

The UNofficial KNOWN WORLD GAZETTEER



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THE OFFICIAL MYSTARA HOMEPAGE

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“History of the Known World” adapted from “The Unofficial Timeline of Mystara” by Daniel Boese.
<http://pandius.com/timeline.html>

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Version 6.0

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Chapter One: Introduction to the KNOWN World

The Known World is one portion of the fictional world of Mystara. This is a world of heroic pulp fantasy, where technology reflects that of the High Middle Ages, and where feudalism is the dominant form of government. The Known World is the setting for amazing fantasy adventures. Most of the published adventures for the classic *Dungeon & Dragons* role playing game of the 80's and 90's were set in Mystara. But, that does not quite tell you about what kind of world this is. Hardly a better introduction to Mystara can be given than the one written for "The Black Vessel" (Morris 1996, 313-314):

Sprawling across the boundaries of the Known World like a great, serpentine dragon lies the bustling, ever-startling world of Mystara, a land where the only constant is change.

Mystara has managed to survive through three disasters of cataclysmic proportions. The first such disaster, The Great Rain of Fire, came about some four millennia ago. It was then that the ancient Blackmoors, masters of magic and technology, loosed their powerful weapons on the land in an Armageddon that forever changed the face of the world.

Although the people of Blackmoor failed to survive this self-inflicted calamity, they were nevertheless players in the second major disaster some thirteen hundred years later, when unsuspecting elves unwittingly detonated a powerful artifact left behind by the men of Blackmoor. The resulting explosion not only wiped out whole races but also brought about a change in climate that spawned a new ice age.

In more modern times, vengeful gods and goddesses brought about a series of cataclysmic events known as the Wrath of the Immortals. A great meteorite struck the land, an entire continent sank

beneath the ocean, and a deadly plague began to spread.

Mystara is a world of constant surprises. Where else would you expect to find a flying city, a magical mountain, a floating continent, an invisible moon complete with inhabitants, and an entire region of the world with its population held under the sinister, body-altering influence of a mysterious magical substance? What other land possesses an entire separate world inside its hollow core, with neither world's population aware of the existence of the other?

In Mystara, you'll discover brave adventurers, powerful mages, evil villains, majestic dragons, lurking monsters. An entire civilization that has lived underground for hundreds of years, a nation of halflings, an island kingdom of pirates. Immortals who dabble in the affairs of mere mortals for their own amusement. An entire race that has migrated to Mystara from another world.

Fire and air magic...

A blighted, magically enchanted forest...

A sunken continent...

It's all here, and much, much more, when you dare to visit the magical, mystical world of Mystara!

This short book is meant to be an introduction and handbook to Mystara. Specifically, this book focuses on the realms in the south-eastern part of the continent of Brun, called the Known World. Additionally, the nations to the immediate west and north are also included. This book is meant to be system neutral which means you can use the information with Classic D&D, with Fifth Edition, or any other rule system.

This book is meant to be short. Those interested in more thorough resources should consult published content. The *Poor Wizard's Almanac* series covers the entire setting. The *Gazetteer* series covers the specific nations of the Known World. *Champions of Mystara* covers the nations in the Serpent Peninsula and the Great Waste. Modules X4, X5, and X10 cover Hule. Module CMI covers Norwold.

Chapter Two: Calendars and Climates of the Known World

While each culture and nation have their own calendars, three calendars have become dominant in the Known World. Many people will also know either the Thayian, Alphatian, or Sindian calendars depending on their history, location, and trade.

Days of the Week

Thyatis	Alphatia	Sind	Ethengar	Five Shires	Rockhome	Ylaruam
Lunadain	Majhur	Som-bar	Xingqiri	Lunadain	Syhardan	Yaum al-ahad
Gromdain	Tijhur	Mangal-bar	Xingqiyi	Gromdain	Thardan	Yaum al-athnen
Tserdain	Wojhur	Budh-bar	Xingqier	Tserdain	Evedan	Yaum al-talit
Moldain	Thajur	Brihaspati-bar	Xingqisan	Moldain	Dorfdan	Yaum al-arba
Nytdain	Flajur	Sukra-bar	Xingqisi	Nytdain	Duldan	Yaum al-hamis
Loshdain	Sejhur	Sanee-bar	Xingqiwu	Loshdain	Sythdan	Yaum al-jum'at
Soladain	Lahjur	Rabi-bar	Xingqiliu	Soladain	Fildan	Yaum as-sabt

Months of the Year

	Thyatis	Alphatia	Sind	Ethengar	Five Shires	Rockhome	Ylaruam
<i>Midwinter</i>	Nuwmont	Nyxmir	Maagh	Amai	Clabbas	Wharlin	Muharram
<i>Late Winter</i>	Vatemon	Amphimir	Phagun	Hiskmai	Vuuldiir	Morlin	Safar
<i>Early Spring</i>	Thaumont	Alphamir	Chait	Yalmi	Machin	Hralin	Rabi al Awwal
<i>Middle Spring</i>	Flaurmont	Sulamir	Baisaakh	Haimai	Odelin	Hwyrlin	Rabi al Thani
<i>Late Spring</i>	Yarthmont	Sudmir	Jeth	Kevamai	Gondulrim	Styrlin	Jumada'l Awwal
<i>Early Summer</i>	Klarmont	Vertmir	Asaarh	Seimai	Mithintle	Bahrlin	Jumada'l Thani
<i>Midsummer</i>	Felmont	Islamir	Sawan	Lingmai	Golden	Buhrlin	Rajab
<i>Late Summer</i>	Fyrmont	Andrumir	Bhadon	Tringmai	Fyrtal	Klintlin	Shaban
<i>Early Fall</i>	Ambyrmont	Cyprimir	Asin	Demai	Aumbyr	Birrlin	Ramadan
<i>Middle Fall</i>	Sviftmont	Hastmir	Kartik	Chagai	Ssantiir	Biflin	Shawwal
<i>Late Fall</i>	Eirmont	Eirmir	Aghan	Rinpoch	Tembiir	Jhyrlin	Dhul'Qadah
<i>Early Winter</i>	Kaldmont	Burymir	Puus	Komai	Dauntil	Kuldlin	Dhul'Hijjah

There are two moons, Matera and Patera. Although, most people are only aware of Matera, since Patera is not visible from the planet's surface. The months of each calendar are lunar. They follow the regular cycles of Matera and consist of 28 Days. The first of each month is a new moon. The eighth is the first quarter. The fifteenth is the full moon. The twenty-second of each month is the last quarter.

Calendar Conversions

Thyatis	Alphatia	Sind
1000 AC	2000 AY	285 US

Average Temperatures (Fahrenheit)

	Winter	Spring	Summer	Fall	Climate Type
<i>Alfheim</i>	35-45	35-55	60-75	40-60	Humid Subtropical
<i>Alphatia (Continent)</i>	20-35	45-70	75-85	50-70	Humid Continental to Mediterranean
<i>Atruagbin</i>	30-55	50-65	70-85	55-70	Semiarid to Humid Subtropical
<i>Broken Lands</i>	15-35	40-55	60-85	40-60	Semiarid
<i>Darokin</i>	35-50	45-65	70-85	40-60	Humid Subtropical
<i>Denagoth</i>	-15-25	35-50	45-65	35-50	Semiarid
<i>Etbengar</i>	-10-25	30-50	55-85	40-55	Semiarid
<i>Five Shires</i>	35-50	45-65	65-80	45-60	Humid Subtropical
<i>Glantri</i>	-15-25	30-45	50-70	35-50	Semiarid
<i>Great Waste</i>	36-55	60-80	80-120	60-85	Arid
<i>Heldannic Territories</i>	10-25	25-35	50-60	30-40	Humid Continental
<i>Hule</i>	25-50	55-65	75-90	55-65	Semiarid
<i>Ierendi</i>	55-65	60-70	65-75	65-75	Humid Subtropical
<i>Karameikos</i>	35-45	45-60	60-80	50-65	Humid Subtropical
<i>Minrothad</i>	55-65	60-70	65-75	60-70	Humid Subtropical
<i>Norwold</i>	-5-25	25-35	45-55	30-40	Humid Continental to Subarctic
<i>Ostland</i>	25-35	40-50	55-65	45-55	Marine West Coast
<i>Rockhome</i>	5-25	30-50	50-65	35-45	Semiarid
<i>Sind</i>	35-45	60-70	75-95	65-75	Arid to Semiarid
<i>Soderfjord</i>	5-30	35-55	55-75	40-55	Humid Continental
<i>Thyatis</i>	40-50	45-55	60-70	50-60	Humid Subtropical
<i>Ulimwengu</i>	50-75	55-75	75-100	60-80	Tropical Wet & Dry
<i>Vestland</i>	20-30	30-40	55-65	35-45	Humid Continental
<i>Wendar</i>	-10-30	40-55	50-70	40-55	Semiarid
<i>Yvaldom</i>	50-75	60-80	75-110	65-85	Tropical Wet
<i>Ylaruam</i>	50-70	55-75	80-110	65-95	Arid

Chapter Three: GEOGRAPHY OF THE KNOWN WORLD

Mountain Ranges

Mountain Range & Type of Bedrock	Average Altitude	Highest Peak & Location	Altitude
Altan Tepes, Granite	8,950'	Mt. Tarsus, Thyatis	11,380'
Black Mountain, Gneiss	15,000'	Kedar, Great Waste	19,400'
Black Peak Mountains, Basalt	4,500'	Mt. Pavel, Karameikos	5,800'
Broken Lands, Sandstone	10,000'	Unknown	---
Colossus Mountains, Schist	18,500'	Stoneface, Glantri	24,350'
Cruth Mountains, Homeblende	4,000'	Adrian Peak, Karameikos	5250'
Glantrian Alps, Schist	20,250'	Mt. de Glace, Glantri	25,100'
Hardanger Range, Limestone	10,000'	Odharjokull, Soderfjord	15,750'
Icereach Range, Gneiss	14,000'	Mt. Einrick, Norwold	21,050'
Ierendi Uplands, Trachyte	9,000'	Mt. Kikapau, Ierendi	21,100'
KuMakkres Range, Granite	13,800'	Steel Fang, Rockhome	15,720'
Kurish Massif, Marlstone	12,500'	Urapurda, Sind	18,250'
Diamond Spurs, Feldspar	4,500'	Gold Needle, Minrothad	5,200'
Silver Sierras, Phyllite	17,000'	Adruzzo, Darokin	18,820'
Wendarian Range, Basalt	11,300'	Mt. Lea, Glantri	16,550'

Time Zones

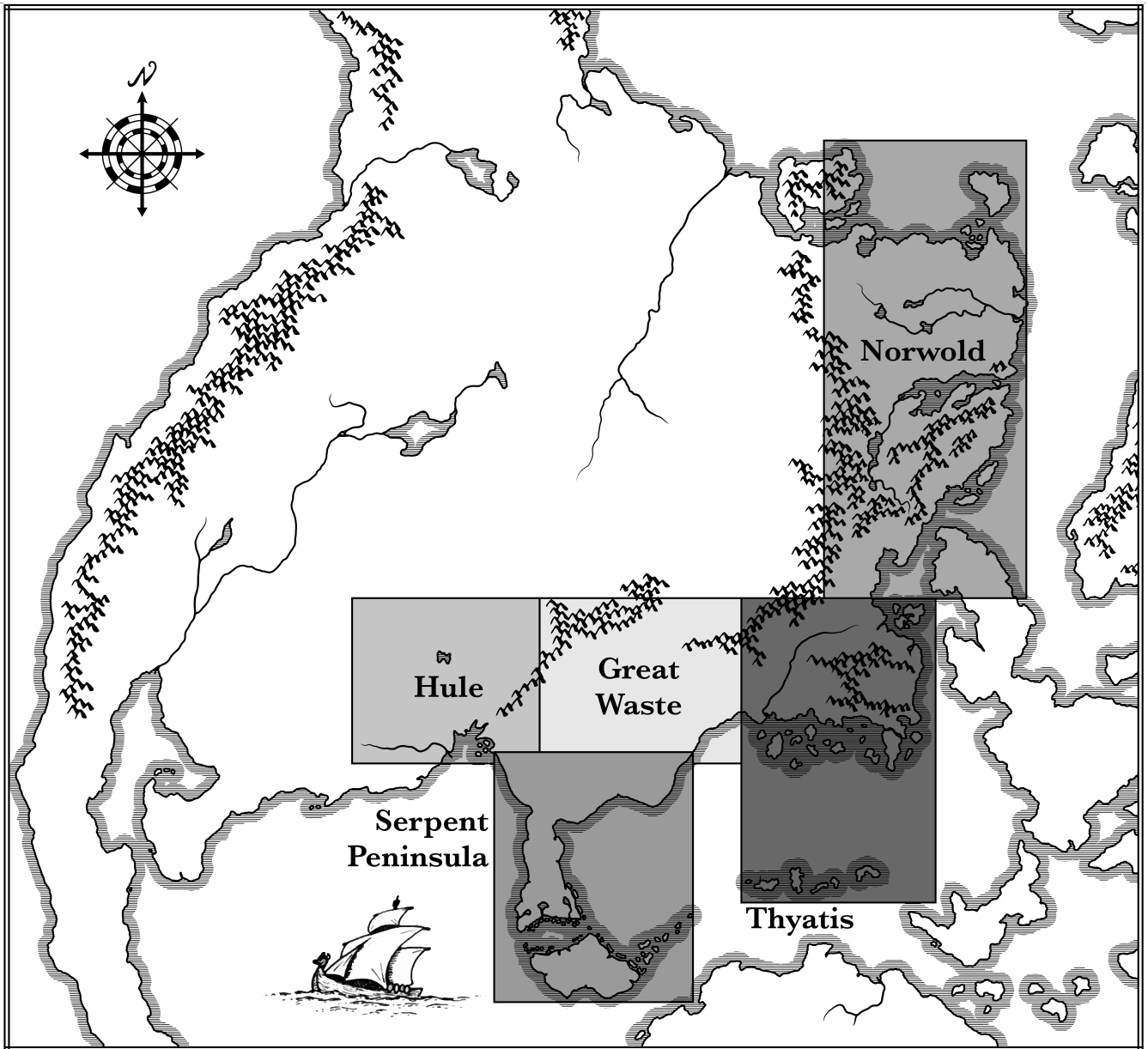
9 AM	11 AM	Noon	1 PM	2 PM	3 PM
Azurun	Akesoli	Leeha	Dunadale	Aegepoli	Floating Ar
Slagovich	Darokin	Norrik	Newkirk	Edairo	Rainbow Park
Tanakumba	Glantri City	Thyatis	West Portage	Farend	Yannivey Islands
Tyjaret	Ierendi	Ylaruam	Ying Tang	Monster Island	

Major Navigable Rivers

River & Region	From	To	Distance Between Points	Length of River
Amsorak, Darokin	Akkorros	Malpheggi Bay	224 mi	225 mi
Asanda, Sind (rainy months)	—	—	—	300 mi
Hrap, Rockhome (downstream only)	Lake Klintest	Lake Balbak, Ethendar	128 mi	130 mi
Isoile, Glantri	Vyonnes	Glantri City	128 mi	250 mi
Ithypool, Shires	Fishtickle	Shireton	50 mi	100 mi
Landersfjord, Vestland	Ranwood	Sea of Dawn	80 mi	110 mi
Marsfjord, Vestland	Landersfjord	Sea of Dawn	100 mi	110 mi
Mesonian, Thyatis	Altan Tepes Foothills	Vanya's Girdle	160 mi	160 mi
Otofjord, Soderfjord	Whiteheart	Sea of Dawn	144 mi	200 mi
Saltfjord, Soderfjord	Sortfeld	Sea of Dawn	128 mi	240 mi
Streel, Darokin	Corunglain	Sea of Dread	352 mi	880 mi
Streel, Ethengar	Throughout	—	300 mi	880 mi
Stayrdal, Rockhome (downstream only)	Lake Stahl	Lake Balbak, Ethengar	136 mi	136 mi
Vestfjord, Vestland	Rhoona	Sea of Dawn	112 mi	200 mi
Vesubia, Glantri	Leenz	Trintan	288 mi	520 mi
Volaga, Karameikos	Kelven	Specularum	80 mi	200 mi

Sunrise & Sunset

Approx. Location	Latitude	Winter	Spring	Summer	Fall
Farend	60°N	8:35 am - 3:05 pm	7:00 am - 5:30 pm	2:50 am - 9:05 pm	4:55 am - 7:05 pm
Landfall	40°N	7:05 am - 4:35 pm	6:35 am - 5:50 pm	4:25 am - 7:25 pm	5:30 am - 6:30 pm
Thyatis	30°N	6:40 am - 5:00 pm	6:25 am - 6:00 pm	5:00 am - 6:55 pm	5:35 am - 6:25 pm
Tanakumba	20°N	6:25 am - 5:20 pm	6:20 am - 6:05 pm	5:20 am - 6:35 pm	5:45 am - 6:15 pm



City and Town Abbreviations

Rating	Type	Population
V	Village	401-900
ST	Small Town	901-2000
LT	Large Town	2001-5000
SC	Small City	5001-12,000
LC	Large City	12,001-25,000
M	Metropolis	25,001+

Chapter Four: Realms of the Known World

This chapter details the major realms and states of the Known World 1000 years after the crowning of the first emperor of Thyatis (1000 AC).

Alfheim

Proper Name: The Kingdom of Alfheim

Ruler: King Doriath for day-to-day decisions, long-term decisions are made by the Council of the Clans.

Government: Feudal monarchy

Location: Continent of Brun, in eastern Darokin, north of the Five Shires and Karameikos

Cities: Alfheim Town (LC)

Industries: Hunting, forestry, textiles

Population: 240,000

Alfheim is the realm the elves of the Known World call home. Long ago, an unattractive plain was magically transformed into a deep, thick forest. The elves named this magical wood Canolbarth. This forest makes a pleasant home to elves but menacing to foreigners. Since Canolbarth is tended by the elves, it is far more extensive than a typical forest, with unusual trees of immense size. These trees house many cities of Alfheim, which are hundreds of feet in the air connected by wooden walkways. Few non-elves venture into Canolbarth without an invitation, even fewer have tried to invade.

Alfheim is divided into seven clans, each with its own territories and goals. Clan Erendyl is the royal clan and closely involved in government. The Red Arrow Clan is responsible for the bulk of the military. The forest of Canolbarth is taken care of by the Grunalf clan. The Chossum Clan is the most mercantile of the clans and profits greatly from trade with other nations. Feadil is the newest clan, and believe in restricting human access to Alfheim. Similarly, the Long Runner clan are also isolationists. The most conservative clan is the Mealdil, who chronicle the history of Alfheim.

Although it is obvious that the people of Alfheim are mostly elves — residents of Alfheim town are an exception, most of whom are non-elves. Surrounded entirely by the trading nation of Darokin, Darokin pays the elves to guard the caravan route through the forest to Selenica. The elves of Alfheim are much as they are in other parts of the known world: agile and mystical, enchanting and cheerful, they are worshippers of nature and growing things.

Alphatia

Proper Name: The Empire of Alphatia

Ruler: Empress Eriadna and a council of one thousand of the most powerful magic users of the Empire

Government: Magocracy, numerous semi-autonomous kingdoms owing loyalty to a central emperor or empress

Location: Continent of Alphatia, between the continent of Brun and Skothar, client kingdoms in surrounding territories.

Cities: Sundsvall (M), Aasla (M), Starpoint (M), Shraek (LC), Skyreach (LC), Denwarf-Hurgon (M)

Provinces: Alatians, Ambur, Aquas, Arroganta, Blackheart, Blackrock, Floating Ar, Green-spur, Haven, Limm, Meriander, Norwold, Shiye-Lawr, Stoutfellow, Surshield, Thothia, Vertiloch

Industries: Agriculture, foresting, fishing, exploitation of magic

Population: 8,531,000 (human 97%, elves 2%, other 1%)

Alphatia is a decadent, magical empire located on a continent of the same name. It exerts control over numerous semi-independent client kingdoms, each with its own culture and all swearing allegiance to Empress Eriadna. The territories of Alphatia include the island-continent of Alphatia itself, the somewhat smaller island-continent of Bellisaria, the eastern half of the Isle of Dawn, the Alatian Isles south of the Isle of Dawn, Esterhold, a large peninsula of Skothar, and the disputed lands of Norwold. Although the strength of the Empire is unmatched, it is severely hindered by the fact that Alphatia's client kingdoms and provinces have their own rulers who tend to be unruly and independently minded. They can only be

marginally controlled and are typically very hard for the Empire to coordinate.

Alphatians are humans, but they are not from Mystara. They are an "alien" human race who appeared from another plane after destroying their first empire. In Alphatia, only those with magical power are entitled to rule, though regions far from the capital disregard this rule. Magic is commonplace in Alphatia. Ships, buildings and even an entire kingdom can be seen flying high across the sky. Those without magic are seen as second class citizens, no matter who they are.

Alphatia has a bitter rivalry with the Empire of Thyatis, and the two empires are locked in a cold war. Thyatis was once ruled by Alphatia for over two hundred years until a successful rebellion allowed it to form its own Empire. It's culture was inspired by tales of Atlantis mixed with a Neo-Babylonian culture.

ATRUAGHIN CLANS

Proper Name: Territories of the Atruaghin Clans.

Ruler: Each tribe is led by a chief, chieftainess, and/or shamans

Government: Numerous independent tribes, loosely collected into larger "clans"

Location: Continent of Brun, along the southern shore, west of Darokin and the Five Shires

Industries: Trapping, fur production, leather, pottery, textiles

Population: 230,000

This realm includes a high plateau and some surrounding lands extending as far south as the Sea of Dread. The plateau itself is a steep-sided environment raised 2,700 feet above the level of the encompassing land. There are no convenient or safe trails up to the top, making the plateau an inaccessible and dependable refuge for the residents.

The grassy plateau with the forests and hilly regions along the coast are inhabited by herders, hunters, and fishermen. The Atruaghin dwell in scattered villages. All the villagers claim to be descended from the ancient hero Atruaghin. They are divided into five tribes: the Bear Tribe who live on the north-

eastern rim of the plateau, the Elk Tribe who live on the southern border of the plateau, the Horse Tribe who roam the the northern half of the plateau, the Tiger Tribe who live in the jungles southeast of the plateau, and the Turtle tribe who live on the shores south of the plateau. They are a warrior society, more technologically primitive than the other realms of the Known World. This leads other nations to the conclusion that the Atruaghin people are savages, only suited for being conquered and enslaved rather than befriended. If threatened by war, they will unite under a temporarily elected leader. Their cultures resembles that of the aboriginal peoples of the Americas.

BROKEN LANDS

Proper Name: The Broken Lands

Ruler: Thar (king)

Government: Feudal monarchy; king received loyalty of and promises aid to subordinate kings and rulers.

Location: Continent of Brun, inland—south and southeast of Glantri, north of Darokin

Cities: Oenkmar (LC)

Industries: Warfare, fungus production, mining, goat herding

Population: 54,000, mostly humanoid.

The "broken lands" boast of a range of rugged badlands above, and old volcanic lava beds below, making it the most torturous, desolate, inhospitable terrain in all the Known World. Miles of exceptionally high, rocky, and treacherous hills are numerous in the Broken lands. Nevertheless, two rivers run through this region, the Streel and Vesubian. These rivers and their tributaries provide fresh water and make it feasible for the land to support inhabitants. The capital, which is unknown to the world, is the underground city of Oenkmar.

This extraordinarily desolate land is dwelled mainly by outcasts, monsters of many varieties, and humanoids of every known species. The Broken Lands are where humanoids retreat when they can no longer maintain their hold in the surrounding countries. These humanoids are organised into tribes and survive by raiding into the far more prosperous lands surrounding them. An orc-king called Thar has unit-

ed the tribes into a kingdom with a powerful military machine.

City of the Stars

Proper Name: City of the Stars

Ruler: Telemon (king)

Government: Monarchy

Location: Beneath Alfheim, in a gigantic cavern the size of a feudal domain

Industries: Mining, fungus growing

Population: 187,500

Far below Alfheim, there are tunnels where even the humanoids dare not venture. These tunnels lead to realms of the mythic Shadow Elves. Their lands actually embrace a network of tunnels that run as far as Glantri and Darokin. The shadow elves make their homes in vast caverns, where they have developed entire settlements. There are four major cities, each one belonging to a different clan, with the capital being the largest of these. The City of the Stars, as it is called, is home to the King, the shamans of Rafiel, and the majority of the Shadow Elves.

Although Shadow Elf settlements are immense, they are not safe by any standard. The elves are fenced in by humanoids in the land above and strange monsters in the caverns below. Life underground is arduous, and its occupants have become tough as a result. Some of the many hazards include sinkholes, cave-ins, magma flows, underground rivers, fungus forests, and even weather patterns in the more extensive caves. The elves of Alfheim apparently cared nothing for the misfortunes of their kinfolk, and the Shadow Elves remain banished underground. The Shadow Elves have pledged to drive out these treacherous elves and reclaim their rightful homeland.

The lives of these elves are overshadowed by ritualism. They worship the immortal Rafiel, and that directs their entire life from birth to death. Daily life tends to be plain and straightforward, harvesting fungus for food and guarding the caverns to repel monster attacks. The religion of Rafiel can be found throughout the city, and all shadow elves memorize his teachings from youth. There are four clans of Shadow Elves, the Celebryl, the Porador, the Felistyr, and the Gelbalf. The elves are deeply attracted to things surface dwellers find mundane. Purchasing

such things as candles, boots, or fresh fruit requires excessive amounts of money among the shadow elves. Although there is exceptional curiosity about life above ground, the Shadow Elves are forbidden from leaving by the shaman of Rafiel.

Darokin

Proper Name: Republic of Darokin

Ruler: Corwyn Mautena (President of the Merchant's Council)

Government: Plutocracy disguising itself as a republic

Location: Continent of Brun, along south shore, west and north of the Five Shires, east of Sind

Cities: Akesoli (LC), Akorros (M), Ansimont (SC), Athenos (SC), Corunglain (M), Darokin (M), Selenica (M)

Industries: Agriculture, fishing, mercantile ability, diplomacy

Population: 1,250,000 Humans, plus a scattering of elves, dwarves, and halfings

The Republic of Darokin boasts of being one of the wealthiest nations in the Known World. Prudently, their wealth is not immediately evident to other realms like Thyatis. The wealth is not concentrated to nobility, as in other domains. Instead, it is more evenly distributed throughout the population. The wealthy of Darokin are not so pretentious as Thyatian nobility. What is more, Darokin's peasants are far better off than peasants in many other lands. Unknown to Darokin, the Master of Hule has his sights set on conquering the republic.

This republic is centered around the capital of Darokin. Darokin can also boast of having a land that is quite rich. The central region is dominated by spacious flatlands called the Steel Plain. This is the heartland of Darokin, which is home to over half the republic's population. Half of the republic's wealth comes from an excess of agriculture. An impressive merchant class export the excess food to most of the countries of the Known World. Another source of wealth comes from the sizable inland Lake Amsorak, the Steel River, the eastern caravan route, and sea trade seeping through the Malpoggi Swamp. Darokin is run by the wealthiest merchant families,

making it a plutocracy. The culture resembles that of the Dutch Republic.

DENAGOTH

Proper Name: Kingdom of Denagoth

Ruler: The Shadow Lord

Government: Little to none in most areas; a necromancer known as the Shadow Lord rules parts of Denagoth

Location: Continent of Brun, north of Wendar and Heldann, southwest of Norwold

Industries: Agriculture, hunting, raiding

Population: 75,00 humans, plus 200,000 humanoids, unknown population of demihumans.

Denagoth is a bleak realm separated from Wendar and Heldann by the Mengul Mountains. A majority of the land is seated upon a high plateau, surrounded by mountains. The range of mountains remains unclaimed, uncivilized, and entirely infested with savage humanoids and monsters. Flowing southeast is the Naga River which is unnavigable until it reaches the Heldann plains. To the north are the frozen lands of the Arctic circle. A narrow trail through the mountains joins Wendar to Denagoth. Only heavily armed troops would dare to traverse it and defy the monsters lurking there.

The Denagothian plateau has vast stretches of grasslands and swamps, forests, and marginally arable land. The population of humans, orcs, gnolls, goblins, and various other dark folk are scattered between the few settlements, multiple farms, and other dwellings. Word has reached Wendar that the dark folk of Denagoth are massing for war. Bands of Denagothian orcs have begun to raid into Wendar. The denizens of the land have fallen under the sway of a necromancer whom they have called the Shadow Lord.

ETHENGAR

Proper Name: Ethengar Khanate

Ruler: Moglai Khan (Great Khan)

Government: Nomadic tribes ruled by chieftains (khans), loosely allied under a greater king (Great Khan)

Location: Continent of Brun, central plains area

Industries: Cattle, horse-breeding

Population: 330,000

This is a realm of broad grasslands and parched steppes, blisteringly hot in the summer and biting cold in the winter. Some parts of these steppes are veritable seas of grass. In contrast, others are more arid expanses, barely supporting plant life or herds of animals.

The Ethengar are nomads who move their herds of yaks, sheep, goats, pigs, and horses across the grassy plains. They are divided into small family clans. They live in yurts, a type of tent, and do not build permanent settlements. There are eight tribes. Bortaks spend their time trading and making war. Kaeruts are situated on trade routes, and Tajits are tasked with keeping those trade routes open. The Yugatais are the most impoverished tribe and in perpetual war with goblin wolf riders. The Murkits are the ruling tribe, and the Uighurs are the most military of the tribes. The Yakkas are wealthy and situated upon the borders of Rockhome. At the same time, the Kiyats are close to Vestland and seek diplomatic relations with them.

Usually, the clans raid and quarrel with each other. Still, occasionally a strong leader (khan) emerges to unite the entire Ethengar people into a strong "nation." However, with the eventual death of the khan, there is rarely an heir strong enough to hold the Ethengar together. They then break apart, and the family clans begin warring with each other once more. They are a warlike people who are proud of their ability as cavalrymen and archers. Their culture is similar to that of the horsemen of the central Asian steppes (Huns, Mongols, Magyars, etc.).

THE FIVE SHIRES

Proper Name: The Five Shires

Government: Each shire is governed by a council of clan leaders with their elected representative: the sheriff

Location: Continent of Brun, along the south shore, west of Karameikos, east of Atruaghin

Cities: Shireton (M)

Provinces: Highshire, Seashire, Eastshire, Heartshire, Southshire

Industries: Agriculture, especially vegetables.

Population: 220,000

The Five Shires are the homeland of the halflings or Hin, as they call themselves. The shires are governed by a council of five sheriffs who each control a shire. The four sheriffs meet quarterly at a great festival and decide shire-wide policy by vote. Since the land lies alongside the Sea of Dread, it is productive and lush, with charming hills, fields, and valleys. There are numerous woods here, and most of the land is fertile. Even in the winter, the weather is moist and not particularly harsh. The land remains picturesque even during the worst seasons of the year.

The shires have been conquered three times by foreigners, twice by orcs, and once by dwarves. This has given the Hin a fiercely independent spirit. The Five Shires are now ruled completely by Hin, who have established an independent nation with a strong army and navy. While most humans think the halflings are peace-loving and harmless, there are many halfling adventurers and buccaneers in this region.

Glantri

Proper Name: The Principalities of Glantri.

Ruler: Wizard's council; only mages can be nobles, and in council Nobles vote with a voting strength determined by their rank (prince, duke count etc).

Government: Magocracy

Location: Continent of Brun, inland—north of Darokin, south of Wendar, west of the Ethengar Khanates

Cities: Glantri City (M)

Provinces: Glantri is broken up into 13 semi-autonomous principalities, each ruled by a Prince or Princess.

Industries: Each principality has different available resources, including farming, textiles, fishing, mining, trade, tourism

Population: 780,000 made up primarily of elves and humans. (Dwarves are illegal).

Glantri is an isolated land encompassed by mountains — and beset with mystery and conspiracy. Glantri is divided by extensive mountain ranges. To the south and southeast are the savage Broken Lands, and west is the wastes of the desert of Sind. The nation includes rolling hills and pine-forested mountains parted by long, narrow river valleys dense with farms and meadows.

Glantri can be divided into many semi-autonomous principalities. Each principality is ruled by a prince or princess. Glantri is a magocracy; the princes and princesses who rule the state are powerful mages. Although each mage has a castle hidden in some remote wilderness area, they tend to remain in Glantri City most of the time. In their wilderness castles, these rulers obsess over magical research above all else. The focus upon magic means that clerics and druids are outlawed in Glantri upon pain of death. Most decisions are left to the various local councils of elders and the princely stewards. Although the princes and princesses do not trust each other and live in a state of uneasy truce, they are quick to unite if threatened by invasion or rebellion. If an absolute emergency were to arise, they would select one of their numbers as "dictator" to serve one year.

Glantri as a nation is remarkably powerful, yet they are the most hated nation in the Known World, despite all their power. The Five Shires, Rockholm, and Ethengar are all hostile toward Glantri. The rest of the Known World barely manages to endure them. They are infamous for experimenting on Hin and Dwarves to discover the secret to their natural resistance to magic. Glantri's cultural is drawn from Carolingian France.

Great Waste

Proper Name: The Great Waste

Ruler: None

Government: Independent tribes and bands with governments ranging from none to totalitarian dictatorships

Location: Continent of Brun, west of Glantri, Darokin, and the Atruaghin Plateau

Provinces: The Black Mountains, the Burning Waste, The Konumtali

Savannah, the Plain of Fire, the Sind Desert

Industries: Herding, sparse farming, raiding, taxing passing caravans

Population: 170,000 nomads plus countless humanoid, some small dwarf settlements in the mountains, 14,000 gnolls and elves all underground

The Great Waste is a vast desert bordered on the north and west by the Black Mountains. To the south rests the Sea of Dread while the Kingdom of Sind lies to the east. A Savannah and the Gulf of Hule are to the west. It embraces a million square miles of rocky gorges, salt flats, sand dunes, gravel plains, and scrublands. Caravans, tempted by the lure of wealthy trade between western and eastern Brun have to make the dangerous trip across Great Waste. Thankfully, the Twin Oases offer welcome respites to both nomads and caravans.

This region is also home to a civilization that lives deep underground. The Graakhalian gnolls and the Sheyallia elves have developed an unlikely but collaborative community together. Lately, humanoids controlled by the Master of Hule have begun to overrun the Great Waste. Since AC 1000, the Great Waste has become a dwelling place to numerous creatures loyal to the Master of Hule, who lures them into his service with promises of wealth and glory. It is also home to countless nomadic tribes seeking desperately to endure despite the presence of these intruders.

HELDANNIC TERRITORIES

Proper Name: The Heldann Freeholds

Ruler: Herr Wulf von Klagendorf (High Cleric of Vanya), Geoffrey of Gruntrum (rebel leader)

Government: Theocracy

Location: Continent of Brun, along the eastern coast, south of Norwold, north of Ethengar, Vestland and Ostland

Cities: Freilburg (LC)

Industries: Agriculture, mining, sheep and pig herding, fishing

Population: 250,000

This is a cold, dark realm north of the Vestland and Ostland and the Ethengar Khanate. The nation overlooks the frigid waters where the Sea of Dawn meets the Alphantian Sea. During the winter, piercingly cold winds sweep down from Norwold. This rugged, hard land makes it a struggle for crops to survive in the thin and rocky soil. The extreme weather makes it a land where the cattle that manage to endure the harsh winters are gaunt and stringy. Yet many consider it a beautiful land. The inland is dominated by high, jagged mountains. The arable lowlands approaching the sea might look more inviting, but they are barely any better in reality. Everywhere, evergreen forests grow tall, deep, and dark.

The land is held by the Heldann, who are related to the Ostland and Vestland peoples. The Heldannic Knights are the ruling class in the Heldannic Territories. In fact, most of them are not actually Heldannic but are made up mainly of Hattians — aggressive emigrants from the Thyatian Empire. These transplants are convinced of the manifest destiny of the combined Hattian/Heldanner people to rule all others. More and more native Heldann are joining the Knights. The Heldannic Knights are inspired by Earth's Teutonic Knights.

HULE

Proper Name: The Hagiarchy of Hule

Ruler: The Master of Hule

Government: Hagiarchy (ruled by holy men)

Location: Continent of Brun, northwest of the Great Waste.

Industries: Agriculture, textiles, glasswork, trade, conquest

Population: 1,000,000

Hule is a large, populous nation northwest of the Great Waste. Along its southern border, there is a small amount of coastline vital to the country's trade. Rolling hills blanketed by farms and pastures cover most of Hule. The majority of the inhabitants are adherents of the philosophies taught by the ruling holy men. Several humanoid societies live within Hule's borders which are nominally independent. Yet, they discover that it is valuable and advantageous

to ally themselves with the Master of Hule, the highest of the Holy Men.

Hule's holy men preach a radical philosophy of lies and deception. Even though they venerate many immortals, the immortal Bozdogan is chief among them. The religion of Bozdogan states that lying and deception are holy things. A lie is valued especially if it serves to convert new followers to the way of Bozdogan, furthers the expansionist policies of Hule, or eliminates infidels or "wrong thinkers."

The Master, a mysterious individual, is currently in control of Hule. Much of his army relies on goblinoids, in particular goblins. The Master of Hule has been gathering his minions to take the Great Waste. From there, he intends to conquer the eastern lands. Once he gains control of Sind, the Master plans to take Darokin. Their culture was inspired by the Turks.

IERENDI

Proper Name: The Kingdom of Ierendi

Ruler: Reston of Akesoli (king), Tristilia of Gaity (queen)

Government: Constitutional Monarchy with most of the power held by representatives elected from noble families

Location: Sea of Dread, west of Minrothad and south of Darokin

Provinces: Ierendi Island, Safari Island, Fletcher Island, Elegy Island, White Island, Alcove Island, Utter Island, Honor Island, Roister Island, Aloysius Island

Cities: Ierendi City (LC)

Industries: Tourism, trade

Population: 57,850 with an additional 20,000 tourists

Ierendi is a nation located upon an island archipelago directly south of the continent of Brun. These volcanic islands are ideally situated in a warm climate and are mostly covered with tropical rain forests. Ierendi is well known for its gorgeous black-sand beaches and hospitable people.

The Makai are the aboriginal inhabitants of these islands. They are modeled after the Earth's Polynesian culture. They generally have friendly temperaments and charitable natures. Later immigrants, including

Thyatians and halflings from the Five Shires, make up a minority population. These settlers have since acquired the Makai attitudes. Despite the population's casual cheerfulness, the Ierendians have a history of formidable fighting prowess. They have repelled aggression from the mighty Thyatian Empire. The trading ships of Ierendi rival those of Thyatis, and the kingdom sports a luxurious royal palace carved from pure white coral.

The Ierendians have a tremendous passion for heroes. Although the islands are governed by a tribunal of administrators elected from the nation's noble families, they maintain a constitutional monarchy. The crown, however, is not hereditary. Each year, Ierendi hosts a tournament where the new king and queen are chosen.

KARAMEIKOS

Proper Name: The Grand Duchy of Karameikos

Ruler: Stefan Karameikos (Duke)

Government: Feudal Monarchy with fealty to Thyatis

Location: Continent of Brun, along the Sea of Dread, west of Thyatis

Cities: Specularum (M); Threshold (LT), Fort Doom (SC), Kelvin (LC)

Provinces: Black Eagle Barony, Barony of Kelvin, Estate of Marilenev, Estate of Penhaligon

Industries: Timber, lumber, mining, agriculture

Population: 350,000 plus humanoids (80% human, 20% mixed or demihuman)

Karameikos is a deep, dark land. Most of Karameikos is carpeted with dense forests of both hardwoods and softwoods. It remains a largely unexplored wilderness. Farming is good here due to the widespread patches of fertile land. To the north, vast mountain ranges serve as a natural barrier from Darokin and Ylaruam.

This region used to be identified as Traladara. The Traladarans are a rather free-spirited people whose culture is similar to medieval Balkan Europe. Stefan Karameikos, an ambitious aristocrat of the nearby

Empire of Thyatis, exchanged his hereditary lands to the emperor for Thyatian recognition of Karameikos' right to govern Traladara. After spending all his family wealth on mercenary armies, Stefan Karameikos invaded Traladara. He immediately captured the nation's biggest seaport and established garrisons in all the realm's larger communities. After the conquest, Karameikos called the old land of Traladara after himself. The Grand Duchy was acknowledged by Thyatis as a dependent nation.

In reality, little of the land is under the duke's control. Extensive areas are infested with monsters and hostile humanoids. There are also dissensions between the conquering Thyatians and the native Traladarans. However, these two groups are beginning to see themselves as a single nation. This is primarily due to the policies of the duke. The western part of the duchy holds the Black Eagle Barony, managed by Stefan Karameikos' cousin, Baron Ludwig von Hendricks. Von Hendricks is a dangerous man who terrorizes and brutalizes the populace of his dominion; he also schemes to take the throne of the Grand Duchy.

MINROTHAD

Proper Name: The Minrothad Guilds

Ruler: Oran Meditor (Guild Master)

Government: Syndicracy

Location: Sea of Dread, south of the continent of Brun, east of Ierendi

Cities: Minrothad (M), Seahome (LC), Stronghold (SC)

Industries: Crafts, trade, services

Population: 135,000 (mixed races)

Minrothad is an island chain whose inhabitants form a tightly-knit confederation of merchant guilds, manufacturers, and service guilds. The government of the Minrothad Guilds is controlled by the head of the various trading guilds. The warm tropical weather is somewhat cooled by sea breezes. Have achieved a virtual monopoly over maritime trade in the Known World.

All races have a place among the people of Minrothad. Elves happen to be the most prevalent, with humans only somewhat less numerous. No race is given preferential treatment or overtly discriminated

against on these islands. Members of races who traditionally lack mercantile experience, such as orcs, must demonstrate their desire to behave like guildsmen before they are admitted.

Regardless of their race, most citizens of the Minrothad Guilds admire money and trade more than anything else. To most of them, trade is far more critical than clerical beliefs. Their culture was inspired by Hanseatic League Balts crossed with Armenians.

NORWOLD

Proper Name: The Kingdom of Norwold

Ruler: King Ericall, various warlords

Government: Feudal Monarchy, client kingdoms nominally loyal to Alphatia

Location: Continent of Brun, northeastern reaches

Cities: Alpha (M), Landfall (SC), Leeha (ST), Oceansend (LC)

Industries: Agriculture, fishing, logging, mining, trapping, thieving and fencing stolen goods

Population: 183,000 (including 23,000 halflings, 7,500 elves, and 6000 dwarves).

Norwold is a northern wilderness with pine-forested hills and mountains, arctic bays and tundra, and a few chilly areas of arable land. Thyatian and Alphatian immigrants make up the bulk of the populace, with a good portion also being descended from the Alatians. These people are only marginally loyal toward their mother empires. Most civilization in the north has been forged out of the rugged northerly wilderness by mighty warlords who are nominally loyal to Alphatia.

Around fourteen years ago, Alphatia was able to hold its claim on Norwold after decades of dispute. Empress Eriadna granted Norwold to her second son, Ericall, eight years ago. Despite the grant, Oceansend and Leeha remain independent of Ericall's dominion. Little of the region is genuinely ruled by King Ericall. Ericall governs from Alpha, a fortified northern city. Some other civilized areas include the independent city of Oceansend, the squalid criminal town of Landfall, and the halfling town of Leeha. Ericall is actively seeking capable rulers who wish to support him in taming this unsettled realm. Norwold has a

long-standing "land rush" that is anticipated to extend into the foreseeable future. Anyone desirous and capable of carving out their own dominion is welcome to try.

OSTLAND

Proper Name: The Kingdom of Ostland

Ruler: Ysra (queen), Asgrim the Bowed (royal advisor)

Government: Feudal Monarchy, heavily influenced by clerics of Odin

Location: Northern Reaches, islands off the eastern coast of the continent of Brun, east of Vestland

Cities: Zeaburg (SC)

Industries: Agriculture, fishing, sheep, pigs, piracy

Population: 130,000

Ostland is a series of islands off the coast of Brun, due east of the nation of Vestland, southeast of the Hel-dannic Territories. The northern climate is cold, but farming is still possible. Hills cover about a quarter of the islands, leaving the rest available for agriculture or pasturing.

Ostland's population is comprised chiefly of tall, fair-haired humans. Given that Ostlanders are boisterous, aggressive warriors and seafarers, it is not surprising that Ostland's king and jarls (earls) support piracy. In fact, piracy remains a very profitable enterprise for them and a significant source of national income.

Ostland is a mighty nation and a very contentious one. The Ostlanders have never forsaken their piratical ways and continue to raid seaside communities along the Alphetian Sea and Sea of Dawn. Ostland is allied to Thyatis, and the two nations have an amicable relationship. After the death of King Hord Dark-Eye during a naval battle, his wife Ysra began to rule as queen along with one of Hord's chief advisors, Asgrim the Bowed. Their culture resembles that of the Vikings.

ROCKHOME

Proper Name: Dwarf-Kingdom of Rockhome

Ruler: Everast XV (king)

Government: Feudal Monarchy

Location: Continent of Brun, northwest of Ylaruam, south of Ethengar

Cities: Upper Dengar (LC), Lower Dengar (M), Stahl (M)

Industries: Mining, craftwork

Population: 1,000,000 (99% dwarf, 1% human)

The realm of Rockhome consists of two broad, productive valley lowlands enclosed by mountain belts that are deep and ominous. The thick ring of treacherous mountains suits the dwarves well, both defensively and aesthetically. The dwarves have crafted and maintain a passage through the mountains for caravans. They impose a tax upon all who pass through.

Rockhome is the homeland of the dwarves in the Known World, the cradle of their civilization. The dwarves dug their communities out of solid stone, utilizing their extraordinary engineering skills. Many towns and villages of Rockhome are either partially or entirely underground. Settlements can be found especially in the enormous natural caverns that pervade this territory. It is a land where just as many people live belowground as above. The dwarves have designed it so that they can hold the passes into the nation against swarms of invaders. If Rockhome is invaded, the entire population can retreat into the deep, fortified caverns.

The dwarves of Rockhome seem detached, crabby, and suspicious to outsiders. Still, they are mirthful and friendly among their own kind. They value craftsmanship, family ties, personal honor, and maturity. They look down on those of their kind who are non-craftsmen or farmers. They have a deep hatred for Glantri, as the wizards are known for dissecting dwarves. There is also a mutual distrust between the elves of Alfheim and the dwarves.

SERRAINE

Proper Name: The Flying City of Serraine

Ruler: Santarian Keltander (mayor)

Government: Democracy, heavily influenced by special interest groups

Location: Anywhere

Industries: Development of interesting machinery, especially airships

Population: 2400

This “city” is, in actuality, an extraordinary flying machine, kept aloft by permanent levitation enchantments and modifications of ancient Blackmoor flying machines. Serraine is approximately oval-shaped, nearly a mile in length, and about 3,000 feet in width. It’s not a perfect oval. One “corner” of the oval points outward instead of being rounded. An extended landing strip has been added to the opposite long edge of the city. Serraine is constructed on two levels, the city above and the under-city.

The city, established and managed by gnomes, is home to many races, many of which are taken with exploring the air. Serraine voyages over the Known World along established patterns, passing over settled areas only when those realms have proven friendly to the gnome-technicians and their achievements. The city has multiple parks and attractions that show off the gnomish contraptions. Tourism is a significant source of income for Serraine.

SIND

Proper Name: The Kingdom of Sind

Ruler: Chandra ul Nervi (rajadhiraja)

Government: Feudal Monarchy, Nobles (called rajahs and maharajahs) owe fealty to the rajadhiraja (king)

Location: Continent of Brun, west of Atruaghin, Darokin and Glantri, east of the Great Waste

Cities: Sayr Ulan (M)

Industries: Agriculture, trade

Population: 550,000

Sind is a rough, poverty-stricken land. The terrain is one of stark contrasts. Sind finds itself placed in a broad valley, with the easterly limit being the desert known as the Plain of Fire. The reasonably fertile riverside lowlands contrast with the drier grasslands. The brackish swamp contrasts with the inhospitable desert.

Various minor kingdoms (called mumlykets) were conquered and fashioned into a single domain by Rajadhiraja Chandra ul Nervi. Sayr Ulan, the capital of Sind, is an oasis noted for the elegance of its onion-shaped tower tops and the squalor of its lower castes. It is the hub of trade for neighboring lands, especially the merchants of Darokin. The people of Sind are

among the poorest in the world, even though their rulers live in hedonistic luxury and wealth. A rigid caste system is the foundation of Sindhi social status and customs. Their culture mirrors that of that of Medieval Arab Sindh.

SODERFJORD

Proper Name: Soderfjord Jarldoms

Ruler: Ragnar the Stout (war-leader of Soderfjord)

Government: Coalition of petty kingdoms (earldoms), each led by a king equivalent in rank to a larger kingdom’s earl (jarl)

Location: Continent of Brun, northern reaches, on the coast of the Sea of Dawn, north of Ylaruam, east of Rockhome

Cities: Soderfjord (SC)

Industries: Fishing, Agriculture

Population: 160,000

Soderfjord is a coastal land with forests enveloping its lowlands. With so many forests there is insufficient arable land to sustain the population. Fishing is reliable, so times of starvation are few and far between. Still, their agriculture and fisheries have never been good enough for them to expect prosperity or wealth. The green lowlands are enveloped west and south by hills and mountains. There are also extensive marshlands in the interior.

The humans of Soderfjord are tall and fair, closely related to the people of Ostland, Vestland, Heldann, and Norwold. However, they are not as integrated as people tend to be in these other realms. Soderfjord is comprised of several semi-autonomous earldoms whose leaders are continually scheming and fighting against each other.

To many, Soderfjord is the scapegoat of these Northern Reaches. While Ostlanders raid from the north, giants sweep in from the east, and kobolds invade from the south. In addition to the meager compensation from their agriculture and fisheries, the incessant fighting makes life in Soderfjord difficult and often without profit. Their culture is based on the Norse.

Thyatis

Proper Name: The Empire of Thyatis

Ruler: Thincol I (emperor)

Government: Feudal Monarchy heavily influenced by elected senators

Location: Continent of Brun, southeastern region, north is Ylaruam, west is Karameikos, client kingdoms in surrounding territories

Cities: Thyatis (M), Retebius (LC), Kerendas (M), Kantridae (SC), Port Lucinius (M), Hattias (M), Tel Akbar (LC),

Provinces: Biazzan, Borydos, Buhrohur, Carytion, Actius, Halathius, Hattias, Lucinius, Vyalla, Kantrium, Kerendas, Mchetos, Mositius, Retebius, Sclaras, Tel Akbir, Terentias

Industries: Agriculture, mining, warfare

Population: 4,033,800

Thyatis is a seaside empire renowned for the intrigue and treachery of its imperial history and leaders. It boasts of extravagant entertainments and a mighty army. At once point, Thyatis extended across the Known World. Now, the Empire of Thyatis includes the Kingdom of Thyatis, and various other nations, separated by the Sea of Dread and Sea of Dawn. Thyatis is on the southern border of the Emirates of Ylaruam is ordinarily unfriendly with them. The client kingdom of Karameikos sits to the west. The Minrothad Guilds, which are an essential trade partner, lay to the southwest. Elsewhere, the nation is surrounded by seas, which have helped Thyatis become an important naval power with a tradition both of trade and piracy.

The emperor holds absolute authority, but his decisions must consider the influential senators' appetites and the menace of mob riots over unfavorable laws. Thyatis manages a robust military, and their campaign against the Hinterlands shows that their expansionist designs have not changed. Although some would say that the empire is in decline, it remains a force to be reckoned with.

The Thyatian people are dark-haired and olive-complexioned. They are noted for their refinement—often called decadence by people of other lands—and their double-dealing, which often leads to treachery in negotiations. The people of Thyatis relish fighting ability above all else. They tend to be able traders.

Their politicians, merchants, and ambitious military officers tend to be none too trustworthy. The Thyatic culture is similar to the medieval Byzantine empire.

ULIMWENGU

Proper Name: The Nation of Ulimwengu

Ruler: Yetunde, Tamme (queen)

Cities: Shai Kijiji (M)

Government: Matriarchal republic (elected queen)

Location: Continent of Brun, central neck of the Serpent Peninsula

Industries: Hunting and gathering, elephant trade with Sind

Population: 100,000

Hidden in the center of the Nakakande Rain Forest on the Serpent Peninsula is the nation of Ulimwengu. The Karimari people who live here are small, black-skinned humans averaging 4 feet in height. To outsiders, they give off the appearance of being primitive tribes living off the rain forest. Their only claim to fame (in the eyes of foreigners) is their mysterious gift to tame and train the massive elephants of the Serpent Peninsula and the Konumulti savannah.

In reality, the Karimari have a civilization that is just as advanced as any other. They simply keep it hidden. Their community is egalitarian—no professions or families are considered better than others. Women and men are equally welcome in whatever occupations they display a knack for. The population is evenly divided among professions and classes.

The Karimari endeavor to preserve the secrecy of their nation, and they want nothing to do with the outside world. Over the centuries, they have discovered that presenting themselves to foreigners as primitive nomads is an efficient deterrent to unwanted attention. Powerful magics controlled by Ulimwengu's spellcasters aid in this deception by concealing all evidence of Karimari culture behind illusions of endless jungle. Small bands of Karimari pretending to be primitive nomads guard the nation's borders. Their realm is surrounded by immense, enchanted trees that can attack unwanted invaders with their roots, branches, and vines. Their culture is based on the African Pygmies.

Vestland

Proper Name: The Kingdom of Vestland

Ruler: Harald Gundmundson (king)

Government: Feudal Monarchy

Location: Continent of Brun, northern reaches, along the Sea of Dawn, southeast of Ethengar, southwest of Ostland

Cities: Norrvik (LC)

Industries: Agriculture, logging, fur trading, crafts, trade

Population: 160,000

Vestland is a coastal realm south of the Heldannic Territories, north of Soderfjord, and west of the Ostland islands. These coastal lands have land suitable for agriculture with numerous rivers and natural harbors. The region becomes more hilly further inland. The forested hills, home to trolls and other humanoids, serve as natural boundaries between Vestland and the Ethengar Khanates. Although trolls threaten the Vestlanders, they lose more than they gain when they raid into the human-controlled territories.

Humans related to the people of Heldann, Norwold, Ostland, and Soderfjord make up most of Vestland's community. They are tall and fair-skinned, highly active, very rowdy in contrast with more southern nationalities. In general, the freemen of Vestland are proud and self-sufficient, retaining a strong military tradition. They are willing to fight in defense of their freedoms.

Vestland is a feudal monarchy, with jarls who like to think of themselves as "dukes," owing fealty to the King. Really, the power of the nobility and the King is limited since the more affluent clan members are not under the political control of the jarls. Vestland conducts trade with all within reach of their ships. It sporadically allies itself with the Heldannic Territories. However, Vestland's rulers do not share the Hellenic Knights' disdain for "lesser races." When Vestlanders enter alliances with the Heldann, it is only for their own advantage. Their culture resembles that of medieval Scandinavia.

Wendar

Proper Name: The Elf-Kingdom of Wendar

Ruler: Gylharen (wizard-king)

Government: Feudal Monarchy

Location: Continent of Brun, north of Glanri and Ethengar, west of Heldannic Territories, south of Denagoth

Cities: City of Wendar (LC)

Industries: Agriculture, logging

Population: 416,000

Deep within the cold northern reaches of the continent of Brun, there is the densely forested land of Wendar. It is a landlocked nation, abundant with pine forests, bordered by mountains south and east, desert and wasteland west, and the hostile nation of Denagoth north. Little is known of this dark land. Wendar is very lightly settled since the terrain is rough, rocky, and rolling even when it is not particularly hilly.

The population is a mix of both elven and human. The humans belong to the same Heldann culture that is prevalent throughout Norwold and the Heldannic Territories. The elves are descendants of an ancient elvish race with little connection to the elves of surrounding nations. The elven Wizard-King, Gylharen, rules the realm peacefully. It is said that Wendar prospers due to the presence of a magical artifact, the Elvenstar. Rumors that Wendar is a strong ally or even a client nation of Thyatis are unfounded. The two realms are not even in regular diplomatic contact.

Yavdlom

Proper Name: The Most Serene Divinarchy of Yavdlom

Ruler: Msiba Jahi, Bwana Ramla (Great Prophet)

Government: Divinarchy; rule by sages and soothsayers

Location: Continent of Brun, Serpent Peninsula and Thanegian Island, western Sea of Dread

Cities: Tanakumba (LC)

Industries: Trade, agriculture, and fishing

Population: 1,000,000

The Most Serene Divinarchy of Yavdlom is a large confederacy of nations overseen by prophets, sooth-

sayers, and seers. Yavdlom citizens have created a flourishing civilization in the swamps and jungle-cloaked hills of Thanegia Island. Yavdlom also lays claim to much of the Serpent Peninsula and has founded numerous colonies along the peninsula's coasts and lowland lakes.

The people of Tav are tall and ebony-skinned. They have slightly pointed ears that betray their elven ancestry. This helps to explain the evidence of elven-design that appears in their art and ornamentation. Their writing also inherited the exquisite strokes that are particular to elven calligraphy. The class of seers and prophets, called the Ramla, are separated from those who have no capacity for prediction. This has been a centuries-long tradition inherited from their ancestors. All people are placed into a hierarchy. At the top is the nearly all-seeing Great Prophet. Near the bottom are those with only potential or occasional abilities. People without any precognitive abilities are consigned to the laymen class. Tradition also divides laymen into two distinct groups: those who matter, called the Tukufu, and those who don't matter, called the Ogwambe. Those whom the seers determine will influence their environment in some meaningful way during their lifetime are Tukufu. These citizens automatically become part of the Tav aristocracy.

Ylaruam

Proper Name: The Emirates of Ylaruam

Ruler: Mohammed Al-Kalim (sultan of the emirates)

Government: Feudal Monarchy

Location: Continent of Brun, southeastern reaches, north of Thyatis

Cities: Ylaruam (LC)

Provinces: Alasia, Abbashan, Nithia, Makistan, Nicostenia, Dythensia

Industries: Textiles, horse-breeding, salt-mining, glassmaking, mining, tar, dates

Population: 230,000

Ylaruam is a vast desert tract with burning sun, rolling dunes, and sparse oases. In recent history, the Thyatians and Alphatians both invaded Ylaruam with the intent to conquer it. Wars raged on for decades until the Ylari people threw them both out.

The Sultan of the city of Ylaruam is a direct descendant of Al-Kalim. He is the eponymous king of the nation, although he does not have unlimited power. The Grand Vizier exercises significant influence upon the Sultan. This can be said to a lesser extent of the individual emirs (kings), maliks (dukes), beys (counts), and sheiks (viscounts).

The society which is predominant in Ylaruam is as severe as the desert that produced it. The Ylari exceedingly honor the image of a desert warrior, the turbaned champion with his gleaming scimitar and noble desert steed. Magic use is prohibited in Ylaruam. Mages and elves are hunted down, tried, and executed when their presence becomes known. On the other hand, clerics are revered in this land.

The Ylari follow the philosophies of Al-Kalim. Al-Kalim was a warrior and teacher who went on a Path to Immortality a century ago. His vision was to transform all the desert lands of Ylaruam into a Desert Garden. He thought this could be done by work and cooperation. He dreamed of making Ylaruam into the single greenest and fairest of lands. Whenever the Ylari people require something to bring them together, the words of Al-Kalim are quoted. The Ylari have two divisions: nomads, who live in the arid wastes as herdsmen or even raiders, and the city-dwellers and farmers, called hazan. The culture is similar to that of the Arabic desert states or the Central Asian city-states of Palmyra, Damascus, or Samarkand.



Chapter Five: History of the KNOWN WORLD

What follows is the history of the Known World. The timeline below uses the calendar of Thyatis. Dates are given in BC or AC. BC refers to *Before the Crowning* of the First Emperor of Thyatis. AC refers to *After the Crowning* of the First Emperor of Thyatis. The Crowning itself took place in AC 0.

TIMELINE OF HISTORY

unknown: Creation of Mystara. No living being knows how Mystara was created. (And neither do the Immortals!)

6000 BC: There is no true civilization in the Known World. Humans tribal hunter-gatherers, living mostly in plains and light forests. Dwarves are barbaric mountain and foothill dwellers, mostly goatherds. Elves are sheltered, protected and nurtured by the forest-spirits they worship; they do not need to work or suffer. There are no monstrous humanoids on the world to threaten the demihumans.

5000 BC: The first great elf civilisation rises on the other side of the world from Blackmoor on a temperate southern continent that in modern times sits under the southern polar icecap. The land was known as Evergrun.

4000 BC: The human Blackmoor civilisation in the temperate far northeast begins a meteoric rise in power, due to its great success in developing powerful sciences and technologies, including marvellous magical and technological devices. It conquers and assimilates all surrounding human tribes and quickly grows very powerful.

The Known World is in its Ice Age

3500 BC: The Blackmoor civilisation is flourishing. During the years of Blackmoor's splendour, many elves migrate to that area and points

around it. Four clans of elves colonize in the region near Blackmoor. These elves try technology and grow great at it, particularly the elves who inhabit the area now known as Glantri and the Broken Lands. These Broken Lands elves are the ancestors of the Shadow Elves. The elves of Evergrun also embrace technology.

3000 BC: Some Blackmoor devices explode, shifting the axis of the Known World in an event later called the Great Rain of Fire or the Planetshift. Blackmoor becomes the north pole and its civilisation disappears.

Survivors of the elven colony near Blackmoor flee to the newly-formed Broken Lands; they burrow deep into the ground to survive the after effects of the Great Rain of Fire. These are the ancestors of the Shadow Elves.

3000-2500 BC: Formerly arctic areas of the Known World slowly become habitable as the ice recedes from former polar regions.

2800 BC: The elven nation on the southern continent land of Vulcania divides on magic vs. technology. A separatist branch of the southern elves, led by Ilsundal the Wise, decides to abandon Blackmoor technology and return to the nature-oriented magic of their ancestors. They begin a long migration northward in the hope of finding the lost colony of elves that had settled near Blackmoor.

2200 BC: Some elves break off from Ilsundal's migration and eventually find their way to the frozen valleys of Glantri, where they settle. A few survivors from the second migration from Vulcania also reach Glantri and settle among their cousins.

2100 BC: Meditor and Verdier elf clans leave Ilsundal's northward migrations and settle in southern Traldar lands (Karameikos). The main force of Ilsundal's migration reaches the Sylvan Realm, far to the west of lands such as Karameikos and Thyatis.

1750-1500 BC: Meditor elves are stranded on the newly formed Minrothad Isles. Soon after, seagoing Verdier elves join them there.

1500 BC: Nithian culture begins its climb to greatness. One colonial expedition led by the Nithian Traldar clan travels to the lands now known as Karameikos. As these colonies spread out, they become the first humans to inhabit Darokin.

1000 BC: The Broken Lands are overpopulated. Broken Lands orcs, ogres, trolls, gnolls, and goblins migrate outward, especially southward, displacing other humanoid tribes before them.

Gnolls cross southern Darokin and invade Traldar lands. King Halav is slain, destroying the Traladaran Golden Age.

Elsewhere, non-human tribal movements pit tribes of orcs and goblins against the dwarves.

The Alpathians come to the Known World to settle on the great continent they name Alpha-tia. They proceed to build a mighty empire based on magic.

The Nithian Empire is at its peak; it is the first post-Blackmoor empire in the world.

1000 - 610 BC: Orcs, part of the migration from the Broken Lands, invade the Five Shires region and enslave the halflings. The Gentle Folk elves of the Five Shires region disappear or are destroyed by the orcs. Over a period of four hundred years, the halflings are conquered and reconquered by orcs, dwarves, and bandits of different races; eventually they reclaim their land and establish Shaerdon, a strong nation of hin.

801 BC: Orcs conquer Shaerdon once more.

800 BC: Elves led by Mealiden Starwatcher leave the Sylvan Realm via the magical rainbow; they carry nine seedlings of the tree of life with them. They land in the forested regions of what would later be called Thyatis, but are

driven out by the warlike humans there, and flee northward. The Callarii clan settles in Traladara territory; most of the rest settle in a windy steppes area. Elvish wizards begin to alter those steppes with their magic, changing the land nearly overnight into terrain where a mighty forest could flourish. In the process, they drive orcs from the open lands to the west.

Atruaghin lead his adopted people in a revolt against the Red Orcs. The conflict is savage, but in the end the Children of Atruaghin are successful.

795 BC: Using magics and powers that he has acquired from his travels the Immortal Atruaghin raises the great plateau so that the Children of Atruaghin might never again fear invasion.

744 BC: Hin rise up against their orcish overlords; the Time of Heroes begins.

700 BC: Mealiden is acclaimed the first king of Alfheim.

609 BC: The Restoration of the hin nation; Gunzuth the Clanless becomes the first (and last) Sheriff of the reunited Shaerdon.

600 BC: Three warrior-tribes from the southern continent (the Thyatians, Kerendans, and Hattians), hard-pressed by the Milenians to the south, migrate to the northern continent.

572 BC: Gunzuth dies, splitting the rule of Shaerdon among his five sons; the Five Shires are founded.

500 BC: The Traldar are in the midst of their Dark Age. Communication between communities is infrequent. Local dialects begin to differ widely.

The Nithian Empire abruptly falls, its demise a mystery to this day.

By now, the steppes where Mealiden's elves settled have become the mighty Canolbarth forest.

493-492 BC: Queen Udbala of the Broken Lands raises a Great Horde to march on Rockhome. At the battle of Sardal Pass the next year, the orcs are routed and slain. This marks Year 0 of the Dwarves' calendar.

475 BC: Dwarves begin exploration and colonisation of neighbouring territories.

192-190 BC: The Alphatians, annoyed by the piratical activities of the Thyatian tribes, launch a campaign to conquer Thyatis. Within two years, Thyatis is part of the Alphatian Empire.

98 BC: Rebellion against the corrupt King Bollo of Rockhome - the Rockhome Senate is established.

2 BC: Lucinius Trenzantenbium, a Thyatian-born, Alphatian-trained wizard, kills the Alphatian wizards in Thyatis and declares himself King of Thyatis; war breaks out between Thyatis and Alphatia.

0 AC: The economies of both Thyatis and Alphatia have been wrecked by the war; the two powers conduct a peace treaty in the city of Edairo, the capital of Thothia (on the Isle of Dawn). Later, in Thyatis, General Zendrolion Tatriokanitas assassinates King Lucinius and several other kings gathered there, and crowns himself Emperor of Thyatis, Ochalea and the Pearl Islands.

Peaceable demihumans (the Callarii elves and the Highforge gnomes) settle in Traladara territories; warlike demihumans (goblins, hobgoblins, orcs) do as well, in lesser numbers.

20 AC: Emperor Zendrolion dies. Empress Valentia the Justiciar issues her Citizen's Proclamation and initiates other reforms.

21 AC: Ansel Darokin declares himself King of Darokin, beginning the reign of the Eastwind Kings.

87 AC: Aden I, King of Darokin, is killed by orcs, ending the Eastwind dynasty. The land is re-named Darokin.

88 AC: Orcs make major gains against the leaderless Darokin humans, forcing the Elves of Alfheim to support Corwyn Attleson as a compromise choice to lead Darokin. The reign of Darokin Kings begins.

100 AC: Descendants of Makistani tribal nomads are driven into Ylaruam from Ethengar by Muhuli Khan and settle the Ust-Urt Valley. Celedryl of the Erendyl clan is crowned king of Alfheim.

150 AC: Thyatians begin colonising into the south-eastern coastal plain and the foothills of the Altan Tepes range in Ylaruam, enslaving and assimilating, and scattering the indigenous population.

200 AC: Rockhome dwarves begin colonising into outside lands; they are usually welcomed into human communities. The Atruaghin Clans begin trade with Sind and Darokin.

250 AC: The Alphatians begin colonising into the northern and central coastal plain of Ylaruam, enslaving and scattering the indigenous population. Some of the Ylari driven out by the Alphatian and Thyatian aggression migrate to Darokin.

313 AC: The Hattian Rebellion. Emperor Alexian II crushes the revolt and establishes Thyatian dominance.

395 AC: The Flaems, an offshoot of the Alphatians from the original Alphatian homeworld, settle the area of Glantri.

- 400 AC:** Rogue Alphatian wizards attempting to develop a hardier, more powerful Alphatian race create fast-spreading magical strains of the curses of vampirism and lycanthropy.
The Church of Traladara based on the Song of Halav is founded.
- 410 AC:** Minroth traders unwittingly help spread the new vampirism and lycanthropy throughout the seafaring world
- 450 AC:** The Flaems build their capital city, Braejr, in the region that is now Glantri.
- 478 AC:** Ostland is united under King Cnute the Bold.
- 500 AC:** The Colonial Wars. Thyatian and Alphatian colonies in Ylaruam begin what will become three centuries of warfare.
Traders bearing vampirism and wolf, bear, and boar lycanthropy settle in Traladara's deep woods and flourish there.
- 501 - 504 AC:** Darokin blames the elves for an attack on a farm near the Alfheim border, and battles Alfheim in the Elfwar.
- 523 AC:** In Darokin, the northern city of Corunglain falls to the orc armies of Big Chief Sitting Drool. Thousands are killed and the entire city is looted. Enslaved population taken back to Broken Lands.
- 550 AC:** The invasion of beast men from the wizard Illodius scars the magical forests of Alfheim. Alfheim Town founded in the blighted area.
- 560 AC:** Shadow elf invasion of Alfheim is crushed by allied troops from Darokin and Alfheim.
- 571 AC:** Thyatis establishes prisons on five Ierendi islands currently inhabited by shipbuilding halflings.
- 585 AC:** Ethengar raiders attack Glantri in numerous skirmishes; the Khan's horsemen are driven out.
- 586 AC:** The Thyatians, in need of funds and resources, conquer the Ierendi islands and seize the shipbuilding facilities there. The halflings retaliate with piratical raids on Thyatian shipping.
- 600 AC:** On Ierendi, Mad Creeg leads a rebellion among the prisoners. With native help, Mad Creeg's improvised army drives Thyatians from the islands.
The Sylvan Lands are conquered by humans led by the wizard Moorkroft; the surviving elves of the Sylvan Lands, the Feadiel clan, make the dangerous passage to Alfheim.
- 602 AC:** Monarchy formed as Mad Creeg claims all islands, establishing the Kingdom of Ierendi, and declares himself ruler.
- 642 AC:** Ierendi's Council of Lords is formed.
- 644 AC:** Ierendi repels Thyatian raids.
- 645 AC:** Ethengar attempts a major invasion of what is now Glantri but is defeated at Skullhorn Pass.
- 662 AC:** The Flaemish attempt to invade Ethengar, but the expeditionary force is utterly massacred in the steppes.
- 700 AC:** Warfare intensifies between Alphatian and Thyatian colonies in Ylaruam.
Doriath, a former adventurer, assumes the throne of Alfheim. The Erewan faction of Erendyl clan leaves Alfheim for Glantri.
Largest orc horde in modern history defeated in the Five Shires.
- 707 AC:** Heldann the Brave unifies independent petty kingdoms, names this northern land Heldannic Freeholds.

- 710 AC:** Heldann the Brave breaks the back of the trolls' nation, is poisoned.
- 713 AC:** The Ierendi Navy destroys a Thyatian naval patrol. The Royal Navy achieves instant pre-eminence among the powers of the Known World.
- 723 AC:** Santhral II dies, ending the reign of the Darokin Kings. The nation breaks down into independent dominions ruled by whoever can afford to pay troops to keep the roads passable.
- 728 AC:** The Alphatian colonies in Ylaruam destroy the Thyatian colonies there; Thyatian colonists flee.
- 730 AC:** Settlers come to Glantri, including fair elves (descendants of the elves who fled the area in 1700 BC) and humans from Traladara and Thyatian colonies in Ylaruam.
- 775 AC:** King of Ierendi becomes an elected position after a rebellion against the Council of Lords.
- 784 AC:** Racial conflicts spark a war between the new settlers in Glantri and the Flaems.
- 786 AC:** An Alphatian wizard named Halzunthram the Free Sword arrives in Flaemish lands and helps the humans and elves there against the Flaems, organising the settlers into an efficient fighting force.
- 788 AC:** The settlers defeat the Flaemish at the Battle of Braastar. Halzunthram captures the council and declares this land to be a protectorate of Alphatia; war breaks out again. The elves become independent and the Flaemish revolt. Many Flaemish lycanthropes fight and die in the ensuing rebellion. Beginning of the "Forty Years Without Peace."
- 790 AC:** Ierendi's Council of Citizens is formed.
- 800 AC:** Birth of Suleiman al-Kalim, a great philosopher and warlord of the desert nomads of Ylaruam.
Desperate Broken Lands orcs ravage neighbouring nations for food, treasure, or shelter.
- 802 AC:** A gold rush in Glantri brings many Rockhome dwarves into that nation. A plague sent by the orcish Immortal Yagrai spreads into Glantri, and the Glantrians are convinced that the dwarves are responsible, resulting in a vicious war on the dwarfs by the people of Glantri.
- 808 AC:** The Order of Vanya is founded in Hattias by priests banned from the Thyatian Storm Soldiers.
- 828 AC:** Lord Alexander Glantri, of Thyatian descent, captures Halzunthram and confirms the land's independence from Alphatia. The population names the land Glantri in his honour. Before this it was known as Braejr. The Forty Years War ends. Principalities of Glantri expel all dwarves, some of whom migrate to Darokin.
- 829 AC:** Lord Glantri founds the Republic of Glantri and reforms the Council of Lords into the Council of Princes.
- 830 AC:** Forces led by Suleiman al-Kalim drive the Thyatians from the region.
- 846 AC:** Orc horde from the Broken Lands loots Ardelphia, utterly destroying the city.
- 855 AC:** Suleiman al-Kalim composes the Nahmeh, an important work of Ylari religious thought and the foundation of modern Ylari society.
- 858 AC:** The Light of Rad, a cadre of Glantrian leaders, proclaims nobility limited to wizards only and declares that Council members gain the hereditary title of Prince. The Republic of Glantri is decreed the Principalities of Glantri.

- 859 AC:** Illegal Glantrian nobles are expelled and the wizards crush a minor rebellion.
- 867 AC:** "King of Ierendi" becomes a ceremonial title; kingship becomes the reward of the annual Crown Tourney.
- 875 AC:** Construction is completed on the Great School of Magic in Glantri City.
- 900 AC:** Emperor Gabrionus IV of Thyatis moves on Marilenev, conquers it, and claims all of the Traladara region as a Thyatian protectorate. Marilenev is renamed "Specularum." Many refugees from Traladara flee to Darokin. The Thyatians also conquer several areas of the Isle of Dawn, and build and settle the city of Oceansend in Norwold.
Traladaran refugees fleeing Thyatian troops settle in Darokin.
- 914 AC:** Toktai Khan of Ethengar repelled at Hayavik - last serious invasion of the Freeholds from Ethengar.
- 919 AC:** Ethengar attacks Heldann Freeholds, repelled.
- 920 AC:** Economic agreement signed between Glantri and Darokin, allowing free passage for all merchant caravans.
- 927 AC:** The Great Merger. Darokin's largest and richest merchant families agree on a central government for the entire country. Charles Mauntea picked to lead Darokin, beginning the reign of the Merchant Kings.
- 932 AC:** Lydia Mauntea takes over rulership of Darokin after the death of her husband, Charles. She assumes the title "Chancellor".
- 935 AC:** Participation in Ierendi's Crown Tourney is opened to any individual willing to swear allegiance to the Council of Lords, the Council of Citizens, and Ierendi.
- 944 AC:** Most recent orc horde to invade Five Shires defeated in Eastshire.
- 948 AC:** Thyatian Emperor grants Priests of Vanya the right to emigrate from Hattias.
- 950 AC:** Alliance between Ostland and Thyatis. Heldann Freeholds overrun by Priests of Vanya. Freiburg falls; Halvardson family massacred.
- 952 AC:** Siege of Altendorf, last Heldann city to surrender. The conquerors rename the Heldannic Freehold the Heldannic Territories; the Thyatian Order of Vanya is recast as the Heldannic Knights.
- 954 AC:** The World Elevator is constructed to facilitate trade with the Atruaghin Clans living atop the Atruaghin Plateau.
- 959 AC:** Alphatia begins another direct war upon Thyatis.
- 960 AC:** The Alphatian assault forces reach Thyatis City and kill the Thyatian emperor, but are repelled by a counterattack led by Thincol the Brave, a famous gladiator. Thincol weds Princess Gabriela, crowns himself Thincol I.
- 970 AC:** Duke Stefan Karameikos III trades his ancestral lands (the Duchy of Machelos) to Emperor Thincol for independent rulership of Traladara, which is renamed the Grand Duchy of Karameikos. Duke Stefan sails to and takes possession of his duchy, then begins parcelling out land and titles to his Thyatian followers. He begins building roads across the Duchy and a strong military to protect it. A minor rebellion and several assassination attempts follow his move to Specularum.
- 975 AC:** King Thar unites Broken Lands, threatening Darokin commerce. He enforces a common language and Tharian Code of Conduct.

979 AC: Duke Stefan Karameikos marries Lady Olivia Prothemian.

980 AC: Wulf von Klagendorf becomes High Cleric of Vanya in Freiburg.

Ierendi Council of Lords is renamed the Ierendi Tribunal, becomes an advisory council consisting of elected and appointed officials.

984 AC: Moglai united the Murkit tribe in Ethengar.

996 AC: Moglai Khan Unites the tribes and becomes the Great Khan of the Ethengarians.

988 AC: Corwyn Mauntea, great-grandson of Charles and Lydia, president of Darokin.

989 AC: Black Eagle Barony invades Eastshire in the Five Shires in search of slaves and ill-gotten booty; is repelled. Attacks continue for two decades.

994 AC: Heldannic settlers move west into Ethengar lands, are massacred.

998 AC: Punitive raids by Heldannic Knights against Ethengarians.

1000 AC: The millennium of the Thyatian Empire; the second millennium of the Alphatian Empire. Present Day.



Chapter Six: Markets and Learning in the KNOWN WORLD

CENTERS OF LEARNING

College of Wizardry is not as impressive as it sounds. Shadow elf shaman do not allow wizards any formal education, this small school in the City of Stars is in the back of a magic supply shop.

Collegium Arcanum is the official school of magic in Thyatis. While not as impressive as others of its type, it is still one of the largest.

Darokin Diplomatic Corps runs a series of colleges to teach its new officers how to negotiate : with outsiders. It focuses heavily on languages, business, and foreign culture. It also teaches Merchant Princes spells related to finance.

Edrecort's Academy of Thaumaturgical Science is an Alphatian run school in Alfueim City. It is run as a service by its master who splits: his time between his apprentices and diplomacy.

Great Library of Serraine is the greatest repository of knowledge in the world. Not just tomes, but magical fonts of memories, and illusions of historical events. While expansive, their undead librarian is a bit wary of visitors.

Great School of Magic in Glantri City is possibly the most famous school in the Known World. Filled with wizards of all sorts, from apprentices to archmages, with rumors of hidden lore everywhere.

Ierendi Public School is where the islanders go for a basic education. It is the only public school for the entire nation, but more than adequate for the nation's population.

Mealidor Library Tree is an actual tree, filled with scrolls and books dating back thousands of years. Exclusive to Clan Mealidor, few outside elves and even fewer humans are allowed entry.

School of Art in Ierendi is the largest bardic school in the Known World. While it teaches other arts, it is the main source for classically trained bards. Painters, writers and sculptors also flock to the school as well.

Thyatis Great Library is the largest collection of books and scrolls known. While not a magical school, all things mundane and historical can be learned here. It is open to the nobles of Thyatis and those with enough coin to gain entry.

Tutorial Guild is the largest school in Minrothad. While it teaches many nautical trades, it is most famous for being the source of many Merchant Prince spells related to nautical trade.

University of Sundsvall at twenty city blocks is the unquestionably the largest university known. Every wizard in Alphatia receives their training here, with entire wings devoted to magical research

Great Markets

Alfheim is the only true city in the nation of Alfheim. Built to concentrate foreign traders in one location inside the elven kingdom, it is the best place to find elven goods.

Athenos Harbor in Darokin is where you can find almost anything, regardless of legality. Busy day and night, the city is known for its thriving and open black market.

The **Central Market** in Darokin City is possibly the largest market in the world. Anything can be found here, from magical devices to wild animals. Everything has a price here.

Glantri's **Open Market** is the place to purchase magic items. Produced by the Great School of Magic and local wizards, seemingly everything for sale here has some sort of dwoemer.

The **Market of the Golden Court** is Ethengar's only true market. There under heavy guard merchants can strike deals with the nomads to purchase large quantities of livestock.

The **Grand Bazaar** of Ylaruam is a frenzied site for trading. Here everything must be purchased through haggling, and coin is not the only way to purchase merchandise.

Thyatis' **Great Market** is one of the busiest in the world. Stalls stretch for miles as every sort of good or service can be found here if you look hard enough, not matter the time.

Stahl's **Market District** is the best place to find the goods of Rockhome. The market is the staging ground for the caravans, but items can be purchased here before they leave.

Minrothad City is one large market itself. From the Lower and Upper Markets to Craft Row, you are never far from a store front in this mercantile haven.

The **World Elevator** in Atruaghin is a lift constructed to move merchants up the plateau. The Bear Tribe has set up a large trading post at the base to get goods before the other tribes.

Most nations charge for exchanging treasure

Region	Fee	Region	Fee
Alphatia	5%	Minrothad	5%
Aatruaghin	No Fee	Ostland	15%
Darokin	5%	Rockhome	10%
Ethengar	No Fee	Sind	15%
Five Shires	5%	Soderfjord	No Fee
Glantri	10%	Thyatis	10%
Heldann	No Fee	Yavdlom	5%
Ierendi	10%	Ylaruam	15%
Karameikos	10%		

Chapter Seven: Factions and Guilds of the Known World

The nations of the Known World are often at each others throats. It can be from an economic rivalry like Darokin and Minrothad, cultural differences such as Rockhome or Alfheim, or even outright hatred like Ethengar and Glantri. Because of the delicate economic and trade structure of the continent, open warfare is heavily frowned upon by the neutral nations. Much of the conflict instead is done by proxy organizations, leaving their sponsors with a degree of deniability.

Adventurer's Society

Motto: Til All Are Safe

Beliefs: The strong must protect the weak. There is no one unworthy of protection. Through sacrifice we become greater.

Goals: Bring stability throughout the lands. Protect Ierendi from all enemies.

Typical Quests: Drive marauding humanoids or brigands from an area. Put down undead threats.

The Adventurer's Society was created to help select the ruling monarchs of Ierendi by recruited the best adventurers in the realms. In order to qualify to participate, the Society requires its members to help the less fortunate and keep the forces of evil at bay.

While headquartered in Ierendi City, members of the Society can be found where ever they are needed most. Society Halls are found anywhere Ierendi has a presence, and in most large towns as well.

The Society is open about its goals, they reward their members with increased benefits and free passage on ships, in return the Society members have to perform quests to make the world safer. Each member is required to undertake two adventures a year without reward to maintain their membership.

Darokin Diplomatic Corps

Motto: We Will Find a Way

Beliefs: Peace is more profitable than conflict. If all else fails, money talks louder than words. Sometimes you have to remove the obstacle to obtain peace.

Goals. Lessen international tensions. Keep the trade routes open.

Typical Quests. Settle territorial disputes. Remove highwaymen from a trade route.

One of the most recognizable institutions in the Known World, the Diplomatic Corps is found in every country known. Dedicated to finding peaceful solutions to delicate situations, the DDC helps maintain a safe environment for Darokin's trade goods.

The DDC is viewed by many to be a partially neutral arbiter for many disputes, offering mediators for local disputes for a price. If diplomacy fails, the DDC is authorized to use force to stabilize a situation.

DDC members are technically employees of the nation of Darokin, though they will take anyone with talent. The Corps pays well, and is quick to defend its members from undo harm.

Heldannic Order

Motto: By Vanya's Will

Beliefs: Only the law matters. Chaos must be replaced with order. Those that cannot lead must be replaced by those that can.

Goals: Maintain law and order. Spread the worship of Vanya.

Typical Quests: Put down an uprising, overthrow a weak ruler. Drive out a humanoid war party.

The Heldannic Order is the militant wing of the Church of Vanya. They are devoted to stamping out chaos in all its forms. The Order is less concerned with good or evil than it is about maintaining order. The Order despises anarchy, and rather see a country be lead by a despot than fall into disorder.

The Heldannic Order is looked on by nations with apprehension. While they fight against humanoids with fervor, they also will attempt to depose weak rulers and replace them with strong willed allies.

The Order recruits those it feels represent the lawful nature of the order. Anyone is welcome, but followers of Vanya are favored.

IRON RING

Motto: We Own You, Body and Soul

Beliefs: Any one who is not us is meat. If violence doesn't work, you aren't using enough of it. Profit is the only measure of success.

Goals: Keep the slave trade going. Remove and obstacle to the trade.

Typical Quests: Scout a settlement for stragglers and weaknesses. Remove rivals from your way.

The Iron Ring is one of the most feared organizations in the Known World. A secretive and deadly group of slavers, they will strike anywhere they can. Though outlawed in every nation for their brutal tactics, they always have a market for their product.

The Iron Ring is more than a simple thieves guild, their organization crosses borders and involves levels of coordination unseen in other similar groups. Often they will operate across multiple borders for a single operation.

Members of the Iron Ring are members for life. They are not allowed outside work without permission, though they will keep up appearances to maintain their cover. The Iron does however pay extremely well.

TEN THOUSAND FISTS OF THE KHAN

Motto: The Immortals Will It

Beliefs: Trust the Immortals in All Things. Disbelievers must be made to believe. The more brought to see the truth the better.

Goals: Spread the Worship of the Immortals. Work to counter Glantri.

Typical Quests: Set up a church in a new area. Convert the masses to be devout.

The Fists of the Khan is an organization formed in Ethengar to promote the worship of the Immortals. Though their primary target is the atheistic Glantri, the Fists will target anyone who stands against the will of the Immortals.

The Fists of the Khan is organized in a cell structure, with each group independent of the others and lead by a single Fist. The Fists maintain a vast spy network to keep others from undermining the will of the Immortals.

A typical Fist member can come from any walk of life, all that is required is they must be deeply religious. While most Fist members worship of the three patron Immortals of Ethengar, worshippers of other Immortals are not uncommon.

SMALLER FACTIONS

Brotherhood of the Radiance. Pro magic secret society in Glantri promoting the study of unknown magics.

Elven Liberation Front. Separatist group of Elves looking to bring part of Glantri under Alfheim control.

Fire Island Wizards. Reclusive group of pyromancers in Ierendi devoted themselves to the study of the Elemental Plane of Fire.

Krondar. The duly appointed peacekeepers of the Five Shires, their sole purpose to keep the nation tranquil.

Storm Soldiers. The fanatical loyalists to the Thyatian region of Hattias. Their one desire is to keep their land racially pure.

The Thorns. Radical Dwarven social group that tries to stir up trouble inside of Alfheim.

Veiled Society. Highly organized group of extortionists and thugs operating out of Karameikos.

Guilds of Darokin

Al-Azrad. Located in Selenica, Al-Azrad specializes in trade with Ylaruam. The guild does actual little business with the rest of Darokin because of its distant location.

Corun. Based out of Corunglain, Corun focuses on trading merchandise strictly inside of Darokin. Corun is known for its powerful political connections.

Franich. The newest major guild, Franich has no specialty and instead has interests in almost every type of commerce. As befits their style, Franich is located in Darokin City.

Hallonica. Based in Selenica this is the dominant house in the East. Hallonica succeeds by being one of the most politically adept houses through mutual diplomacy.

Linton. Located in the port city of Athenos Linton is the only nautical trade guild in Darokin. They are one of the richest guilds because of their greatly increased range.

Mauntea. The most powerful guild in Darokin, Mauntea has set the standard for political power in Darokin city for centuries. Most innovations have come from Mauntea.

Pennydown. Another guild based in Darokin City, Pennydown makes its money on sheer volume. While not of the best quality, their products can be found everywhere.

Toney. The smallest of the great houses, Toney dominates lake shipping out of Akesoli. Trading heavily with Glantri and Atruaghin, Toney also specializes in agriculture.

Umharth. Though based in distant Akesoli, Umbarth makes its money by being the most widespread guild. Trading with almost every known nation, Umbarth reaches everywhere.

Guilds of Minrothad

Corser. Set up by humans, Corser specializes in luxury goods. While the guild actually produces very few products, the sheer cost of them makes the guild profitable.

Elsan. Set up by the water elves, Elsan is the largest ship building guild in Minrothad. Elsan makes a large amount of money through fishing and whaling.

Hammer. Comprised of dwarves, Hammer handles all trade dealing with metal and stone. The guild makes the finest weapons and armors through a secret process.

Mercenaries. Actually the standing army for Minrothad, the guild is found both on land and in ships. The guild is a political one and is paid for its services by the government.

Minrothad. The nation of Minrothad uses a guild structure as its government. Neutral in the affairs of other guilds, Minrothad is still the most dominant guild in the nation.

Quickhand. A guild consisting of primarily hin, Quickhand deals with leather goods and fuelmaking. The guild also focuses on creating dishes and art objects from clay.

Verdier. Primarily wood elves, Vernier specializes in all goods wood and cloth. Verdier also has a duty to handle agriculture, a duty they share with Guild Quickhand.

Sea Merchants. A political guild comprised of sailors and dockhands, the Sea Merchant or Merchant Sailor's guild handles the transport of all goods made in Minrothad.

Tutorial. A combination of several smaller guilds, the Tutorial Guild handles all legal proceedings and trains merchant princes in the ways of guild magic.

Chapter Eight: CRIME AND PUNISHMENT IN THE KNOWN WORLD

	Assault	Inciting Riot	Fraud	Murder	Slander	Tax Evasion	Theft	Rape	Treason
<i>Alfheim</i>	Fine	Fine	Exile	Exile	Fine	Exile	Fine	Exile	Exile
<i>Alphatia</i>	Fine	Slavery	Fine	Fine or death	Fine	Fine or slavery	Fine or slavery	Fine or death	Death or cursed
<i>Atruaghin</i>	Censure	Not a crime	Censure	Exile or death	Censure	Not a crime	Not a crime	Exile	Exile or death
<i>Darokin</i>	Fine	Fine	Fine	Death	Fine	Fine	Fine	Death	Death
<i>Etbengar</i>	Caning	Death	Caning	Death	Caning	Death	Caning	Death	Death
<i>Five Shires</i>	Quest	Quest	Quest	Quest or death	Quest	Quest	Quest	Quest or death	Quest or death
<i>Glantri</i>	Maiming	Maiming	Maiming	Death	Public flogging	Up to 10 years	Maiming	Sex change	Death
<i>Ierendi</i>	Up to 3 years	Up to 3 years	Up to 4 years	Up to 30 years	Up to 4 years	Up to 4 years	Up to 4 years	Up to 30 years	Up to 30 years
<i>Karameikos</i>	Up to 1 year	Up to 1 year	Up to 6 years	1 year up to death	Up to 6 months	Up to 6 years	Up to 6 years	1 year up to death	Death
<i>Minrothad</i>	Loss of hand	Loss of tongue	Up to 20 years	Death	Pilloried	Flogging	Loss of hand	Death	Death
<i>Ostland</i>	Slavery	Slavery	Slavery	Slavery or death	Beating	Slavery or beating	Slavery or beating	Slavery or death	Death
<i>Rockhome</i>	Exile	Exile	Exile	Life, exile, or death	Inactivity	Inactivity	Inactivity	Life, exile, or death	Life, exile, or death
<i>Soderfjord</i>	Beating	Beating or conscript	Beating	Beating or death	Beating	Beating or death	Beating	Beating or death	Death
<i>Thyatis</i>	Public flogging	1 month up to death	Public flogging	1 month up to death	Public flogging	1 month up to death	Public flogging	Public flogging	Death
<i>Vestland</i>	Fine or conscript	Fine or conscript	Fine	Death or conscript	Public flogging	Public flogging	Fine or conscript	Death or flogging	Death
<i>Ylaruam</i>	Public flogging	Censure or death	Censure	Death	Censure	Death	Public flogging	Death	Death

Chapter Nine: IMMORTALS OF the KNOWN WORLD

Unlike other fantasy settings, Mystara does not have gods to interfere in the affairs of mortals regularly. Instead, Mystara has meddling Immortals-- former adventurers who ascended to a nearly divine status. They have incredible power and can no longer be killed by mortal means. They are widely worshiped, with entire faiths, cults, and religions devoted to them. However, they are neither omniscient nor omnipotent, and they did not create Mystara nor the multiverse. Despite their incredible power and infinite lifespan, an Immortal can be killed while in their own plane.

An Immortal gets some of their power from the amount and devotion with which they are worshiped by mortals. But their primary source of power is from a Sphere of Power. A Sphere of Power is one of the five elemental forces that compose all reality: Matter, Energy, Time, Thought, and Entropy. Each Immortal serves one of these forces and draw their power from it.

Sphere of Matter

Related element: Earth

Purpose: To withstand destruction and decay.

Interplay: Opposes Time's attempts at change, resists the attacks of Energy, forces Thought to be practical.

Sphere of Energy

Related element: Fire

Purpose: Create more Energy and activity.

Interplay: Opposes Thought's attempts to create order, resists the attacks of Time, forces Matter to change.

Sphere of Time

Related element: Water

Purpose: To promote change in all and maintain Time's flow.

Interplay: Opposes Matter's resistance to change, resists the existence of Thought, forces Energy to have duration.

Sphere of Thought

Related element: Air

Purpose: To analyze and understand all of existence.

Interplay: Opposes Energy's outbursts, resists the limitations of Matter, forces Time into organization.

Sphere of Entropy

Related element: None (the Void)

Purpose: The ultimate destruction of the multiverse.

Interplay: Entropy seeks to destroy Matter, dissipate Energy, stagnate Time, and stifle Thought. Their goal is to recreate the next multiverse in their image.

The primary role of the Immortals is to keep balance among the Spheres. Everything in the multiverse is composed of a combination of all five of these components in varying degrees. Each Sphere must be held in balance with the others for the multiverse to continue. An imbalance between the Spheres would mean a triumph of the Sphere of Entropy.

Within each Sphere, the Immortals measure their own power based on a hierarchical scale of ranks or levels. There have been two different methods of methods of ranking Immortals, a simplified three tier system, and the more common six tier system.

In the three-tier system, Immortals are either: Lesser, Greater, or Ultimate. Lesser Immortals are either relatively new to immortality or have not yet developed a lot of power. They tend to only have a few followers and are usually servants of other Immortals. Greater Immortals have gained a lot of magical might and followers. They have managed to become patrons of entire nations or essential professions. They will often have Lesser Immortals as subordinates and will answer to Ultimate Immortals. Ultimate Immortals are the oldest and most powerful. They make universe-shaping decisions and rule the subordinate Immortals.

In the six-tier system the Immortals are ranked as: Initiate, Temporal, Celestial, Empyrean, Eternal, or Hierarch. Initiates are the lowest ranking Immortals who have just achieved immortality. Each subsequent level is a higher rank and represents more power and influence in the Material Plane. The highest-ranking Immortals are the Hierarchs, who are the oldest and most powerful. They make universe-shaping decisions, have considerable influence within their Sphere of Power, and rule the subordinate Immortals.

Three-Tier	Six-Tier
Lesser	Initiate
	Temporal
Greater	Celestial
	Empyrean
Ultimate	Eternal
	Hierarch

Goals of the IMMORTALS

The Immortals seek to advance the influence of their Sphere by opposing other Immortals and by increasing their knowledge of the multiverse. They seek to gain personal power by serving more exalted Immortals who may reward them, giving power and support to their mortal followers, and opposing enemy Immortals. They also seek to achieve personal goals, which are often related to happenings in the Material Plane.

Immortals meddle. They get involved with the Material Plane and interfere with the lives of mortals, monsters, and nations. Much of the happens on Mystara are linked back to meddling Immortals. This meddling can be done in various ways. In their Mortal Form, Immortals can take the form of a regular NPC (person, creature, or monster) with all its natural limitations. The Immortal can also send an im-material projection of their mind into Material Plane, called their Incorporeal Form. They can also produce a physical manifestation of their proper form in the Material Plane. This is called the Manifestation Form.

To protect and preserve the Material Plane, the Immortal Hierarchs set this law: "On the Material Plane, direct action against mortals is forbidden." This doesn't mean they are not allowed to meddle in the affairs of the worlds in the Material Plane. What's forbidden is for them to use their Manifestation Form in the Material Plane. Immortals can and do influence mortals in a variety of indirect ways. They use dreams, establish religions, manifest signs or omens to fulfill prophecies, or taking on Mortal or Incorporeal Forms to advance their goals.

Another goal for Immortals is to help mortals ascend to immortality to acquire more Immortals for their own Sphere of Power. Any intelligent creature reaching maximum level may try to earn immortality. Yet, this is no easy feat, and many perish along the way. To become an Immortal, one needs the sponsorship of an Immortal, and there is no guarantee a mortal will ever gain a sponsor. Once a mortal has obtained a sponsor, they must partake of a mythic and convoluted journey. This is done by completing several demanding tasks. However, not very many mortals are lucky, resolute, and skilled enough to achieve immortality.

IMMORTALS WORSHIPPED IN THE KNOWN WORLD

Below is a list of some major the Immortals worshipped in the Known World. More could be added!

Alfheim: Faunus, IIsundal, Mealiden

Alphatia: Alphatia, Alphaks (illegal), Eiryndul, The Great One, Ka, Kagyar, Korotiku, Koryis, Nyx, Palartarkan, Protius, Razud, Talitha, Terra, Zirchev

Atruaghin: Atruaghin, Atzanteotl

Broken Lands: Orcus, Karaash, Atzanteotl

City of Stars: Rafiel, Atzanteotl

Darokin: Asterius, Benekander, Demogorgon (cultists), Ixion, Ka, Khoronus, Koryis, Masauwu, Noumena, Odin, Valerias, Zirchev

IMMORTALS OF THE KNOWN WORLD

Denagoth: Idris

Ethengar: Ixion, Terra

Five Shires: Brindorhin

Great Waste: Atzanteotl (as Skorpios), Rathanos, Zirchev, see also Sind

Glantri: Ilsundal, Noumena, Rad

Heldannic Territories: Vanya, see also Northern Reaches

Hule: Faunus (as Inuus), Hel (as Ecel), Karaash (as Ilneval), Loki (as Bozdogan)

Ierendi: Al-Kalim, Djaea, Ka, Protius, Rathanos

Karameikos: Asterius, Halav, Ilsundal, Kagyar, Masauwu, Petra, Tarastia, Vanya, Zirchev, see also Thyatis

Minrothad: Calitha, Minroth, Ordana

Northern Reaches (Ostland, Soderfjord, Vestland): Demogorgon (cultists), Frey & Freyja, Hel, Loki, Noumena, Odin, Thor

IMMORTALS OF THE SPHERE OF MATTER

Immortal	Rank	Interests	Major Following
Atruaghin	Hierarch	Atruaghin Clans, diplomacy, wisdom, balance, truth, fighting Evil	Atruaghin Clans
Diamond	Celestial	Lawful Dragons, order, wisdom, justice, tolerance	Norwold
Djaea	Hierarch	Survival of Worlds, respect for nature and life, the ecosystem	All around the world
Faunus	Temporal	Forest Races, hedonism	Alfheim, Thyatis, Hule (as Inuus)
Garl Glittergold	Temporal	Gnomes, gadgets, and craftsmanship	Gnomes throughout the Known World
The Great One	Eternal	All Dragons and Lizardfolk	Alphatia
Ka	Hierarch	Lizardmen, preservation of knowledge and culture	Alphatia, Darokin, Ierendi, Norwold
Kagyar	Eternal	Arts, Dwarves	Rockhome, Thyatis
Minroth	Celestial	Minrothad, patriotism, hope, wealth, prosperity, freedom	Minrothad
Opal	Celestial	Neutral Dragons, vengeance	Norwold
Pearl	Temporal	Chaotic Dragons, greed, power	Norwold
Terra	Hierarch	Protection of earth-based creatures & races, the life-death cycle	Ethengar, Alphatia
Valerias	Hierarch	Romance, passion, love	Thyatis, Darokin, Yavdlom

Norwold: Alphatia, Diamond, Demogorgon (cultists), Ka, Noumena, Opal, Pearl, Talitha, see also Alphatia, Northern Reaches, and Thyatis

Rockhome: Kagyar

Serraine: Garl Glittergold

Sind: Asterius (as Murtijai and Kadesha), Hel (as Kala), Ilsundal (as Ayodhya, as Sita, Laksman), Ixion (as Ayai, Himayeti, and Aksyri), Thor (as Runar)

Thyatis: Alphaks (illegal), Asterius, Diulanna, Faunus, Halav, Ilsundal, Ixion, Kagyar, Khoronus, Korotiku, Masauwu, Noumena, Nyx, Odin, Protius, Tarastia, Terra, Thanatos, Thor, Valerias, Vanya

Ulimwengu: Djaea (as the land)

Wendar: Chiron, The Great One, Idris, Ilsundal, Odin, Ordana, Thor

Yavdlom: Calitha, Korotiku, Tiresias, Valerias, Yav

Ylaruam: Al-Kalim

IMMORTALS OF THE SPHERE OF ENERGY

Immortal	Rank	Interests	Major Following
Alphatia	Celestial	Pacificim, Artistry, order and harmony	Alphatia, Norwold
Benekander	Initiate	Restraint of Immortal excesses, protect mortals, freedom and truth	Darokin
Eiryndul	Empyreal	Elves, Mischief, Forest Races	Alphatian Elves
Ilsundal	Hierarch	Protection of Elves, wisdom	Elves throughout the Known World, Sind (as Ayodhya, Sita, and Laksman)
Ixion	Hierarch	Banishing Darkness, Opposing Entropy	Darokin, Ethengar, Sind (as Ayazi, Himayeti, and Aksyri), Yavdlom
Mealiden	Empyreal	Protection, guardians, loyalty, war, adventure, exploration	Alfheim
Rad	Empyreal	The Radiance, magic	Glantri
Rafiel	Empyreal	The Shadow Elves, magical and scientific knowledge	City of Stars
Rathanos	Eternal	Energy life forms	Great Waste, Ierendi
Razud	Hierarch	Alphatians, helping the self-sufficient, independence	Alphatia
Tarastia	Eternal	Justice, revenge	Thyatis
Thor	Eternal	Warrior's code of honor, battle	Northern Reaches, Thyatis, Sind (Runar)
Zirchev	Celestial	Forest Folk (Centaur, Dryads, etc.), animals	Karameikos, Darokin, Alphatia

IMMORTALS OF THE SPHERE OF TIME

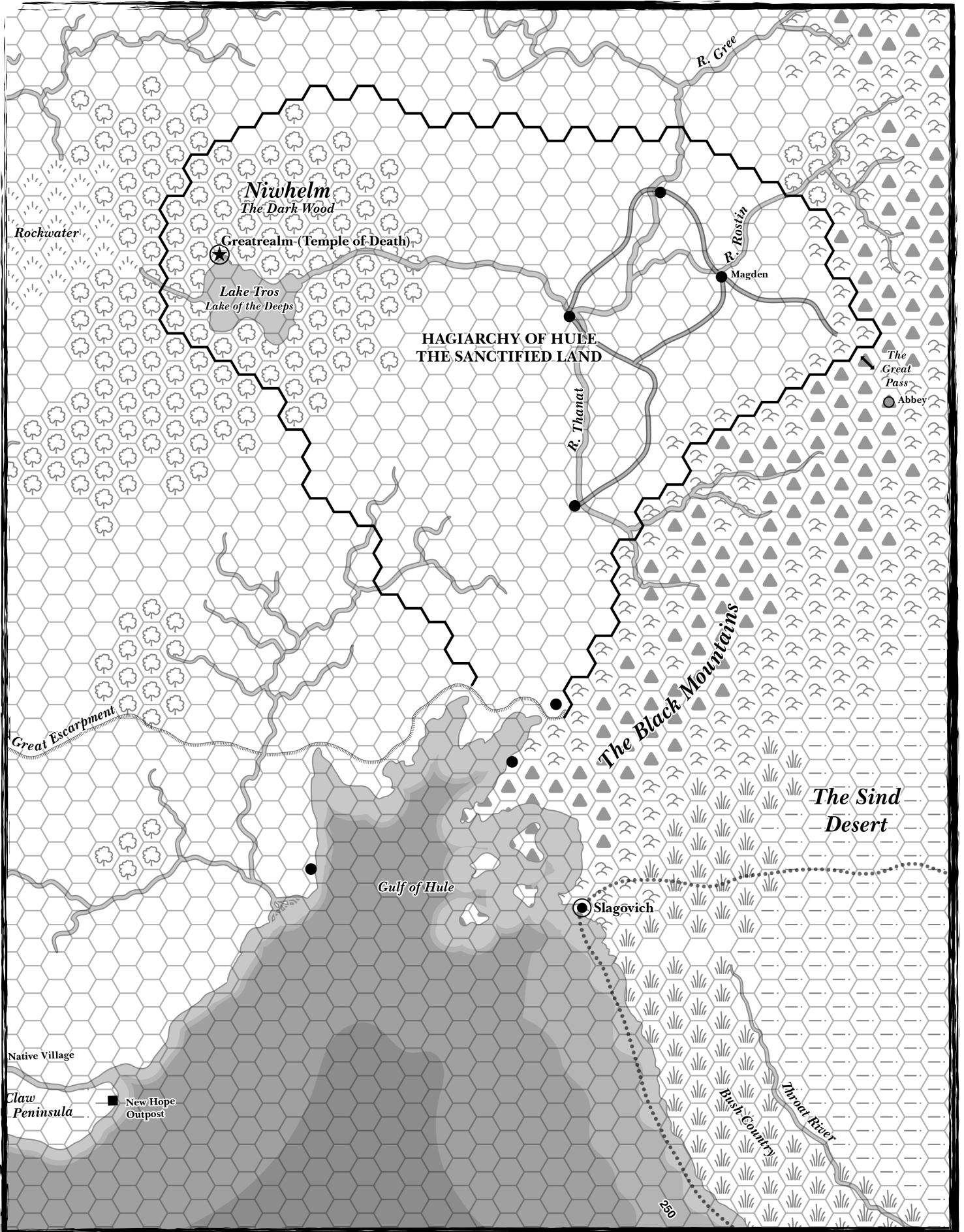
Immortal	Rank	Interests	Major Following
Al-Kalim	Initiate	The Eternal Truth, Making the Ylari Desert Lush	Ylaruam, Ierendi
Brindorhin	Celestial	Halflings (hin), patriotism, safety, family, prosperity, wealth	Five Shires, halflings
Calitha	Celestial	Oceans, Sea Elves, aquatic races	Minrothad, Yavdlom
Khoronus	Hierarch	Teaching Lessons of Time to Rulers, time flow, history	Darokin, Yavdlom
Ordana	Hierarch	Protection of Forests, Forest races	Minrothad
Petra	Celestial	Fighting-clerics, besieged cities, defence and safekeeping	Karameikos
Protius	Eternal	Old Man of the Sea, oceans, marine creatures	Thyatis
Vanya	Empyrean	War, conquest	Heldannic Territories, Thyatis
Yav	Celestial	Yavdlom, prophecy, divination	Yavdlom

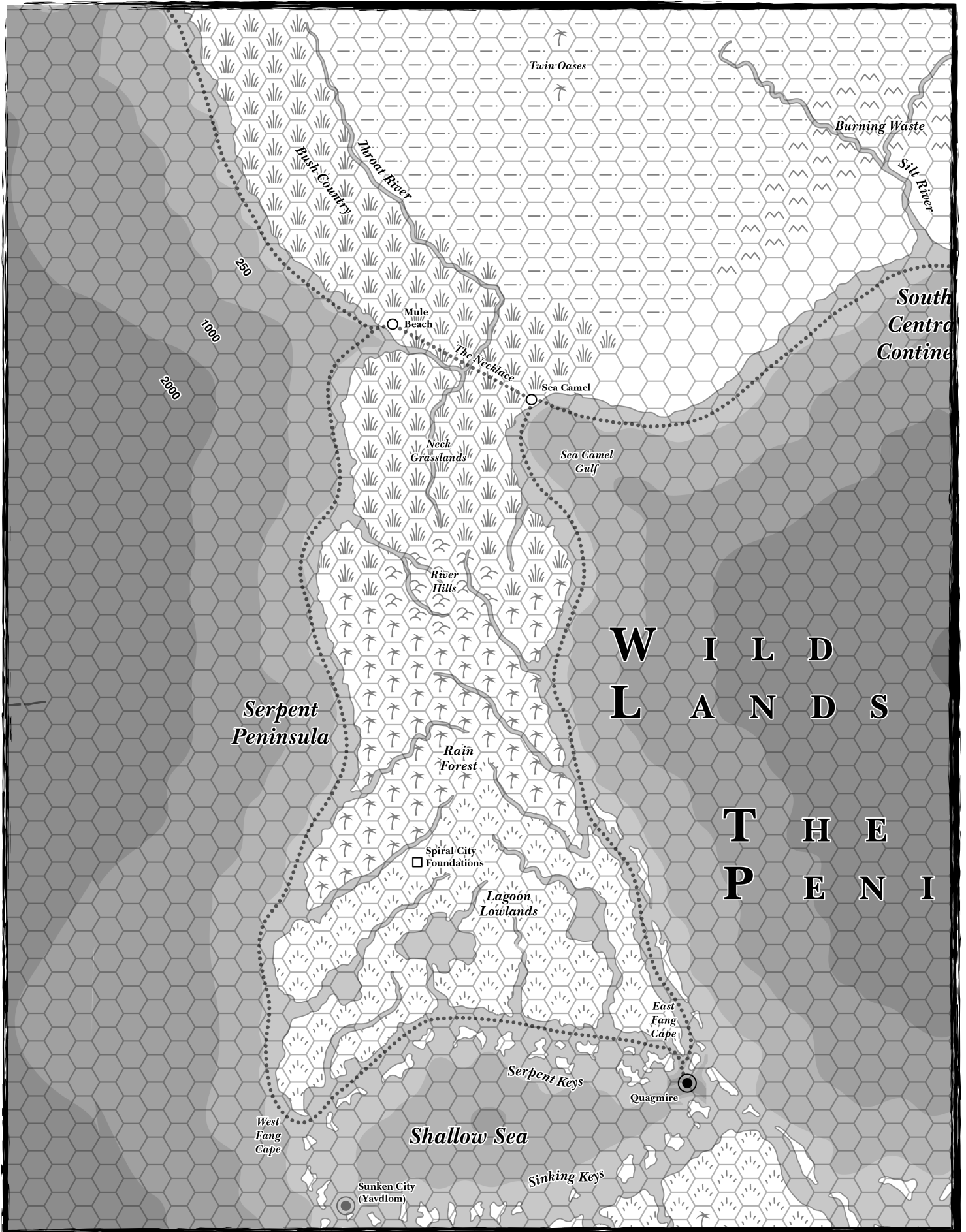
IMMORTALS OF THE SPHERE OF THOUGHT

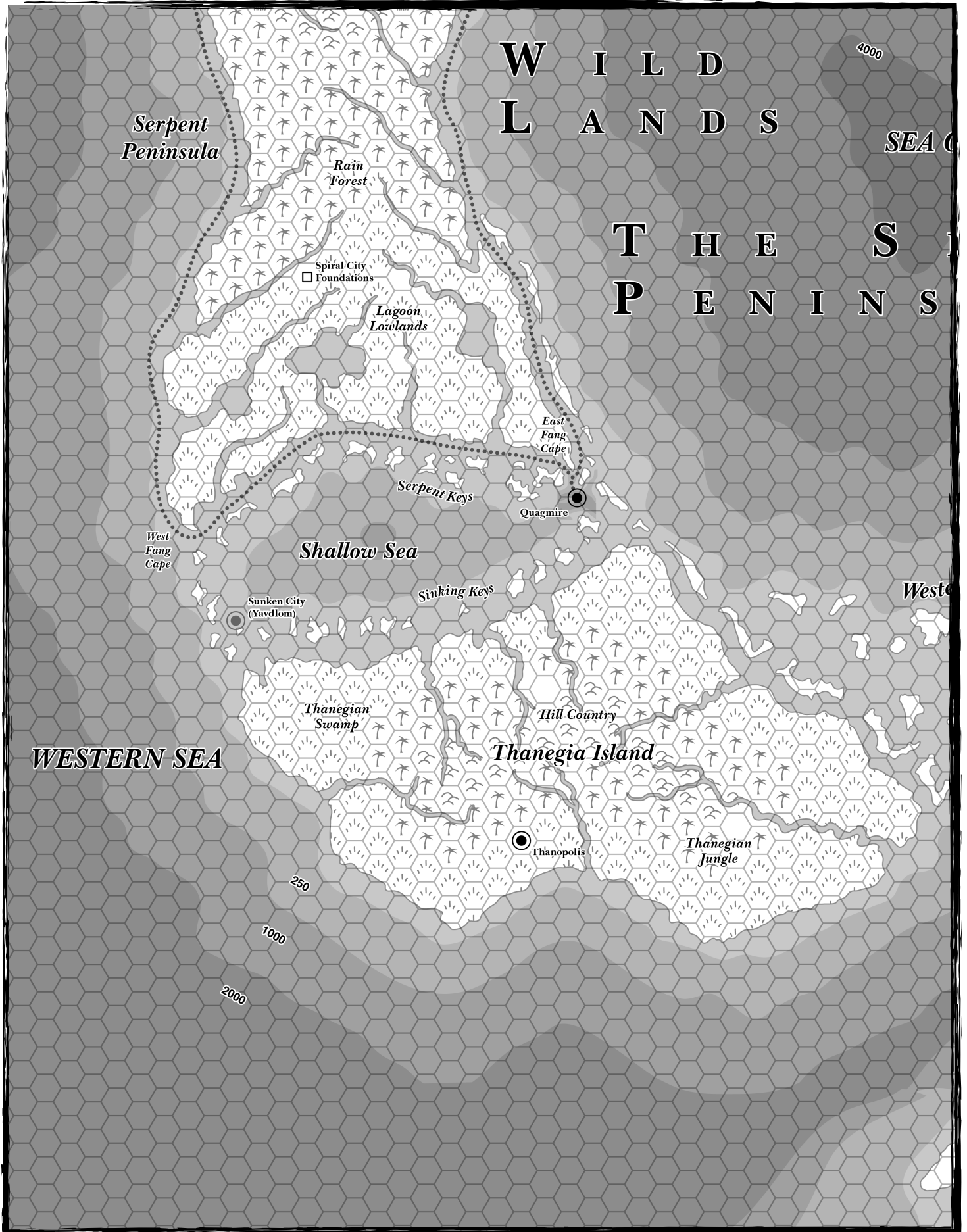
Immortal	Rank	Interests	Major Following
Asterius	Eternal	Trade, merchants, thieves	Darokin, Thyatis, Sind (as Murtijai, trade; and Kudesha, wealth)
Diulanna	Celestial	Willpower, Strong-Willed heroes, courage	Thyatis, Thyatian Hinterlands
Frey and Freyja	Celestial	Intelligent Warfare, bravery and strategy in battle	Northern Reaches
Halav	Celestial	Warfare, opposing humanoids	Karameikos, Thyatis
Karaash	Initiate	Humanoids, rule of the strongest	Broken Lands, Hule (as Ilneval)
Korotiku	Hierarch	Mischief, thinking, frauds & stealth	Alphatia, Thyatis, Yavdlom
Koryis	Temporal	Peace, prosperity, diplomacy	Darokin, Alphatia
Noumena	Hierarch	Tactics, games, puzzles, mysteries	Daarokin, Glantri, Northern Reaches, Norwold
Odin	Hierarch	Wise rule, living life to the fullest	Darokin, Northern Reaches, Thyatis

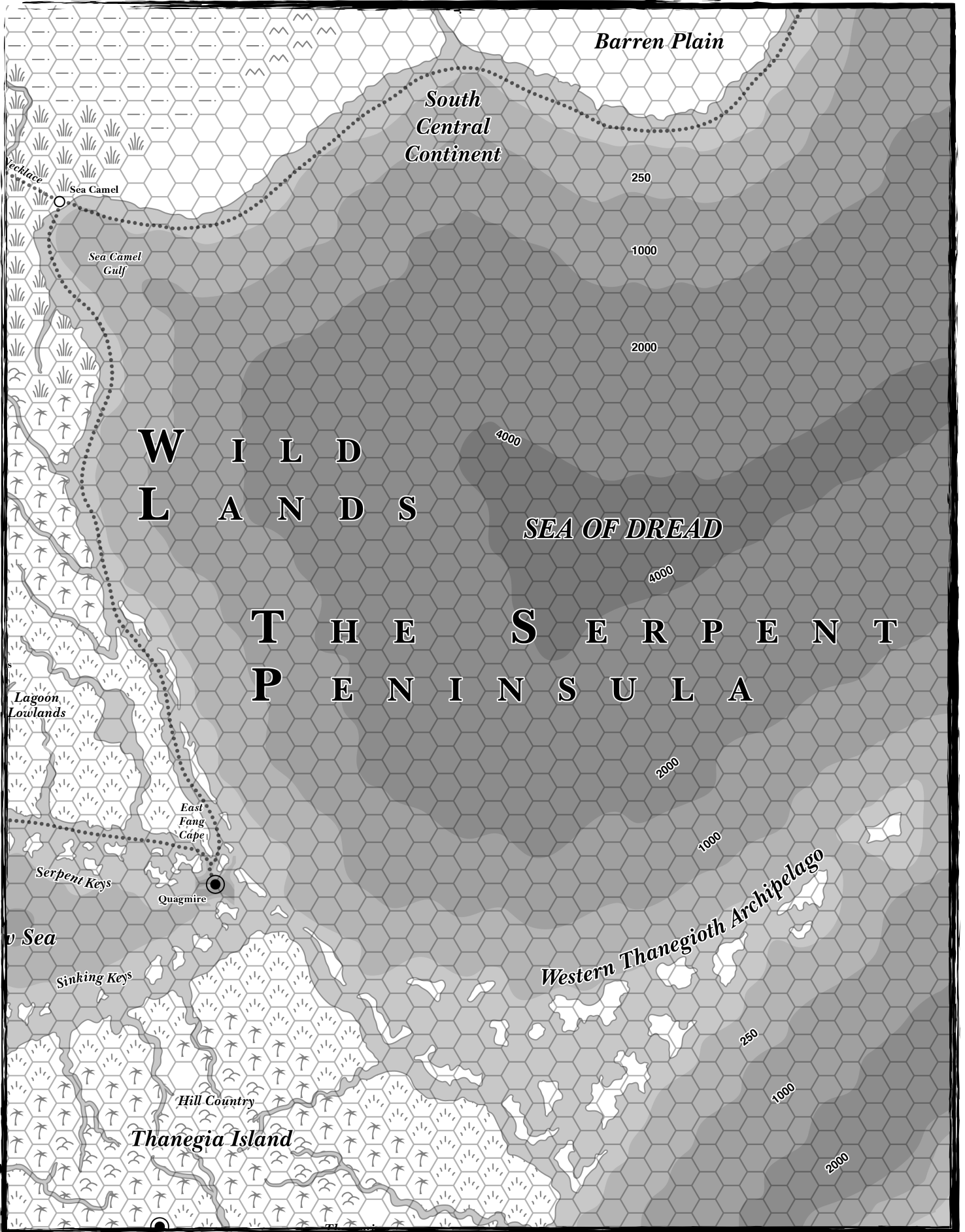
IMMORTALS OF THE SPHERE OF ENTROPY

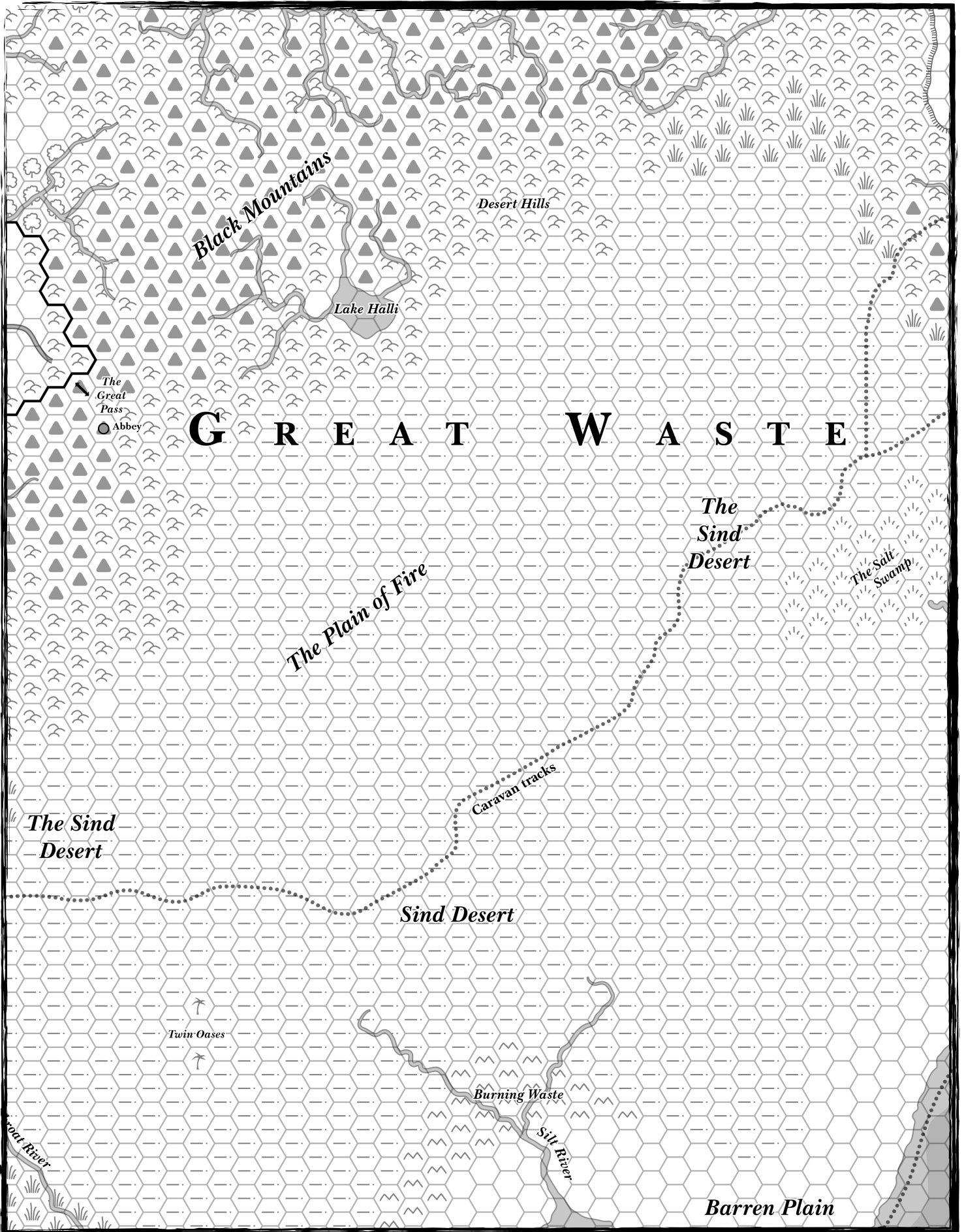
Immortal	Rank	Interests	Major Following
Alphaks	Empyrean	Destroying Alphatia, hatred, vengeance	Thyatis, discontented Alphasians (honoring Alphaks is illegal in Thyatis and Alphatia)
Atzanteotl	Hierarch	Process of physical and moral corruption, destruction of life, treachery	Broken Lands, City of Stars, Atruaghin
Demogorgon	Eternal	Necromancy, witchery, diseases	Cults in Darokin, Northern Reaches, Norwold
Hel	Hierarch	Reincarnation, death, chaos	Northern Reaches, Sind (as Kala), Hule (as Ecel)
Loki	Eternal	Mischief, betrayal, cleverness	Northern Reaches, Hule (as Bozdogan)
Masauwu	Eternal	Fast-talking, intrigue, politics, corruption, thieves, spies and conmen	Thyatis, Darokin, Karameikos, Minrothad, Alphatia
Nyx	Hierarch	Night, darkness, monster races, undead	Thyatis, Alphatia
Orcus	Eternal	Mass destruction, sadism	Cults of sadists, lycanthropes and necromancers all around the world
Talitha	Eternal	Self-gratification at expense of others, egotism, envy	Alphatia, Norwold
Thanatos	Hierarch	End of all life	Thyatis (honouring Thanatos is illegal).

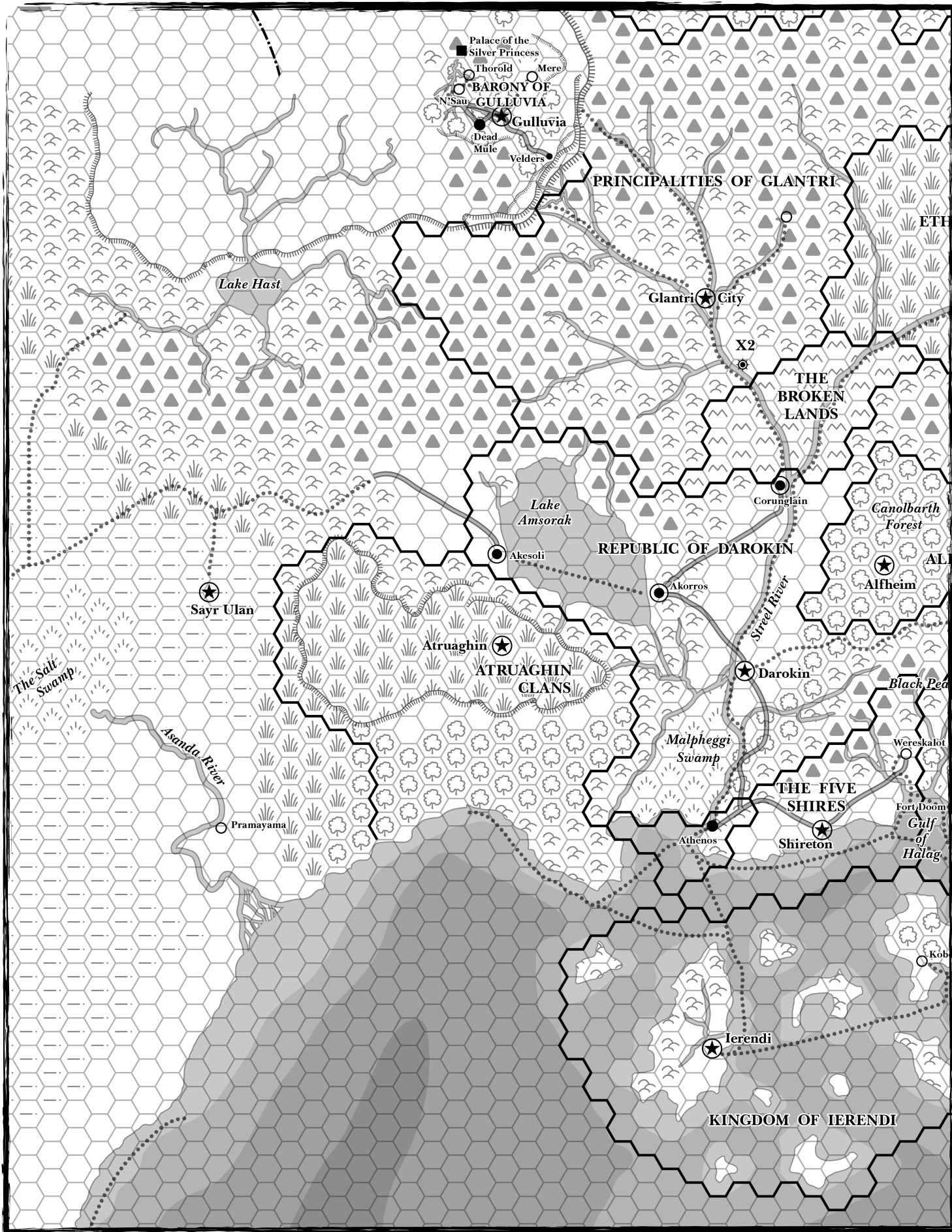


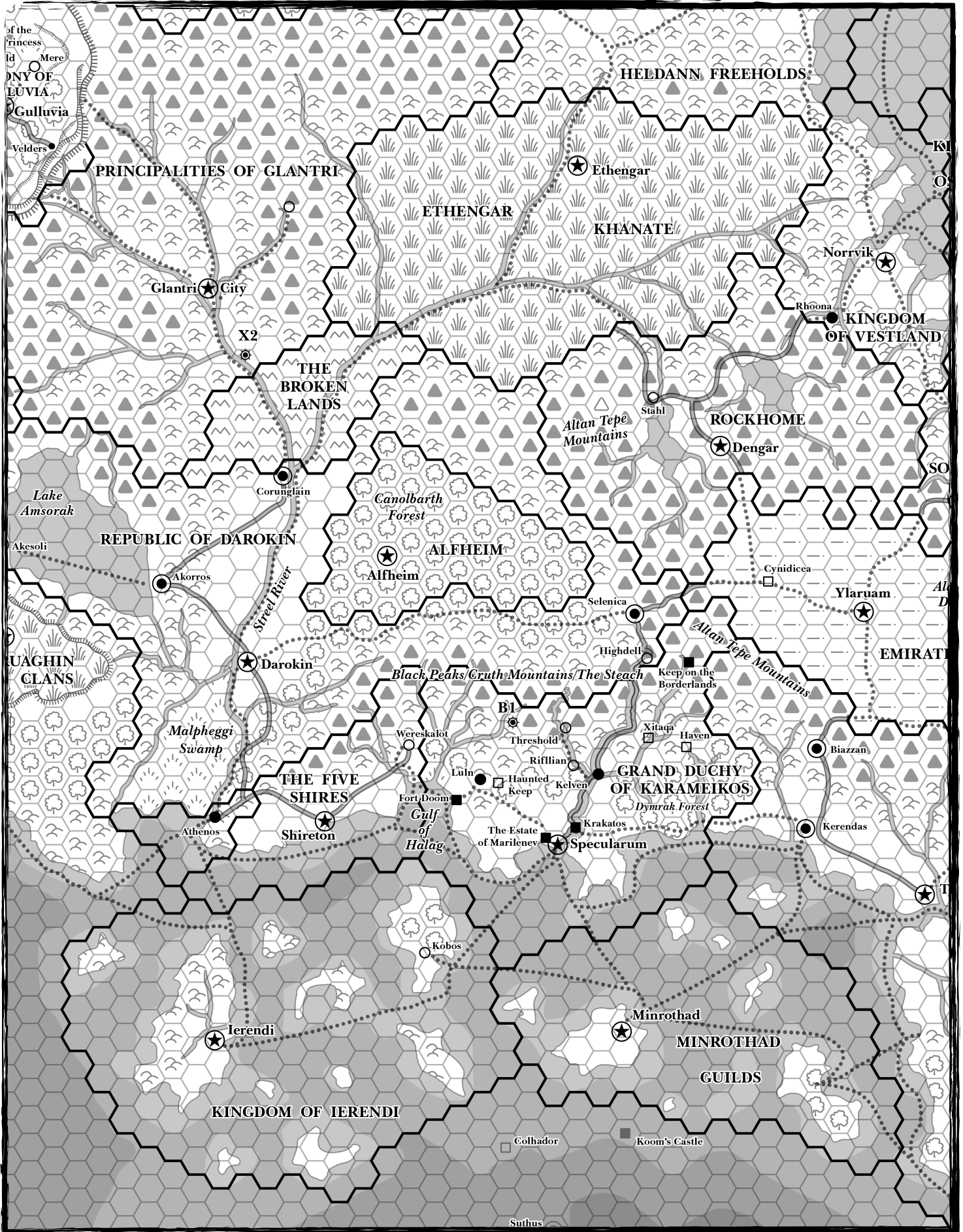


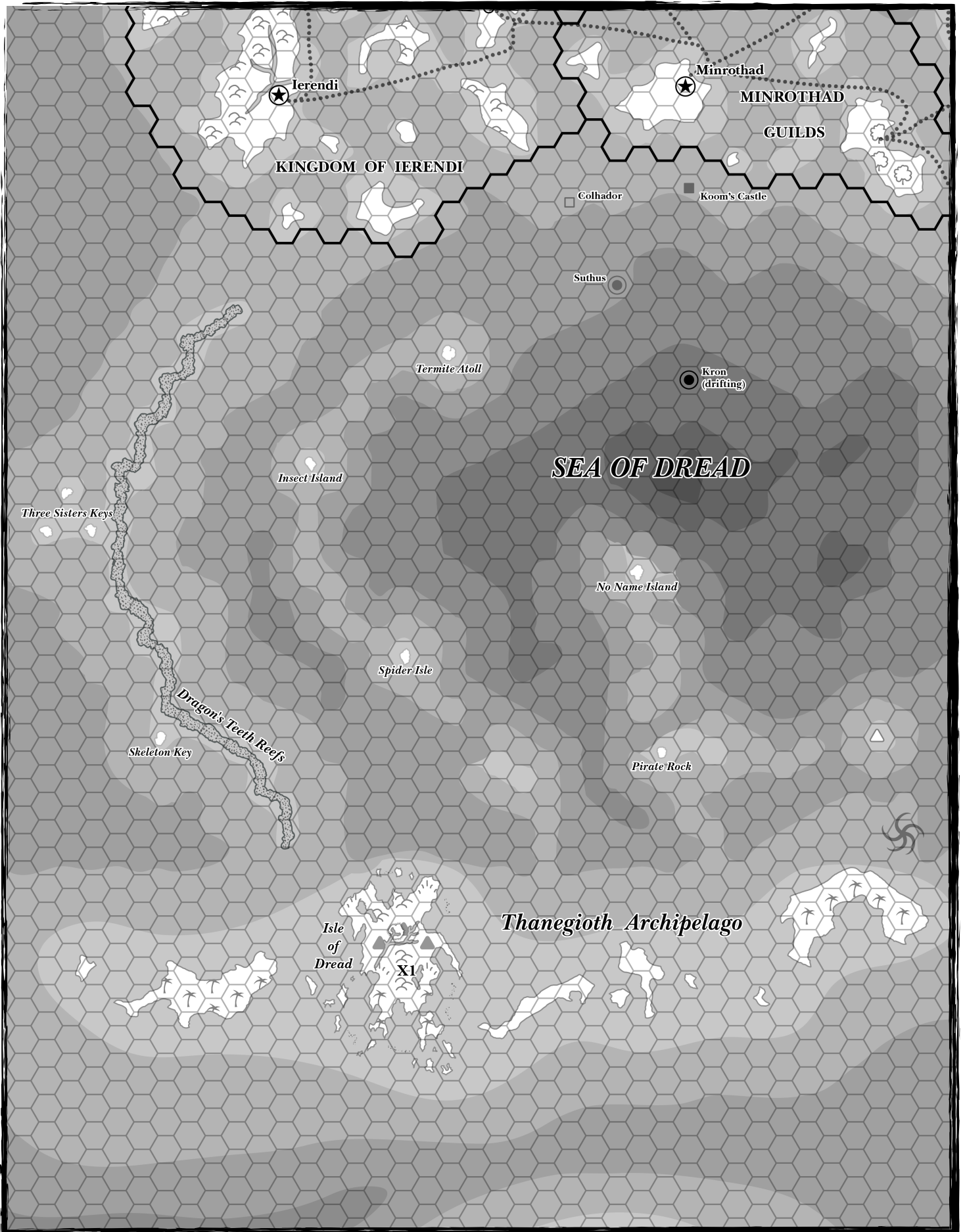




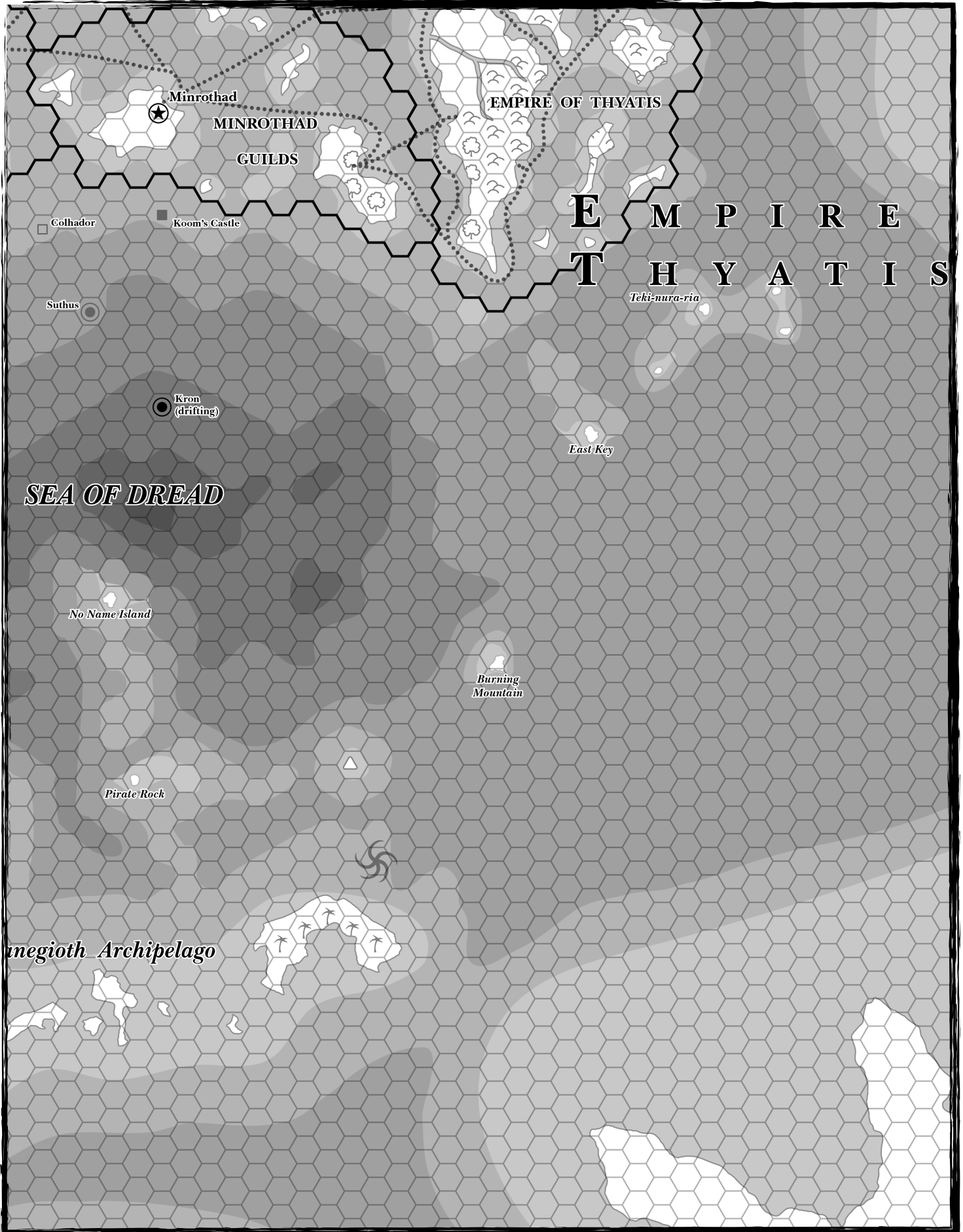


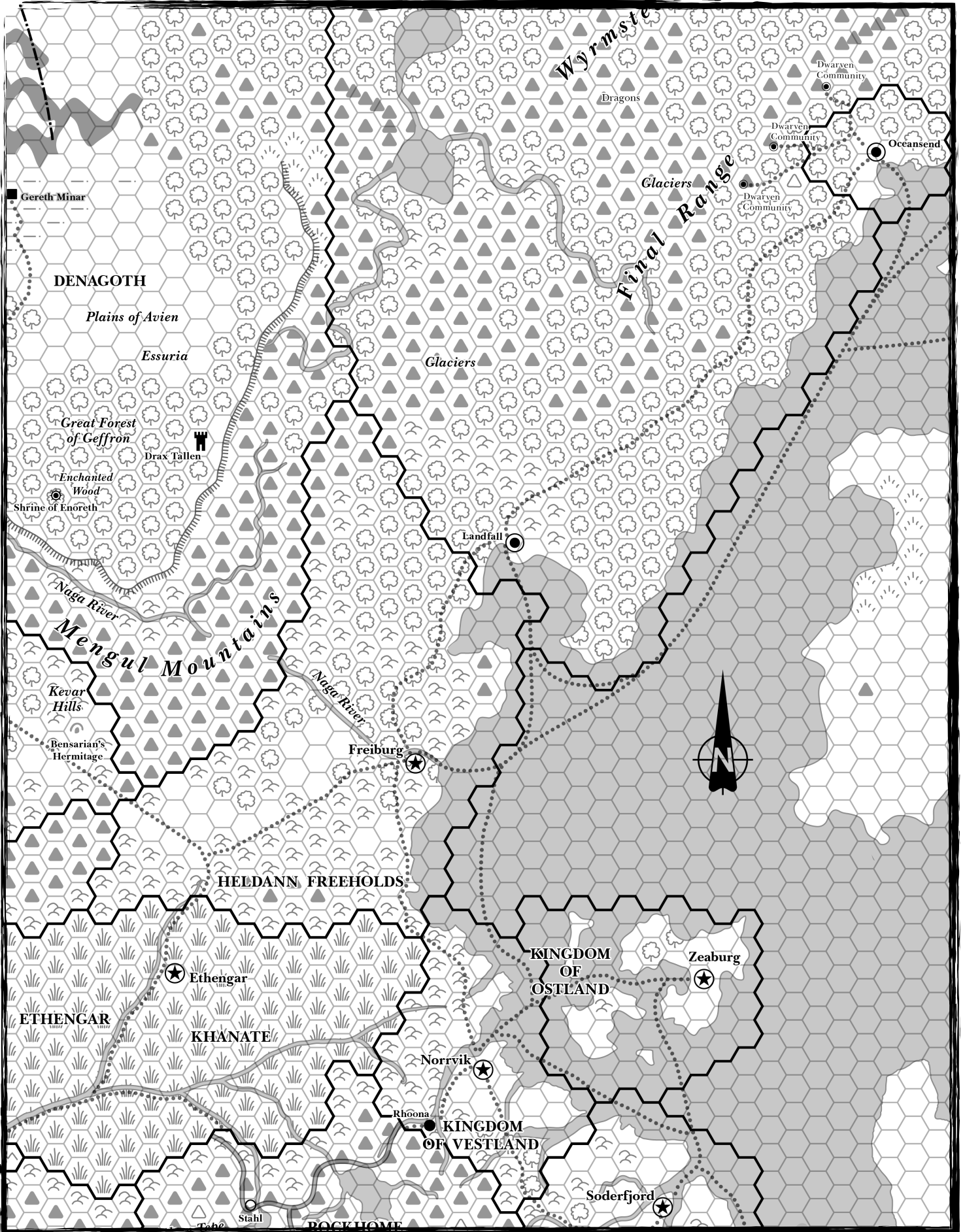


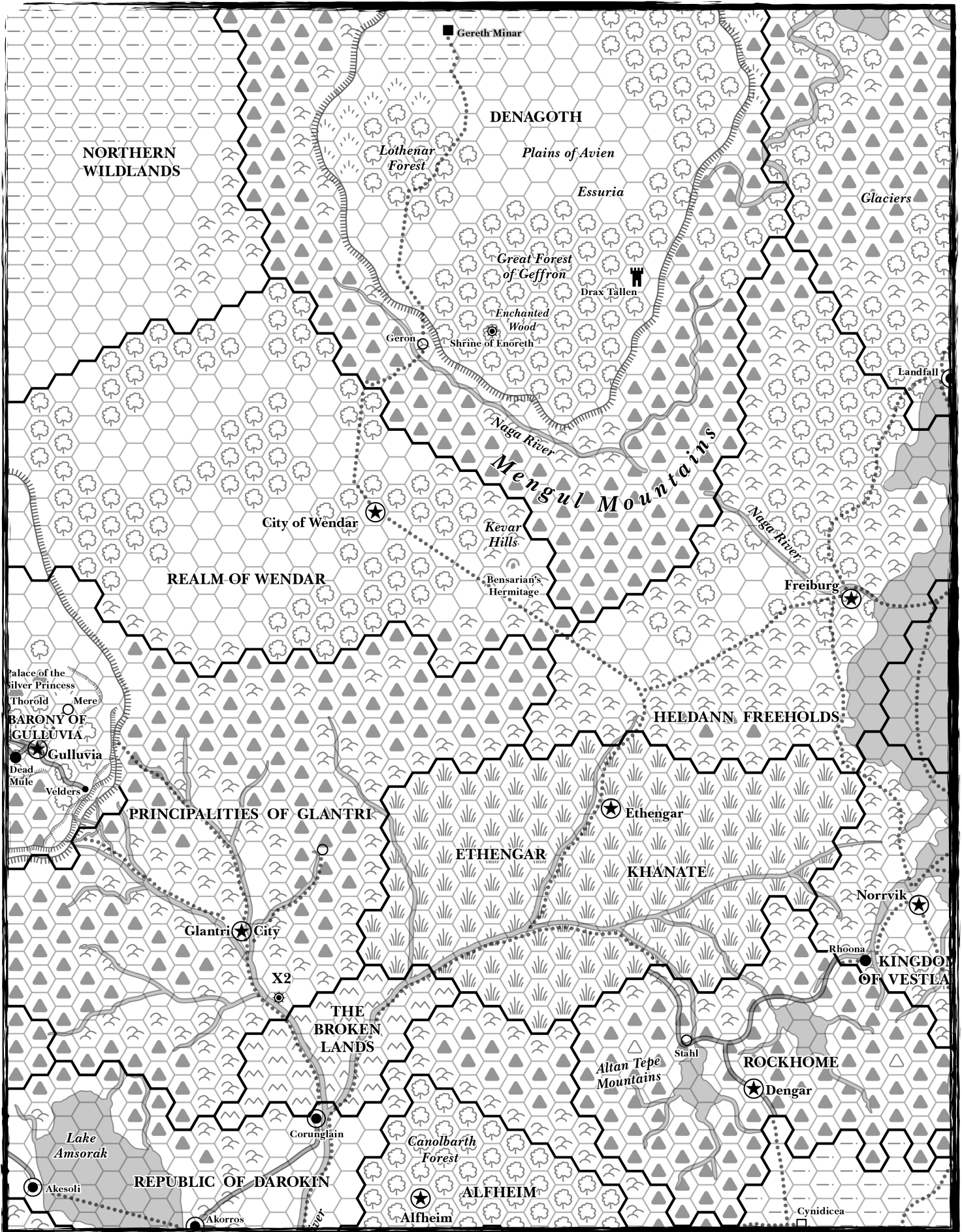


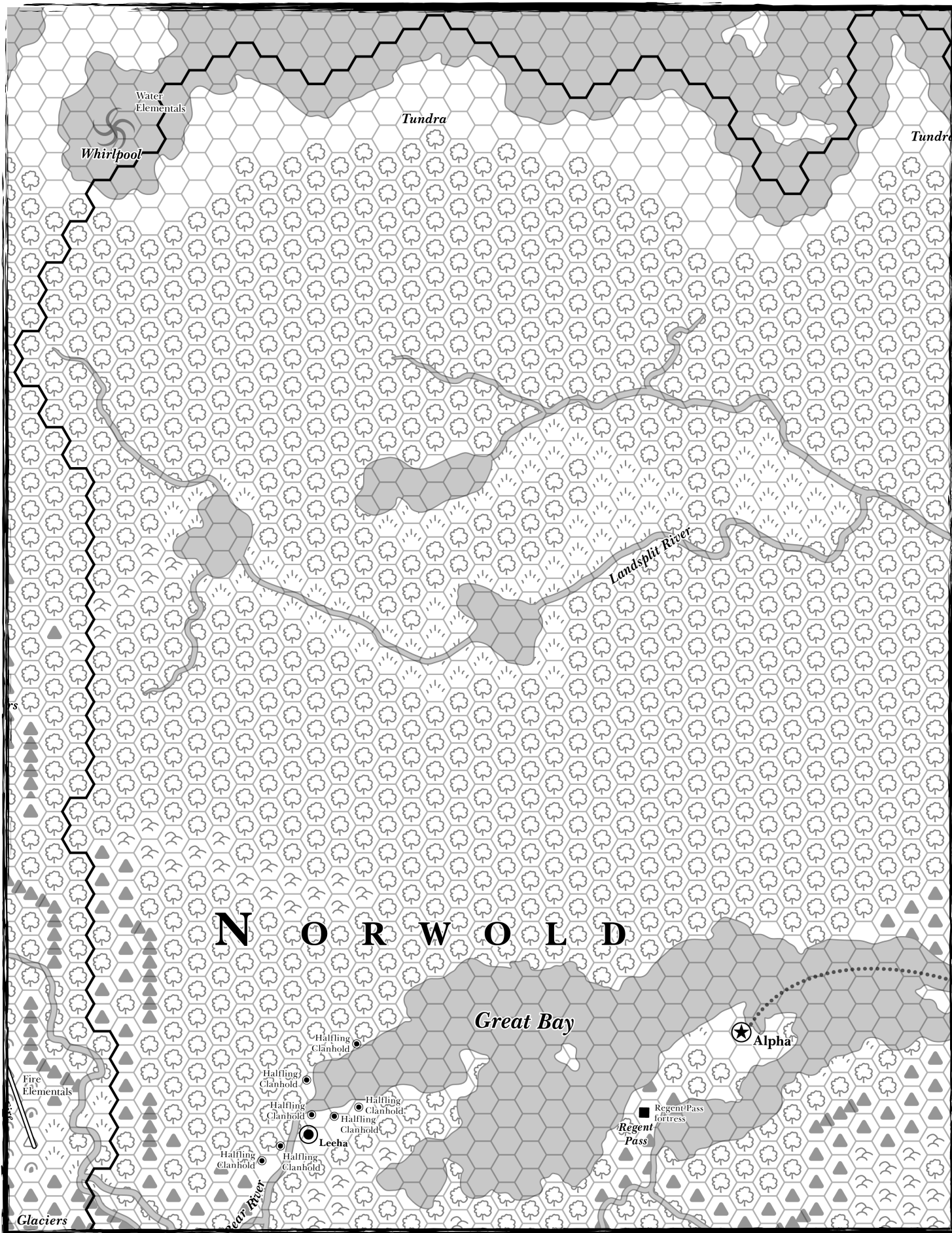


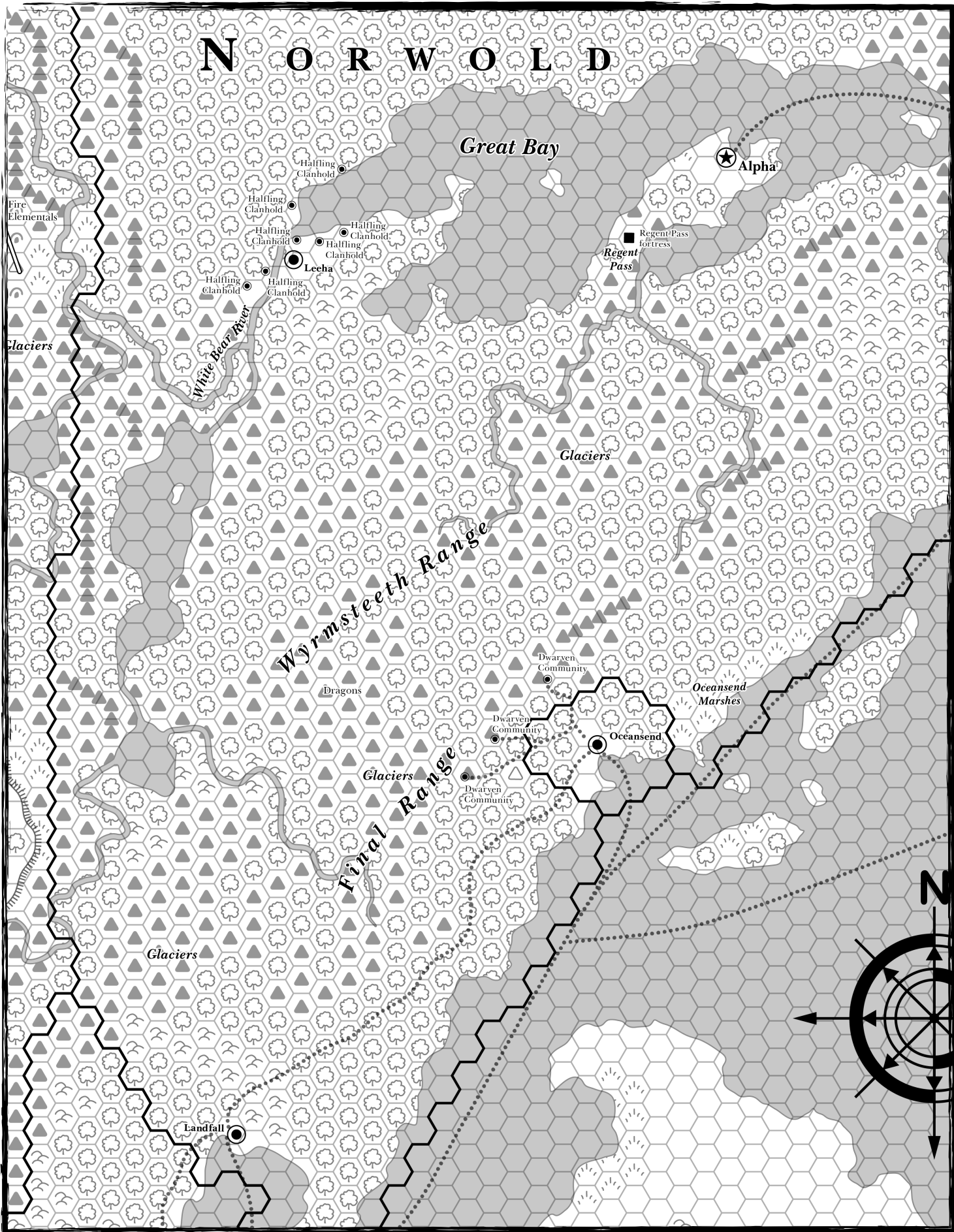


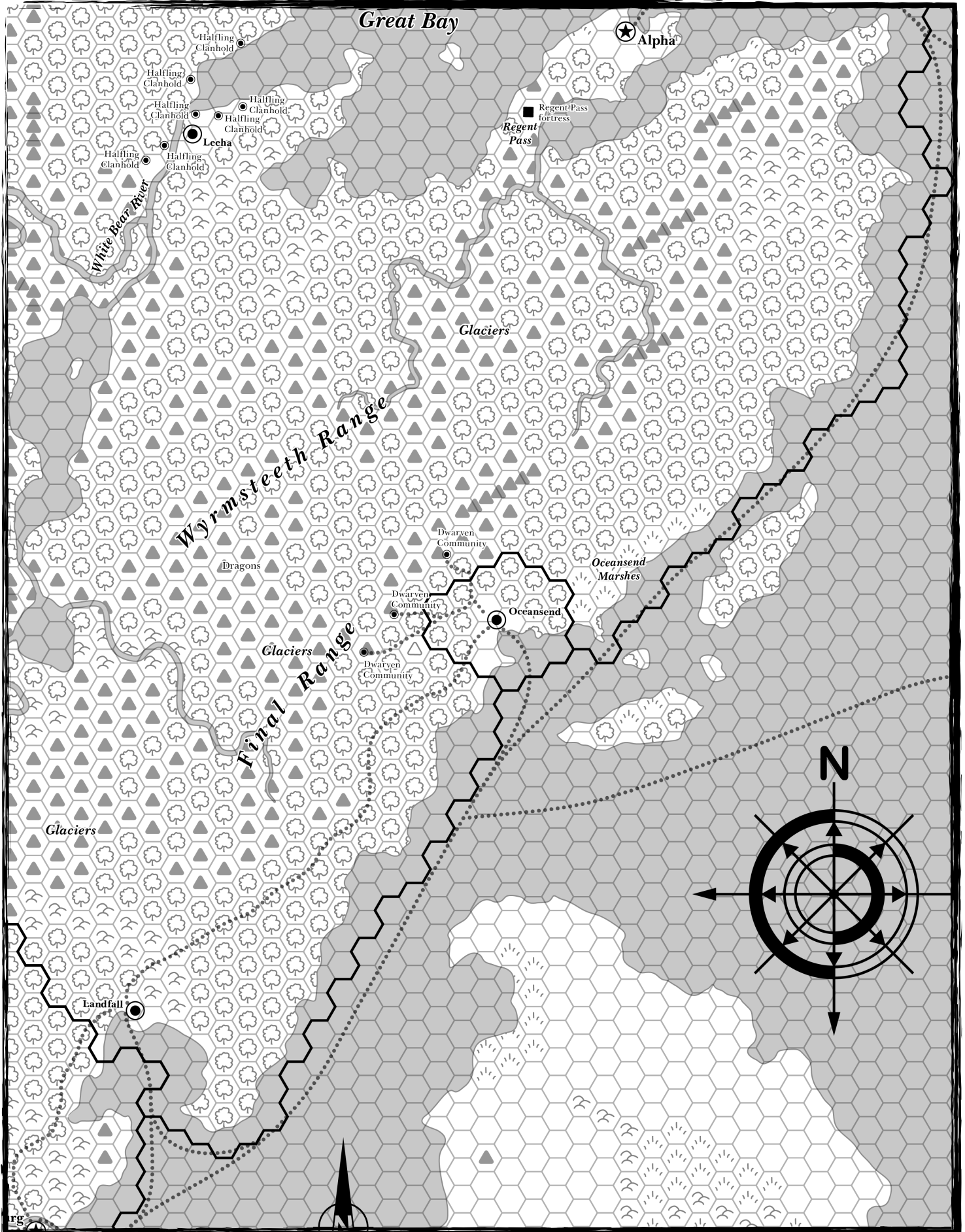


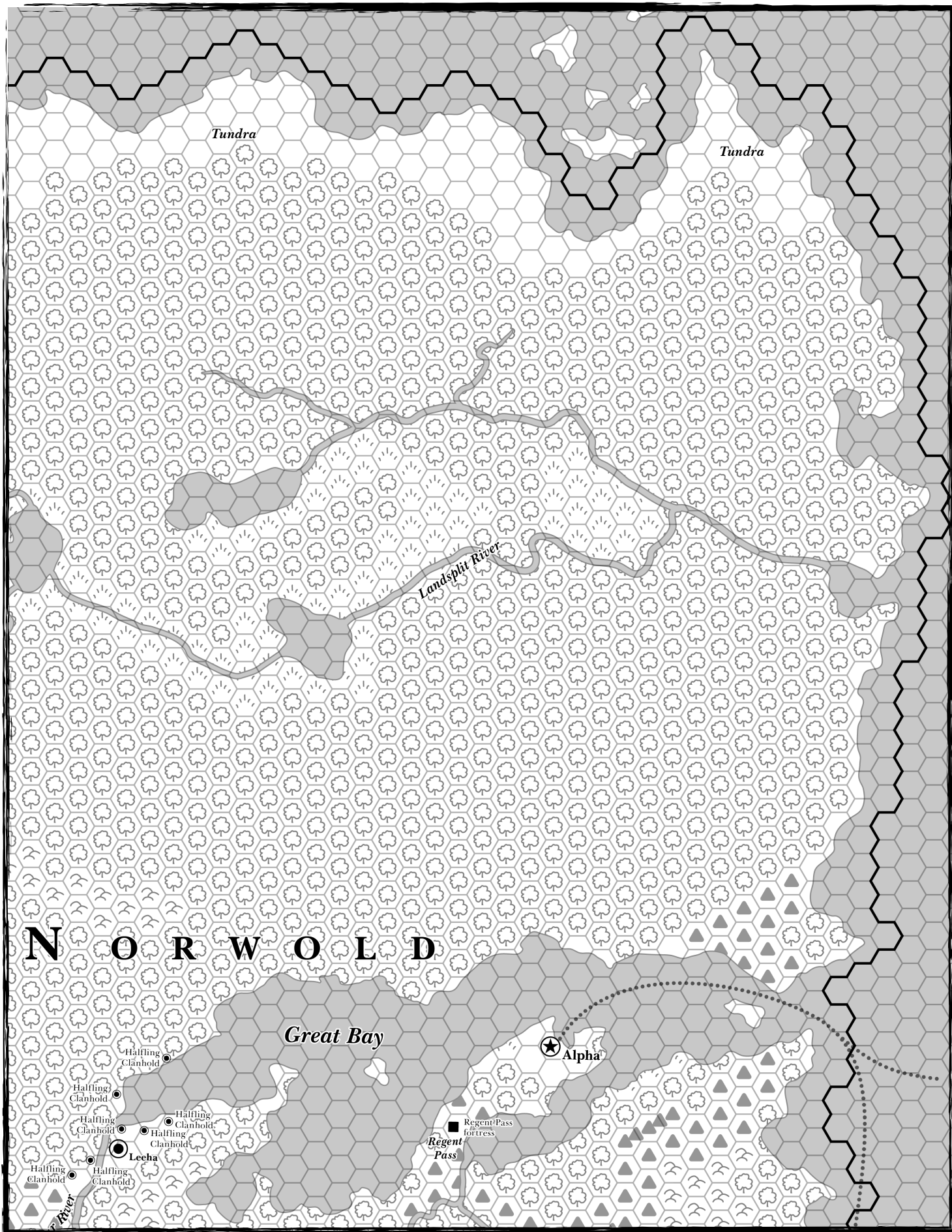












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