of the *buraiyas*. Keenly aware of his father's coldly pragmatic interests in his son, Hara grew to be a bitter, cruel man. Since the birth of his daughter in AC 1010, Hara's spirit has begun to lighten. Though he is still far from benevolent, his cruelty has tempered somewhat. His change of attitude, however, has put him at odds with his father and the cult of the *buraiyas*. Born: AC 980. Hair: Black. Height: 5' 11". Eyes: Green. Hara wears his dark hair short, and keeps a trim mustache. His right cheek bears a severe burn mark, legacy of a childhood punishment by his father.

Male human Ftr9/Bur3/Rog1(3E): HD 9d10+4d6+26; hp 89; Init +3; Spd 20 ft.; AC 16 (Dexterity penalty, *scale mail* +1, *ring of protection* +2); Atks +17/+12/+7 melee (1d6+7/crit 18-20 x2, *unholy scimitar* +2), or +16/+11/+6 melee (1d4+4/crit 15-20 x2, *kukri* +1 of *wounding*); SA Sneak attack +1d6; SV Fort +9, Ref +7, Will +4; AL CN (E tendencies); Str 16, Dex 9, Con 15, Int 14, Wis 11, Cha 16.

Languages: Sindhi, Thyatian (Darokinian dialect).

Equipment: *Amulet of proof against detection and location*, *kukri* +1 of *wounding*, *ring of protection* +2, *scale mail* +1, *unholy scimitar* +2.

Skills: Climb +5, Disguise +3, Gather Information +3, Handle Animal +3, Hide +10, Intimidate +8, Jump +4, Knowledge (Nobility) +2, Knowledge (Religion) +4, Move Silently +10, Ride +4, Sense Motive +3.

Feats: Blind-Fight, Death Blow, Exotic Weapon Proficiency: Kukri, Improved Critical: Kukri, Improved Initiative, Improved Unarmed Strike, Point Blank Shot, Two Weapon Fighting, Weapon Focus: Scimitar, Weapon Focus: Kukri, Weapon Specialization: Scimitar.

Spells: Currently, Hara Rudraksha does not receive spells from Kala. If his alignment should ever return to CE, he will cast spells as a 3rd level *buraiya* (-/1).

Harald of Haaskinz, *Prince* of Sablestone and *Grand Master* of the School of Magic in Glantri.

Human, male.

Heinrich Niederhaus, Baron of Ossian and Grand Knight of the Order of the Ash Rod in Ossian.

Human, male, Pa10 of Odin.

Helga Schonberg, *Landmeisterin* of Heldland.

Human, female, Pr12 of Vanya.

Helmut Jaschke, Count of Wolkenburg.

Human, male, F12.

Hermann Adalard, Former *Landmeister* of Oceansend in Heldland.

Human, male, Pr(cr)9 of Vanya.

Hessuarveeum the Gold, Earl of the Lawful Dragons in Wyrksteeth.

Ancient gold dragon, male, 22HD.

Holva Firestorm, *Exarcha* of Westrouрке.

Human, female, T13.

Honorine Canolokarius, Baron of Canium.

Human, male, W.

Huaji, *Khan* of the Kaeruts in Ethengar.

Human, male, Ftr15(3E).

Hugo “El Despiadado” de Narvaez y Montoya, *Barón* of Narvaez.

Human, male, Pr(cr)15 of Ixion War Priest.

Hugues Leget, *Bourgmestre* of Nouvelle-Renardie.

Lupin (Eusdrian bulldog), male, F10 Myrmidon.

Hulagu, *Khan* of the Uighurs in Ethengar.

Human, male, Ftr16(3E).

Ian Aronal, King of Tesla in Minaea.

Human, male, F11.

Iarkainnun, Baron of the Estate of Malevolence in Blackheart.

In his youth the baron was a striking male specimen, and quite proud of the fact. His body was lean and toned, his features chiseled, and his shocking red hair like a royal crown upon his head. Being an ambitious man, the baron quickly made enemies, some of which even survive today. Unknown to him, one of those enemies placed a powerful curse on him. Slowly over time his body deteriorated. His skin became pallid and sickly and his body began to retain fat. Nothing he did could stop his transformation. The baron covered up his inability to rid himself of the curse by adopting habits that could account for his quickly growing girth. Watching Iarkainnun eat is enough to turn the hardest of stomachs. Now the baron is a corpulent pustule of a human being. The only way that he can support his obese form is through magical support items that grant him the powers of levitation and limited flight.

Iarkainnun keeps a residence in Shraek, as well as on at the royal court. He enjoys the discomfort that his very presence inflicts upon others when he goes to visit. The baron does this often in order to keep up on imperial politics. Unlike many of his fellow Blackheartians he has a healthy appetite for matters of the state. While at his Estate of Malevolence the baron pursues

his other favorite pastimes—tormenting innocent souls, and practicing a unique blend of necromancy and fire-related magics.

Clan Traedyis (of Shiye-Lawr) has been a thorn in the side of the baron’s family for generations. He hates them with a passion, and although he has not been able to move against them openly he spends vast amounts of time plotting their destruction.

Human, male, Wiz13(3E).

Ioannes Rosattas, Lord of Verge.

Ioannes was a successful officer of the Thyatian Ministry of Trade for many years, before overzealous investigators wrongfully seized his properties and imprisoned him and members of his family. The corrupt officials were eventually caught by Emperor Eusebius, and Rosattas exonerated, but not before he managed to escape Thyatis and claim asylum in Karameikos. Since then, the disaffected Rosattas has elected to stay in the kingdom, and was recently granted the dominion of Verge. Born: AC 975. Hair: Blond, now gray. Height: 5’ 3”. Eyes: Green. A childhood bout of kobold flu has left Rosattas with severe arthritis.

Male human Ari5(3E): HD 5d8+5; hp 24; Init -3; Spd 30; AC 8 (Dexterity penalty, *ring of protection +1*); Atks +3 melee (1d4/crit 19-20, dagger); SV Fort +2, Ref -2, Will +8; AL LN; Str 10, Dex 5, Con 12, Int 15, Wis 14, Cha 16.

Languages: Thyatian (Karameikan dialect), Traladaran, Elvish (Vyalia dialect).

Equipment: *Ring of protection +1, cloak of elvenkind.*

Skills: Appraise +8, Bluff +5, Diplomacy +8, Gather Information +7, Innuendo +5, Listen +6, Read Lips +6, Ride +4, Sense Motive +7.

Feats: Iron Will, Skill Focus: Diplomacy, Skill Focus: Appraise.

Isidore d’Ambreville, Princess of Nouvelle Averoine in Glantri.

Human, female.

Jaggar von Drachenfels, Prince of Aalban in Glantri.

Human, male.

Jamila ben Nadir, Duchess of Tel Akbir.

Human, female, T12.

Janick Essecki, Count of Valeryia in Klagorst.

Human, male, F12.

Jemugu, *Khan* of the Yakkas in Ethengar.

Human, male, Ftr8(3E).

Joam Astlar, Sheriff of Seashire in the Five Shires.

Human, male, F9.

John of the Wain, “Duke” of Cimarron.

Human, male, Pa15 Honorbound.

Jozef Drulovic, Duke of Vrancea in Klagorst.

Human, male, F10.

Juliana Vlaarden, Princess of Bergdhoven in Glantri.

Human, female.

Kabir Rudraksha, Maharajah of Kadesh.

The *maharajah* once hoped to expand his dominion by marrying his son off to the daughter of the *Maharajah* of Peshmir and then assassinating him. Unfortunately, son Hara didn't play along with the plan. The two men are now bitter enemies, and their dominions are embroiled in vicious civil war. Kabir is secretly the patron and leader of the *buraiyas*. Born: AC 957. Hair: Black, shaved bald. Height: 6' 1". Eyes: Gray. Though aging, Rudraksha's dark eyebrows and short beard continue to give him a sinister look that is effective in intimidating his underlings.

Male human Bur10/Rog7(3E): HD 17d6-7; hp 54; Init +5; Spd 30; AC 19 (Dexterity bonus, *amulet of natural armor* +4, *padded armor* +3); Atks +16/+11/+6 melee (1d4+1/crit 18-20, *assassin's kukri* +2), or +15/+10/+5 ranged (1d8/crit 19-20, *light crossbow* +2 of distance); SA sneak attack +9d6, death attack (DC 22), Spells; SD Uncanny Dodge, Evasion; SV Fort +4, Ref +13, Will +10; AL LE; Str 9, Dex 13, Con 8, Int 16, Wis 20, Cha 16.

Languages: Sindhi, Thyatian (Darokinian dialect), Hulean.

Equipment: *Amulet of natural armor* +4, *assassin's kukri* +2, *light crossbow* +2 of distance, *padded armor* +3, *ring of mind shielding*, *ring of regeneration*.

Skills: Balance +4, Bluff +8, Climb +3, Concentration +2, Decipher Script +2, Diplomacy +4, Disable Device +4, Disguise +7, Escape Artist +6, Forgery +6, Gather Information +12, Hide +12, Innuendo +5, Intimidate +8, Knowledge (Nobility) +3, Knowledge (Religion) +15, Listen +5, Move Silently +12, Open Lock +3, Read Lips +4, Search +3, Sense Motive +7, Spot +3, Tumble +2, Use Rope +2.

Feats: Alertness, Improved Initiative, Point Blank Shot, Silent Spell, Still Spell, Weapon Finesse, Weapon Focus: Kukri.

Spells: -/4/3/3/2.

Kjodar Triudar's Son, Chieftain of Kiefertut in Antalia.

Human, male, F16.

Kol, Prince of New Kolland in Glantri.

Kobold, male.

Kiuss, Clan Leader.

Lizard man, female, S9. [Due to an unfortunate smear on a parchment that was sent us from the Hollow World, Kiuss was mistakenly reported as a male lizard man in our AC 1017 edition; to add to the infamy, an editorial mistake left her out from the AC 1018 edition! The editors wish to apologize for these mistakes, which were not meant as an offense to the brave Malpoggi clan leader. Ed.]

Kulu Pomba, Governor of Akuba.

Human, male, F7.

Kwangu M'boma, Tyrant of Batu-Fomba in Minaea.

Human, male, T15.

Leilah ben Nadir, Exarcha of the Thyatian Hinterlands.

Human, female, Pr19 of Tarastia.

Leonidas Ruggiero, Duke of Kantrium.

Human, male, F15.

Lidial Almashiye, Almashiye Clanmaster in the Elms.

Elf, female, Pr10 of Eiryndul.

Longtooth, Baron of Latela.

Human, male, T15.

Lyra Furmenglaive, Countess of Furmenglaive.

Human/werewolf, female, Pr20 of Protius.

Maeragh Littlelaugh, Sheriff of Eastshire in the Five Shires.

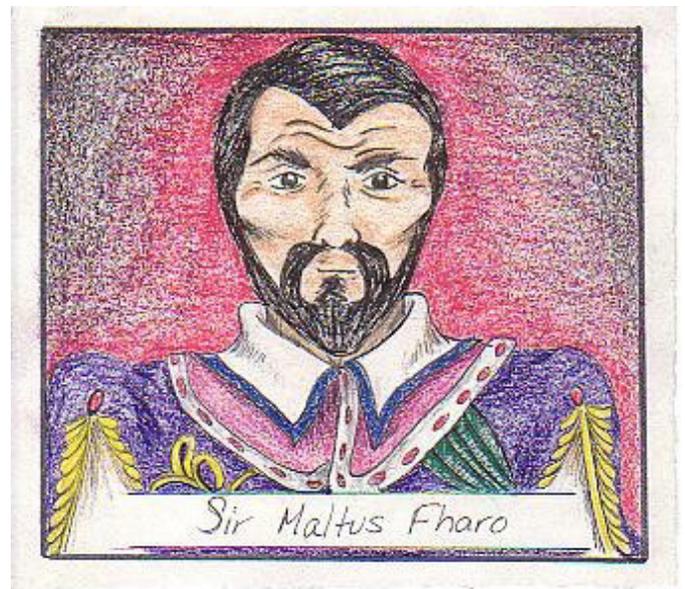
Hin, female, F8.

Malachie du Marais, Prince of Morlay-Malinbois in Glantri.

Human, male.

Maldinius Kerendas, Duke of Kerendas.

Human, male, F20.

**Maltus Fharo, Baron of Two Lakes Vale.**

Human, male, F13.

Manghai, Khan of the Murkits in Ethengar.

Human, male, Ftr10(3E).

Marie Kendach, Countess of Kendach.

Human, female, F9.

Markus Achresk, Baron of Fewalskij in Klagorst.

Human, male, M12.

Martigan Ersenbal, Count of Ersenbal.

Human, male, F20. Currently missing.

Maximilian, Baroness of Wyrnhart.

Human, female, T12.

Maximiliano de Almarrón y Escudor, Barón of Almarrón.

Human, male, F9 Noble.

Maximus I, Baron of Swordcoast.

Human, male, F15.

Meghan the Gaunt, Viscountess of Furfield in Bellayne.

Rakasta, female, F8 Honorbound.

Mealidan Mealidil, Mealidil Clanmaster in Darokin.

Elf, male, M11.

Mehmet II, Baron of Garganin.

Human, male, F7.

Mir'san, Chief of Dokuur Tribe in Mogluur.

Half-orc, female, Ftr/Clr(3E).

Mitasula Retebius, Duchess of Retebius.

Human, female, M18.

Moghul Khan, Khan of Dast in Orland.

Yellow orc rumored to be a devil swine, male, F9.

Morphail Gorevitch-Woszlany, Prince of Boldavia in Glantri.

Human, male.

Mortimer the Defiant, Earl of Penwick in Bellayne.

Rakasta, male, F11 Noble.

Mursillis Labinitas, Zatrapp of Zrakan in Yezchamenid.

Human, male, M12.

Mzilikazi (a.k.a. The Count), Lord in Limn.

Vampire, male.

Na-Do, Chief of the Fang Cave Clan of the Brute-Men.

Male, brute-man, F9.

Naravipa Dagger Tooth, Tiger Clan King in Atruaghin.

Human, male, F17.

Necco the Black, Pirate-King of Baraga in the Merry Pirate Seas.

Human, male, F9.

Nevik, Duke of Vvolstograd.

Human, male, F9.

Ney, Archduke of Chitine.

Furmy, male, F17.

Nilas Dowalski, Count of Gask in Klagorst.

Human, male, F14.

Nisir Suun, Zatrapp of Pazarkan in Yezchamenid.

Human, male, F5.

Nurokidu Nuar, Exarch of the Pearl Islands.

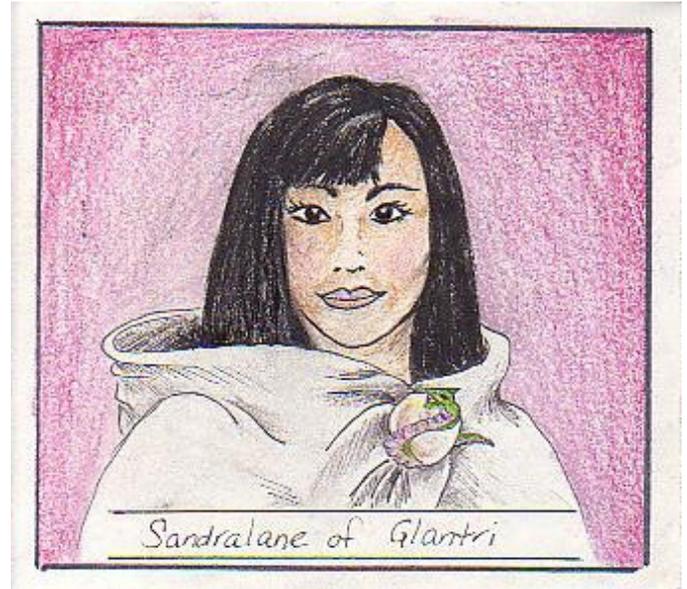
Human, male, T20.

Oda Elsasdottir, Jatl of Vithesford in Ostland.

Human, female, F7.

Odarit Muztasir, Zatrapp of Chura in Yezchamenid.

Human, male, F14.

**Ogzar, Overlord of Erech in Minaea.**

Minotaur, male, F12.

Omar al-Kalim, Emir of Tameronikas.

Human, male.

Oran Meditor, Exarch and Guild Master of Minrothad.

Elf, male, F10/M12.

Parsan Zhemenieh, Zatrapp of Darsi in Yezchamenid.

Human, male, F13.

Perceval the Iron Clawed, Duke of Pawcester in Bellayne.

Rakasta, male, F10 Noble.

Periandra Docerius, Baroness of West Portage.

Human, female, F12.

Phileus Furmenglaive, Count of Furmenglaive.

Human/werewolf, male, F20.

Powakuan Sleeps-With-Open Eyes, Bear Clan Chief in Atruaghin.

Human, male, F10.

Quillan Elm-Grower, Baron and Clanmaster of the Elms.

Elf, male, F14/M10.

Quymer Yezcham, Imperial Regent of Yezchamenid.

Human, male, Pr16 of Mizara-Idan (Ixion).

Ralindi Virayana, Prince of Krondahar in Glantri.

Human, female.

Ramanan Venkat, Rajah of Shajarkand in Sind.

Human, male, F7.

Renffodagg the Doombringer, Earl of the Chaotic Dragons in Wyrksteeth.

Ancient red dragon, male, 20HD.

Renshiye, Shalidyde Clanmaster in Nordalfheim.

Elf, male, R10/T8.

Rodney the Intrepid, Earl of Theeds in Bellayne.

Rakasta, male, F13 Noble.

Rutger Dag, Baron of Dag.

Human, male, F14.

Sabrina Andreana, Countess of Halathius.

Human, female, F11.

Sandralane, Baroness and Matriarch of Moonland.

Human, female, Pr14 of Matera.

Seastian Viniska, Ruler of Dool in Minaea.

Human, male, F20.

Shelingar, Lightseeker Clanholder in Nordalfheim.

Elf, male, F4/M3.

Shuren, Duke of Kameloth.

Human, male, M18/F16.

Siegfried Sixx, Baron of Serenity.

Human, male, F15.

Sildil Seaeeyes, Sheriff of Southshire in the Five Shires.

Hin, female, F8.

**Stano, Duke of Stamtral.**

Human, male, F9.

Stefania Torion, Countess of Redstone.

Human, female, F5/T15.

Sythandria, Mythuinn Clanmistress in Nordalfheim.

Elf, female, M7/Pr7 of Ilsundal.

Talin, Jennite Leader of Draeh.

Human, male.

Talinguk Rolls-His-Canoe, Turtle Clan Chief in Atruaghin.

Human, male, T13.

Taragin Oakbranch, Lightseeker Clanmaster in Nordalfheim.

Elf, male, F10/M10.

Tarisco Highnose, Sheriff of Highshire in the Five Shires.

Hin, male, F7/T7.

Tark Takkras, Clanlord in Arcadia.

Dwarf, male, F10.

Temur, *Khan* of the Yugatais in Ethengar.

Human, male, Rog16(3E).

Teng Lin-Dieu, *Exarch* of Ochalea.

Human, male, Pr20 of Koryis.

The Dragon, Lord in Limn.

Possibly an actual dragon.

Theodozon IV, King of Tesla in Minaea.

Human, male, Pr14 of Tarastia.

Thomas Stilldorfer, *Landmeister* of Landfall in Heldland.

Human, male, Pr8 of Vanya.

Thomas von Wetingen, Castellan of Vanya's Rest.

Human, male, Pr13 of Vanya.

Thrainkell Firestorm, *Exarch* of Westrouрке.

Human, male, Pr(cr)12 of Vanya.

Throfar Strongarm, *Jarl* of Gråbjerge in Ostland.

Dwarf, male, F11/M5.

Thyandros, Blackblade Clanmaster in Nordalfheim.

Elf, male, F9/M9.

Thyarius Palykratidius, Duke of Hattias.

Human, male.



Tiradon, King of Corescos in the Traldar Lands.

Human, male, F18.

Tlatepetl, Governor-General of Tlazepetec in Orcland.

Red orc, male, F10.

General Tlatepetl has annexed the settlements of Xorg and New Hobgobland, territories formerly under the command of Hutai *Khan* and Alebane. The two goblinoid leaders both left Orcland in AC 1016 with raiding hordes.

Triella Tien-Tang, Duchess of Mositius.

Human, female, M20.

Tu'gruk, Chief of Voglur Tribe in Mogluur.

Half-orc, male, Ftr(3E).

Tulabal Shadowfall, Elk Clan Chief in Atruaghin.

Human, female, F4/T13.

Urd'mog, Great Chief and Chief of Mokloor Tribe in Mogluur.

Half-orc, male, Ftr/Clr(3E).

Urmahid Krinagar, Prince of Bramyra in Glantri.

Human, male.

Uthar Metzger, Baron in Siegeria.

Human, male, F18/M9.

Uthgaard McRhomaag, Baron of Caerdwicca.

Human, male, F12/T4.

Valerion Recebarius, Provincial Legate/Governor of Meridia.

Human, male, T6.

Vincienzo di Randazzi, Baron of Ylourgne.

Vincienzo is the consummate gamesman—he will place bets on the slightest whim, and he wins more often than not. He is particularly adept at games involving his summoned creatures, and he was the champion dart-thrower at the Great School of Magic. Now he has turned his attentions to the greatest game in Glantri—politics. Born: AC 979. Hair: Black. Height: 5' 9". Eyes: Brown. Vincienzo always has a twinkle in his eye, and his money pouch close at hand.

Male human Wiz/Cjr10(3E): HD 10d4; hp 31; Init +4; Spd 30 ft.; AC 14 (Dexterity bonus); Atks +5 melee (1d4/crit 19-20/x2, dagger) or +10 ranged (1d4+1/crit x2, *dart +1 of returning*); SV Fort +3, Ref +7, Will +6; AL NG; Str 10, Dex 18, Con 11, Int 17, Wis 13, Cha 17.

Languages: Averoignian, Thyatian (Glantrian dialect).

Equipment: *Bag of tricks* (rust colored), *dart +1 of returning* (x2), *deck of illusions*, *rod of wonder*.

Skills: Alchemy +2, Bluff +5, Concentration +10, Craft (Woodworking) +3, Diplomacy +2, Knowledge (Arcana) +4, Pick Pocket +4, Profession (Gambler) +13, Sense Motive +4, Spellcraft +3.

Feats: Craft Wondrous Item, Point Blank Shot, Precise Shot, Quickened Spell, Rapid Shot, Scribe Scroll, Simple Weapon Proficiency, Weapon Focus: Dart.

Weston, Governor in Panteria.

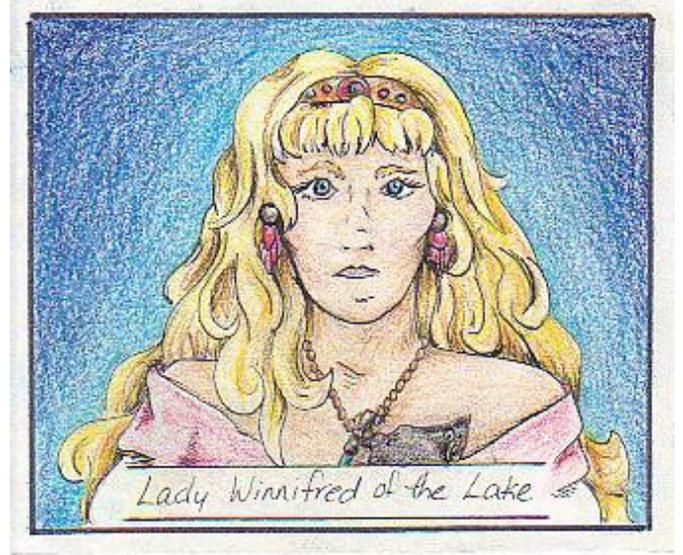
Human, male, T13.

Wilhelm Folgen, Castellan of Schweidnitz.

Human, male, Pr15 of Vanya.

Winnfred of the Lake (a.k.a. Winnifred), Baroness of the Lake.

Human, female, Pr18 of Ixion.

**Wolfgang Stimmel, Landmeister of Polakatsikes.**

Human, male, Pr13 of Vanya.

Xagash, Archduke of Stygia.

Troglodyte, male, F12.

Xenthos Sarantakos, Council Spokesman of Kastelios.

Human, male, normal man.

Yilorchaem the Lofty One, Earl of the Neutral Dragons in Wurmsteeth.

Ancient blue dragon, male, 18HD.

Yldysyl Greenheight, Count of Vyalia.

Elf, male, F13/M12.

Zholodeer Yemilcataur, Zatrapp of Yivja in Yezchamenid.

Pegataur, male, F13.

Zorok, Toralai Chieftain in Neathar.

Human, male, T13.

Most Trusted Councilors

Councilors and advisors, ambassadors and consuls, ministers and seneschals and mayors.

Al Fatmah Nikita-Ahmed, Vizier of Internal Security in Nithia.

Human, female, F18.

Alden, Alphan Ambassador in Redhorn.

Human, male, F3.

Asgrim the Bowed, Royal Adviser in Ostland.

Human, male, Pr15 of Odin.

Benjamin Treeby, Leader of the Royal Party in the House of Commons in Bellayne.

Rakasta, male, F6 Honorbound.

Delsel Oaktree, Assistant Consulate in Aegos.

Elf, male, F10/M10.

Diocletian Merasthasius, Head of the Interior Ministry of Mivosia.

Human, male, normal man, member of the ruling triumvirate.

Dylan son of Penn, Thratian Consul in Thyatis.

Human, male, F9.

Francesca Egidio, Thyatian Consulate in Aegos.

Human, female, F18.

Francis Blythe-Jackson, Leader of the Wyndham Party in the House of Commons in Bellayne.

Rakasta, male, T5 Local Hero.

Frederick Beckman, Provost Marshal in Mositius.

Human, male, F17.

Hölger Scholz, Heldannic Overseer in Kildorkak.

Human, male, Pr5 of Vanya.

Jonas Whiteshore, Seneschal in Kameloth.

Hin, male, F3.

Jorkk, Chieftain and Overseer in Hopeland.

Half-orc, male, F10.

Khalid-al-Sharif “the Tale Teller”, Grand Vizier of Ylaruam.

Human, male Ftr4/Clr14(3E) of Protius.

Kondu Paka, *Bwana Gwaride* (Great Guardian) of Yavdlom.

Human, male, F16.

Krameos of Tyrnus, Senator in Milenia.

Human, male, F7.

Mirinas, High Emissary in Selhomarr.

Human, female, Dr 15.

Nikephorus Logotharion, *Praefect* of Thyatis.

Human, male, Rake15.

Ocylok, Elder in Frosthaven.

Cryion, male.

Roger Dumas, Seneschal in Chevas.

Human, male, M2.

Sandryth, Draconic Envoy in Arcadia.

Gold dragon, male, young adult.

Tanobari Nuar, Pearl Islander Consul in Thyatis.

Human, male, Rake9.

Vasily Stolbov, Minister of State of Zuyev.

Human, male, F8.

Most Influential Aristocrats

Lesser aristocrats, heirs and royal families, fallen monarchs.

Afef, Royal Princess of Tangor.

Human, female, Rake4.

Allatine Proavistes, Lord in Mositius.

Human, male, M18.

Anthemus Adreanus, Heir in Halathius.

Human, male, F9.

Atokul, Tikul Chief in Schweidnitz.

Human, male, W17.

Beremtol, Lord in Ambur.

Human, male, W.



Candella, Aristocrat in Norwold.

Female.

Desdemona Retebius, Heir in Retebius.

Human, female, Rake7/M12.

Doriath, Former King of Alfheim.

Elf, male, F13/M15.

Elenitsa, Former Queen of Lagrius.

Human, female, F10/T6.

Ernest Day, Former Baron of Hopeland.

Human, male.

Esteban "El Salvador," Former Tyrant of Almarrón.

Human, male, F13.

Eugenos, Lord in Hattias.

Human, male, M20.

Feyad'Rauth, Nephew to Baron Iarkainnun in Blackheart.

By far the most dangerous of the baron's nephews, Feyad'Rauth is a spitting image of Iarkainnun in his youth. When he was just a babe, his older brother killed his parents and brought Rauth to live with his uncle. After hearing stories about his father, Rauth is most pleased about his fate.

He is as adept with the sword as he is with spells. Charming and congenial manners hide the violent savagery that pulsates within him. Rauth has tried several times to have the baron executed, but as of yet has not succeeded. He knows that the baron knows this as well. He also knows that the baron favors him, and would be loath to dispose of him for fear of having his holdings fall into the hands of Rauth's older brother.

Human, male, Wiz4/Ftr2(3E).

Gabronius Torion, Prince in Thyatis.

Human, male, F2.

Gilbert de Fausseflammas, Aristocrat in Chevas.

Human, male, M12.

Gilis Shadowborn, Heiress in Gråbjerge.

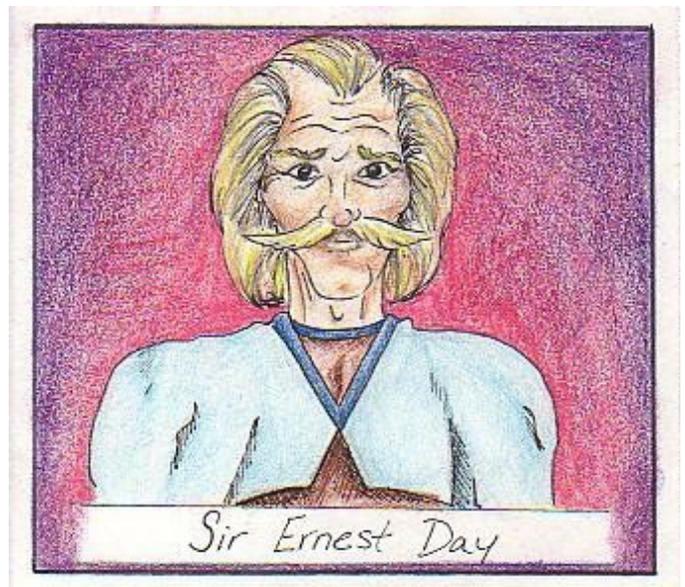
Dwarf, female, T4.

Glausoraiban (a.k.a. the Beast), Nephew to Baron Iarkainnun in Blackheart.

Glausoraiban is the first-born son of Baron Iarkainnun's younger half-brother. The Beast was always more like his uncle than his father, and so at a young age he apprenticed himself to the baron. Although he learned only a smattering of magic, Glausoraiban delights most in the physical torment of others. He gained his epithet after brutally murdering his own mother and father.

The Beast spends most of his days training with the baron's guard. When he's not doing that, he is hunting some poor unfortunate slave in the wilds of Blackheart. The hunts are never fair, and most of the time the victims are rarely even old enough to hold a sword. On occasion these little hunts cross over into Traedyis land, and the Beast takes delight in wreaking as much havoc as possible.

Human, male, Sor2/Bbn(3E).



Harald Gudmundson, Former King of Vestland.

Human, male, F13.

Heraclius Actavius, Heir in Actius.

Human, male, F12.

Himerius Biazzan, Heir in Biazzan.

Human, male, F13.

Inay Paramesh, Former *Rajah* of Jalawar in Sind.

Human, male, T13.

Irene Trenzantenbia Tatriokanita Isaurica, Former Empress of Thyatis.

Human, female, M20.

Junna, Former Queen of Randel.

Human, female, Pr13 of Alphatia.

Larandia Lymianoporus, Lady and Head of the Order of Foresters in Vyalia.

Human, female, F10/M12.

Manfred Torion Dörfer, Former Usurper in Thyatis.

Human, male, F15.

Mitukal, Makal Chief in Schweidnitz.

Human, male, T14.

Nhorg, Former Duke of Vrancea in Klagorst.

Human, male, Pr14 of Nyx.

Philippicus Patrizio, Heir in Lucinius.

Human, male, F9.

Qirklin, Prince of Floating Arkan.

Human, male, Pr16 of Valerias.

Ragnar the Stout, Former King of Soderfjord.

Human, male, F17.

Tredorian, Prince of Alphatia.

Human, male, F12.

Trimos Sortiropolis, Former *Bürgermeister* of Polakatsikes.

Human, male, normal man.

Yrsa Svalasdottir, Queen-Mother in Ostland.

Human, female, Pr10 of Odin.

Most Powerful Warlords



General, admirals, and other commanders.

Alexandrus Maxentinos, Air Fleet Academy Commandant in Retebius.

Human, male, F20.

Andronicus Ducatzes, Commander of the Hetaereia in Thyatis.

Human, male, F18.

Antonina Alessandrasia, Lady Knight Commander of the Air Guard in Thyatis.

Human, female, F20/M10.

Belissarian Strategius, Imperial Marshal and Chief of the General Staff in Thyatis.

Human, male, F20.

Branwys Skyratchet, Leader of Revolutionaries in Serraine.

Gnome, male, F8/Pr8 of Garal Glitterlode.

Broderick, Commander in Chief of Nayce.

Human, male, F19. His body is currently possessed by the wizard Karszamon.

Caryldian, General in Schattentalheim.

Elf, male, F10/M10.

Constantine Lecapenus, First Sea Lord and Grand Admiral of the Imperial Admiralty in Thyatis.

Human, male, F20.

Daliree, General of the Army in Eseri.

Human, female, Ftr/Sor(3E)

Diamanes Thesakkrus, General of the Mivosian Army in Mivosia.

Human, male, F14, member of the ruling triumvirate.

Dirk Hollweg, *Grenzmarschall* in Heldland.

Human, male, Pr12 of Vanya.

Erich Barthold, *Grenzmarschall* in Heldland.

Human, male, Pr11 of Vanya.

Feldian Lehenard, Officer in the Grand Army of Glantri.

Feldian is a mundaner—a person with no magical aptitude—, which makes him a second-class citizen in Glantri. Nevertheless, he managed to win the heart of Princess Juliana Vlaardoen many years ago. Though the Black Eagle has also taken an interest in her, Feldian is determined to fight for his love. Born: AC 983. Hair: Brown. Height: 5' 11". Eyes: Green. A handsome man, but completely unaware of the fact. When not in uniform, he dresses very simply.

Male human Ftr7(3E): HD 7d10+7; hp 53; Init +1; Spd 30/20; AC 11 (Dexterity bonus) or 21 (full plate, large shield, Dexterity bonus); Atks +11/+6 melee (1d8+2/crit x2, masterwork long sword) or +12/+7 melee (1d8+6/crit x3, *heavy lance* +2); SV Fort +6, Ref +3, Will +2; AL LG; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 14.

Languages: Thyatian (Glantrian dialect).

Equipment: *Heavy lance* +2, *horseshoes of speed*, *potion of aid*.

Skills: Climb +2, Craft: Carpentry +4, Handle Animal +4, Jump +2, Ride +10, Spot +4.

Feats: Combat Reflexes, Mounted Combat, Ride-by Attack, Spirited Charge, Trample, Weapon Focus: Heavy Lance, Weapon Focus: Long Sword, Weapon Specialization: Heavy Lance.

Feudelance, Brother of the Sun in the Arch of Fire.

Sollux, male, F14.

Formosos Treeshield, Warden Marshal in Vyalia.

Elf, male, F10/M10.

Geoffrey of Grunturm, Rebel Leader in Heldann.

Human, male, Pr20 of Law.

Georgi Thorowsk, Knight in Tcheltar in Klagorst.

Human, male, F12, Master of the Knights of Tcheltar.

Geredek, General of the Krugel Horde.

Orc, male, F20.

Grumman, General in Denagoth.

Human, male, F14/T10.

Harald Brunnen, General of the Knights in Schweidnitz.

Human, male, Pr13 of Vanya.

Hathaldrim, Alpathian Garrison Commander in Gaity.

Human, male, M12.

Hermann Veseldorf, Commandant in Borydos.

Human, male, F20.

Horrobin, Leader of the Grey Front in Serraine.

Nagpa.

Jules Docerius, Captain of the Garrison in West Portage.

Human, male, F12.

Karszamon, Commander in Chief of Nayce.

Human, male. He is in control of the body of the former commander in chief, Broderick.

Khordarg, Dragon in Orcland.

Red dragon.

Krogada the Itchy, War Chieftainess in the Beastmen Lands.

Female, beastman, F13.

Laurida Tremaine, Captain in Ersenbal.

Human, female, F8.

Lavim Hollister, General in Siegeria.

Hin, male, F10.

Lotaran, General in Arkan.

Human, male, Ftr15(3E). Arkan general and warrior.

Marcian Lactanius, Commander of the Sacred Guard in Thyatis.

Human, male, Pa20.

Maximillian von Hauptstein, Guard Commander in Halathius.

Human, male, F16.

Maximius Colophorius, Lord Knight and Grand Master of the Glorious Wings of Vanya in Thyatis.

Human, male, Pr20 of Vanya.

Mewsbury Fitzbagpuss, Knight of the Bath in Bellayne.

Guild Master, rakasta, male, T13 Swashbuckler.

Mik'hkol, He of the Sword in Tlik'kkill.

Crabman, male, F24.

Naarn Dvorcic, Warlord in Gournzee.

Varkha, male, F14.

Oshadogan, General of the Tangor Army in Tangor.

Human, male, F17.

Petrassia Amonduria, Captain of the Mivosian Cavalry Brigade in Mivosia.

Human, female, F12, member of the ruling triumvirate.

Rorterm the Stern, Leader of the Security Guards in Turmoil.

Human, male, F9. The Security Guards is a group of brigands who take payment for not attacking people.

Sabattius Laskaris, Lord Knight Commander of the Knights of the Air in Retebius.

Human, male, F18/Pr16 of Vanya.

Satabus Lucasian, Fleet Admiral in Lucinius.

Human, male, F18.

Selcomad, Army General in Stonewall.

Human, male, Ftr19(3E). A warrior and diplomat from Stonewall.

Siegfried Lenz, *Grenzmarschall* in Heldland.

Human, male, Pr14 of Vanya.

Stavro, Leader of the Knights of Halav in Slagovich.

Human, male, F14.

Theodorus Metopatus, Fort Commander in Carytion.

Human, male, F18.

Trallans, Army Commander in Foresthorne.

Human, male, Ftr14(3E).

Tythus, Lord High General in Milenia.

Human, male, F18.

Ulrike Bethmann, *Grenzmarschall* in Heldland.

Human, female, Pr15 of Vanya.

Vaanes Ornogorius, Commodore in Terentias.

Human, male, F18.

Wagton Blyskarats, General in Buhrohur.

Dwarf, male, F15.

Wolf-Hunter, Ranger in Foresthorne.

Human or elf, male, Rgr7(3E). Originally from Arkan. Wolf-Hunter's race is a mystery. He is not quite sure himself. He could be a human, but he clearly has pointed ears as elves do, so he could be counted among both races. Still, he doesn't usually let people see his ears... In short, if he is human, he is one of those who has some elven blood in him, yet is not a half-elf (which are exceedingly rare on Mystara).

Wyrht, General of the Blessed of Szek in Szekesh.

Gnome, male, F8/T12.

Xendorian Hydrosius, Commodore in Actius.

Human, male, F15.

Zoranthi, Captain in the Kubitt Valley.

Kubitt, female, F6.

Most Blessed Ecclesiastics

Patriarchs and matriarchs.

Alexis Vatutin, Patriarch in Vyolstograd.

Human, male, Pr9 of the Church of Vyolstograd.

Amagast, Priest in Stonewall.

Human, male, Clr13(3E) of Razud.

Androsius Tyropolikos, High Priest in Hrissopoli.

Human, male, Pr12 of Halav.

Arbandas, Druid in Arkan.

Human, male, Drd7(3E). Arkan druid in Frisland who harassed the Stonewall army and was captured.

Aw'ar, Chief Priest of Sumag in Suma'a.

Ogre-kin, female, Pr(shaman)15.

Batzas Daphavkarius, Prelate in Biazzan.

Human, male, Pr17 of Asterius.

Bessarine Hydrosius, Prelate in Carytion.

Human, male, Pr18 of Protius.

Brackularus Lactanius, Prelate in Halathius.

Human, male, Pr16 of Kagyar.

Cyril Christophorus, High Priest in Kerendas.

Human, male, Pr20 of Tarastia.

Cyril Helladius, Prelate in Actius.

Human, male, Pr16 of Protius.

Dagos of Xarda, Lord High Priest in Milenia.

Human, male, Pr18 of Halav.

Dendeh, Sun Protector of Emerond.

Emerondian, male, Pr20 of Ixion.

Dong Luc-Thu, Priest in Mositius.

Human, male, Pr15 of Koryis.

Droog, Chief Priest of Gombar.

Ogre-kin, male, Pr(shaman)10).

Eelsha Spider's Kiss, Tiger Clan Cleric in Atruaghin.

Human, female, Pr10 of Atzanteotl.

Etesse, Priest in Arkan.

Human, female, Clr8(3E) of Koryis.

Euphemia Gundesvinda, Sanctifyer in Borydos.

Human, female, Pr20 of Kagyar.

Gblobob, High Priest of Protius in Twaelar.

Merrow, male, Pr18 of Protius.

Helena Daphnotarthius, Priestess of Valerias's House of Passions in Thyatis.

Human, female, Pr16 of Valerias.

Helentia, Lady High Priest in Milenia.

Human, female, Pr17 of Petra.

Hovar Duck Watcher, Elk Clan Shaman in Atruaghin.

Human, male, Pr14 of Atruaghin.

Humphrey the Exalted, Archbishop of Kittings in Bellayne.

Rakasta, male, Pr14 of Belbion.

Jorodrin Feadiel, Treekeeper in Aengmor.

Elf, male, M15/Pr12 of Ilsundal.

Julius Sartorius, High Priest of the Endless Seas of Protius in Thyatis.

Human, male, Pr18 of Protius.

Kamesama, Earth Protector of Emerond.

Emerondian, female, D18.

Kiaka, Makal Shaman in Schweidnitz.

Human, female, Pr18 of Ixion.

Lirk'kil, He of the Immortals in Tlik'kkill.

Crabman, male, Pr25 of Kka.

Malinalxoch, Ometochtzin of the Azcans.

Human, female, Pr18 of the Four Hundred Rabbits.

Marcus Kelephius, Prelate in Retebius.

Human, male, Pr16 of Odin.

Marick of Glevum, Archbishop of Serison in Thonia.

Human, male, Pr20 of Ixion.

Marston the Just, Archbishop of Leominster in Bellayne.

Rakasta, male, Pr14 of Pax Bellanica.

Michaelius Vaanes, Prelate in Machelos.

Human, male, Pr16 of Halav.

Mor'Uan, The Ancient Priestess in Mogluur.

Half-orc, female, Clr(3E).

Msiba Jahi, Bwana Ramla (Great Prophet) of Yavdlom.

Human, female, Pr18 of Yav.

Niddrow, Forge Keeper in Kildorkak.

Dwarf, male, F8/Pr8 of Kagyar.

Ormun Corser, Priest of Minroth in Minrothad.

Human, male, Pr16 of Minroth.

Pekka Seppanen, High Priest of the Church of Kaarjala and Grand Smith of Ilmarinen in Kaarjala.

Human, male, Pr12 of Ilmarinen (Kagyar).

Pelagius Daphnorakenzes, Prelate in Lucinius.

Human, male, Pr20 of Protius.

Permon, Priest and Vizier in Nithia.

Human, male, Pr8, the only non-specialty priest in Rathanos's clergy.

Phaedra Daphnorakenzes, Priestess of Vanya in Thyatis.

Human, female, Pr10 of Vanya.

Pikkolu, Forest Protector of Emerond.

Emerondian, male, D20.

Porphyriel, Radiant Shaman in the Shadow Elves' Territories.

Elf, female, M16/Pr13 of Rafiel.

Ralak Ahman al-Mustafa, Priest in Tel Akbir.

Human, male, Pr18 of Protius.

Red Ork, High Priest in Siegeria.

Human, male, Pr14 of Odin.

Regino Helioprobus, Patriarch of Solarios in Thyatis.

Human, male, Pr16 of Solarios.

Salmalin Mahavir, Cult Leader in Kadesh.

Human, male, Clr5/Bur5/Rog2(3E).

Sis'ari, High Priestess of the Prairies in Eseri.

Centaur, female, Clr(3E).

Soridel, High Priest of Sinar in the Foresthomes.

Elf, male, Pr10 of Eiryndul.

Thadrik Karstone, High Priest in Buhrohur.

Dwarf, male, Pr12 of Kagyar.

Theophylact Cerularius, Chief Priest of Tarastia in Thyatis.

Human, male, Pr20 of Tarastia.

Thessia, High Priestess in Selhomarr.

Human, female, Pr19 of Xeron.

Tijala, Tikul Shaman in Schweidnitz.

Human, female, Pr19 of Ordana.

Trasaricus Theophilus, High Priest of Asterius in Thyatis.

Human, male, Pr16 of Asterius.

Ug-rum, Shaman of the Fang Cave Clan of the Brute-Men.

Male, brute-man, S8.

Vaalkoi Taapionen, Great Druid of the Kaarjalan Circle in Kaarjala.

Human, male, Dr20.

Xatapechtli, High Priest in Aengmor City.

Elf, male, M15.

Zar'nag, High Kai (Priest) in Stygia.

Troglodyte, male, Pr13 of Yeg Shuta.

Zemarchus Raetelarius, Priest in Terentias.

Human, male, Pr17 of Asterius.

Zoltan Hytaxius, High Priest in White Oak.

Human, male, Pr20 of Ilsundal.

Most Learned Scholars

Wizards, scholars, and famous artists.

Alexiana Hierydyl, Loremistress in Vyalia.

Elf, female, M18/Pr16 of Ilsundal.

Amnethon of Corisa, High Magus in Milenia.

Human, male, M20.

Athanasia Romanones, Proctor of the *Collegium Arcanum* in Thyatis.

Human, female, M20.

Callistita Cataoloia, Magist in Carytion.

Human, female, M18.

Clenarius, Wizard in Polakatsikes.

Born in BC 973 in Davania, Clenarius spent the first part of his life as an apprentice for a Nithian wizard in Thothia. When his master was defeated by a rival wizard, he was held prisoner by magical means and stayed in suspended animation in the rival mage's dungeons (BC 950). He was released by adventurers some 1,700 years after his capture (AC 827). He resumed life as a mapmaker in Edairo, and while paying a last homage to his former master he realized that his former master had become an archlich and was living in Thothia. He found him and resumed his apprenticeship, learning dark necromantic secrets to extend life almost eternally and acting as his master's eyes, ears and mouth. One day, coming back from a trip for his master, he discovered his master's phylactery destroyed and the castle ransacked. He sought and destroyed the Alphatian party responsible for that deed and then left to settle in Thyatis, where he spent many years under several identities and working many jobs. By the end of the 9th century he was among the Thyatians who were sent by their emperor to conquer Traladara. In AC 970 he joined Stefan Karameikos and was awarded a dominion north of Penhaligon, which he kept several years, making it flourish. Good fortune did not last long, and dragons soon claimed their share of the barony's wealth. After he defeated two of them Clenarius had to fake his demise and leave once again under assumed identities to wander the known world, building up an adventuring party that lasted decades. He retired in Glantri as a teacher, and then in Boldavia where his researches were sponsored by the local prince. Once he realized his researches were used to cause harm to simple folk, he left and met Wolfgang Stimmel, a promising Heldannic Knight. They befriended each other and went adventuring for years, gathering artifacts and mapping up whole unknown regions for the Heldannic Order. Clenarius followed Wolfgang Stimmel back to his native Davania when the former was appointed Governor of Polakatsikes. Ever since, as a high magist and master cartographer in Davania, he has been doing his best with the help of his daughter Alatia to cement the two communities in order to make them face the future united.

Unknown to everyone but Wolfgang Stimmel, Clenarius has been receiving strange foretelling dreams for years. After long reflections he thinks those dreams were sent by Vanya Herself to further Her own divine ends. No one has any idea of his real age or life span.

OD&D Stats: Level 36 Wizard; St 9, In 18, Wi 17, Dx 13, Co 16, Ch 16; AI N.

Light olive skin tone, strongly built, pepper-and-salt hair, green eyes, wide eyebrows. Average height. Dressed very commonly except on special occasions or to honor a special guest, yet always wears an old Nithian bronze collar around his neck.

On every occasion he carries a very extensive set of rods, wands and staffs at hand to avoid using his own spells (his personal experiences led him to believe that showing off his magical might only attracts the attention of potential powerful rivals). He loves to spend hours in his studies mapping or studying ancient maps. Sometimes reclusive, he's always ready to enlarge his spell collection or simply to share news from the remote places. There are nearly no places on Mystara he hasn't heard about. He can be a generous source of information for any lawful- or neutral-aligned party of adventurers. He likes to assume many identities to gather information or to manipulate groups of people to further his own ends. He and his best friend Wolfgang have great plans for Polakatsikes's future.

Comentas Dulcissinius, Magist in Actius.

Human, male, M18.

Damianus Hermongenes, Magist in Biazzan.

Human, male, M20.

Darkcloak, Recently-settled Foreign Alphatian Wizard in Turmoil.

Rumored to be human, male, M19.

Demetron Karagenteropolus, Imperial Magist in Thyatis.

Human, male, M21.

Drianna, Poet in the Gentle Folk Lands.

Elf, female, F1.

Erik Helsing, Blackmailed Wizard in Serraine.

Human, male, M13.

Ekli'tke, She of the Magic in Tlik'kkill.

Crabman, female, W23.

Gallos the Aged, Respected Philosopher and Historian in Selhomarr.

Human, male, T4.

Iohannes Angelikos, Curator in Borydos.

Human, male, M20.

Kanafasti, Court Mage in Aengmor.

Elf, male, M17.

Lodun the Doomed, Fading Star in Ambur.

Human, male, M12.

Madiera, Magist in Alpha.

Human, female, M18.

Mercurius Praesentinus, Magist in Halathius.

Human, male, M20.

Methodius Armorakius, Dean of the Imperial Academy in Thyatis.

Human, male, M12/Pr17 of Halav.

Murl of Vlaardoen, Wizard in Minrothad.

Human, male, M18.

Mykertendal, Famous Artist in Haven.

Human, female, M20.

Phillipia Caeseria, Magist in Retebius.

Human, female, M20.

Philoxenus Scholasticus, Curator of the Great Library in Thyatis.

Human, male, M20.

Phoebammon, Magist in Terentias.

Human, male, M18.

Rikka Kaalwa, Maga in Kaarjala.

Human, female, M16.

Rogart, Historian in Stonewall.

Human, male, Rog14(3E). A rogue and historian from Stonewall.

Rusak, Wizard.

Human, male.

Sarapammon, Magist in Tel Akbir.

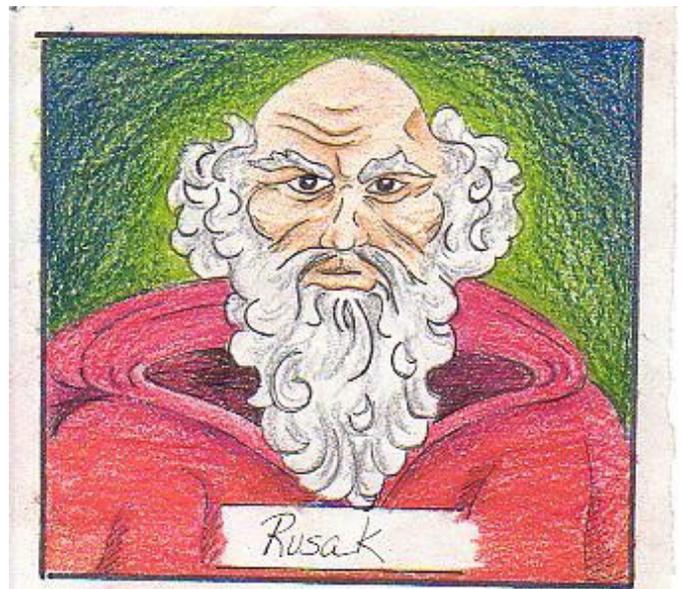
Human, male, M20.

Theomisticus Chrysemion, Magist in Lucinius.

Human, male, M20.

Vincentius Hallicarnasas, Magist in Kerendas.

Human, male, M20.



Most Prosperous Merchants

Merchants and guilders.

Adonai Stephanos, Prominent Businessman and Politician in Kastelios.

Human, male.

Arturo Franich, Master of House Franich in Darokin.

Human, male.

Benji Trumblehorn, Shop Owner in Kastelios.

Human, male, normal man.

Bertram Hallonica, Master of House Hallonica in Darokin.

Human, male.

Carola the Grappler, Captain of the Leap of Faith in the Merry Pirate Seas.

Human, female, T14.

Corwyn Linton, Master of House Linton in Darokin.

Human, male.

Elissa Pennydown, Mistress of House Pennydown in Darokin.

Human, female.

Eshram al-Azrad, Master of House al-Azrad in Darokin.

Human, male.

Greenleaf Vickers, Master of House Umbarth in Darokin.

Human, male.

Jeremol the Deceptive, Leader of the Traders' Guild in Turmoil.

Human, male, T10. the Traders' Guild is a thieves' guild.

Kai'klie, She of the Shadows of Tlik'kill.

Crabman, female, T27.

Kleng Bloodhand, Pirate in Nordenhafen.

Human, male, F13.

Lucci Dhay, Dame and Headmaster of the Trade Guild in Panteria.

Human, female, T19. Actually a spy from rival Causa Nostra.

Marina Takanitas, Experienced Trader in Kastelios.

Human, female, normal woman.

Mendel Callister, Master of House Toney in Darokin.

Human, male.

Natalie Kalimi, Mistress of House Corun in Darokin.

Human, female.

Nosmo Beldan, Merchant-Prince in Minrothad.

Human, male, F15/MP12.

Opatuo, Head of the Mining Exchange of Emdur in Gombar.

Ogre-kin, female, Merchant14.

Pythion of Dophius, "King" of Milenia.

Human, male, M12.

Saroso Elsan, Merchant-Prince in Minrothad.

Water elf, male, F10/M16.

Tano Tarantella, Guild Master in Latela.

Human, male, T11.

Theodosius Kantinomeiros, Con Man in Thyatis.

Human, male, T15.

Ulard Forester, Guild Master in Minrothad.

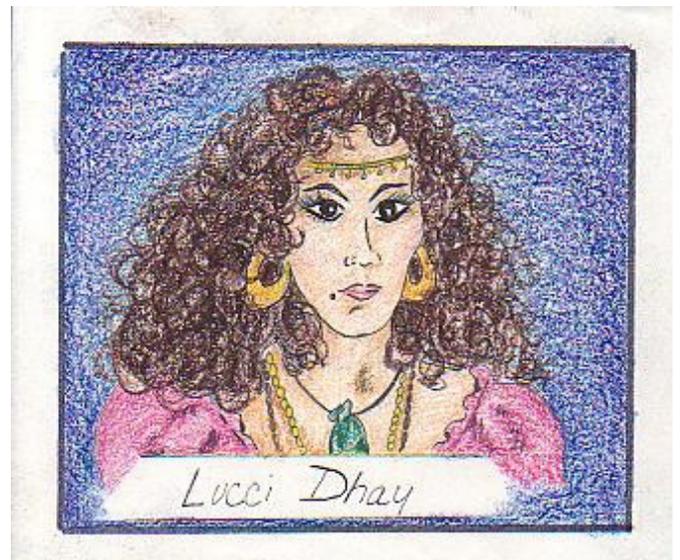
Elf, male, F10/M12.

Valnor Acidelyrovius, Master of the Shadow Hand in Thyatis.

Human, male, T22.

Yodar, Pirate in Ekimmu in Minaea.

The pirate Yodar was born in Ekimmu, and is a national hero.



Most Diverse Local Celebrities

Gladiators and other local heroes or villains.

Andrzej Vatacek, Guild Master of the Guild of Adventurers in Valeryia in Klagorst.

Human, male, Pr20 of Aurial (Sinbad).

Bargle the Infamous, Mercenary in Serraine.

Human, male, M17.

Carolus Anthemion, Gladiator in Thyatis.

Human, male, F9/Werewolf.

Dariyana, Student in the Grey Islands.

Human, female, normal female.

Elektra Sharpblade, Gladiator in Thyatis.

Human, female, F17.

Furny Mallok, Runaway Slave in Blackheart.

Human, male, Rgr4(3E).

Hukkt, Gladiator in Thyatis.

Ogre, male, F18.

Kemal, Dock Warden in Garganin.

Human, male, normal man.

Speriopitis Melanikas, Gladiator in Thyatis.

Human, male, F7/Rake15.

Strabos, Slave and Leader of the Kleonites in Milenia.

Human, male, Pr10 of Koryis.

Stult Bearclaw, Gladiator in Thyatis.

Human, male, F15.

Yalag, Ex-Gladiator in Thyatis.

Orc, male, F12.

Mystaran Miscellanea

The Mystaran Year

Most Mystaran calendars consist of twelve months of 28 days each. These months are divided into 4 weeks of 7 days. Each day of the week has a name, but the weeks themselves do not.

Day	Date			
Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

NM = New Moon, FQ = First Quarter, FM = Full Moon, LQ = Last Quarter.

Most nations have adopted the Thyatian calendar, which is dated from the crowning of their first emperor, Zendrolion Tatriokanitas. It is currently the year After Crowning 1019 (AC 1019).

The name of the months and days depends on the nation. A few examples for the months follow

Season	Thyatis	Five Shires	Ethengar	Rockhome	Alphatia
midwinter	Nuwmont*	<i>Clabbas*</i>	<i>Amai</i>	<i>Wbarlin</i>	<i>Nyxmir</i>
late winter	Vatermont	<i>Vuuldiir</i>	<i>Hiskmai</i>	<i>Morlin</i>	<i>Amphimir</i>
early spring	Thaumont	<i>Maehin</i>	<i>Yalmai</i>	<i>Hralin*</i>	<i>Alphamir*</i>
middle spring	Flaurmont	<i>Odelin</i>	<i>Haimai</i>	<i>Hwyrlin</i>	<i>Sulamir</i>
late spring	Yarthmont	<i>Gondulrim</i>	<i>Kevamai</i>	<i>Styrlin</i>	<i>Sudmir</i>
early summer	Klarmont	<i>Mithintle</i>	<i>Seimai</i>	<i>Babrlin</i>	<i>Vertmir</i>
midsummer	Felmont	<i>Goldaun</i>	<i>Lingmai</i>	<i>Bubrlin</i>	<i>Tslamir**</i>
late summer	Fyrmont	<i>Fyrtal</i>	<i>Tringmai</i>	<i>Klinton</i>	<i>Andrumir</i>
early fall	Ambyrmont	<i>Aumbyr</i>	<i>Demai</i>	<i>Barrlin</i>	<i>Cyprimir</i>
middle fall	Sviftmont	<i>Ssantiir</i>	<i>Chagar*</i>	<i>Biflin</i>	<i>Hastmir</i>
late fall	Eirmont	<i>Tembiir</i>	<i>Rinpoch</i>	<i>Jhyrlin</i>	<i>Eimir</i>
early winter	Kaldmont	<i>Dauntil</i>	<i>Komai</i>	<i>Kuldlin</i>	<i>Burymir</i>

*: marks the first day of the year.

**.: called *Islamir* in common Alphatian.

Universities of Mystara

Knowledge is a most valuable resource, and a civilization with the most potent army cannot hope to withstand the test of time without centers of learning.

Universities of the Old World

Location	Name	Most Illustrious Teachings
Biazzan (Thyatis)	University of Biazzan	Algebra, Hollow World Theories
Corunglain (Darokin)	University of Corun	Siege Warfare, Land-based Exploration
Darokin (Darokin)	DDC Compound	Diplomacy, Global Trading, Geopolitics
Dengar (Rockhome)	Skarrad High Seminary	Architecture, Engineering
Erendyl (Glantri)	Erewan Dateless University	Botany, Horticulture, Zoology
Evemur (Rockhome)	Syrklist Conservatory	Mining, Metallurgy, Geology
Glantri (Glantri)	Great School of Magic	Magic in all its forms
Harbortown (Minrothad)	School of Harbortown	Navigation, Commercial Shipbuilding
Ierendi (Ierendi)	Naval Academy	Navigation, Naval Warfare
Kerendas (Thyatis)	West Reach	Cavalry Tactics, Mounted Warfare
Krakatos (Karamaikos)	Karamaikan School of Magecraft	Magic in all its forms
Leenz (Glantri)	<i>Drachen Zentral</i>	Monster Lore and Hunting
Minrothad (Minrothad)	Minrothad Institute of Trading	Economics, Trading & Marketing
Norrvik (Vestland)	Uppsala College	Magical Runes, Poetry, Folklore
Port Lucinius (Thyatis)	Imperial Navy Academy (a.k.a. <i>Collegium Navalis</i>)	Navigation, Naval Warfare, Shipbuilding
Retebius (Thyatis)	Retebius Air Academy	Air Warfare, Flying Creatures Training
Rymskigrad (Glantri)	Igorov Institute	Ancient History, Necromancy
Sayr Ulan (Sind)	Ul Nervi Palace	Philosophy, Theology
Selenica (Darokin)	University of Al-Azrad	Economics, Commerce, Administration
Selenica (Darokin)	Darokin University of Medicine and Scientific Researches	Medicine, Anatomy & Surgery
Serraine (Serraine) ¹	Top Ballista Flying School	Aircraft Piloting, Air Warfare
Shireton (Five Shires)	Shireton Tea House	Literature, Poetry, Agriculture
Tameronikas (Tameronikas)	Ylaruam Medical & Curative Academy	Medicine, Healing Methods, Herbalism
Tel Akbir (Thyatis)	University of Tel Akbir	Arts: History, Languages, Mathematics, Medicine, Music, and the Lesser Magical Arts of Alchemy and Astrology
Thyatis (Thyatis)	Imperial Academy	Land Warfare, Diplomacy
Thyatis (Thyatis)	College of Lucinius (a.k.a. <i>Collegium Arcanum</i>)	Magical Warfare & Engineering
Thyatis (Thyatis)	Academy of Music	Music, Storytelling, Construction of musical instruments
Vyennes (Glantri)	<i>Beaux Arts de Vyennes</i>	Art & Entertaining
Ylaruam (Ylaruam) ²	Dream of the Desert Garden University	Water Management, Theology

(1) The Flying City of Serraine and its Top Ballista Academy are not currently drawing students. This is due to the hostile takeover of the city in AC 1015.

(2) With its past civil unrest and rise to power of a more pro-isolationist government, the Dream of the Desert Garden University has closed its doors to the majority of non-Ylari students and faculty members.

Universities of the Alphatian Sea and the Sea of Dawn

Location	Name	Most Illustrious Teachings
Alchemos (Meriander)	University of Alchemos	Alchemy
Alpha (Alpha)	Royal University of Norwold	Agriculture, Land Warfare, Basic Magic
Feather Fall (Aeria)	University of Air Magics	Magic of the Air, <i>Skyship</i> Engineering & Enchanting
Grey Islands (Alphatia)	University of Grey Islands	Basic Magic
Newkirk (Westrouрке)	Newkirk High	Sea Exploration, Linguistics
Seashield (Aquas)	Zyndryl University	Aquatic Races, Underwater Magic, Sea Exploration
Skyreach (Floating Ar)	Aerial University of Ar	Air Magic, <i>Skyship</i> Engineering & Enchanting

Country Names

We at the *Mystaran Almanac* are particularly conscious of the difficulty of using the proper name for any particular place, country, or region, and especially to correctly call their inhabitants, or use the correct adjective to qualify people or objects hailing from those places. The difficulty begins with the fact that often the country's name originally comes from the name its inhabitants give it in their native language—I will not elaborate on those occasions where one place is inhabited by various peoples, with different languages and often at war with each other—which was then picked up by Thyatian (or non-Thyatian, as the case may be) explorers and Thyatianized. Then there is the fact that Thyatian has several dialects itself, further adding to the confusion. Here are the names that are used in this almanac (we normally use scholarly Thyatian), as well as other common and less common variations.

<i>Country</i>	<i>Region</i>	<i>Inhabitant(s)</i>	<i>Adjective</i>	<i>Notes</i>
Actius	OW	Actian(s) also Thyatian(s)	Actian also Thyatian	
Aengmor	OW	Aengmorian(s) also shadow elf(-ves)	Aengmorian also shadowelf also shadow elven	Aengmor is mostly inhabited by shadow elves (see Shadow Elves' Kingdom). See also Alfheim.
Alfheim	OW	Alfheimer(s) also elf(-ves)	Alfheimer also elven	Alfheim was mostly inhabited by elves, who refer to themselves as such. When in doubt, as there are many other elven clans in the Old World, "Alfheim" can be added. Others often call them "Alfheimers" instead. See also Aengmor.
Atruaghin	OW	Atruaghin	Atruaghin	
Buhrohur	OW	Buhrohuri also Thyatian(s) also (Buhrohur) dwarf(-ves)	Buhrohur also Thyatian also (Buhrohur) dwarven	Buhrohur is mostly inhabited by dwarves, who often refer to themselves as such.
Darokin	OW	Darokinian(s)	Darokinian	
Ethengar	OW	Ethengar also Ethengarian(s)	Ethengar also Ethengarian	The word is invariable in the Ethengar language, and has been adopted likewise in scholarly Thyatian. It is, however, quite commonly replaced by the Thyatianized "Ethengarian."
Five Shire	OW	Hin also Five Shires hin	Hin	The Five Shires are mostly inhabited by hin, who refer to themselves as such. When in doubt, "Five Shires" can be added.
Glantri	OW	Glantrian(s) also Flaem(s), Klantlyrian(s), (Nouveau(x)/-elle(s)) Averoignian(s), Boldavian(s), Ethengar or Ethengarian(s), Anglais, Thyatian(s), Alphatian(s), (New) Kollander(s)	Glantrian also Flaemish or Flaem, Klantlyrian or Kaelic, (Nouvel/-elle) Averoignian, Boldavian, Ethengar or Ethengarian, Anglais, Thyatian, Alphatian, (New) Kollander or humanoid	Glantri is a melting pot.
Halathius	OW	Halathian(s) also Thyatian(s)	Halathian also Thyatian	
Hattias	OW	Hattian(s) also Thyatian(s)	Hattian also Thyatian	
Heldann	OW	Heldanner(s) also Heldannic Knight(s) also Heldannic(s)	Heldannic also Heldanner	Because the adjective "Heldannic" is used in the denomination of the knightly order that has been ruling the country since AC 965, native Heldanners often use the word to represent all things pertaining to the order, derogatively, and use the term "Heldanner" for things native. In return, Hattian Heldanners derogatively call all things native "Heldanner" and themselves Heldannics.

Ierendi	OW	Ierendi also Ierendian(s) also Makai	Ierendi also Ierendian also Makai	When Ierendi revolted from Thyatis, the hin saw no point in declining it, and the word is invariable in the Ierendi dialect of Thyatian. The word has been adopted likewise in scholarly Thyatian. It is, however, quite commonly replaced by the Thyatianized “Ierendian.”
Karameikos	OW	Karameikan(s) also Traladaran(s)	Karameikan also Traladaran	Traladara was the name of the country until AC 970.
Kerendas	OW	Kerendan(s) also Thyatian(s)	Kerendan also Thyatian	
Machetos	OW	Machetan(s) also Thyatian(s)	Machetan also Thyatian	
Minrothad	OW	Minrothaddan(s) also Minrothadian(s)	Minrothaddan also Minrothadian	Minrothaddan is from Minrothaddan Patois, and was adopted in mainstream Thyatian. Less knowledgeable persons sometimes say “Minrothadian.”
Orcland (or Orclands)	OW	Orclander(s) also Oenkmarian(s) also orc(s) or humanoid(s)	Orclander also Oenkmarian also orcish or humanoid	Orcland is mostly inhabited by humanoids (especially orcs), who refer to themselves as such. Their leaders and the Darokinians also refer to them as “Orclanders,” and some distinguish themselves because they are Oenkmarians in exile.
Ostland	OW	Ostlander(s)	Ostland also Ostlandic also Ostlander	The adjective is normally “Ostland,” but the standard Northern Reaches declinations are often used instead, with “Ostlander” for persons and “Ostlandic” for objects.
Rockhome	OW	Dwarf(-ves) also Rockhome dwarf(-ves) also Rockhomer	Dwarven also Rockhome dwarven also Rockhomer	Rockhome is mostly inhabited by dwarves, who refer to themselves as such. When in doubt, “Rockhome” can be added; “Rockhomer” is rarely used.
Serraine	OW	Serrainer(s) also skygnome(s)	Serrainer also skygnomish	Serraine is mostly inhabited by skygnomes, who refer to themselves as such.
Shadow Elves’ Kingdom	OW	Shadow elf(-ves)	Shadowelf also shadow elven	The shadow elves’ kingdom is unnamed (so it is simply called thusly, but capitalized), and inhabited almost exclusively by shadow elves. The adjective is “shadowelf,” coming from Darokinian, probably because of the Alfheim elves’ influence to avoid having the adjective “shadow elven” (which could have been shortened simply to “elven”) used for their enemy brethren.
Sind	OW	Sindhi	Sindhi	
Soderfjord	OW	Soderfjorder(s)	Soderfjord also Soderfjorder also Soderfjordic	The adjective is normally “Soderfjord,” but the standard Northern Reaches declinations are sometimes used instead, with “Soderfjorder” for persons and “Soderfjordic” for objects.
Tameronikas	OW	Tameronikan(s) also Nicostenian(s) also Ylari or Alasiyan(s) or Alasiyani	Tameronikan also Nicostenian also Ylari or Alasiyan or Alasiyani	
Tel Akbir	OW	Tel Akbiran(s) also Thyatian(s) also Alasiyan(s) or Alasiyani	Tel Akbiran also Thyatian also Alasiyan or Alasiyani	
Thyatis	OW	Thyatian(s)	Thyatian	
Twaelar	OW	Twaelar also merrow	Twaelar also merrow	The Twaelar Empire is mostly inhabited by merrow, who often refer to themselves as such.

Vestland	OW	Vestlander(s)	Vestlander also Vestlandic	The adjective uses the standard Northern Reaches declinations with “Vestlander” for persons and “Vestlandic” for objects.
Vyalia	OW	Vyalian(s) also (Vyalian) elf(-ves) also Thyatian(s)	Vyalian also (Vyalian) elven also Thyatian	Vyalia is mostly inhabited by elves, who often refer to themselves as such.
Wendar	OW	Wendarian(s)	Wendarian	
Ylaruam	OW	Ylari also Alasiyan(s) or Alasiyani	Ylari also Alasiyan or Alasiyani	“Alasiyans” or “Alasyiani” tends to design to the nomadic Ylari.
Aquas	AS	Aquan(s) also Alphatian(s)	Aquan also Alphatian	
Alphatia	AS/HW	Alphatian(s) also Cypri	Alphatian also Cypri	The Cypri were absorbed by the Alphatians long ago.
(Floating) Arkan or (Floating) Ar	AS	(Floating) Arkan(s) also (Floating) Arian(s) also Alphatian(s)	Arkan also Arian also Alphatian	“Arkan” is derived from Old Alphatian, while “Ar” is a more modern term (but also associated with commoner language).
Bellissaria	AS	Bellissarian(s) also Alphatian(s)	Bellissarian also Alphatian	
Lagrius	AS	Lagrian(s) also Alphatian(s)	Lagrian also Alphatian(s)	
Nayce or NACE		Alphatian(s) also Naycese Alphatian(s)	Naycese also Alphatian	The Naycese Alphatians consider themselves Alphatians, period. They do not recognize themselves behind the word “Nayce” or any of its derivatives, though others (notably Thyatians, and some Alphatian politicians) use the term to distinguish Nayce from Alphatia.
Qeodhar	AS	Qeodharan(s)	Qeodharan	“Qeodharian” is improper though sometimes encountered.
Veroth	AS	Verothian(s) also Alphatian(s)	Verothian also Alphatian	
Ystmarhavn	AS	Ystmarhavner(s)	Ystmarhavner	
Aeria	SD	Aerian(s) also Alphatian(s)	Aerian also Alphatian	
Heldun	SD	Heldunian(s) also Helskiran(s) also Dunadaler(s) also Thyatian(s) also Alphatian(s)	Heldunian also Helskiran also Dunadaler also Thyatian also Alphatian	
Ne'er-do-well	SD	Ne'er-do-well(s) also Alphatian(s)	Ne'er-do-well also Alphatian	
Ochalea	SD	Ochalean(s) also Thyatian(s)	Ochalean also Thyatian	
Pearl Islands	SD	Pearl Islander(s) also Thyatian(s)	Pearl Islander also Thyatian	
Thothia	SD	Thothian(s)	Thothian	
Trikelios	SD	Trikelian(s) also Alphatian(s)	Trikelian also Alphatian	
Davania	DV	Davanian(s)	Davanian	
Emerond	DV	Emerondian(s)	Emerondian	
Garganin	DV	Garganinese also Hulean(s)	Garganin also Hulean	Former Hulean colony.

Hrissopoli	DV	Hrissopolitan(s) also Milenian(s)	Hrissopolitan also Milenian	
Ilioloosti	DV	Ilioloostian(s) also Milenian(s)	Ilioloostian also Milenian	
Kastelios	DV	Kastelian(s) also Milenian(s)	Kastelian also Milenian	
Mivosia	DV	Mivosian(s) also Milenian(s)	Mivosian also Milenian(s)	
Polakatsikes	DV	Polakatsikan(s) also Milenian(s) also Heldanners or Heldannic Knights	Polakatsikan also Milenian also Heldanner or Heldannic	
Thyatian Hinterlands	DV	Hinterlander(s) also Thratian(s) also Thyatian(s)	Hinterlander also Thratian also Thyatian	
Norwold	NW	Norwolder(s) also Antalian(s)	Norwold	
Frosthaven	NW	Frost giants	Frost giantish	
Kaarjala	NW	Kaarjalan(s)	Kaarjalan	
Littonia	NW	Littonian(s)	Littonian	
Foresthomes and Nordalfheim	NW	Nordalfheimer(s) also (Shiye) elf(-ves)	Nordalfheimer also (Shiye) elven	Norwold elves are almost always Shiye elves. Elves from the independent foresthomes do not take well to being called “Nordalfheimers,” so the tendency is to call any elf encountered just a (Shiye) elf.
Leeha	NW	Hin also Leeha hin also Leehan(s)	Hin also Leeha hin also Leehan	Leeha is mostly inhabited by hin, who refer to themselves as such. When in doubt, “Leeha” can be added. “Leehans” is rarely used.
Alpha	NW	Alphan(s) also Alphantian(s)	Alphan also Alphantian	
Redhorn	NW	Diaboli	Diaboli also diabolic	Redhorn is almost exclusively inhabited by diaboli, who refer to themselves as such. “Diabolic” is generally used by people who fear the diaboli.
Denagoth	NW	Denagothian(s)	Denagothian	
Oceansend	NW	Oceansender(s)	Oceansender	
Aeryl	SC	Ee’aar	Ee’aar	Aeryl is mostly inhabited by ee’aar, who refer to themselves as such.
Almarrón	SC	Almarróñan(s)	Almarróñan	
Ator	SC	Gurrash also gator man(men)	Gurrash also gator man(men) also Atorite	Ator is mostly inhabited by gurrash, who refer to themselves as such.
Bellayne	SC	Bellaynish also rakasta	Bellaynish also rakasta	Bellayne is mostly inhabited by rakasta, who refer to themselves as such. Rakasta is sometimes incorrectly declined into “rakastas” (plural) and “rakastan” (adjective).
Cay	SC	Cayma(s) also cay-man(men)	Cayma also cay-man	Cay is mostly inhabited by caymas, who refer to themselves as such.
Cimarron	SC	Cimarron	Cimarron	
Eshu	SC	Eshunite(s) also enduk(s) also Nimmurian(s)	Eshunite also enduk also Nimmurian	Eshu is mostly inhabited by enduks, who refer to themselves as such.
Eusdria	SC	Eusdrian(s)	Eusdrian	

Gargoña	SC	Gargoñan(s)	Gargoñan	
Gombar	SC	Gombarian(s) also demi-ogre(s)	Gombarian also demi-ogrish	Gombar is mostly inhabited by demi-ogres, though they generally refer to themselves as “Gombarians” instead.
Guadalante	SC	Guadalantan(s)	Guadalantan	
Herath	SC	Herathian(s)	Herathian	
Jibarú	SC	Jibarú also phanaton(s)	Jibarú also phanaton	Jibarú is mostly inhabited by phanatons, who refer to themselves as such.
Narvaez	SC	Narvaezan(s)	Narvaezan	
Nimmur	SC	Nimmurian(s) also manscorpion(s)	Nimmurian also manscorpion	Nimmur is mostly inhabited by manscorpions, though they generally refer to themselves as “Nimmurians” instead.
Renardie	SC	Renardois/-se(s) also lupin(s)	Renardois/-se(s) also lupin	Renardie is mostly inhabited by lupins, who refer to themselves as such. Adjectives are normally invariable in Thyatian, including its Savage Coast dialects, but not so in Renardois, and this difference is carried in the very adjective “Renardoise(s)” when used with female nouns (for persons, but occasionally for objects given a female gender) by native Renardois in Slag.
Robrenn	SC	Robrenn	Robrenn	
Saragón	SC	Saragóner(s)	Saragóner	
Shazak	SC	Shazak(s) also lizard man(men)/woman(- men)	Shazak also lizard man	Shazak is mostly inhabited by lizard men, though they generally refer to themselves as “Shazaks” instead.
Slagovich	SC	Slagovich	Slagovich	
Suma’a	SC	Suma’an(s) also demi-ogre(s)	Suma’an also demi-ogrish	Suma’a is mostly inhabited by demi-ogres, though they generally refer to themselves as “Suma’ans” instead.
Texeiras	SC	Texeiran(s)	Texeiran	
Torreón	SC	Torreóner(s)	Torreóner	
Wallara	SC	Wallara(s) also chameleon man(men)/woman(- men)	Wallaran also chameleon man	Wallaras don’t call themselves “chameleon men,” it is a name given them by other races.
Yavdlom	SC	Yavdlom also Yavi	Yavdlom also Yavi	The word “Yavi” is sometimes used instead.
Brasov	WB	Brasovian(s)	Brasovian	
Hule	WB	Hulean(s)	Hulean	
Klagorst	WB	Klagorstan(s)	Klagorst	
Yezchamenid Empire	WB	Yezchameni	Yezchamenid	
Zuyevo	WB	Zuyevan(s)	Zuyevan	
Skothar	SK	Skotharan(s)	Skotharan	
Esterhold	SK	Alphatian(s) also Jennite(s)	Alphatian also Jennite	
Jennite Lands	SK	(Free or wild) Jennite(s)	(Free- or wild-) Jennite	
Minaea	SK	Minaean(s)	Minaean	
Tangor	SK	Tangor(s)	Tangor	“Tangor” is often used invariably.

Thonia	SK	Thonian(s)	Thonian	
Antalia	HW	Antalian(s)	Antalian	
Azcan Empire	HW	Azcan(s)	Azcan	The word “Azca” can be used only in the expression “Son(s) of Azca.”
Beastmen Lands	HW	Beastman(-men)/- woman(-men)	Beastman	
Brute-Men Lands	HW	Brute-Man(-Men)/- Woman(-men)	Brute-Man	
Gentle Folk Lands	HW	Gentle Folk also (Gentle (Folk)) elf(- ves)	Gentle Folk also (Gentle (Folk)) elven	The Gentle Folk Lands are mostly inhabited by elves, who refer to themselves as such.
Icevale	HW	Icevale also elf(-ves)	Icevale also elven	Icevale is mostly inhabited by elves, who refer to themselves as such.
Jennite Lands	HW	Jennite(s)	Jennite	
Kogolor Lands	HW	Kogolor also dwarf(-ves)	Kogolor also dwarven	Kogolor Lands are mostly inhabited by dwarves, who refer to themselves as such.
Krugel Horde	HW	Krugel (Horde) also orc(s)	Krugel (Horde) also orcish	The Krugel Desert is mostly inhabited by orcs, who refer to themselves as such.
Kubitt Lands	HW	Kubitt(s)	Kubitt	
Malpheggi Lands	HW	Malpheggi also lizard man(men)/woman(- men)	Malpheggi also lizard man	The Malpheggi Swamps are mostly inhabited by lizard men, who refer to themselves as such.
Merry Pirate Seas	HW	Merry Pirate(s)	Merry Pirate	
Milenia	HW	Milenian(s)	Milenian	
Neathar	HW	Neathar	Neathar	
Neatharm or Neatharum	HW	Alphatian(s) also Neathar	Neatharm also Alphatian also Neathar	“Neatharm” is never used for persons.
Nithia	HW	Nithian(s)	Nithian	
Oltec Lands	HW	Oltec(s)	Oltec	
Schattenalfheim	HW	Schattenalfen also elf(-ves) also shadow elf(-ves)	Schattenalfen also elven also shadow elven	Schattenalfheim is mostly inhabited by elves, who refer to themselves as such.
Selhomarr	HW	Selhomarrian(s)	Selhomarrian	
Shahjapur	HW	Shahjapuri	Shahjapuri	
Tanagoro Lands	HW	Tanagoro	Tanagoro	
Traldar Lands	HW	Traldar	Traldar	
Alphatia	HW	Alphatian(s)	Alphatian	
Alphas’ar	HW	Alphas’arian(s) also Alphatian(s)	Alphas’arian also Alphatian	
Ambur	HW	Amburian(s) also Alphatian(s)	Amburian also Alphatian	
Arkan or Ar	HW	Arkan(s) also Arian(s) also Alphatian(s)	Arkan also Arian also Alphatian	
Arogansa	HW	Arogansan(s) also Alphatian(s)	Arogansan also Alphatian	

Bettelyn	HW	Bettelyn also Alphatian(s)	Bettelyn also Alphatian	
Blackheart	HW	Blackheart(s) also Alphatian(s)	Blackheart also Alphatian	
Eadrin	HW	Eadrin also Alphatian(s)	Eadrin also Alphatian	
Foresthorne	HW	Foresthorne also Alphatian(s) also (Shiye) elf(-ves)	Foresthorne also Alphatian also (Shiye) elven	Foresthorne is inhabited by many elves, who refer to themselves as such.
Frisland	HW	Frislander(s) also Alphatian(s)	Frislander also Frisian also Alphatian	The adjective is “Frislander” for persons and “Frisian” for objects.
Greenspur	HW	Eagren also Alphatian(s)	Eagren also Alphatian	
Haven	HW	Havenite(s) also Alphatian(s)	Havenite also Alphatian	
Limn	HW	Limnese also humanoid(s) or monster(s) also Alphatian(s)	Limnese also humanoid or monstrous also Alphatian	The terms “humanoid” and “monstrous” are not necessarily insulting.
Randel	HW	Randel also Alphatian(s)	Randel also Alphatian	
Shiye-Lawr	HW	Shiye-Lawr also (Shiye) elf(-ves) also Alphatian(s)	Shiye-Lawr also (Shiye) elven also Alphatian	Shiye-Lawr is mostly inhabited by elves, who refer to themselves as such.
Stonewall	HW	Stonewaller(s) also Alphatian(s)	Stonewaller also Stonewall also Alphatian	The adjective is “Stonewaller” for persons and “Stonewall” for objects.
Stoutfellow	HW	Stoutfellow(s) also dwarf(-ves) or hin or gnome(s) also Alphatian(s)	Stoutfellow also dwarven or hin or gnomish also Alphatian	Stoutfellow is mostly inhabited by dwarves, hin and gnomes, who refer to themselves as such.
Theranderol	HW	Theran(s) also Alphatian(s)	Theran also Alphatian	
Vertiloch	HW	Vertilian(s) also Alphatian(s)	Vertilian also Alphatian	

This list shows the words in scholarly Thyatian, which is the spelling that the *Mystaran Almanac* uses. There are, however, several other trends, which generally correspond to the peculiarities of different dialects of Thyatian (not counting the many non-Thyatian languages), among which we can cite:

-ian: This is actually mostly encountered in the dialects spoken throughout the Thyatian Empire, although in common Thyatian as opposed to the scholarly version. Such dialects simplify the names of inhabitants of any country, and the associated adjective, by quite systematically adding -ian to the country’s (or culture’s) name. The most common examples are the likes of Ierendian, Minrothadian, or Ethengarian, but it generally extends further to replace -an (Karameikian, Qeodharian), but also for any word: Sindian, Vestlandian.

-i: This is mostly encountered in the western dialects of Thyatian, notably as spoken in Ierendi and Darokin (and the countries which commerce mainly with them). It is the reason for words like Sindhi, Ylari, or Ierendi. The Westerners often use this suffix for other peoples they trade with more occasionally (Atruaghini, Ethengari), and more rarely for others as well (Glantri, Thyati, Wendari).

-er/-ic: The Northlanders who speak Thyatian often transpose the idiosyncrasies of Heldannic into their dialect of Thyatian. Thus, they could speak of an Alpher king, or a Thyatic sword.

Mystaran Almanac & Book of Facts

Book One: Atlas

Volume X, AC 1019

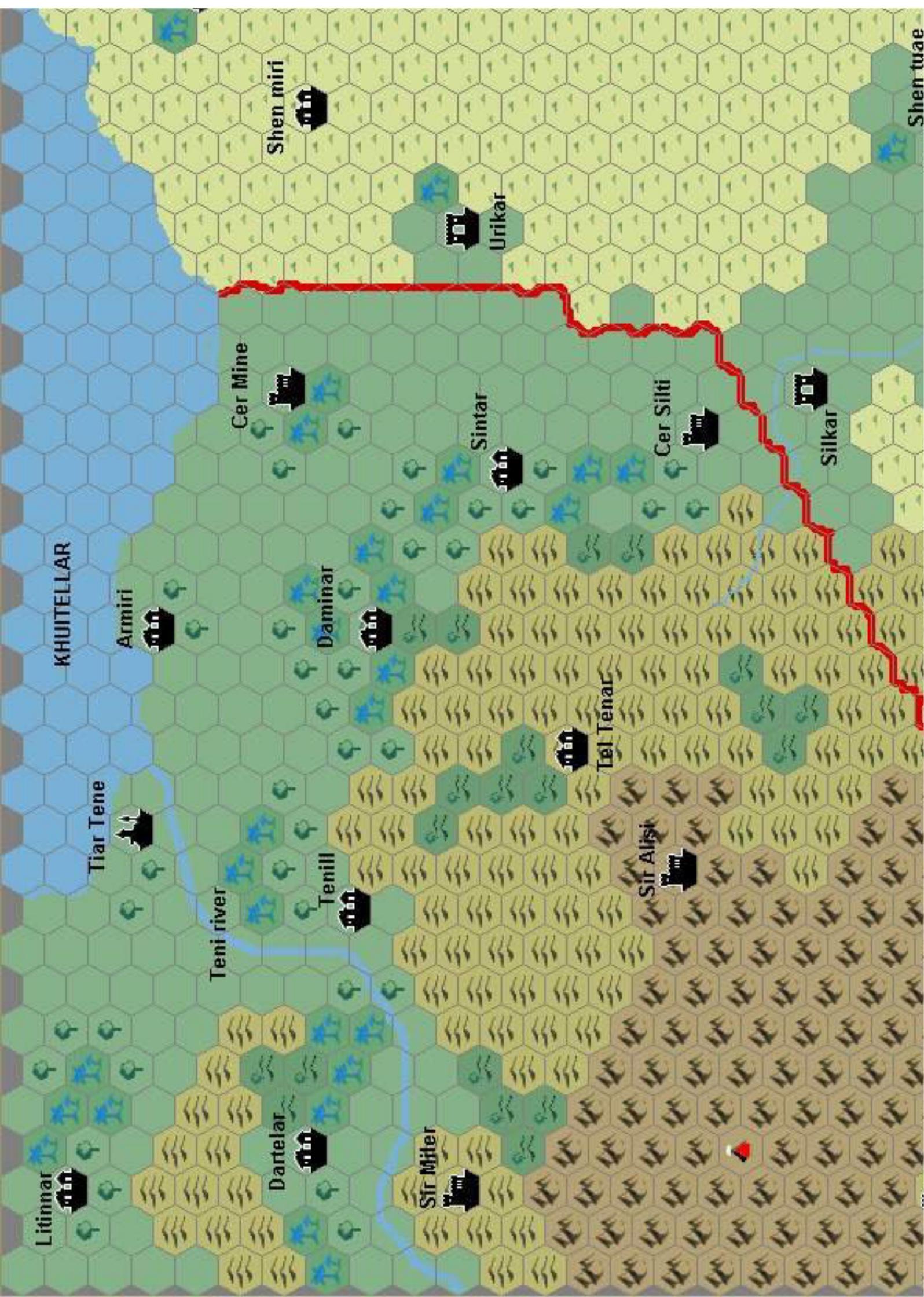
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the Five Shires
the Principality of Aalban in Glantri
the Territory of Heldann
the Kingdom of Karameikos
the *Jarldom* of Gråbjergje in Ostland
the Territories of Sind
the Falun Caverns in Soderfjord
the Empire of Thyatis
the *Jarldom* of Bornbank in Vestland
the Kingdom of Qeodhar
the *Exarchate* of Ochalea
the Free Plains of Eseri
the Sacred Lands of Mogluur
the *Oberherrschaft* of Schweidnitz
the Haven of Tlik'kkill
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Shen miri

Urikar

Cer Mine

Sintar

Cer Silti

Silkar

KHUITELLAR

Armiri

Daminar

Tel Tenar

Tiar Tene

Teni river

Tenill

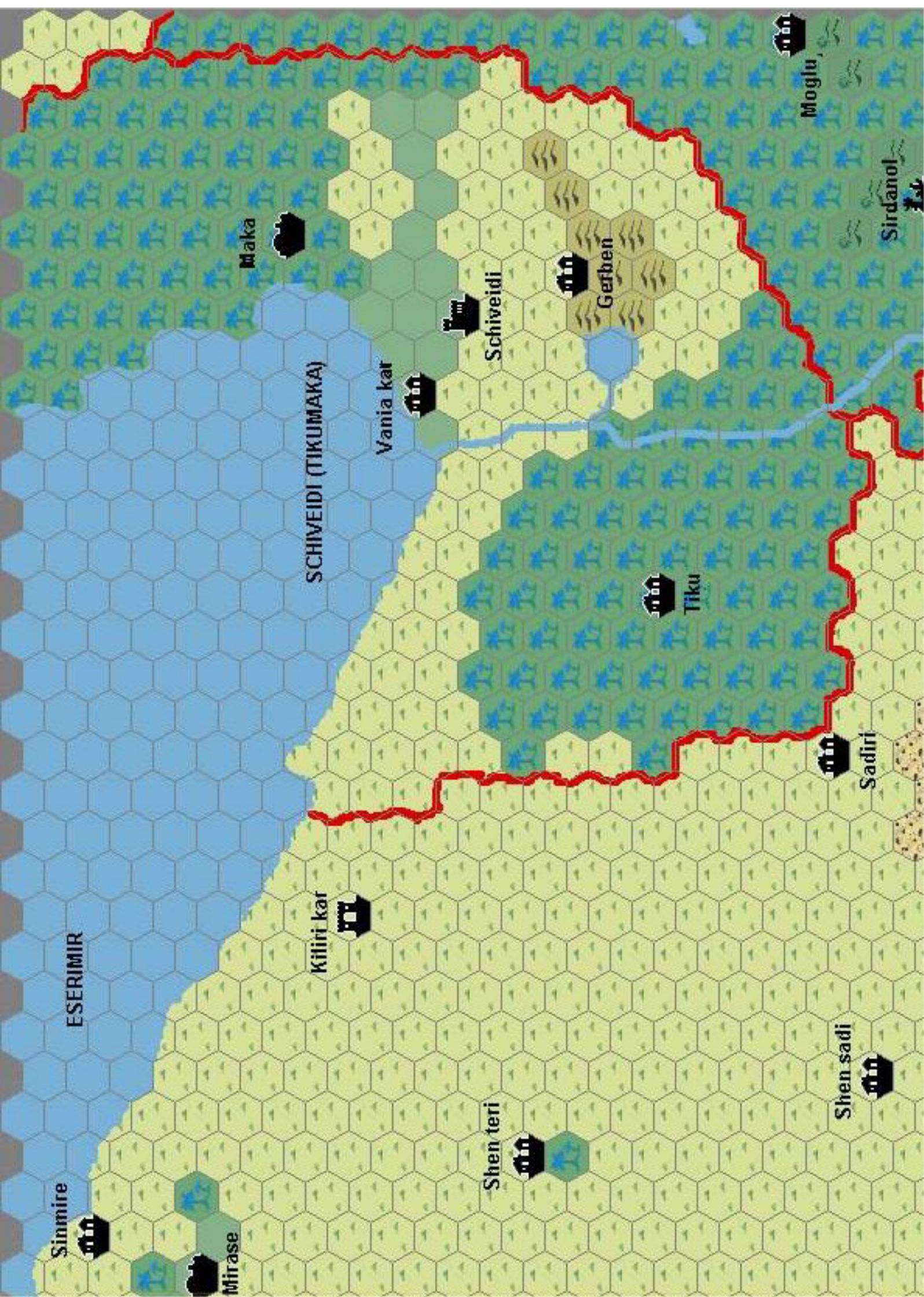
Sir Alisi

Litinnar

Dartelar

Sir Mjler

Shen tuae



Sinmire

Mirase

ESERIMIR

Killiri kar

SCHIVEIDI (TIKUMAKA)

Vania kar

Shen teri

Schiveidi

Gerben

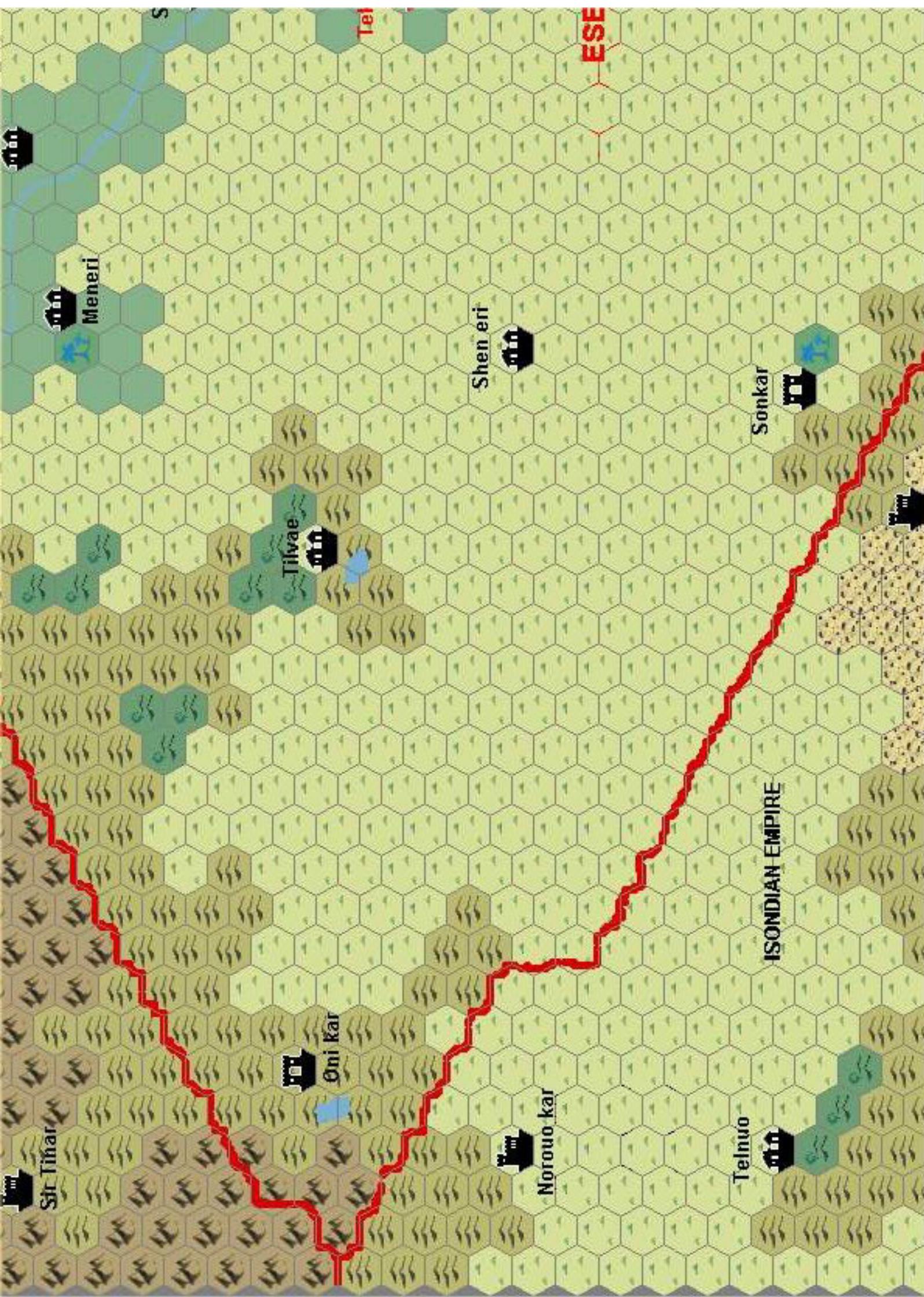
Tiku

Shen sadi

Sadiri

Moglu

Sirdanot



ESE

Tel

Meneri

Shen eri

Sonkar

Tilvae

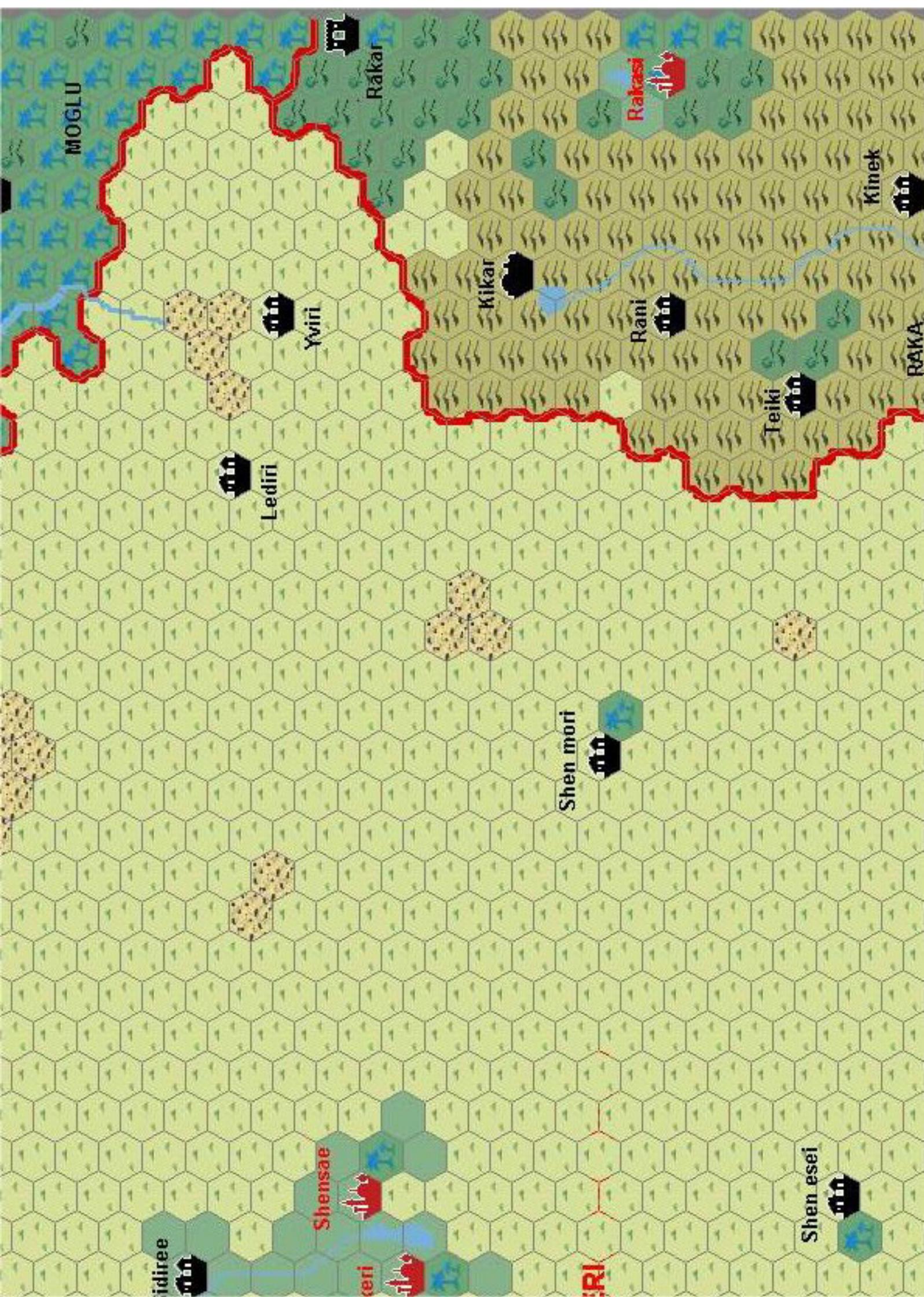
Oni Kar

Norouo kar

Telnuo

Sht Tihar

ISONDIAN EMPIRE



MOGLU

Rakar

Rakasi

Kinek

Yviri

Kikar

Rani

RAKA

Ledin

Teiki

Shen mori

idiree

Shensae

Shen mori

SHEN

Shen esei





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