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To Alpha

GAZETTEER

Unofficial Game Accessory

The Free City of Oceansend



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INTRODUCTION

Foreword

Welcome to *The Free City of Oceansend*, the ninth entry in the popular fan-made line of gazetteers describing the world of Mystara – the only game world designed for the classic box-set series of Dungeons & Dragons™ by TSR/Wizards of the Coast™.

The Free City of Oceansend continues the Norwold-cycle of gazetteers, which highlight the geopolitics between established powers (the Thyatian and Alphatian Empires) and newcomers (the Heldannic Order, Ericall).

In addition to the standard features of the Gazetteers, this product provides optional information for the operation and upkeep of mercenary units that are compatible with the rules for dominion rulership. This includes a glossary of common terms from military history and an overview of negotiating a contract.

I hope you enjoy reading *The Free City of Oceansend* and using it in your own campaigns.

Oceansend and the Norwold Strand

The walled-city of Oceansend stands alone upon the Norwold shores, far to the north of the Known World. It was once an outpost of the Thyatian Empire, but for nearly four decades it has maintained its independence amidst the growing presence and claims of Thyatis's rival, Alphatia. Its closest ally is the dwarven nation of Stormhaven, located in the Ironroot Mountains well over a hundred miles inland.

King Yarrvik the Just is a good and wise ruler, but his pride prevents him from yielding to the demands to join Alphatia's new Kingdom of Norwold. The loyalty of the people is to Oceansend, but sympathy for the Thyatians – and Yarrvik's refusals – cannot be tolerated indefinitely.

As an obstinably neutral party to the imperial conflicts, the city has transformed into a massive hiring hall for mercenary companies. Other, private interests in the region also drop their gold in Oceansend to obtain muscle and leverage against their rivals.

Finally, the central region of the coast

has its own charm and appeal. Scattered about from the islands in the east and the mountains to the west are relics and ruins of more ancient times, just waiting to be discovered – and survived.

The Final Goal of the Campaign

Oceansend makes for an excellent home base between gaming sessions. Beyond its safe walls, humanoids, dragons, and other wonders are within a few days ride. The setting readily supports a traditional dungeon crawling and complex looting campaign.

The tensions between Thyatis and Alphatia, plus newcomer entities such as King Ericall's Alpha and the Heldannic Order, conspire to make Oceansend one of the most strategically important locations in the world. All sides are looking for good agents and dominion rulers to further their interests.

Oceansend also offers a chance to enter the international conflicts from a radically different perspective: that of the mercenary. Characters can enlist in existing units or build their own. A variety of combat scenarios, from all-out war to special missions, are available. As they chase the gold coin, however, they will always have to guard against the employer double-cross.

The Tranquil Coast is also a good venue for a campaign that delves into the history and cosmology of the Mystaran gameworld. The ruins of the region date from within forty years to over 4,000 years. Many of the events that figure in the mythology of the various northern races played out for real during the region's prehistory.

Of course, Oceansend can be merely a stop on the road for your characters before they head onwards to other endeavors. All roads may lead to Thyatis City, but they pass through Oceansend.

Who Should Play

Every standard race and class is represented in Oceansend. They varied opportunities mean that no character type is under-utilized, even in a mercenary campaign. Name level fighter paths (paladins, avengers, and knights), and to

a lesser extent the druid, are a little more awkward but are still possible.

Half of all Oceansenders are foreign-born, so characters can hail from anywhere. Humans are joined by their demihuman counterparts in the city's hiring halls. One or two even admit humanoids. In addition to the native Norwolders, the larger region is also home to the Kildorkak dwarves of the Ironroot and several secretive clans of Foresthome elves.

True "half-elves" are generally absent from Mystara – mixed progeny are either elf or human, although appearances may be deceptive. If your personal campaign permits half-elves, then such characters are acceptable, but rare and are sired almost invariably by Known World elves.

Kudos and Corrections

The City of Oceansend and King Yarrvik were first introduced in the module *CM1 Test of the Warlords* by Douglas Niles, as were the dwarves of Stormhaven. Lighthall and the devilfish-infested Lake Ashtagon originate from *M4 Five Coins for a Kingdom* (Allen Varney), while the village of Dawn Rising was presented, but not sited, in *M2 Vengeance of Alphaks* (Skip Williams).

AC10 Bestiary of Dragons and Giants (Deborah Christian, editor) contributed the town of Saffir ("Krasniy the Red," Gary Thomas) and the Ironroot Mountains ("The Pestiferous Castle of Bodor Sordstone," Scott Bennie).

The Foresthomes of Whispering Grove and Elfswood are taken from Stephen J. Smith's adventure "The Bane of Elfswood" (*Dungeon* #21). The titular town of "The Wererats of Relfren" (Grant Boucher and William K. Wenz, *Dungeon* #14) has been adapted for use in the region. The story of Rogahn the Fearless and Zelligar the Unknown (*B1 In Search of the Unknown*, Mike Carr) was also adapted to the Strand's history.

The characters Akra, Quesa, Frota, and Mara were created for the novel *Rogues to Riches* (J. Robert King). Finally, additional characters have been adapted from *AC1 Shady Dragon Inn* by Carl Smith.

HISTORY AS THE IMMORTALS KNOW IT

The Free City of Oceansend has only been in existence for a century – and an independent kingdom for less than half of that – but the Norwold Strand itself has a history stretching back nearly to the dawn of man. Norwolders are largely ignorant of this; only echoes and oblique references persist within their mythology and oral traditions. Yet it is this history which has placed the twin paths of glory and ruin before the great empires, Oceansend, and, of course, the characters.

The Ancient World

Long before the appearance of humanity and the other mortal races, the planet of Mystara had entered into an Immortal-accelerated deep Ice Age, and a large portion of the world's water was locked up in the expansive northern polar icecap. Oceansend sat upon the Arctic Circle, and sub-arctic pines and firs competed with one another along the coast to the Great Bay and points beyond.

The first men to touch the virgin shores of Norwold belonged to the northern tribes of the Neathar Man group. Numbered among this host were the ancestors of the Skandaharians – a sea-reaving people who would attain infamy before and during the Blackmoor Era.

These humans were vague followers of Verthandi, Volka (Valerias), and Rani (Protius), but perhaps it would be more accurate to say these Immortals were vague followers of the tribesmen. The Immortals inserted themselves into the mythology of the people and appropriated crudely developed personages to gauge and guide the tribesmen as they grew.

New Immortal powers had appeared to the humans in distant Skothar, and the Guardian Immortals grew fearful. By subtle measure, Verthandi was responsible for the great migration along Norwold's coast that would eventually result in the clash between the Raiders of the East and West and the Thonians and Blackmoorians.

By 4400 BC, the reaver culture was fully ingrained among the tribes of the Inland Ocean (the Alpathian Sea). Chief among them were the warriors of Skuld. Skuld's forces swept out of the north in the sleek hulls of longships. Travelling

both along coasts and up rivers, Skuld's tribe harried the other human cultures throughout the north. They even sacked the city of Mohacs, one of many events that contributed to the collapse of the second Thonian Republic.

Gold and money were not the only things with which the reavers returned to their homes. During their expeditions, they also absorbed elements of Thonian culture and religion, and the generally unpious men of the north slowly replaced the figure of Verthandi with that of Vodius (Odin). By this time, Verthandi's concerns over the newcomers were stayed, and he took no action to end Vodian rites. Instead, he disappeared into the great multiplanar void to discover the origin of this figure.

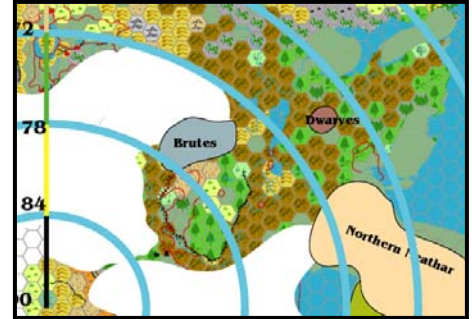
Four centuries later, the descendants of Skuld, called Skandaharians, troubled the emergent kingdom of Blackmoor. The turmoil would last for many more centuries until Blackmoor assumed leadership of the newly christened Holy Thonian Empire and imposed the Pax Technologica over Mystara.

Like all great Empires, Blackmoor's stumbled against internal rebellions and external pressures (e.g. the Evergrun elves). The Concordance of Mohacs ended global hostilities and curtailed the scope of Blackmoor's reach. Despite the political setback, the Blackmoorians technical prowess continued to grow to unimagined heights. It seemed that there was no end to what they could achieve.

The Great Rain of Fire

No one, not even the Immortals, truly knows how it happened, but around 4,000 years ago a horrific explosion destroyed central Blackmoor, and poisonous debris and energy washed over the northern hemisphere in a matter of moments. The Rain killed all life from Blackmoor to the Oceansend region. Those settlements near Oceansend perhaps had the worst of it, as theirs was a lingering, wasting death in a world gone mad.

Overnight, humanity had been plunged into a new stone age. Information and knowledge were quickly lost as survivors tried to live off an unyielding land. The Rain also had the effect of wobbling the planet's axis of rotation. In a span of few



Survivors of the Old North

centuries, the northern pole relocated from the Adri Varma Plateau to its present position north of the island of Frosthaven.

Man, beast, and ice undertook laborious treks to find new homes. One of the first human groups to reclaim the Oceansend region was the Valharians. It was they who found the preserved dead of Blackmoor and burned the bodies. Word of their grim duties filtered out to neighboring tribes and societies, and they became known as the Choosers of the Dead. During their occupation of the Strand, the Valharians also struggled with numerous monstrous beasts unleashed by the Rain, but they finally were undone by the arrival of the Valoin people.

Whereas the Valharians were closely related to the same root stock of the extinct Skandaharians, the connection of the Oltec or Oltec-Neathar Valoin was much more removed. The Valoin inhabited the region's rocky shoreline (which at this time included the islands east of Oceansend) where they slowly prevailed against the Valharians. The Valoin assimilated many of their defeated opponents – principally the women – and appropriated cultural elements.

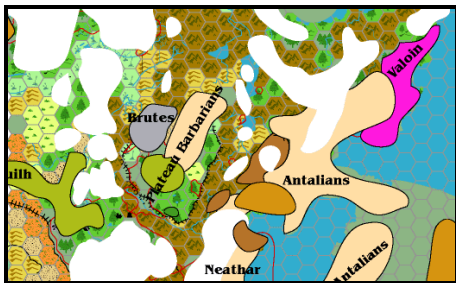
Rather than face the Valoin, the Valharians' sister tribes clung to the glacial edge. As the ice moved inland, so, too, did the people. The disturbed top soil provided enough sustenance to support the tribesmen and attract herds of tundra reindeer and later woodland caribou.

HISTORY AS THE IMMORTALS KNOW IT

The Antalian Age

In the shadow of the Ironroot Mountains, one small Neathar clan rediscovered the process of forging bronze. With a technological edge in weapons, these (True) Antalians quickly cast down the established order of the region. Fellow Neathar were conquered and absorbed, and the Valoin were scattered to the north and south to eventually develop into the Littonians and Lietuvans, respectively (see *Gaz F6*).

The Antalians pressed outward and displaced other cultures. By 2400 BC, they could be seen as far south as the Helskan Landbridge. Additionally, a few Antalians trekked through the inland mountain valleys and glaciers to reach the Denagothian Plateau, where they forged their own identity (see *Gaz F2*).



Antalia (BC 2400)

The Aesinar, Jotunhymers, and Vanitar

The Helskan Antalians soon encountered true giants in the vicinity of Lirovka's Alps. The giants were on their own migration and expansion northward, and it was inevitable that the two groups would clash. The Antalian-Giant War raged for many decades. During its course, heroes such as Donar and the sorcerous trickster Lokar made their names.

Donar was the red-bearded leader of the Aesinar Clan. He had been born at sunrise upon the shores of Frigsun Island (regarded later as the adopted Son of Frigg). Donar was a powerful, youthful warrior with a reputation for brash boasting. Lokar was a sorcerer of unknown origin (perhaps Valoin) who was later regarded as a half-breed giant. After numerous adventures, Donar made

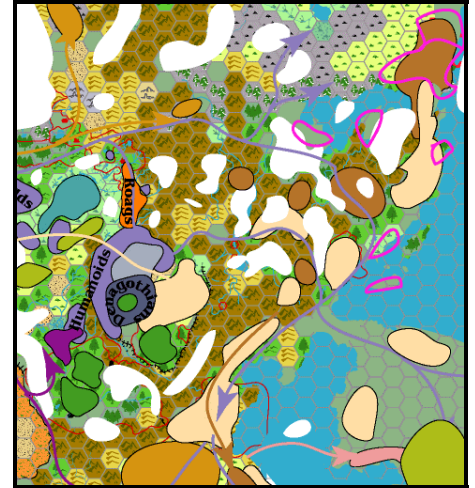
Lokar his blood brother and adopted him into his clan.

The two were instrumental in defeating the giants, and Lokar even tricked several giants into constructing various bridges and fortifications – including the gem-paved Rainbow Bridge and the great gates at Heimwahl. The giants were ultimately dispersed into several groups. The war was not without loss however, and Lokar eventually betrayed his blood-brother. The Trickster disappeared with the Jotun into the west, leaving a dour Donar to ruminate over this treachery.

Following the retreat of the giants, the Antalian nation held nearly uncontested dominion from the Altenwald of Heldann (under the Vanitar clans) to the frigid mountains below the mouth of the Great Bay (under the Aesinar), as well as much of Helskir. The Aesinar maintained the martial mind-set that had won the Antalians victory for centuries, and favored Wodus and Donar. The southern Vanitar, in contrast, developed and maintained a heavy emphasis on magic and fertility rituals, many of which were borrowed from neighboring, but unrelated, tribes. The Vanitar – among whose numbers Frey and Freyja would be counted – would go on to influence the histories of both Heldann and Wendar (see *Gaz F7* and *F1*).

Cultural divisions continued for several centuries. The strain finally plunged the Antalian nation into a protracted civil war, although the bloody engagements were generally confined to the region near modern Landfall in the south. The Treaty of Kasavir finally ended the war and reunited the Antalian peoples. This facilitated cross-over migrations between the two groups as their cultures slowly reconnected.

Around the same time as the treaty, Norwold's coast and many other areas around the globe were affected by temperature drops and tremors following the explosion of the Kikianu Caldera far to the south in the Known World. The unshakeable cold snap would last for almost two centuries (though with sporadic warm years).



The Full Carnage of Rag-Loark

Rag-Loark

After eight centuries of regional control, Antalia came to a brutal end. In 1725 BC, modern humanoids – descendants of the ancient beastmen – gathered under the banner of King Loark. His Great Horde marched from the continental interior to the cold shores of Norwold. The Antalian culture was taken unawares in 1722, and in two short years the Aesinar-led Antalians were ravaged beyond recovery. The depravity of the Horde was without equal, and their deeds are exemplified by the genesis of what later became known as the Northman *Lay of Heimdall*.

Known interchangeably as Heimdall, the White, and Ram-Head, the mythic figure was based upon a young shepherd boy who spotted the Horde as it spilled forth from the mountains. He raced with his flock to the horn at Heimwahl and the Rainbow Bridge that led to Aesingard. His alarm was sufficient to send word to the lords of the east, but he was slain by the pursuing humanoids, which then trampled the great bridge before destroying the forces of Aesingard.

The body of the unnamed boy who gave the warriors a fighting chance was mutilated by the victorious marauders. It was bled white, and his head replaced with that of one of his sheep. This lifeless form was paraded before the Horde for many leagues south. When it was finally discarded, nine Antalian women snuck through the carnage to reclaim the body and grant it a decent

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funeral rite. From these women was the *Lay* born.

Though it would take a few more years, the fate of the southern Antalian clans was no less certain. As the last vestiges of the old Antalian culture faded into obscurity, legends spread in whispers among the people who huddled away in fear. The true legends mixed with tales both invented and foreign.

It was poetic framing then, when the Helskan Landbridge (then a mere isthmus) finally succumbed to the briny waters of the ocean, and an oppressive dark age settled upon the north.

The Dark Times

As the centuries rolled on, the local Antalian survivors remained a primitive and scattered people that came to call themselves Norwolders. They had little historical purpose during this era save as a backdrop for other actors – giants, humanoids, and foreign humans.

Absent the Antalian might, true giants – now distinguishable in their various modern races – returned from the mountains in small numbers. The giants held two major territories centered on the Peaks of Snorri and Lirovka's Alps, respectively. Between these two powers lay a humanoid nation that swayed between civilization and barbarity. A final, sea-raiding humanoid culture clung to the vanishing shores of the Helskan Bridge.

Around 1000 BC, the Alphatians magically arrived on the island continent to the east. The event was prophetically interpreted by the pyramid-building Nithians of the Known World, and their empire grabbed at southern Norwold. The Nithians imported stone giants to remove the last the true giants in the south.

They also laid a formal claim against the Oceansend region and the rest of Norwold, but this had little practical effect in the north. The Nithians made few attempts to settle or actively control the region. The greatest impact of Nithian involvement was that southern tribesmen continually sought refuge in the north. The nonhuman cultures of Norwold ebbed and flowed through the centuries, and when Nithia was

ultimately destroyed by the Immortals, various monstrosities escaped into the valleys and mountains to make their own lairs.

The Alphatian Age

With the Nithian counterbalance removed, the Alphatians rapidly expanded their authority. In 345 BC, Alphatians even sailed into Norwold's Great Bay north of Oceansend. These pioneers established a realm under Prince Alinor. The Kingdom of Alinor had only marginal involvement with Oceansend-area humans during its brief existence, more so with the Giants of Snorri.

The Kingdom was destroyed after an errant attempt to magically raise a mountain chain, but it was not the only casualty of the event. Snorri also collapsed, and tremors broke apart glaciers across the sub-continent. The volcanoes of the Ironroot and Velkka erupted frequently. In an instant, all that remained were ruins waiting to be picked over.

Aside from the volcanism that signaled the death-throes of Alinor, coastal Norwolders remained ignorant of Bay-Area affairs. A more tangible threat had come from the sea in the guise of Thyatian pirates. Piracy plagued the Seas of Dawn and Alphatia, and this provoked the Alphatian Empire to conquer the Thyatian barbarians and their neighboring tribes in the Known World.

The Treaty of Edairo

After two centuries of occupation, Thyatis rebelled against its Alphatian overlords. This revolt cascaded throughout Alphatia's holdings and the Empire was nearly undone. The Treaty of Edairo ended hostilities, and the Empire of Thyatis was born in its aftermath.

An important Treaty provision was that Norwold was to be neutral territory, but Thyatis soon violated this agreement. A series of trade posts were set up on the Norwold coast from the Lighthall region to Cape Alpha in the Great Bay. These posts served three purposes: simple entrepreneurism for fur and game traders; watchposts for Alphatian encroachments;

and finding the Treasures of Retebius.

Retebius was an Alphatian cleric who had sided with the Thyatian rebels and perished in conflict. He was remarkable for fighting from the back of a white dragon, and his example inspired the Retebius Air Fleet and the Order of White Drakes.

In his youth, Retebius had sojourned through the wilderness of Norwold, drawn inexplicably by his faith. During his adventures, he aquired his loyal mount, uncovered ruins of Alinor, and supposedly discovered older, greater secrets. Rumors of the Treasures of Retebius flooded Thyatis's early imperial court, but they petered out after Alphatian-paid reavers destroyed the remote outposts and the subsequent reforms of Thyatian Empress Valentia.

The Second Alphatian Era

Alphatia slowly recovered from its losses during the Thyatian Revolt, and in time it initiated new colonies. Alphatian activity inadvertently caused reaving to take hold in the culture of the Northern Reaches and, to a lesser extent, Qeodhar. Norwolders were a prime target as these actors went a-viking.

With so many ships bearing trouble, few noticed the arrival of Alphatian refugees. These individuals bore two of the rarest strains of lycanthropy that had been created in Alphatia: dog and deer. Internal divisions caused by the were-forms proved too strong to hold the refugee community together. Weredogs stayed on the Isle of Dogs, while weredeer took to the forests of the mainland. Unlike other strains of lycanthropy, weredogs and deer never posed an epidemic risk and quietly persisted since their introduction.

In 450 AC, the Alphatian Emperor, Volospin III, ordered up plans for Norwold colonies that were answerable directly to the imperial throne. The colonies were sited near the mouth and along the shore of the Great Bay, and within a few short years, the colonies found themselves in conflict with Norwold's indigenous population.

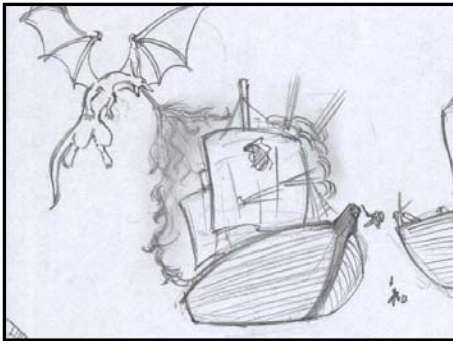
The Alphatians slowly expanded their control of the region, and the human barbarians drew deeper into the wilds.

HISTORY AS THE IMMORTALS KNOW IT

Peace – or merely respite – fell upon the region for a time, but the barbarians ultimately returned with a vengeance.

The Empire sent a military commander to bolster the colonies, but a financial scandal in Alphatia left the General bereft of proper reinforcements. He gradually lost ground during the onslaught, but it cost the barbarians dearly. When the Alphatian Council of Wizards finally authorized aid, the relief force was inexplicably destroyed while at sea by dragons. The General held out for a few more years, but he, his command, and the colonies finally fell to the hordes.

A quiet normalcy descended upon Norwold following the Alphatians' ouster. The Ironroot dwarves diligently worked their way westward and settled several posts, and barbarians from the interior spilled onto the coast every few decades. These barbarians, later identified with the Vanatics, ravaged isolated farmsteads and small villages. The brutality of the attacks grew each generation – recent rumors speak of cannibalism – but the Vanatics never claimed territory and withdrew into the valleys as quickly as they came.



Destruction of the Fleet

Giovanni Augustus

Giovanni Augustus was a Thyatian military officer and adventurer on the Isle of Dawn during the second half of the Eighth Century AC. The future emperor adventured through central Norwold where he won the friendship of many coastal Norwolders through his exploits against the Vanatics.

Giovanni followed the barbarians into the recesses of the wilderness, and there he made common cause with certain draconic factions. His alliance with the

wyrms was cemented when he aided in stopping the Onyx Ring plot in far-off Denagoth.

Although Thyatis would not have a presence in Norwold during Giovanni's lifetime, the seeds of good-will that he had sown would prove fruitful in subsequent centuries as Thyatis made a play for the region. The Strand itself would see only a few more decades of general peace before conflicts of magic and steel became de rigueur.

Season of the Witch

In one of the countless small tribes of the west lived a priestess by the name of Akra. Akra was a practitioner of dark arts, and she was exiled from her tribe after ensorcelling its chief. The woman likely would have perished from Norwold's dangers, but she stumbled upon an ancient ruin that provided sanctuary.

Concealed within the debris and clutter, lay magical secrets to control the land and weather. Akra mastered them, and as her power grew, she attracted others to her banner. Hags, crones, and outcast priestesses, they came and formed the Sisterhood of the Ice Witches. Akra also recruited a white dragon, Quesa, strange for her preoccupation with human affairs.

The Ice Witches spread their grip across middle Norwold, enslaving those in their path. Regional temperatures plunged tens of degrees as their power grew. Resistance mounted to their oppressive rule: coastal Norwolders, mountain giants, dwarves, inland barbarians, and even humanoids and the odd dragon and trollish Immortal banded together against Akra and her coven.

In the end, the Ice Queen was undone by her own sisters who betrayed her to the resistance. The surviving witches vanished into the wilderness in permanent disarray.

Oceansend's Century

Minrothad traders and Qeodhan sailors passed along word of the region's travails, and Alphatia was first to respond. Emmisaries of the imperial throne visited the residents of the northern coast. Several small tradeposts

were established, but goodwill for the Alphatians was hard to come by.

At the dawning of the Tenth Century, rival Thyatis was poised for expansion under authority of Gabrionus IV. Among its numerous efforts was the Oceansend colony. Aline Sigbertsdatter led that settlement as well as several smaller satellite communities around the Oceansend Bay.

The direct colonization of Norwold's coast enraged Alphatia, though not without hypocrisy. Gabrionus IV hit upon a masterstroke to mollify Alphatian counter-measures: a peace conference.

While delegates wrangled endlessly at the Dawn city of Newkirk, Thyatis reinforced Oceansend and sent military contingents even further west to secure Ghyr. By the time the conference broke down, the Thyatians were well positioned to rebuff Alphatian attacks.

Those heady days of Thyatian imperialism slipped into history when the emperor passed on. His son and successor, Gabrionus V, was uninterested in military and foreign affairs. He permitted colonies to languish without adequate support or to become self-reliant.

Meanwhile, Alphatia was ready to undertake its own colonies north of Oceansend and in the Great Bay. Most of these territories failed within their first few years of existence, and sporadic conflict with the Thyatians claimed others.

Aline's stunning defense of Oceansend during the war had become the subject of military historians, and despite declining imperial support, Aline Sigbertsdatter kept Oceansend strong and viable during the post-war era. So it came as a surprise when she abdicated in favor of her son soon after being named Duchess. Aline retired from public life and supposedly died soon thereafter. In truth, she had begun her quest for Immortality and adopted the identity of Liena. In this guise, she bore a son, Thrainkell, who would go on to become emperor of Thyatis.

In 959 AC, Alphatia took advantage of Thyatis's dilapidated condition and rolled its forces. The Alphatian Spike culminated with the conquest of Thyatis

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City and the execution of most of the imperial family, but the gains of Alphatia were suddenly reversed by a counter-strike led by Thrainkell and his fellow gladiators. Thrainkell hastily married a surviving daughter of Gabrionus and became Emperor Thincol Torion I.

The action around Oceansend was no less fierce. Despite being reinforced with cashiered legionnaires from the Ghyrian provinces, the city nearly faltered before Aline's grandson, Yarrvik, trapped the Alphatian field commanders. Yarrvik declared Oceansend a kingdom independent of the Empires, while other Thyatian positions were destroyed, conquered, or, left forgotten in the wilds.

With no forces within striking distance of Oceansend, many of the city's battle-tested warriors hired out as mercenaries for the continuing conflicts on the Isle of Dawn. Alphatia was in no position to retake Oceansend, but a truce of neutrality offered the possibility of keeping the Thyatians out as well.

As the years went on, Oceansend grew in stature as an independent hiring hall for mercenary forces. Both Alphatia and Thyatis used the city's services. Oceansend also became a clandestine refuge for the Order of White Drakes. Thincol had ordered the extermination of the famed unit because of their refusal to recognize his title – and their role in the rescue of another Gabrionid heir. That heir was secreted away to Oceansend, far beyond the Emperor's reach.

Quasqueton

Oceansend attracted an assortment of soldiers-for-hire and adventurers willing to tackle the western wilds. One pair was Zelligar the Unknown and Rogahn the Fearless. The two men left the walls of Oceansend to establish their own holding somewhere in the hills southwest of the Ironroot.

Their holding was known as Quasqueton. It was hewn out of natural caverns by large numbers of slaves taken from the humanoid populations. No one unconnected with the men knew the precise location of the stronghold.

Despite the high regard for their skills, Zelligar and Rogahn were thought unsavory even by other mercenaries. It

was something of a surprise when they rescued Melissa the Fair, a young maiden from Oceansend. Melissa was a civilizing influence on them, and she accepted to be Rogahn's bride.

The wedding was indefinitely postponed by the reappearance of the Vanatic raiders. The Vanatics were tearing through the Finsterwald, and Zelligar and Rogahn came to the aid of nearby villagers. The barbarians were rebuffed, and they retreated into the northwest.

Odd relics carried by the strange invaders intrigued the two men, and they quickly launched an expedition into the interior. No one ever returned from the expedition, and Melissa was left forlorn and alone.

Oceansend Today

Yarrvik the Just still governs his independent city, and the hiring halls continue to bustle, but trouble is soon to come to the Strand. Eight years ago, Alphatian Empress Eriadna granted her son, Ericall, dominion over all of Norwold and Helskir. Oceansend was part of that fief, and the dispensation of the Kingdom is seen as a test of the young royal.

Ericall has already failed in several regards – one brother killed, another kidnapped, plus Helskan independence. Even his control in the south is marred by Landfall's criminal mis-management. Only the growing fief of Lighthall and the allegiance of the nearby mountain-towns sit on the positive side of the ledger.

Ericall is expected to make payments to the imperial treasury soon. Rumors now fly that the king is going to open up Norwold for feudal lordship, and all manner of saints and scoundrels have made their way to get a piece of the landrush.

Oceansend and the Strand are prime real estate for would-be lords, and conflicts and pressures will surely follow.

Oceansend Timeline

BC 5000: Oceansend sat on the Arctic Circle. Northern tribes of Neathar migrated along the Norwold coast.

BC 4400: The reaver culture was ingrained in Norwold's Neathar tribes. Skuld sacked Mohacs.

ca. BC 4000: Rise to prominence of Blackmoor. The figure Vodius slowly supplanted Verthandi in the reaver culture.

3620-3330 BC: Holy Thonian Empire and the Pax Technologica.

BC 3150 – 3135: Dragon War. Dragons disappeared from the coastline.

BC 3000: The Great Rain of Fire shifted the planetary axis and devastated northern settlements. The coast was left vacant.

BC 2800: The Valharian Neathar reached the Tranquil Coast. Small families of beastmen and poisoned dwarves scurried south.

BC 2700: The Valoin partially absorbed the Valharians. Other Neathar lived near the glacial edge.

BC 2600: Glaciers withdrew from the coast. The Neathar spread inland.

BC 2550: Bronze-Age, True Antalians appeared near the Ironroot.

BC 2500: Antalians pushed the Valoin out of the Oceansend region.

BC 2400: Antalians flourished from the Helskan Bridge to the Great Bay. Coastal Antalians encountered true giants near Lirovka's Alps. Some clans traveled west through the mountain valleys to Denagoth.

BC 2300: Antalians-Giant War. The giants were dispersed.

BC 2200: Antalians held dominion from the Altenwald of Heldann to the

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mouth of the Great Bay, as well as much of Helskir. On the eastern fringes, the remaining Valoin developed into the Lietuvans.

BC 2100-2000: Intra-Antalian War.

BC 2000: The Treaty of Kasavir. The Vanitar expanded further southward. The giant population swelled west of the Ironroot. The region was hit by temperature drops and tremors.

BC 1800: Giants under Ulf One-Eye left the Ironroot for the north. Rising water levels isolated the large landmasses east of Oceansend.

BC 1722-20: Rag-Loark. The Great Horde of King Loark destroyed the Antalian culture. Many humanoid remained along the Strand.

BC 1711: The last redoubts of Antalian civilization were extinguished in the south.

BC 1600: Glaciers covered the Finsterwald. The islands were fully cut off from land. Giant power grew at Lirovka and Snorri.

BC 1500: Glaciers encased the Ironroot. Oceansend humans grew more numerous while Lietuvans clung to the Isle of Dogs. Humanoids filled the mountains.

BC 1400-1000: Humanoid sea reavers became an occasional threat.

BC 1362: Frost giants returned to Oceansend.

BC 1200: Rising sea waters finally claimed the Helskan Landbridge. Interior glaciers strengthened. A humanoid nation at Saffir separated the Nordurlanders and Norwolders.

BC 1000: Alpathian Landfall. There was a great expansion of the giant kingdom of Snorri. Southern refugees fled Nithian encroachment. Island Lietuvans and the humanoid nation were hard pressed.

BC 900: Nithians imported stone giants to remove the southern giants. Select explorers journeyed inland. Humanoids pulled back into the mountains.

BC 800: The Ironroot was mostly free of ice. Shiye elves planted a Tree of Life on Walrus Island.

BC 500: Obliteration of Nithia. Humanoid and Thyatian raiders plagued the Strand. Shiye elves joined the Alpathian Empire.

BC 400: Nithian-created monstrosities survived in the southwest.

BC 345-260: Alpathians created the Kingdom of Alinor in the Great Bay.

BC 260: The raising of a mountain chain destroyed Alinor. The energy from the resulting tremors broke apart many of Norwold's glaciers. The Kingdom of Snorri collapsed.

BC 192-190: Piracy provoked Alpathia into conquering Thyatis.

BC 41: Retebius, an Alpathian cleric, explored Norwold and befriended a white dragon.

BC 2: Thyatis and other Alpathian satellite nations rebelled. Hostilities ended by the Treaty of Eclair.

AC 0: Crowning of the first Thyatian Emperor. Foresthome elves led by Lornasen settled first at Walrus Island and then near Snorri.

AC 0-300: Lornasen's journey to the Sylvan Realm.

AC 5-14: Thyatis established several trading posts along the Tranquil Coast and Cape Alpha.

AC 15: Alpathian-backed reavers destroyed Cape Alpha and other Thyatian posts. Reaving came to dominate Northman culture.

AC 200-500: Dwarven explorations in Norwold.

AC 400: Ostland raiders threatened the Norwold Coast. Dwarven colonists were shipwrecked near Oceansend. They established Stormhaven.

AC 447: Carriers of dog and deer lycanthropy settled in the Tranquil Coast.

AC 450: Alpathian Emperor Volospin III commissioned Norwold colonies.

AC 465: First of several small Alpathian colonies north of Oceansend and elsewhere.

AC 468: Alpathian colonies conflicted with native Norwolders.

AC 473: Alpathian forces expanded the Empire's holdings in Norwold.

AC 484: Emperor Volospin III was caught in a financial scandal.

AC 486: Barbarians renewed their attack on Alpathian outposts.

AC 491: A new Alpathian General arrived to oversee colonial defenses.

AC 493: Requests for aid were held up by the Council of Wizards.

ca. AC 495-500: Dragons destroyed and terrorized many settlements. The also destroyed the Alpathian relief fleet.

AC 507: Fall of the General. Elimination of Alpathian outposts soon followed.

AC 563: Dwarves settled the Icereach Mountains.

600 AC: Dwarven émigrés settle in the Northlands.

AC 700: The dwarven settlements of Whitemount and Stonehill were established.

AC 785: Giovanni Augustus and the Onyx Ring Adventure. The holy

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- woman De'Rah secreted away the Death Stone.
- AC 827:** Takkres dwarves near Oceansend migrated to Lake Gunaald.
- AC 846:** Akra, an expelled barbarian priestess, stumbled upon Alphatian ruins.
- AC 854:** Akra formed the Sisterhood of the Ice Witches. The Ice Witches threatened Bay Area and Strand residents.
- AC 859:** Akra allied with the dragon Quesa.
- AC 860-874:** Age of the Witch-Queen of Norwold. Severe regional cooling as Akra spread her control. Resistance mounted.
- AC 874:** Akra was betrayed and killed during the war. Quesa was bound to the Ice Cavern, while the remaining witches and allies scattered.
- AC 895-900:** Alphatia made overtures to chieftains around the mouth of the Great Bay.
- AC 900:** Gabrionus IV ushered in an era of aggressive Thyatian colonization. Aline Sigbertsdatter headed up Oceansend. Rampage of the Nightwalker in the Ironroot.
- AC 900-904:** The Conference of Newkirk exasperated tensions and grievances between the empires.
- AC 902-903:** Legionnaires marched from Oceansend to Ghyr.
- AC 904:** Oceansend defeated Alphatian attacks.
- AC 914:** Gabrionus V let the Thyatian military decline.
- AC 919:** Alphatia awarded small fiefdoms around the mouth of the Great Bay and the northern Tranquil Coast. They quickly faltered.
- AC 920:** Aline was awarded the title of duchess but retired in favor of her son.
- AC 930:** Strengthening of the trade route to Ghyr.
- AC 935:** Minrothad took over Landfall.
- AC 936:** Recall of the Legions from Ghyr.
- AC 938:** Liena gave birth to Thrainkell Torsen in Oceansend.
- AC 944:** Many cashiered legionnaires left Oceansend for Landfall.
- AC 950:** The Heldannic Order invaded the Freeholds. Alphatia invited demihumans to settle Stoutfellow.
- AC 958:** The Great Redstone Famine.
- AC 959:** The Alphatian Spike. Alphatia overran the Isle of Dawn. Oceansend scattered Alphatian holdings on the Strand.
- AC 960:** Thincol the Brave (Thrainkell Torsen) led the counter-attack to expelled Alphatia from Thyatis City. He married the princess and crowned himself emperor. Thyatis's Norwold positions were overrun.
- AC 963:** Yarrvik defeated the Alphatian forces and declared Oceansend a neutral kingdom. Several forces hired to fight on the Isle of Dawn.
- AC 964:** Empress Eriadna of Alphatia agreed to Oceansend's treaty of neutrality and cease-fire.
- 965 AC:** Diplomatic problems arose between Alphatia and the Heldannic Order.
- AC 965-975:** Rogahn the Fearless and Zelligar the Unknown established Quasqueton.
- AC 968:** Sea raiders pillaged the coast.
- AC 970-971:** Oceansend mercenaries were hired to aid Heldann rebels.
- AC 972:** Surviving members of the Order of the White Drakes took up residence outside of Oceansend.
- AC 974:** Minrothad and Thyatian merchants reached Littonia.
- AC 977:** Rescue of Melissa the Fair.
- AC 978:** Alphatian and Helskan gold poured into mercenary coffers.
- AC 979:** Vanatic invasion repulsed after the destruction of several villages.
- AC 980:** Disappearance of Rogahn and Zelligar.
- AC 985:** Alphatia resettled Cape Alpha.
- AC 990:** Alphatia demanded reparations for the Heldannic Order's thwarted raid against Halvard in the Skaufskogr.
- AC 992:** Empress Eriadna granted her son Ericall dominion over Norwold, including - theoretically - Oceansend.
- AC 993:** Dragons destroyed many mountain communities. Ericall established the League of Extraordinary Adventurers.
- AC 994:** Oceansend's minimal trade missions to Ghyr stopped.
- AC 995:** Eruul Zaar declared Helskan independence.
- AC 997:** Theobold Redbeard granted dominion over Lighthall.
- AC 1000:** Time of the Gazetteers. Pirates become increasingly aggressive. Ericall sends survey teams into the Norwold interior. Saffir allies with Ericall.

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The Land

Oceansend is a coastal city located near the center of the Norwold Coastal Plain. This plain stretches from the Kasverian Peninsula in the south to the mouth of the Great Bay in the north, and the lowlands form a 100-mile wide barrier between the Alphatian Sea and the mountains of the Final Range. The mean altitude of the region is 215 feet. The Plain – or Strand as it is locally termed – is only lightly populated outside of Oceansend.

The coastal soil is fairly fertile with a thick, glacially-deposited layer of loam at the surface. Storms are a frequent occurrence, and a perpetual dampness grips the land. A short, native form of corn it is used for everything from meal to drink. The early winter limits the overall productivity of agricultural activities, however, and most families live off of available animal resources.

The Tranquil Coast is that subsection of the Plain from Velkka through the Marshes. Though it is a matter of perspective, this area suffers less from storms and winds that blow directly off the Alphatian Sea. The islands act as a buffer and disrupt many, but not all, systems that come ashore. The most tangible effect for the coastal fishermen is that the so-called Inner Waters have a calmer surface.

Strand: giant ant, carrion crawler, giant locust (summer), robber fly, tiger beetle, bull, fallow and were-deer, goat, sheep, dog, war dog, wolf, eagle, falcon, snow goose, raven/crow, rat, earthquake beetle (near foothills), lesser banshee, gargantuan (all types), black hag, crone of chaos, werewolf, wererat, lesser phantom, shadow, white and red dragon, amber dragon (small), man-, wood-, and coldrake, brownie, pixie, sprite, hill giant (near Finsterwald, the Peaks), ghostly horde, goblin (Valhier), orc (Valhier, Blinz), brigand, trader, bandit, ghost, poltergeist, possession, revenant, vampire, ghoul, wight, apparition, shade (central), vision, skeleton, zombie, mek (extremely rare, buried), spectral hound

North Only: frost giant, amber golem, bone golem, iron gargoye, pegataur

South Only: sphinx, cow, pig

Coastal Only: pirate, troll (rare), sea hag, wereshark, wereseal

Velkka Only: fire giant, fire Drake

Inland Water Only: freshwater termite, giant freshwater slug, giant bass and sturgeon, devilfish (Lake Ashtagon only), nixie, drowned maiden and skrimsl (*Gaz F7*, the latter summer only)

Marshes of Oceansend

The Marshes litter the coast east of Oceansend. The entire region is at an altitude no more than 50 feet above sea level. Most of the marshlands are connected via a system of rivers and streams, but some are isolated amid otherwise normal terrain.

Salt pans are a potentially important resource for those seeking dominions. On the negative side, the brackish zone continues to expand further inland each year, and many areas are no longer suitable for agriculture. Monstrous wildlife stays in the south, and some ocean-going creatures use the estuaries as hatching pools. Methane plumes and high sulfur content keep the northern end relatively free of monsters.

Marshes: tanystropheus, giant ant, termite, swamp termite, salt water termite, carrion crawler, robber fly, tiger beetle, green slime, caecilia, giant crab, giant leech, weed eel, insect swarm, domesticated sheep, wolf, swan, giant bass, giant catfish, rat, lesser banshee, devilfish (night only), gargantuan (most variants), black hag, sea hag, crone of chaos, wereshark, wereseal, lesser phantom, lesser sea serpent, shadow, white, black, and green dragon (small), dragon turtle, dragonfly, wyvern, lizard man, shark-kin, nixie, ghostly horde, kobold, hobgoblin (west), troll, brigand, buccaneer/pirate, odic, vampire, ghoul, vapor ghoul, wraith, apparition, vision, skeleton, zombie, bone golem, kal-maru, annis, boggart (willowisp, buckaw), poisonous frog, Chimera of Doom, bog imp, People of the Mist

Forests

The Finsterwald is a trackless forest south of the Ironroot Mountains filled with swamps, bogs, and ferocious animals. Swaths of poplar, elm and birch slowly yield to the red firs and black spruces. At one time, the Finsterwald was contiguous with the woods of the Wolkenberg, but a combination of calamities (including fire, flooding, and a fungal parasite) split the regions. The denizens here are similar to the Wolkenbergers and other Norwolders, but they have born the brunt of attacks by the barbarian Vanatic tribes.

The Norwolders consider the eastern continuation of the Finsterwald as more of the same, but they avoid going deeply into its folds. Rumors and old wives' tales speak of kidnappings and horrible monsters. Unbeknownst to them, it is home to several related clans of Foresthome elves who call the woods simply Eloth ("The Place of Others"). For more on Eloth, see the section on Foresthome elves.

Eloth and Finsterwald: termite, carrion crawler, slime worm, rhagodessa, grizzly bear, bobcat, lynx, fallow deer, elk, wolf, eagle, falcon, owl, bat, giant ferret, gargantuan carrion crawler, black hag, crone of chaos, owlbear, shadow, white and green dragon (small), wyvern, nixie, pixie, sprite, elf, odic, strangle vine (rare), archer bush (very rare)

Eloth Only: giant elk, robber fly, green slime, giant racer, sand spider, giant owl, giant porcupine, Hsiao, werefox, gold dragon (small, large), pegataur, wyrd

Finsterwald Only: giant ant, carrion crawler, giant centipede, crab spider and black widow, dire wolf, stirge, rat, gargantuan troll, sphinx (transient), large wyvern, metamorph, goblin and bugbear, brigand, ghost, vampire, annis

Hills and Mountains

The regional mountains are the central stretch of the legendary Final Range. In the Oceansend area, there are three principal subdivisions to the formation: the Ironroot, the Peaks of Snorri, and the

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untermid southern massif. The abrupt rise of the mountains up from the Coastal Plain gives every impression of an impregnable wall. The accompanying foothills are virtually non-existent, and in most locations, they precede the mountains by a mere 12 miles.

The Ironroot Mountains are the most immediately accessible to those in Oceansend. Local control is split between the mountain giants in the north and the Kildorkak dwarves in the south. Among the more devout Norwolders, the Ironroot is also the site of Ymir's Beard, a giant glacial mass that extends to the lowlands and is thought to hold the eponymous frost giant's body. For additional information on the Ironroot, consult the section on Stormhaven.

The southern massif to the southwest is a complex series of peaks and mini-ranges. Many areas of the range exceed 15,000 feet, with a few peaks topping 18,000. Lirovka's Alps – just southwest of Saffir – shield access to the Ransarn Valley. [Correction to *Gaz F8*: the singular Alp stands at 14,103 feet, not 4,103 feet – Ed.]

The northeastern Peaks of Snorri have been the domain of giants for as long as anyone can remember. Frost and mountain giants are native to the range, but fire giants have begun to encroach. In addition to giants, the Peaks also support a large collection of eagles, owls, and white rocs.

Between the different ranges are gaping river valleys which lead to the Hidden Valley and, beyond that, the Wyrksteeth. Neither pass is used by the natives, for legend and history tell of terrible things that wander out of them.

The Wolkenberg Hills are an upland region of red firs and the rare maple or birch. Where the canopy is broken, blackberry, raspberry, and juniper bushes take hold. Many small streams and creeks connect a series of crystal-clear lakes nestled amongst the outcroppings and hills. Between two and five thousand people live in the Wolkenberg or the nearby lowlands. They live in sod homes that blend into the forest.

The Southern Range and the Peaks of Snorri:

black pudding, gray ooze, boneless, ice horror, fyrsnaca, red worm, rhagodessa, cave bear, lynx, mountain goat, wolf, eagle, falcon, owl, giant eagle, earthquake beetle, beholder, black hag, crone of chaos, hook horror, owl bear, white, red, and crystal dragon, frost, fire and mountain giant, kobold, troll, skeleton, frost zombie

The Southern Range Only:

carrion crawler, robber fly, oil beetle, gelatinous cube, shrieker and blast spore, rock python and rattler, grizzly bear, mountain lion, dire wolf, stirge, giant gecko, snow ape, cave/rock toad, gargantuan (ghoul, carrion crawler, gargoyle, and troll), hypnosnake, rust monster, shadow, black, blue, green and gold dragon, large wyvern, manscorpion, minotaur (very rare), hill, stone, and cloud giant, goblin, orc, hobgoblin, bugbear, mummy, zombie, zombie minotaur, skeletal beast, undead chimera, undead dragon, droleim, gargoyle, bronze golem, mek, deep glaurant, sphinx

The Peaks of Snorri: green slime (Snorri), goat (except Final), yowler in Snorri), giant owl and small roc (Snorri), bat (except Final), white ape (snow ape in Final), white fang (except Final); undead beholder (Snorri), pegataur (Snorri), amber, bone, and giant bone golem

Wolkenberg: giant elk, robber fly, tiger beetle, rock rattler, black bear, mountain lion, herd animals, normal and dire wolf, normal bat, rat, and skunk, carrion crawler, crone of chaos, wererat, werebear, wererat, werewolf, owlbear, blue and green dragon (small), red dragon (small, large), mountain, cloud, and stone giant, goblin, orc, brigand, bandit, barbarian, berserker, ghost, poltergeist, possession, spectre, skeleton, zombie

The Hidden Valley

On the other side of the Ironroot is a long valley nestled between the Final Range and parts of the Wyrksteeth. Little is known of the area from first hand accounts, but legend says that a horrible fate awaits any who trespasses. There are

several deadly creatures here, but the area is also part of the dominion of Norwold's druids, and many of them take an active approach towards weeding out interlopers (See Foresthomes). Among the rarities of the Valley are feathered lizard men of unknown origin.

Hidden Valley: giant ant, carrion crawler, giant centipede, giant locust, oil beetle, red worm, black widow, rhagodessa, cave bear, dire wolf, giant eagle, giant owl, stirge, giant bat, rat, unicorn, earthquake beetle, gargantuan (all but cobra), druid, black hag, crone of chaos, hook horror, owlbear, rust monster, shadow, sphinx (transient), white and red dragon, dragonfly, wyvern (normal and large), lizard man, brownie, hill and mountain giant, goblin, troll, human, wild man, barbarian, odic, golem (bone, giant bone, wood)

The Alphatian Sea Isles

Due east of Oceansend are four sizeable islands and numerous smaller islets and bars. Historically, these islands were connected to the mainland – and are geologically part of the Coastal Plain – but they became increasingly isolated as global sea levels rose as a consequence of the Great Rain of Fire.

Walrus Island is the largest and easternmost of the main Sea Isles. It was a distinct landmass within a few hundred years after the Rain. Its rocky shoreline is a mixture of limestone, granite, and basalt. Several smaller satellite islands ring Walrus, and there are plenty of rocky formations below the surface to doom a wayward vessel. For anything larger than a longship, the only safe harbor is the small bay on the island's eastern shore at Whitehall (Ersenbal). A small string of hills offers Whitehall isolation from the rest of Walrus Island. The island is lightly wooded in the interior, and hidden away is the Ygg Tree, a Tree of Life that was planted by Shiye elves 1800 years ago. A small Foresthome clan – little more than a single family – tends to the Ygg Tree.

As the name suggests, the island is home to several colonies of walruses, as well as seals. These animals are preyed

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upon by Qeodhan hunters, killer whales, sharks, and even stray polar bears.

To the south is the comparatively small Frigsun Island. Originally called Friggashold by the Antaliens, this was the easternmost extent of the coast before the rising waters cut off the island. Northman legend holds it to be the birth place of Forsetta and under the protection of Thor during the sunrise. Modern Norwolders have no settlements on the island, making it ideal for raiders and pirates.

The other small island, Strimmen, was previously an isthmus connecting the Isle of Dogs and Frigsun to the mainland. Prior to Rag-Loark, the way across the island was lit by a steady progression of standing torches whose glare reflected off of the colored stones and gems that lined the path. This Rainbow Bridge was irrevocably shattered and stripped by the Great Horde. Today, a few dozen families live on the island.

The Isle of Dogs is the southernmost of the quartet. The island has been home to Blackmoor era humans, Valharians and the Valoin, and Antaliens and Lietuvans. This was the seat of authority in the Antalian world, yet throughout the era and past Rag-Loark, Valoin-Lietuvans existed at the margins of the island. Today the island is most famous for the large number of wild dogs that roam the uplands and swamps.

Islands: swamp termite, carrion crawler, giant crab, insect swarm, raven/crow (normal/large), rat, wild dog (Isle of Dogs), killer whale, lesser banshee, black and sea hag, shark, seal, weredog, sea serpent (lesser/greater), shadow, white dragon (small), sea dragon, nixie, ghostly horde, troll, elf (Walrus), buccaneer/pirate, dark-hood, gray philosopher, ghost, wraith, vision, kal-maru, spectral hound, People of the Mist (Isle of Dogs)

The Six Seas of Oceansend

The ocean and sea waters play a very important role in the daily life of Oceansenders and for others along the coast. Fish, lobster, crab, and even whale are harvested for food and products.

The Western Alphatian Sea is the large body of water directly to the east. It runs north-south and separates the island-continent of Alphatia from Norwold. The open waters are turbulent and cold, and icebergs occasionally make their way this far south. Gale-strength storms are common, and the worst are the Nor'easters that gather tremendous power over the empty sea.

In the vicinity of the Alphatian Sea Isles, depth attains 2,000 feet, but further out to sea it extends below 8,000 feet. Over 300 miles east of the Isles is the Mid-Alphatian Ridge and Trench. The Ridge rises up to approximately 3,500 feet below the ocean surface. Sperm and humpback whales travel along this ridge during seasonal migrations between the arctic waters and the warmer seas around the Isle of Dawn.

Even those with magical assistance are reluctant to cross the Alphatian Sea. With no navigational fixtures or places to harbor, crews are at the mercy of the waters. The only listed sea lane, the Blind Man's Route, cuts between Frigsun Isle and Walrus Island before hitting the open water. On the far side of the sea, the route ends near Stoutfellow on the Alphatian continent. Navigational errors can place ships as far north as Limn and as far south as Songodir. Some ships attempting the Route now berth at Whitehall before undertaking the voyage.

The lane running straight north along the Sea is used exclusively by seal hunters, whalers and deep-sea fishermen. These sailors use only the western portion of the Blind Man's Route to return to the safety of the islands.

The Eastern Sea of Dawn is generally warm. The storm fronts that roll in from this body of water typically strike the Isle of Dogs or parts south of Velkka, but once every five to ten years, a fierce hurricane-strength storm bypasses the Isle of Dawn and crashes into Oceansend.

As the warm waters of the Eastern Sea of Dawn carry north, they mix with the waters from its western counterpart and the cold currents of the Alphatian Sea. The zone of mixing is known as the Helskan Sea. The waters do not actually mix, but the colder northern waters are pushed down the water column. This

creates uneasy ripples that produce massive swells at the surface. The dominant current direction is clockwise.

In addition to the large bodies of water, three smaller bodies of water are important to the Oceansend environs. The Oceansend Bay also circulates clockwise and further passes along the warm waters of the south. The immediate area around the city of Oceansend is the Toral Sound. Across the shallows of Strimmen, one enters the Strimmensee. The sea is sheltered, and its waters feed the tidal pools of the Marshes. Finally, Bavvid Strait is a large channel that separates Walrus Island from the mainland. Crabs and other shellfish are especially plentiful in this area.

Helskan Sea: tylosaurus, ichthyosaurus, masher, gaint crab, gargantua (fish), giant octopus, giant squid, dolphin, great, killer, and sperm whale, narwhal, mako shark, devilfish, sea hag, wereshark, wereseal, sea serpent, white and dragon (small), sea dragon, sea giant, kna, buccaneer/pirate, wraith, kal-maru, bowlyn, skeleton, zombie

Eastern Sea of Dawn: ichthyosaurus, masher, giant crab, gargantua (fish), giant octopus, giant squid, dolphin, great, killer, and sperm whale, mako shark, sea hag, wereshark, wereseal, lesser sea serpent, white, black, green and jade dragon (small), sea dragon, kna, buccaneer/pirate, wraith, kal-maru, bowlyn

Western Alphatian Sea: tylosaurus, ichthyosaurus, marine leviathan, giant crab, gargantua (fish), giant octopus, giant squid, kraken, great, killer, and sperm whale, narwhal, aquatic beholder, devilfish, sea hag, wereshark, wereseal, sea serpent (lesser and greater), sea dragon, buccaneer/pirate, mesmer, wraith, spectre, kal-maru, hydrax, bowlyn, ice crab

Inner Waters: ichthyosaurus (except Bavvid), masher, giant oyster, saltwater termite (Strimmensee), giant crab, insect swarm (except Bay), normal raven/crow (Bavvid), giant bass (except Bavvid),

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giant octopus, medium squid, killer whale, narwhal, great white shark, lesser banshee, aquatic beholder, devilfish, sea hag, wereshark, wereseal, sea serpent (greater only in Bay), white dragon, red dragon (Bay), dragon turtle (Strimmensee), wyvern (except Bay), sea dragon, shark-kin (except Bay), nixie, storm and sea giant (Bay), buccaneer/pirate, ghost (Bay), wraith, mek (Strimmensee), kal-maru, hydrax, undine (except Bay), bowlyn, ice crab (Bavvid)

Inland Waterways

Several rivers carry spring water and glacial runoff from the hills and mountains to the coast. These rivers are passable except during flood seasons (such as the late spring thaw). Flood times can raise the water level over ten feet, and 20-foot swells are not unknown. The general direction of water flow is northwest to southeast.

The Saffir Stream is a gentle flowing river that originates near the mountain town of Saffir. The Reyk fjalls Stream and the Árbakk also carry water that originates in the Final Range west of Velkka. The latter's system of tributaries is particularly import in supporting the southern Finsterwald.

One of the main rivers leading to Oceansend, the Visidrik River is a dangerous and mysterious river. The Visidrik's sourcewaters are hidden in the ranges far beyond Mt. Hochsieger and the Ironroot. Strange creatures (including skrimsls, see *Gaz F7*) lie in wait in the frigid stream or along the banks. Despite its attendant risks, the river is a useful guide for those seeking entrance to the Hidden Valley or the Wyrksteeth.

The other major river leading to Oceansend is the Storm Maiden. The Storm Maiden passes down the Ironroot Mountains and foothills through a risky series of cataracts. Because of this, the western mines of Stormhaven are effectively isolated from the dwarven settlements. The turbulence subsides further south once one enters the forests.

The Ice River, the Mimir Springflow, and the River Ashtagon all contribute to Lake Ashtagon. The first waterway is

glacial melt, while the second is sourced by an upwelling spring. The River Ashtagon, like the Visidrik, begins somewhere beyond the local ranges. The lower Ashtagon has begun to develop a dangerous reputation, with several vessels disappearing during night time travel. This is the work of devilfish enroute between the Strimmensee and their new colony at Lake Ashtagon. For now, the devilfish show no interest in extending their reach beyond the deep-water lake.

Finally, the Ostol serves as the unofficial boundary of the Tranquil Coast, for the lowland plains to the north are unprotected from sea storms. One of the most awe-inspiring sights along the river is a series of four 30-foot waterfalls. The Wetterlinger Falls appear just before the Ostol reaches the foothills of Snorri's Peaks.

Surrounding Lands

The Tranquil Coast sits mid-way along Norwold's Coastal Plain. Further south, the Plain leads to the Skaufskogr Hills and the Kamminer Bay – the environs of the town of Landfall. The Plain continues north right up to the mouth of the Great Bay of Norwold. West of Oceansend, the Final Range is home to several humanoid tribes as well as the dangerous Vanatic tribesmen.

West of Hochsieger is the Wyrksteeth. Vanatics are the only ones thought to live in the area along with a few dozen dragons. The actual total of wyrms, however, reaches above 1,000. The Hidden Valley beyond the Ironroot continues west through the Wyrksteeth until it reaches the tribelands of the Icereach Barbarians (see *Gaz F2*). The valley also continues northeast along the Peaks of Snorri. This is a very secretive area of Norwold under the authority of an order of druids.

Finally, south across the Helskan Sea is the Kingdom of Helskir. Like Oceansend, Helskir was technically included as part of Ericall's dominion, but it declared its independence soon afterwards. The capital city is a traders' port abuzz with international intrigue and crime – not dissimilar to what has transpired in Landfall. The squalid

conditions and unquestioned control of the Thieves' Guilds is not present in Helskir, however.

Climate and Environmental Notes

Wintertime temperatures average 5°-30° F (-6° to -1° C). Oceansend normally suffers 14 weeks of winter, but wintery conditions can extend into the fall and spring. Inland snowfall can exceed 15 inches per month, but the coast normally sees half that amount. Regular storm systems, mountain winds, and lake-effect winds all contribute to the snow of the area.

Morning frost appears within the first week of fall (30°-45° F, -1°-7° C) and afterward lingers through the spring (25°-45° F, -4°-7° C). The growing season starts two-three weeks later than in the south. Harvest is normally done by the last warm week of summer (40°-65° F, 4°-18° C). The week after the summer solstice, the Tranquil Coast experiences the "Breath of Surtr" – temperatures spike up to 85° F (30° C) and ocean currents drive up the humidity.

The ocean currents warm the coast, so those moving inland during winter can expect a 5°-15° F drop from what Oceansend experiences. The Tranquil Coast receives its share of ocean-generated storms but the layout of the continents inhibit the formation of hurricane-calibre storms in this area. Nor'easters, however, are very prevalent.

Temperature also drops in the mountains. For every 1,000 feet above sea-level, drop the Oceansend-standard temperature by 6 degrees.

Fog is common throughout the region. In some areas, such as the marshes of the Isle of Dawn, they are nigh permanent.

Communities

Oceansend: Oceansend stands alone as a fortified city in a sea of wilderness. King Yarrvik the Just has maintained Oceansend's neutrality between the empires – despite general sympathies for Thyatis – but Ericall's demand of allegiance is a sore point. Oceansend boasts some of the largest mercenary hiring halls anywhere in world. For more

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information, see the section Oceansend.

Lighthall: Lighthall is an important defensive position on the coast opposite Helskir. The village/town takes its name from the numerous lighthouses that warn of the dangerous reefs and breakers in the area. Lord Theobold Redbeard, a distinguished Alphatian officer, runs the dominion. For more information, see the section Saffir and Lighthall.

Saffir: Saffir is a small town controlling the pass into the Ransarn Valley in the Final Range. Claransa the Seer has recently secured the town's allegiance for Ericall. For more information, see the section Saffir and Lighthall.

Moruvellir: Moruvellir is a river community south of the Wolkenberg. Historically, this village has had to fend off Ostland pirates, Vanatic hordes, and goblins. Its people are fishermen and hunters of game.

Thuringer: The Norwoldensian village of Thuringer survived the Vanatic hordes thanks to mercenaries hired from Oceansend. It is an isolated, older settlement, perhaps 250 years old. Traditionally, the men of Thuringer have hunted game in the nearby woods, but animals have become scarce in the last few years. The cause of this is unknown.

Relfren: Relfren is a small mountain community north of Saffir. It has a growing reputation for cheese making.

Dawn Rising: Dawn Rising is a small Alphatian/Norwolder settlement near the Peaks of Snorri. It is a useful resting point for caravans, but the village does not yet possess the infrastructure to handle large scale passers-through.

Kreven: Kreven is one of many satellite communities of Oceansend (see Oceansend for more details).

Elfswood, Eloth-Ariheim, Dinarion, Carindor, Yeletmorn, Meliniath, and Whispering Grove: These hidden communities are some of the elven Foresthomes of Norwold. For additional information, see the section Foresthome Elves.

Whitehall: Oceansenders established the small town of Whitehall circa 950 AC on the eastern shore of Walrus Island. Previously, it had been a common

mooring site for Qeodhan whalers and reavers (and still is), and most regional folk still refer to the place as Ersenbal. Alphatians captured Whitehall in 960, and as part of the 964 neutrality agreement, Oceansend relinquished rights to the town. In the center of the town is a large official hall with pillars and steps of imported white marble. Whitehall (2,200) is poised to grow in the near future.

Gethinger: Gethinger is a small hamlet in the midst of the Swamps. Its residents have historically suffered from raiders hailing from every direction.

Konrad: Konrad is the main above-ground village for the dwarves of Stormhaven.

Other Locations

Note that several of the sites below are either unlabeled or unmarked on the accompanying map. The natures of these locales are not generally known, and await parties to stumble across them unawares or in a research quest.

Heimwahl: Heimwahl is a submerged ruin near Strimmen Isle. The locale was a gate house along the now-mythic Rainbow Bridge that led to the islands and the seat of Antalian leadership.

Malinger: Malinger was a Norwolder settlement along the Árbakk that was destroyed by the Vanatics in 979.

Reykhalla: Reykhalla was the grand meeting hall of Antalia. Portions of the larger settlement were dedicated to various heroes and mythic figures. Today it is a tangle of swamp and forest debris, the lost glory of Antalia all but forgotten save for the stray object of worked bronze or steel. Its existence and location are no longer recalled among Antalia's children. Reykhalla is the base of the Master of Hounds.

Bandicot: Bandicot is an ancient ruin off of the shores of the Isle of Dogs. Originally a Blackmoo-era settlement, it sheltered the Valharians during the early centuries after the Great Rain of Fire. By the time the Antalians rose to power, Bandicot had succumbed to the elements. The Antalians identified its remains as the home of Nunga (the Spuming Nooga, or Protius).

Blinz: Blinz was a Thyatian settlement that sat at a crossroad north of Oceansend. It was destroyed during the Alphatian Spike.

Valhier: According to lore, this was the site where the Valkyries were chosen to serve Odin. Historically, this place has been inhabited by the Valharians, Valoin, the Antalians, humanoids, and, most recently, Norwolders. Modern Valhier survived the imperial wars but was destroyed by the Vanatic barbarians.

Velkka: Velkka is an active volcano with a cavernous aperture aimed in the direction of Oceansend. Northmen and Norwolders have long held Velkka as the door into the infernal realms. It is from here that the giants of Surtr will rise to battle the forces of Odin and Asgard.

Hochsieger: The final battle of the last Vanatic invasion took place in the shadow of this great mountain.

Jublingen and Ashtagon: These were minor Alphatian outposts that were destroyed during the the Spike and imperial war of 905, respectively.

Windcrag Mountain: Windcrag is a particular summit in the Peaks of Snorri. The ascent is mildly hazardous. Like many locales on the Strand, it is rumored to be the abode of an ancient witch.

Quasqueton: Quasqueton was the fortress of Zelligar the Unknown and Rogahn the Fearless, two mercenaries of mixed reputation. The two men disappeared twenty years ago, and now Quasqueton sits vacant. It is thought to be in the hill country to the west or north of the Finsterwald.

The communities listed here are small – many numbering less than 250 individuals, some less than 100. Throughout the Strand, there are perhaps 68,000 individuals (The Kingdom of Oceansend accounts for 40,000). Additional minor settlements exist along the coast and in the Finsterwald. Most of the native Norwolders live in large, single-family settlements, some of which are substantial property holdings. There are also foreign settlements – e.g. Saffir, and Lighthall.

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Norwold Dominions

The general presentation of Norwold in the *GazF* series is in line with the landrush opportunities found in *CMI Test of the Warlords*. King Ericall is soon to open the region's lands – including those along the Tranquil Coast – to a new class of feudal lords.

Lighthall is presently a governorship. As Ericall's most competent and loyal governor, Theobold Redbeard will always be elevated at the same rate as Lernal, the king's half-brother and governor of Landfall in the south.

The fief of Claransa the Seer, originally introduced in *CMI*, has been set as the town of Saffir. This ties together Claransa's Karameikan heritage, her abdication of power to return to adventuring in 1004 (as per the Almanacs), and Saffir's leaderless state before the arrival of Krasniy the Red (see *AC10* and the section on Lighthall and Saffir).

The presence or absence of other dominions is entirely up to the referee, and several suitable lords are listed under "Would-be Lords" in the Personalities section. These characters are some of the NPCs and pre-generated PCs included in numerous CM and M modules.

For ease of comparison and integration with other fan-produced material, here are the regional dominions according to the Mystaran Almanac Team (outlined in yellow) and the Italian Mystaran Message Board (outlined in red). [The official *GazF* listing used ideas from both – Ed.] Some fiefs have (radically) different positions and dispositions in the two treatments. Domains are typically 12 miles in radius (one 24 mph hex)

Mystaran Almanac Dominions

These dominion descriptions are in effect by AC 1015 and take into account the destruction of Alphatia and the invasion of Norwold by the Heldannic Order (1010-1018).

Wolkenburg (sic): The people of the Wolkenberg put up a resistance that the Heldannic Knights were never able to break. Helmut

Jaschke (*MA*), a former regional commander, led the resistance. The Wolkenberg is now an independent county.

Shebb Barony: Shebb Woolsey (*M5*) received a fief for land due east of Oceansend. Despite his moderate success in business, Shebb's dominion was fated to poverty and he has been forced to dip into other's treasuries.

The City-State of Dool: Alak Dool (*CMI*), wizard and Thyatian agent, received from Ericall a fief for the lowland gap between the Ironroot and Snorri's Peaks. Following the events of the last few years, Dool's domain is now an independent tyranny.

Ersenbal: Count Martigan (*MA*) was an early lord of Ericall and he eventually received title to the whole of Walrus Island. The Count, a former slave-gliadiator, is rabidly anti-Thyatian and will attack Canium.

Sonnenfeld: Fief of Fergus the Justifier (*CMI*), Sonnenfeld is a small barony northeast of Lake Ashtagon. It is staunchly loyal to the Kingdom, but the barony has rather strict codes, including limits on family size.

Dikhoff: Dimitri Dikhoff (*MA*) rules this barony southeast of Dawn Rising. Since before the landrush, Dikhoff has

battled Serenity's Baron Sixx.

Serenity: Centered upon the final marsh hex in the northeast, this barony belongs to Siegfried Sixx (*MA*). War continues between Serenity and Dikhoff.

The Swordcoast Barony: The dominion of Maximus I (Max the First, *CMI*) is due north of Serenity. When Oceansend fell to the Heldannic Order, the Swordcoast became the main hiring hall for mercenaries. Maximus is also a secret ally to Thyatian interests.

Barony of Dag: The coastal fief of Rutger Dag (*CMI*) is able to take advantage of both the northern caravan route as well as the crabbing fisheries.

Barony of Canium: This Thyatian fief over the Isle of Dogs is settled much later than the other dominions (1018). It is ruled by Honorine Canolokarius.

Italian MMB Dominions

The Italian MMB Dominions are considered to be in existence by some point in AC 1000.

Sonnenfeld: A large barony under Fergus the Justifier (*CMI*), Sonnenfeld has revitalized the ruins of Holgebrenkur, southwest of Lighthall.

Lighthall: Theobold's dominion is a duchy controlling everything in a 48 mile radius. Its naval authority extends to the imperial border with Helskir.

Elikavki: Ethendril h'Caramore (*M5*) governs this barony seated at the village of Thuringer.

Latela: This barony occupies the western shores of the Isle of Dogs. It is ruled by Longtooth (*CMI*, *M2*), a Thyatian agent.

Ubla-Nor: This large barony covers lands west of Lake Ashtagon. Its ruler is Brogahn of the Steppes (*CMI* and other products).

Hvittland: Trent the White's barony (*M2*) occupies the coastal plain around Dawn Rising.

Solvhavne: Max the First (*CMI* and *M2*) commands this large barony, which controls the coast and eastern woods north of the Strait.

Whitetower: The Barony of Whitetower begins 30 miles east of Eloth-Ariheim. The wizard Adik de Chevas (*M2*) is its ruler.



SOCIETY IN THE NORTH

Races

Like much of the rest of Norwold, the Tranquil Coast is peopled predominantly by humans. There are native dwarven and elven settlements, however, and the town of Oceansend itself is very cosmopolitan.

Humans

Humans from around the world can be found in the hiring halls of Oceansend – with Thyatians and Alphatians being most common – but beyond the city's fortifications, one most often finds only the native Norwolders.

Norwolders: Norwolders are descendants of the ancient Antalians, and thus are closely related to the Nordurlanders of Heldann and the Kamminer Bay in the south. They are fair-skinned and typically fair-haired, but redheads and brunettes are not unknown.

Norwolder men stand between 6' and 6'4" and weigh 170 lbs. The men also allow their long hair to fall loose. The Norwolder criterion for manhood is the ability to grow a beard.

Women are two to three inches shorter than the men and weigh 140 lbs. Women's long hair is managed via braids. Professional fighting is an acceptable vocation for Norwolder women, though such women are expected to retire upon finding a suitable husband.

Garments for both sexes are a mixture of furs, leather, wool, and other fabrics. In colder periods, an ankle-length cloak drapes down from the shoulders, but during the Breath of Surtr, everything but a light jerkin and breeches is omitted.

Norwolder settlements tend to be small affairs consisting of a single family dwelling with an attached stable shed composed of both sod and timber. A root cellar is dug in one area of the house, while a second cellar is set up outside of the main house. These domiciles are difficult to assault but easily blockaded.

Coastal settlements are larger, numbering up to 50 families. Coastal residents work the water as fisherman or crabbers. Seal hunting exists, but the practice has never been a significant part of Norwolder culture.

Vanatics: The Vanatics are a native tribal nation inhabiting the interior valleys and slopes of the Final Range and Wyrksteeth Mountains. They have a worse reputation among the coastal dwellers than even the orcs. In the last half-millennium, the Vanatics have exploded out of the mountains once each generation or two. They show no desire for territory, but they kidnap those whom they do not slay. Many Norwolders say the Vanatics are no longer human and the uptick in gnawing of victims' corpses supports this thesis.

Swamp Folk: The Swamp Folk, or People of the Mist, are a relic population inhabiting the Marshes and the Isle of Dogs. Their ancestors were the Lietuvan-Valoin people defeated by the Antalians early in the latter's rise to power. Throughout the Antalian Age and the post-Loark era, small populations of the early Lietuvans survived at the periphery. Today, they are still a fog-hidden mystery to their neighbors. The People of the Mist prefer primitive short bows whose arrows are sometimes dipped in a fever-inducing muck.

Other Ethnicities: Between Oceansend, Lighthall, and other colonial posts, every conceivable Known World group has a representative on the Tranquil Coast. In order of frequency are the Thyatians, the Alphatians, Minrothadders, Helskans, Thothians, Traldarans, Ierendians, and Ethengarians. Unlike Landfall in southern Norwold, Oceansend's foreign residents are quite open and boastful of who they are – all the better to find a mercenary contract.

Demihumans and Humanoids

Elves: The elves encountered in Oceansend and Lighthall have origins in the Known World or Shiye-Lawr. The native Foresthome elves have stayed out of the affairs of man, but fate may not permit them this luxury forever. See Foresthome Elves for more information.

Dwarves: Dwarves are equally split between the native Kildorkak dwarves of Stormhaven and their foreign brethren. The trade-oriented Syrklist dwarves of Rockhome visit Oceansend, and more

than a few Torkrest youth look to sign on to military adventures. Dwarves of Denwarf-Hurgon, an Alphatian kingdom, also visit Oceansend from time to time.

Halfling: the halflings of Oceansend are likely from Thyatis, Minrothad, or Denwarf-Hurgon; however, trade missions from Leeha should visit Oceansend within a year or two.

Humanoids: Several humanoid races hold territory in the wilds beyond Oceansend; however, there are few, if any, large tribal groups along the coast. This is not true west of the mountains, where several humanoid nations thrive.

Hags, Crones, and the Immortals

Amid the scattered populations of the Tranquil Coast are individuals of unrivaled age who have witnessed the rise and fall of Norwold's civilizations. The most common category of these beings is the hag and crone. Invariably female, these individuals are often fell opponents to mankind. Even those crones who act as guardians over a people have rather brutal and costly payments which they exact.

Crones have been in existence since at least the fall of Alinor, and, as a group, hags pre-date the Great Rain of Fire. These groups replenish their ranks in one of two ways: by mating with human males, or by adopting human females into their midst. These women are tied to the land in ways not yet understood.

Another ancient breed of the region is the Immortals [Note: this is not the game-mechanic use of the term – Ed.]. The Immortals are a more passive witness to the events of history than are the hags and crones. They are solitary, intelligent trolls and masters of ancient powers. The Immortals are courteous to their guests but cryptic with their wisdom.

The ravenous hunger so typical of trolls is suppressed for centuries at a time, but when it is finally expressed, great calamities befall the coastal residents. Storms fulminate over the seas, Velkka rumbles, and the ground trembles. The Immortals number only a dozen or two, and they show no interest in propagating.

SOCIETY IN THE NORTH

Giants and Dragons

True giants have existed in the regional mountains since their defeat by the Antalians over two millennia ago. Mountain giants are the most common and approachable of the breeds. They share the Ironroot with the Kildorkak dwarves, and individuals have aided humans at several points in time. Eastern frost giant power has centered on the Peaks of Snorri. The limits of authority are typically the Peaks' foothills. Fire giants are more scattered than their brethren, with clanholds at Velkka, the Peaks, the Ironroot, and the southern Range. Cloud giants are restricted to the southern Range. Storm and sea giants are extremely rare this far north, but there are sailors that claim to have seen "Seejotun."

The false giants (hill and stone) live in the shadow of the larger, true giants. Hill giants are the more numerous of the two, but both can be encountered in the lowlands and foothill passes.

As befits the wild region beyond Oceansend, there are a number of dragons in nearby mountain caves. Most of the larger dragons slumber for years at a time, so the estimate of 15-25 dragons is only a quarter of the range's true population. Those most commonly spotted are the smaller, semi-migratory coastal dragons. These creatures are rarely intelligent and feed on fish and seals as well as elk. Sea dragons are very populous, but they keep to areas avoided by most sea-traffic. Finnogg-Fang is a terrible, huge sea dragon curled beneath the waters of the Bay of Oceansend.

Social Standing

The basic social division among Norwolders is the family head (or independent landowner), indentured workers, and hafters (thralls). Indentured workers are typically hands who hire on with a family for a year or two before moving onward. Relatives of the family head (including his or her children) are treated as indentured workers so long as they live in the same household.

Hafters only come from those taken in combat. Once the family head is satisfied with the work and behavior of the hafter,

the servant is made a member of the family. These thralls may not be sold like common slaves, but it is acceptable to kill one's hafter for just cause (such as continued attempts to escape or attacks against family members).

Language

A number of languages can be heard along the coast of Norwold, but Norwoldensian, Thyatian, and Alphatian are the most important. They, and a few other notable languages, are described below.

Norwoldensian: Norwoldensian is the language of the native humans of the Tranquil Coast. Inattentive Almanac scribes have erroneously called this language Antalian, and while it is true that Norwoldensian is close in form to the ancestral tongue of the north, it is distinct enough to be recognized separately. Norwoldensian is 90% compatible with Nordurlandic (Heldann, Landfall) and 85% with the Northman tongue (Ostland, Vestland, Soderfjord).

Thyatian: Thyatian is the official language of Oceansend and several smaller sites that were once outposts of the Empire.

Alphatian: Alphatian is the official language of Lighthall, Whitehall and several smaller sites that once were or still are outposts of the Alphatian Empire.

Traladaran: This language is spoken in the mountain towns of Saffir and Relfren.

Dwarvish: Dwarvish is commonly spoken in the middle of the Tranquil Coast, thanks to the active trade presence of the Kildorkak dwarves of Stormhaven.

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

Language of the Swamp

(Semviu): The Swamp Folk speak a mixture of old Antalian and Valoin or early Lietuvan. Regarding cognate words, Norwolders would say that the accent is placed oddly when the Swamp Folk speak. Names are variants to those found in Littonia: ex. Gunts, Karelis, Dyna, Leima, etc. (see *Gaz F6* for more

information on modern Lietuvans and Littonians). Semviu has 40% and 10% similarity with those tongues, respectively.

Qeodhan: The Yannivey dialect of Qeodhar is spoken by sailors and seal hunters that frequent Walrus Island and the northern coast.

Religion

The legends and lore of Norwolders are similar to that found among the peoples of the Reaches or Heldann. Information is passed down through oral traditions, though foreign scribes have begun to write them down in epic poems known as eddas.

The eddas are a mixture of familial sagas and older cosmological tales. The gods and mythological figures are divided into three camps: the Aesir (Odin, Thor, Loki, Forsetta), the Vanir (Frey, Freyja, Frigga), and the Jotun (Hymir/Ymir, Surt, the Spuming Nooga). This partition reflects historical factions. There is also a forth group that covers individuals which cannot be placed easily in the groups above (Heimdall, Hel, Skuld, Wayland/Wieland). Note that Surt, Heimdall, and several other characters are purely mythological figures without a corresponding Immortal actor.

Norwolders, who are related to the historical Aesinar tribes, favor stories of the Aesir and their struggles with the Jotun. They also maintain several, seemingly contradictory traditions of Skuld.

The gem of the Tranquil Coast skaldic poetry, however, is the Lay of Heimdall. The Lay relates the entirety of Heimdall's life from his birth to nine maidens, through his own adventures as the White, to his apocalyptic role as herald of Ragnarok. Norwolder poems also heavily feature stories of Valkyries, the shield-maidens who selected the valorous dead. Both the Lay of Heimdall and the Valkyrie stories contain kernels of historic truth about Rag-Loark and the Valharian women, respectively.

Despite the rich literary quality of their faith, Norwolders are very irreverent in daily practice. The Aesir can be as treacherous as the Jotun, to their mind.

SOCIETY IN THE NORTH

Holidays and Celebrations

Blót: The Blót is a sacrificial meal presented to the Aesir and Vanir on the solstices and equinoxes.

The Autumn Blót is dedicated to Freyr in honor of the harvest. A pig is set aside for the Vanir. Most Norwolder weddings occur at this time.

The Midwinter Blót (Kaldmont 28) is also dedicated to the Vanir. Norwolders crowd in their homes and making a loud racket in the hopes that the Old Year doesn't take them away. After midnight, celebratory bonfires are lit to show the sun the way to the New Year.

At the Vernal Blót, Norwolders beseech Odin for the strength to defeat the coming raiders and barbarians.

The Summer Blót is a generic celebration that honors both the Aesir and Vanir. Some fishermen also honor the Jotun at this time, particularly the Spuming Nooga.

Economics and Crime

Norwolders typically barter goods with one another – with most living at a subsistence level, even barter is infrequent. Gold and other precious metals are only valued in worked forms, and copper – a precursor to bronze – is in more demand than steel with the majority of smiths. Currency is used closer to the civilized settlements, such as Oceansend.

The legal system is simplistic: the accused is placed before a neutral family head for adjudication. If found guilty, the convicted individual pays restitution in the amount of three times the harm done. Rape normally merits a heifer and two goats for the aggrieved's family, while murderers are either exiled or dragged to death.

Common Illnesses

The Tranquil Coast is a harsh environment, and disease and illness can claim even the hardiest person. Below are some of the more common afflictions of the region.

Longship Pneumonia: This sickness affects ocean-going travelers from Landfall to Farend. It is most prevalent during the fall and winter. Victim's suffer coughing, a loss of

balance, memory, and direction, and sea sickness. Victims are cured after a month of mild fever and bed rest.

Brain Rot: No one is certain why brain rot appears, though it may have something to do with the long-term eating of the meat of sickened animals. There are no symptoms until the victim keels over. The victim has diminished capacities (-1 all scores) and is bed-ridden for 1d4 months. Sufferers of brain rot never fully recover.

Derigan's Disease: The diet of most Norwolders is deficient in certain key vitamins. It is not unusual for individuals to be afflicted with bleeding gums, hair-loss and anemia. It can be remedied with fresh fruit and vegetables.

Travel through the Region

There is little transportation infrastructure in this area of the world. A rough trail, beaten down by centuries of use, connects Landfall and other southern settlements with Oceansend and leads northward towards the Great Bay.

The trails between Oceansend and Stormhaven are of greater quality, and some stonework pavement has been laid. Otherwise, it will be up to Norwold's future feudal lords to build the road-network.

Shipping lanes hug the coast. It takes longships from the Reaches 15-20 days to reach Oceansend, barring avoidance of interditors. Helskir is comparatively next door, at only 3-5 days travel. Finally, ships leaving Oceansend can reach Alpha in 6-10 days.

Norwolders at War

The swordarm of a Norwolder is as strong as any Northman raider's. Norwolders do not as a habit engage in offensive matters of war, but they are quick to aid one another when trouble threatens. These militia forces can be raised within 4 days from homesteads up to 8 miles away. Most areas are capable of fielding such units, but notable exceptions include: the Ironroot and other mountains, within 36 miles of Velkka, and lands of the Hidden Valley.

Typical Norwolder Militia

Personnel: 25 F1 humans with swords, shield, and spear

Leadership: F3

Troop Class: Untrained

BR 15

Beyond the defense of one's immediate neighbors, coastal Norwolders rarely unite into larger units. The last time the people collectively mobilized was during the Reign of the Ice Witches over a century ago. Consequently, when problems arise that are too large for a local militia, word is sent out to the coast and Oceansend to hire mercenaries.

Regional Forces

Most of the military units on the Strand are tied to the hiring halls of Oceansend and are presented in the next section. A few companies active in the region, however, are unlikely to have representatives there. These units either work as independent bandit groups or serve discrete clientel. Two examples are given below.

Thundering Fire

Thundering Fire is one of several groups that work for the wizard Coiger de Mory. It is active around the Peaks of Snorri and the Hidden Valley, but occasionally the fire giants will go rogue and bother coastal communities.

Personnel: 115, including 36 fire giants, 20 mountain giants, 25 normal hellhounds, 20 giant hellhounds, 12 invisible stalkers, 2 non-casting large red dragons

Class: Good BR/Coh/Rep: 120/230/ 270

Dökkhagath

Dökkhagath is the humanoid band currently holding the roads around Valhier. The bandits range a good distance from the site, even venturing inside Oceansend's borders.

Personnel: 210 goblins with daggers and slings, 40 orcs with chain mail and spears

Leadership: Go5

Class: Fair BR/Coh/Rep: 69/200/240

OCEANSEND

Ruler: King Yarrvik the Just

Population, City: 14,400 humans, 3,000 dwarves, 2,000 halflings, 500 elves, 100 others

Population, Countryside: 20,000 (mostly humans)

Overview

The City of Oceansend is a magnificent fortress that looms over the Toral Sound high atop the rocky cliffs that line the sea. Those attacking by sea are forced to climb a slope that naturally corrals them into target zones for Oceansend's defenders. Alphatia learned this fact the hard way in 904, and wisely chose to beach their forces elsewhere on the coast in 959-963.

The outer wall is composed of a wooden palisade with watchtowers at the gates and corners. This structure is not meant to rebuff attackers, merely delay them as people pull into the fortress proper. The main fortification is a rectangular, 35-foot tall wall that encloses Oceansend. The wall's towers extend another 20 feet up.

There are large double gates in the south and north, and they are connected by a two-wagon paved avenue. There are smaller gates along the eastern and western walls for foot traffic.

The skyline is dominated by the keep and castle. This 70-foot structure is near the western wall. A stonework avenue connects the keep with the top of the western and eastern walls. The elevated street offers no defensive benefits save its use in moving soldiers to the ramparts. Stairs are frequently spaced amid the supporting columns and walls.

Twenty thousand people live within the city's defensive walls or very nearby. The population is largely of Thyatian descent and is a hard-working lot. Unlike other port towns, there are no commercial or boarding operations along the docks. People are expected to move their business into Oceansend as quickly as feasible. It gives the entire area a surreal, ghostlike sensation.

The hiring halls for which Oceansend is so famous exist in the southwest sector of the city. Auxillary businesses (smithies, provisioners, horsetraders, etc.) make up

the bulk of the other businesses in the south. Northside is the exclusive province of the civilian population. At any given time, an additional 1 to 2,000 individuals pass through the city.

In addition to the city, King Yarrvik rules over most of the territory within 25 miles.

12,000 humans live in the scattered villagers that line the shores and trailways. These settlements have all pledged loyalty to Oceansend and maintain well-trained militias.

Moving outward another 25 miles from the city is a zone of some 8,000 independents. There is little conflict with Oceansend, but the dwellers here find no benefit to becoming tax-paying subjects of Yarrvik. Even with goblin and orc factions moving in, these freesteaders trust in one another for the common defense – or in the mercenaries who sell their services in Oceansend.

Other Settlements

Kreven: Kreven (340) holds an important crossroads at the confluence of the Storm Maiden and the Visidrik. In addition to serving as a waypoint between Oceansend and Stormhaven, Kreven coordinates affairs in the west of the Kingdom. It also conducts trade with the only "public" Foresthome, Dinarion.

Creller's Trading Post: Creller's is a small hamlet just south of the royal borders. Overland traffic between Oceansend and Lighthall occasionally stops here. It is not yet at risk of the humanoid bands at Valhier, but that is only a matter of time.

Luskwald: Tiny Luskwald sits at the edge of a small forest on the trail to Blinz. The town began as an Alphatian settlement in 919 but fell to Oceansend the next year. The town was also the site of brutal fighting during the Alphatian Spike, testified to by a nearby ruin.

Thorp: Thorp is three miles north of Oceansend. The Norwolder village predates the capital by two centuries.

Karavik: Karavik was settled twenty years ago by Norwolders from the Finsterwald who had been displaced by the Vanatics. The river town is 14 miles northwest of the city.

Economy and the Law

Oceansend mints its own coins: the Heart (gp), the Blade (sp), and the Wall (cp). The mercenary hiring hall is the largest single source of employment in the city, but most of the civilians work as fishermen, crabbers, and craftsmen.

There are a number of well-traveled trade routes leading out of the city. Those between Oceansend and Stormhaven are the most active.

Another avenue of trade is the sea lanes that cross the Bay. Oceansend's port has a total capacity of 3400 HP (one fifth docked). It can accommodate the largest vessels (180HP), but drydock capacity is limited to only 4 vessels, mid-sized or greater.

Oceansend's legal system is similar to that found throughout the Thyatian Empire.

Holidays

Oceansenders recognize a mix of holidays and festivities that have been imported from other nations, but there is one unique to the city: the Day of the Duchess (Fyrmont 11). This day commemorates the elevation of Aline Sigbertsdatter to a duchess. It also serves unofficially as an independence celebration.

Relations with Other Nations

Favorable: The Kingdom of Oceansend has a staunch alliance with the dwarves of Stormhaven. Trade between the two continues year-round with bi-weekly caravans.

Friendly: Oceansend shares with Helskir the dubious honor of being formally claimed as part of Ericall's kingdom. It is unclear whether the two nations would form an open alliance. Minrothad shippers keep the city well-supplied and also transport many of the city's mercenary units. The city's inhabitants also hold the Thyatian Empire in good regard.

Neutral: Oceansend is cautiously neutral towards the Alphatian Empire and Norwold. Most tensions stem from the dispute over sovereignty.

Personalities

King Yarrvik the Just: F9, L, Str16. Yarrvik is a good and just man who recognizes the uneasy peace of the times. Despite his leanings toward Thyatis, he is willing to come under the authority of Norwold, but only if he can retain his title of king and ensure that Oceansend maintains sufficient autonomy and control of the Strand. The 65-year old ruler is the grandson of Aline Sigbertsdatter, and Yarrvik carries the family heirloom and symbol of rulership, *Liberitas*.

Equipment: dagger+4 (*Liberitas*), sword+2, plate+2, shield+2

Olaf Yarrvikson: F10, Str18, Con17. Olaf is the son of King Yarrvik. He works as a miner and engineer with the dwarves of Stormhaven. At the age of 39, his blond beard is beginning to grey. His burly, muscular arms seem out of proportion with his slender legs. Olaf has one child, Mara.

Mara Olafsdatter: NW. Mara is the 15-year old daughter of Olaf. She is a tomboy through and through, and will grow up to be a ranger.

Admiral Frothnard: F7. Frothnard is an Alphatian-descent sailor who joined the Oceansend navy after years of privateer work in the Sea of Dawn. His loyalties are not in question. The Admiral has used his contacts with shippers to boost Oceansend's fleet through auxillary support.

Colonel Ping Zhiou: F6. Colonel Ping controls the Winter Army (4th) of Oceansend. Ping is ethnically Ochalean, but he and his family came to Oceansend before the Spike, and this is his home. The colonel has extended family that belonged to the famed Sarkan Mercenaries, but he has not heard from them in over a decade (see *Gaz F5*). He is willing to pay good money for adventurers brave enough to seek out the old Thyatian colonies in the northwest and find the Sarkans.

Bragi Lodisson: F2. Bragi is a platoon leader with the Oceansend forces and a good choice for supervisor of any PCs that enlist. His Army and regiment affiliation are up to the referee.

Military

Oceansend maintains a standing army of 6000 soldiers under King Yarrvik. The forces are organized into the 1st-4th Armies, each led by a colonel. The Armies rotate to active duty seasonally, and it has become convention to refer to the colonels by their season. Soldiers and platoon leaders are only paid for their active duty period. With notification to their unit, they may freely go adventuring during the remaining three-quarters of the year.

The armed forces maintain the following formal ranks: soldier, platoon leader, sub-major, major, and colonel. The platoon leader (F2-3) leads a group of 24 other individuals. The sub-majors (F2-4) serve as aides-de-camp to the majors (F3+) that run regiments of 200-400 fighters. A colonel (F6+) controls an Army composed of up to 4 regiments.

Should your campaign unfold in a manner similar to that described by *Wrath of the Immortals*, many of Oceansend's soldiers work as mercenaries during the Great War or are involved with local conflicts. Consequently, the army sizes are reduced but the BR is increased (see below).

The Army of Oceansend

Personnel: 6000, including 4500 swordsmen and 1500 archers (long)
 Non-combat Personnel:
 Leadership: King Yarrvik (F9)
 Troop Class: Fair
 BR 75

Composition of the 1st-4th Armies

Personnel: 1500
 Leadership: F6
 Regiment 1: 400 medium pikemen (chain, pike, short sword), 16 F2 Sgt, 4 F3 SMaj, 1 F4 Maj
 Regiment 2: 200 light infantry (leather, shield, spear, long sword), 8 F2 Sgt, 2 F3 SMaj, 1 F4 Maj
 Regiment 3: 400 light-heavy shooters (leather, heavy crossbow, short sword), 16 F2 Sgt, 4 F3 SMaj, 1 F4Maj
 Regiment 4: 200 medium infantry (chain, shield, spear, long sword), 8 F2 Sgt, 2 F3 SMaj, 1 F4 Maj

Regiment 5: as Regiment 2
 Command Company: 25 F, 20 F1 medium infantry, 1 F3 Sgt, 2 F3 SMaj, 1 F4 Maj, 1 F6 Colonel

Post-Wrath adjustments

Platoon Leaders (Sgt.) F3, Sub-Majors F4, Majors F6, Colonels F9
 Regiments 4 and 5 were lost to attrition during the war, and Command Company was split among the remaining regiments. The Colonel rides with the shooters.

In addition to the Army of Oceansend, each village within the kingdom is expected to maintain a well-trained militia.

Village Militia

Number of Units: 23
 Personnel: 12 F1, 3 F2 with chain mail, sword, and dagger
 Leader: F3
 Troop Class: Fair to Good
 BR: 60-85

Navy

Oceansend also has a navy, but most ships of the line are actually merchant-marines and privateers. In times of conflict, they are brought into service under Admiral Frothnard in 2-4 weeks.

Oceansend Combat Squadron (Fleet)

Ships of the Line:
 4 Lg Galleys (120HP, Art, Ram)
 5 Sm Galleys (80HP, Ram)
 10 Lg Sails (150HD)
 THP: 2380
 Speed 35/78 (127')
 Personnel: 200 Sailors, 1020 Rowers
 Leadership: Adm. Frothnard (F7, LF45)
 Training: 5 weeks
 Fleet Class: Good
 BR 102
 Note: Sails carry supplies and 5 marines

Oceansend Combat Squadron (Troops)

Personnel: 1300 (350 in peacetime) F2 marines, including 260 archers (long), 1040 swordsmen
 Troop Class: Good
 BR 103

Mercenary Companies

These are but a few of the mercenary companies that use Oceansend to take on recruits or negotiate contracts. Some units billet in Southside; others send only representatives to Oceansend and keep their forces elsewhere.

Erydyl's Greenbows: The Greenbows are a brigade of elven archers from the Alphatian kingdom of Shiyelawr. They have worked previously in the numerous petty conflicts in Alphatia and on the Isle of Dawn. They are a useful support unit, but they have a reputation of abandoning the field if they feel their position is untenable.

Personnel: 200 E1 skirmishers (leather, short bow, long sword), 10 E2 master archers
 Leadership: Captain Erydyl (E4)
 Class: Good BR 127
 Reputation: 200 Cohesion: 281

The Stoutfellows: Another, Alphatian unit, the Stoutfellows are medium dwarven riflers. The Stoutfellows are willing to work for Thyatian interests, and are steadfast in executing their contracts to the letter.

Personnel: 200 D1 riflers (chain mail, heavy crossbow, hand axe), 10 D2 Sergeants
 Leadership: Captain Borin Swordbreaker (D4)
 Class: Good BR 106
 Reputation: 301 Cohesion: 325

The Alphatian Team: This unit is currently wanted by the Alphatian Imperial Forces for crimes that they did not commit. They are a crack commando unit that undertakes impossible missions. If you can find them – and afford their prices – then perhaps you can hire ... the Alphatian Team.

Personnel: 5; T6, F7, C4, MU6
 Leadership: Captain Carthage Smith (F7)
 Reputation: 312 Cohesion: 485

Brog's Crushers: The Crushers are a mixed-arm orcish unit. The Crushers are a competent and trustworthy unit, but they have difficulty securing contracts. They will accept any mission provided they are not placed opposite other orcish units.

Personnel: 20 orc archers (leather, short bow, short sword), 20 orc crossbowmen (chain, heavy crossbow, short sword), 120 light orc footmen (leather, shield, normal sword), 40 heavy orc footmen (chain, shield, normal sword), 12 2HD Sergeants
 Leadership: Captain Brog (Orc3)
 Class: Fair BR 63
 Reputation: 199 Cohesion: 255

Gilmore's Gallant Blades: The Blades hail from across the Known World and are an infantry unit. Their leader is a Thyatian man from Darokin City. The Gallant Blades make excellent skirmishers and defenders, but they have a reputation for draining the resources of their patrons during the down-time.

Personnel: 120 light footmen F1 (leather, shield, normal sword), 80 heavy footmen F1 (chain mail, shield, normal sword), 10 F2 Sergeants
 Leadership: Captain Gilmore (F5)
 Class: Fair BR 65
 Reputation: 270 Cohesion: 215

Madrigen's Lancers: The Lancers are a cavalry unit native to Oceansend. Its predecessor units made a name for themselves during the Spike by harassing outlying Alphatian units.

Personnel: 100 F1 light lancers (leather, shield, lance, normal sword, war horse), 100 F1 dragoons (leather, shield, short bow, normal sword, riding horse), 2 F2 Sergeants
 Leadership: Captain Madrigen (F7)
 Class: Average BR 100
 Reputation: 356 Cohesion: 300

Note: except for the Alphatian Team, these units appear in PWA II.

Murder and Mayhem (Levels 1-7)

This is a series of basic to mid-expert adventures scattered around the city and kingdom of Oceansend. They are unconnected and can be inserted as side quests in any other campaign. Many are adapted from the pages of *Dungeon* magazine, and the original source is listed for those who wish to see those adventures in full.

Night of Fear (Dun.28): by Mark Lucas, levels 1. The party visits Crellar's Trading Post as a mysterious killer threatens its inhabitants. The PCs must defeat the killer, before they become the next victims.

Redcap's Rampage (Dun.54): by Christopher Perkins, levels 1-3. Luskwald, too, is suffering a murderous spree. A redcap, angered over the rebuilding of the nearby keep, is the responsible party.

Hanging in the Sky: Levels 2-5. A corpse is found dangling from the skywalk over the boulevard. Political tensions flare when it is revealed to be the body of King Ericall's latest envoy to Oceansend.

The Craven of Kreven: levels 3-5. Bandits are harassing the traders who pass out of Kreven, and the party has been hired to track them down. The only problem – the bandits flee all combat like ghosts in the night.

Hrothgar's Resting Place (Dun.25): by Stephen J. Smith, levels 4-7. Hrothgar was one the warriors who fought against the Ice Witch, Akra. A wizard's map has surfaced allegedly leading to a remote cave in which Hrothgar's intelligent sword awaits discovery. Can the party find this blade forged by Wieland. [Note: the original suggested placement was in Karameikos]

Swordtip: levels 5-8. One of Norwold's new lords is soon oppressing the locals. They party is the community's only hope for freedom.

In Pursuit of the Slayer (Dun.15): by Carl Sargent, levels 6-9. A family is slaughtered by a man called the Slayer. The party must track down this brutal killer – unaware that he is possessed by an evil sword.

STORMHAVEN

Ruler: Evedotar Gard Rocktooth

Population: 2,500 dwarves

Overview

Stormhaven occupies the southern face of the Ironroot Mountains. Since their arrival, the Kildorkak dwarves of this nation have had a guarded coexistence with the mountain giants to the north. This clan is the oldest extant in Norwold, and the dwarven settlements to the west, such as Whitemount (*Gaz F4*), trace their lineage to here.

Stormhaven's history began almost 700 years ago. Under the Syrklist kings, the dwarves of Rockhome had undertaken ever greater explorations of the world and placed colonies in remote locations. Dwarven surveyors came to Norwold's shores in the Third Century AC. In 330 AC, colonists shipwrecked when they entered Oceansend Bay, but the dwarves were rescued by a wandering mountain giant. The giant led them to the Ironroot Mountains, and since that time, giants and the Kildorkak dwarves have shared the range.

The Ironroot name comes from the dwarven term *durrad*, or "Deep-Iron." Appropriately, the chain is rich with iron ore, as well as platinum, silver, tungsten, and bismuth, but the dwarves of Stormhaven must take care in their mining operations. Beneath the great mountains of the Ironroot bubbles a network of active magma chambers. The geothermal energy of the system is vented through at least three volcanoes in the formation, as well as numerous hot springs and geysers. The dwarves regularly inspect the southern volcano, Korhwyr the Gray Wind, for signs of trouble or instability.

Trees and wildlife are plentiful at the mountain base. The soil beyond 7,200 feet is barren, with only isolated scrubs and thorn bushes resisting the chilly winds and the cold, thin atmosphere.

Holidays

Day of the Angry Sea (Ambyrmonth 8): This day commemorates the shipwreck of the original dwarven colonists. It is also used as the annual tax day.

Settlements

There are 2,500 members of Clan Kildorkak divided among several families living in the Ironroot.

Konrad: Konrad is an above ground village of 400 that serves as the dwarven nation's face to the world. It sits a mile off of the Storm Maiden at the base of the mountains. Tunnels lead out from below Konrad into and up the peaks. These tunnels do not reach directly to the capital of Durrad.

Durrad: Durrad (1300) is the seat of clan authority in Stormhaven. The town is an underground community located in a large natural cavern beneath the peak that bears its name. One must cross over 2 miles of tunnels to reach the main town. The Kildorkak Forge of Power is secured in yet another cavern two miles further. The Forge cavern is lined with crystals that magnifies even the smallest light and produces illusory copies of objects in the area.

Other Settlements: The Kildorkak dwarves operate three remote mines with approximately 200 dwarves apiece. The remaining 200 dwarves of Stormhaven live in isolated homesteads. These wayward dwarves receive a mixed reaction from the brethren.

Castle Ironroot: At over 7,000 feet in altitude, the peak rim of Mount Durrad hides a large volcanic crater. The crater sports giant wildlife (including rabbits, and a large lake serpent), but it is also home to a family of mountain giants, the Sordstones. The giants' castle sits upon an island in the crater lake.

Ymir's Beard: West of Stormhaven is a deep mountain glacier. The ice mass is broken throughout the valley that it occupies, and the whole area has an eerie, supernatural quality to it. When visibility permits, adventurers can detect a massive form buried deep with the furthest reaches of the ice.

Economy

The economy of Stormhaven is driven by mining out the veins and lodes of several metals. A few gemstone deposits can be had in the deeper reaches of the caverns. After mining, the metals are

worked into finished products or traded to Oceansend for food items.

30 percent of all finished products are considered clan property. Individual families own the remainder. This tax is collected on Ambyrmonth 8.

Military

There is no standing army in Stormhaven, but the nation can call up 1,000 able-bodied dwarves during times of war. This militia has a proud history of fighting frost and fire giants, Vanatic hordes, and the beasts of the Ice Witch, Akra.

Dwarves of the Mountain Clan

Personnel: 1000 D1, with hand and battle axes

Non-combat Personnel:

Leadership: Gard Rocktooth D7

Troop Class: Excellent

BR 115

Animals and Monsters

giant ant, black pudding, gray ooze, lava ooze, boneless, ice horror, fyrsnaca, red worm, rock python and rattler, crab spider, rhagodessa, steam weevils, cave bear, lynx, goat, mountain goat, wolf, dire wolf, eagle, falcon, owl, giant eagle, bat, giant gecko, white ape, white fang; lava fish, lava lizard and steambats, beholder, gargantuan (all types in Ironroot), black hag, hyposnake, owl bear, rust monster, shadow, sphinx, wychglow, white and red dragon, dragonfly and dragonne, normal and large wyvern, cold and elemental drake, hill, fire and mountain giant; dwarf, sollux, possession, drolem, mek, hellhound, spectral hound, ibex

Relations with Other Nations

Favorable: Stormhaven maintains excellent relations with Oceansend. There is little doubt that each kingdom would support the other militarily or in other capacities. The two nations also facilitate communication from places in the mountainous interior and nations overseas.

STORMHAVEN

Friendly: Stormhaven is on fair terms with Rockhome. As a matter of principle, the ruling Everast clan would prefer that Stormhaven and similarly removed dwarven settlements maintain a formal allegiance to Rockhome, but this does not color dealings with the two nations. Vestland has handled most trade, but Minrothad is trying to get the dwarves to use its ships at Ylari ports.

Neutral: Stormhaven is indifferent to Thyatis and Alpha. The former had good relations during its control of Oceansend, but without a steady presence, relations have ebbed. Unlike with Oceansend, Ericall's court at Alpha has as yet made no formal appeal to the dwarves for their allegiance. Stormhaven is also ambivalent about their cousins living in the Alphatian kingdom of Stoutfellow.

Unfriendly: The Stormhaven dwarves have a mildly disfavorable view of Alphatia. They recall many of the Empire's previous attempts at colonizing Norwold – to disastrous consequences. Recent troublemakers such as the wizard Gargantua have particularly irked the dwarves.

Personalities

Gard Rocktooth, Clanmaster: D12. Gard is the proud and competent leader of Stormhaven. To outsiders he is termed a king, but to dwarves, Gard is more accurately known as an Evedotar, or clanhead. He is accompanied daily by twelve guards (D9). Gard is 140, and in his youth he participated in the early defense of Oceansend.

Niddrow the Wise, Keeper of the Forge: D8 (DC8). Niddrow is a small, bespectacled dwarf who has a tendency for being fidgety. At only 88, he is young for a relic keeper. This was a great source of contention during his elevation as dwarven maturity (i.e. when one is thought capable of leadership) is considered to occur at 100 years. The Forge is the dearest thing in Niddrow's life, and should anything happen to it, he would be driven to distraction.

Grazin, D7. Grazin is a hard-charging dwarf who too often goes with his first instincts no matter if circumstances prove them wrong. He adventures far and wide

but always returns to Durrad.

Equipment: battle axe+2

Ratri Backaxe: D12 Rank D (Rank M in AC10), str 18. Ratri is an outcast of another dwarven settlement deeper in Norwold's interior. He is a bitter and resentful creature, but Ratri can play the role of a good dwarven adventurer with ease. Ratri seeks to bring war between the dwarves and giants of the Ironroot, a part of his attempt to earn Immortality.

Equipment: battle axe+5, slow Lawful; ring of quickness, ring of spell turning, plate mail +4 (absorbs 2hp/strike), potion of etherealness

Bodor Sordstone: Bodor is the chief of the Ironroot mountain giant clan that lives atop Mount Durrad. The absent-minded giant once worked as a mercenary for Thyatis and warlords on the Strand and in the west. Bodor is married to Wolmu, and together they have a son, Bombon. The family also has several pets: Twitty-Pie (a canary-roc) and Morus the Cat.

Equipment: Bodor's most important treasure is an intelligent, and highly chaotic, harp formed in the figure of a female. This harp can charm or put to sleep all in a 60' (save-2). Once per day, it can play a song of discord (as symbol of discord). If stolen, the harp constantly demands to be taken to its "rightful" owner and causes problems for the thieves in question. Bodor also possesses parchments entitling the bearer to nearby lands.

The Bigger They Are (Levels 13-16)

This is a series of companion-level adventures caused in part by the machinations of the Alphatian wizard, Gargantua. To further his magical power, Gargantua requires the dwarves' Forge of Power, but first he must locate it.

Mine Collapse: Contact has been lost with one of the mining colonies, and Gard Rocktooth has asked the party to investigate. Normal and gargantuan gargoyles are trashing the tunnels, hunting the miners, while deeper troubles arise.

Bad Harvest: One of the dwarven homesteaders has brought in a bumper crop of truly gigantic proportions. The Alphatian wizard's magic has contaminated the area, and produce is not the only thing affected. It's an adventure back to basics, when giant and gargantuan wildlife runs amok.

Revenge of the Mountain Clan (CM1): Gargantua has discovered the location of the Forge, and he has teleported some of his prize creations into the holding cavern. A humbled evedotar asks the party to save his clan's relic.

Fire Down Below: Despite having lost the Forge, Gargantua retains an ember from it. He uses this item to awaken a huge, magic-wielding red dragon to assault Stormhaven. The dragon has its own interests though, and its growing army of fire giants, humanoids, and lesser dragons threatens more than the dwarves.

Other Adventures

Thunderdelve Mountain (XS2): by William Carlson. One of the western dwarven colonies asks for aid in recovering their stronghold from bandits and the dreaded fyrsnaca.

The Pestiferous Castle of Bodor Sordstone (AC10): Ratri is ready to start a war between the dwarves and mountain giants. He steals his old clan's forge and presents it to Gard Rocktooth, claiming the giants killed his people. Then he begins to steal items from both groups while implicating the other. If the truth is not uncovered in time, war will come.

Return of the Nightwalker: Held within the confines of the gaol of Castle Ironroot, a nightwalker has plotted its revenge upon the world. The conflict between the giants and dwarves has allowed the creature to escape and to renew its terror. To defeat the monster, the party must first discover its origins. Is it related to the arch-mage who sealed it away a century ago, or to the wizards who originally built the castle before the coming of the dwarves?

SAFFIR, LIGHTHALL, and the ISLANDS

Overview

Far to the southwest of Oceansend is a region of growing importance. The town of Lighthall illuminates not only the treacherous shores but also serves as a beacon for the future of Alphatian presence in Norwold. Building up the town is a royal and imperial priority since Helskir declared its independence.

The nearby mountains are home to both native Norwolders, the Wolkenbergers, as well as a few communities made up of Traladaran expatriates. The town of Saffir was founded by a Traladaran conscript named Lirovka who deserted from Oceansend. In time, Lirovka's kin and other Traladarans migrated to Norwold aboard Minrothaddan vessels.

Claransa the Seer has organized the people at Saffir, and the Thyatian-despising people have agreed to direct allegiance to King Ericall.

Numerous small hamlets fill the the gap between these communities. The natives are cautious of outsiders, but as contact continues, the residents of the Wolkenberg slowly fall into the Alphatian sphere.

The greatest threat to the people of this region is the barbarian hordes from beyond the mountains. Lycanthropy and dragons are other problems that are slowly gathering. This part of the Strand likely would be the first contested territory should war come to Norwold.

Economy

Currently, Lighthall's economy is limited to port authority, customs and naval interdiction. Local agricultural production and fishing is barely self-sufficient, and the town imports a good deal of grain from the Isle of Dawn. This is one of many problems facing Lord Theobold.

The Norwolders of the Wolkenberg are self-sufficient. They feed themselves by hunting and raising small gardens or tending flocks. In good years, there is a small surplus of foodstuff that can be traded away. In other years, the men of the Wolkenberg sell pelts to coastal residents.

The mountain communities of Saffir and Relfren are more economically

productive. The Traladarans brought with them many traditions that have been expanded upon since their arrival. Relfren is particularly noted for its cheese, with orders now coming in from as far away as Landfall. Mead and wine are the Saffish specialty, but they do not have as wide an appeal.

Military

There are currently no formal military units at Saffir or Lighthall beyond town guards. Building dominion forces are top priorities for both Claransa and Theobold. In the interim, assume Saffir has one village militia and Lighthall has two.

Personalities

Sir Theobold Redbeard: Kn25 (Kn30 in M4), Str18. Theobold Redbeard is Lord of Lighthall and the preeminent member of the League of Extraordinary Adventurers (see *Gaz F8*). He began his military career with the Legion of Alphatia and saw action around the Dunadale Boglands and Thothia. General Torenal fast-tracked the soldier and freelanced him on several missions around the Alphatian Empire. Theobold was instrumental in blunting Heldannic encroachments in the Skaufskogr. When Helskir declared its independence from Norwold, King Ericall (Torenal's son) appointed Redbeard to his lordship and awarded him the first LEA induction.

Theobold is a fair ruler, but he has had to learn to accept foppish nobles and courtiers in his presence. He has a mild interest in a fellow LEAer named Theona, but her recent transformation into a vocal temperance advocate grates on the man. He has red hair and sports a full beard beneath blue eyes. Theobold is 46 and stands 6'2". Since retiring from active adventuring, the Lord of Lighthall has put on a few pounds (200 lbs).

Theobold is sometimes visited by fellow companions and members of the LEA. Laralyn Athiliar, Prosper, and Quentin the Aggressive are detailed in *Gaz F8*. His friend Hogun of Rockhome (D12) has retired to his native country to serve as an advisor to King Everast.

Equipment: sword+3 (Trollbane), dagger+3 (Fang), returning spear+2, plate mail+3, shield+3, pouch of security.

Claransa the Seer: MU15, Int17. Claransa is a 34 year-old wizardess born in Threshold. As a teenager, she studied in Specularum before boarding a Minrothad vessel bound for the New World. Claransa reconnected with her Saffir kinsmen in the last few years and has convinced them to join with the Kingdom of Norwold, for which she will be awarded her baroness-ship in the spring. Claransa has struck up a friendship with Geoffrey of Heldann.

While the baroness-to-be is certainly capable of running a dominion, she has a bad streak of losing focus on tasks and walking away for something new [PWA suggests she abandons her post in 1004 to return to adventuring].

Claransa is willowy and stands only 5'4". She has blond hair and green eyes, and she wears bright gowns with a simple design.

Equipment: 2 daggers+4, staff of wizardry, ring of protection+1, displacer cloak

[Editor's Note: Claransa has appeared in numerous CM/M modules and Almanacs. Her CM1 statistics are used here as a baseline for 1000 AC.]

Pandrum: NM. Pandrum is a shopkeep and baker in Saffir.

Mendel: E2, N. Mendel is an elven alchemist living in Saffir.

Ethelbert: NM. Ethelbert hails from the distant kingdom of Ghyr. He arrived with one of the last trade groups to Oceansend and remained behind. Now Ethelbert and his wife, Zaida, operate the Blue Feather Inn in Saffir. The innkeeper is easily bullied.

Bishop Yancey: C7. Bishop Yancey is another non-Traladaran who has made his home in Saffir. He began life as a Qeodhan whaler and scourge, but he had a religious experience during one of his raids. Wandering into the wilds of Norwold he became a follower of He Who Watches. (See Lambert Bohn and Sister Sanchia in the larger Personalities section).

Duncan: NM. Duncan works odd jobs in Saffir, and his loyalty can be bought easily.

SAFFIR, LIGHTHALL, and the ISLANDS

Eli: F6, C. Eli is a tall, brawny man and the primary smith of Saffir.

Milton: MU4, N. Milton is Saffir's town fool. He asks for handouts to help his family, despite having never married or sired children.

Gregor Pyotorvich: F3. Gregor is Claransa's captain of the guard. He has lived his entire life in Saffir.

Dorina: NW. Dorina is a fortune-teller in Saffir. She is quite knowledgeable about the goings-on elsewhere in the region.

Adventures

The southern Strand is suitable for adventures at every level, as the samples below reveal.

In Search of the Unknown (B1): by Mike Carr. Rumors have reached civilization that Rogahn and Zelligar perished in conflict with the western barbarians. Somewhere high on a craggy hill, a single tower overlooks the ground. For those brave enough, Quasqueton awaits.

The Mountain Hordes: Goblins and orcs are encamped in the hills between Saffir and Relfren. Baroness Claransa hires the party to take out one of their holdings.

The Wererats of Relfren (Dun.14): by Grant Boucher and William K. Wenz, levels 3-6. The mountain town of Relfren, famed for its cheese, was subtly changed when a mysterious side show came to town. Now the town is overrun with wererats.

Cry of the Deerman: The forest is the battleground of a lycan war, as weredeer and werewolves fight one another and the humans living nearby.

The Vanatics: The vile Vanatics have returned to the Strand. Villages and hamlets are sacked along their march to the sea. Can the party blunt the attack, and if so, will they be foolish enough to follow in the footsteps of Zelligar and Rogahn?

Krasniy the Red (AC10): By Gary Thomas, levels 12-15. Baroness Claransa felt the call of adventure and has left Saffir. When barbarian and humanoid troubles mount, the warlord Krasniy moves in to offer "protection."

Norwold officials ask the party to investigate what is happening, unaware that Krasniy is a red dragon.

Five Coins for a Kingdom (M4): Lighthall has disappeared! Join in a quest across the Strand to locate five coins that are the key to finding the vanished city. But to restore Lighthall, the party must travel to the Outer Plane of Eloysia and defeat the wizard-king, Durhan the Conqueror.

The Islands

As described in the Geography section, the islands are minimally inhabited. Raiders from Ostland and Qeodhar use the waters and coves to mount their expeditions, as do those seeking to avoid any imperial entanglements. The unwary, however, risk stirring the ancient dangers of the islands.

Military and Economy

The only large forces in the islands are the periodic raiding parties from Ostland or Qeodhar who anchor on the main islands as well as the smaller ones. Whitehall uses the Alpathian standard coinage, although other currencies are known to float around. Otherwise, locals stick to barter.

Personalities

Theona of the Righteous Glory: C21 (C30 in M4), Wis18, Cha17. Theona is a cleric of the Order of the Skyven, a minor Alpathian religious society. She has a commanding presence (5'8", 200 lbs) with black hair and eyes. Theona is entering middle-age, and she suddenly has grown more serious about her faith – and everything else in life. She is embarrassed by her wild, unpius days as a battle-junkie and a woman capable of winning a drinking contest with orcs. Theona is a member of the League of Extraordinary Adventurers. She has since retired to Whitehall to lead the religious community there. Her first order of business is promoting temperance.

Equipment: breathing mace+3, +4 vs Chaotics, chain+3, shield+2, rod of victory

Adventures

Master of the Hounds: Settlers on the Isle of Dogs claim their sheep are being devoured by a pack of ravenous hounds. Can the party negotiate the swamplands to uncover the truth? The People of the Mist and weredogs feature.

Imperial Entanglements: Pirates and smugglers from Landfall are being pursued by Alpathian warships. The PCs are mistaken for pirates themselves, and they will have to figure out a way to extricate themselves from this predicament.

The Levitating Flaem: A famed ghost ship has appeared near the characters position. What awaits the PCs aboard the vessel that can never go home?

Sea War with Qeodhar: Qeodhan whalers are preying upon local fishing vessels. The party must free the waters of these interlopers.

The Tip of the Iceberg (AC10): by Thomas Kane; levels 8-11. A glacier from the far north was once the realm of the frost giant Jarth, but it broke away from its seaside cliff. It is now drifting south, slowly melting. Jarth, his fellow giants, and an assortment of other creatures are desperate to reach the mainland before the ice disappears. They will attempt to shanghai passing sailors. PCs who brave the floating ice might also discover treasures from forgotten ages.

I am the Walrus: A wereseal is trying to organize the seals and walruses against the hunters who visit the rocky shores. The hunters, in turn, have allied with a wereshark.

No Wine, No Women, No Song: Despite its architectural beauty, Whitehall is a dreary place to visit. Theona's Order of the Skyven will see to that, as the party tries to unwind. This is a heavily role-played, slightly humorous scenario.

Bandicot: A dragon turtle has laired in the shattered husk of the Blackmoorian city. When it troubles shippers and fishermen, the party is called in to help. But is a dragon turtle all that awaits the party in this 4000 year old tomb?

FORESTHOME ELVES

Overview

Norwold is home to approximately 7,000 elves that live in several dozen scattered communities known as Foresthomes. Few know of the existence of these elves, but they have lived on the Strand for a millennium.

In 800 BC, Mealiden Red-Arrow led a party of elves from the Sylvan Realm in the continent's northeast to the Streel Plain of the Known World. His elves carried with them 9 copies of the Tree of Life as well as seeds from the original. Mealiden's strict rule was soon challenged, and the Vyalian, Callarii, and Shiye elves departed for other lands. The first two settled in Karameikos, while the Shiye under Eiryndul followed the Rainbow Bridge first to the Northern Reaches, then to Norwold and Walrus Island, and finally to Alphatia.

Tired, the Shiye planted their original copy on Walrus Island, but it did not seem to take as the harsh conditions mounted. The despairing elves gave up on the Tree, and made the last leg of their trip to Alphatia, where they established the kingdom of Shiye-Lawr.

Shiye-Lawr was recognized as part of the Alphatian Empire in 500 BC, but not every elf was pleased with the rulership of King Eiryndul or his successors. In one of the lesser known schisms of the era, the wizardly creation of the pegataurs – half-elven pegasi – led to open revolt against the Lawr Throne. The uprising was put down, and the participants were placed in prison communities.

In the chaotic aftermath of Alphatia's defeat to Thyatis, the elven prisoners escaped to the coast and took to the sea. They were battered by storm-tossed waves for weeks, and starvation and thirst wracked them. Survivors of the voyage washed up on the shores of Walrus Island.

There the elves found succor from the Tree of Life that had grown from the cast-away Shiye Tree from centuries ago. In time Lornasen, their leader, quested across the continent to find the Sylvan Realm in the west and returned with the knowledge to reconnect with Yggdrasil.

The elves carried the daughters of Yggdrasil and the Shiye Trees to the mainland at Whispering Grove.

Society and Military

Foresthome houses are constructed through carpentry and are built in and around hardwood trees. The elves maintain small gardens and are active hunters. Each Foresthome can call up a quarter of its residents for defense.

Holidays

Shelter of Ygg (Felmont 17): On this day, the elves reached Walrus Island and found sustenance in the fruits and nuts of Yggdrasil. This is a day of thanksgiving among the Foresthome elves.

Settlements

Elfswood: Elfswood is a small Foresthome at the edge of the Hidden Valley. It is home to the Glanadyl clan, and their young Tree of Life is a daughter of the one at Whispering Grove. It was settled in 970 AC.

Dinarion: The Dinariye elves settled the Finsterwald in 965 AC. Unlike the other Foresthomes, they have a public presence and trade with the village of Kreven in the Kingdom of Oceansend.

Eloth-Ariheim: The Pallandriel clan moved north in 500 AC. At its height, the Foresthome rivaled Whispering Grove, but they suffered greatly during the reign of the Ice Queen Akra, and only 120 elves still reside here today.

Carindor: The Arceniye elves left Whispering Grove in 428 AC at the same time as the Lothiye elves (see *Gaz F8*). Their settlement is better fortified with natural tree falls, pits, and thickets disguising any sign of their existence. Of the Foresthomers, the Arceniye are the most prone to hostile reaction towards outsiders.

Meliniath: The Melinossams are an offshoot of the Arceniye that settled the hills in 982. The younger members have begun to explore the mountains nearby.

Yeletnmorn: This is the community of Yggdrasil. Only a few dozen Lornadiel remain to tend the venerable tree.

Whispering Grove: Whispering Grove is the major Foresthome settlement in Norwold. The ruling clan is the Lornadiel. The Tree at Whispering Grove is a daughter of the main Shiye-Lawr Tree in Alphatia, not Yggdrasil.

Personalities

Brendillia: E8. Brendillia is the leader of the Lornadiel clan. She has held the position of clanleader since the passing of her mother, Lornasen, in 523 AC. Brendillia's only concern is keeping the Foresthomes out of worldly affairs, and she is unhappy with the Dinariyes' open contact with Kreven.

Adventures

Pixie Dust: The pixie Erol wants his tobacco back! A holier-than-thou elven teen has stolen the fairy's pipe and supply of savory leaf for the good of his health. The pixie just wants to relax on his veranda and asks the party for help.

The Elven Home (Dun. 1): by Anne Gray McCreedy, levels 1-3. While traveling through the wilderness, the party happens upon a group of the reclusive Foresthome elves. Can the party discover the secret of their mysterious pond while fending off a troublesome treant and irksome stirges?

Feathered Friend: Elven rangers are increasingly sighting the feathered lizardkin. Are they friend or foe?

The Bane of Elfswood (Dun. 21): by Stephen J. Smith, levels 15-18. The residents of Elfswood are terrorized by an odic, the vengeful spirit of a druid.

The Rot: A strange, hardy fungus has appeared on the elves' trees, and the druids refuse to help. Are they the cause? Or is something else at work?

The Roots of Ygg: The Tree of Life on Walrus Island is at risk from the predation of dragons and deragorma immune to its turning power. The seclusive Foresthome elves have no choice but to enlist outside help.

Mystery of the Snow Pearls (CM5): by Anne Gray McCreedy, adapted. An Alphatian wizard, Milgor, has taken the Snow Pearls that protect one of the Foresthome Trees (originally a place called Tarylon). The party must recover the items before the harsh weather destroys the tree.

Correction: The Lothiye Tree of Life (*Gaz F8*) is the daughter of the tree at Whispering Grove and not Elfswood.

PERSONALITIES

The Would-be Lords of Norwold

Trent the White: Pal 15 (Pal30 in M2), Str16, Dex17, Con17, Ch16. Trent is an itinerant Heldannic Knight who left his native home of Heldann a few years ago. He sees his path of exploration as one placed before him by the Grey Lady, Vanya. Trent now has come to the north seeking adventure for a purpose he does not yet realize. Trent the White is a rare figure among the Knights, he is a true paladin and precursor to the pathfinders (see *Gaz F7 The Heldannic Order*). Trent sees the growing imperial conflicts and has concluded that regional independence is what is best for the Norwolders – which will surely put him at odds with his Order. The paladin has developed a friendship with Adik de Chevas during his journeys.

Equipment: two-handed sword+3, dagger+3, plate mail+3, shield of reflecting+5; longsword+5 (L, Ego9, Int9), detects magic, gems, and invisible

Adik de Chevas: MU15 (MU29 in M2), Dx16, Int18, Wis16. Adik de Chevas is a traveling scholar who writes poetry and studies art, ethics, and politics. Born to an Averognian family in Glantri, Adik left the Principalities shortly after his graduation from the School of Magic. He became a vagabond, traveling the Known World and the Alphatian Empire to satisfy his academic pursuits. Adik met Trent the White while they were both visiting the City-States of the Gulf of Hule. Adik is currently researching Heldannic artwork and the newly scribed Norwold eddas, which may inadvertently lead the wizard to discovering Immortality.

Equipment: staff of power, buckler AC3, ring+4, cape of protection+1, wand of negation, wand of lightning bolt.

Shebb Woolsey: N, T20 (T30 in M5), Dex18, Wis17. Shebb was born in the Traladaran town of Kelven over 160 years ago. As a young man, he left for the coast and eventually made his way to Thyatis City, where his life of adventure and crime began. After surviving the Alphatian Spike, Shebb left for the Isle of Dawn and Helskir. He has made several contacts with King Ericall's court since

then. Despite his moderate success in business, any dominion awarded to Shebb is fated to poverty and he will be forced to dip into other's treasuries.

Shebb has maintained himself all of these years through a stash of potions of longevity. These have done little to remedy his thinning brown hair and light beard, however. His eyesight has suffered some, and he requires a pair of spectacles for most of life's activities.

Equipment: leather+3, ring+3, rod of weaponry+5, dagger+2, ring of life protection, boots of speed

Fergus the Justifier: F15, Int7, Dex 17. Fergus was a fighting champion in Norrvik, the capital of Vestland, and has now made a name for himself in taverns all along the Strand. While in Lighthall, he learned of the upcoming landrush and is contemplating answering the call. However rough around the edges, Fergus is a good and noble man.

Equipment: sword+3, longbow +2, plate+3, shield+2

[Editor's Note: Fergus has appeared in numerous products, and his CM1 statistics are used here for 1000 AC. M1 lists him as a paladin.]

Alak Dool: MU19, C, Cha7. Alak is a Denagothian-bred wizard who stumbled upon the international conflicts surrounding Norwold when he left the Plateau. Alak is selfish, cruel, and ambitious. He readily accepted money from Thyatian backers to position himself in Ericall's court. As part of the deal, Dool has been promised half of Norwold should Thyatis conquer it.

Equipment: staff of power, wand of illusion, wand of lightning bolts, ring+4

Rutger Dag: F15, N. Rutger Dag is a wild character from Vestland. Dag enjoys banquets and parties. Rutger came to the hiring halls of Oceansend to ply his trade, but he has heard rumors of the upcoming landrush opportunities.

Equipment: sword+2, flying, longbow+4, plate mail+2, shield +4

Max the First: (Maximus I) F15, C, Str18, cha7. Max is a mercenary, through and through, with an odd mixture of ambition and caution. Opponents mistake his behavior as cowardice to their detriment. Max sees the upcoming landrush as both a good business

opportunity and a chance to found his own dynasty. He is willing to listen to the offers of Thyatian agents.

Equipment: sword+4 (charm person 3 weeks), heavy crossbow+2, plate+3, shield+4

Hiring Hall Roll Call

Aithne of Far Isle: E1, N. Aithne is a female elf with dark red hair that hangs freely down to her waist. Her name translates to "little fire." The 5'2", 101 lbs. elf-woman claims to be from an island off of the coast, but she refuses to provide greater specificity. While most assume she is Shiye or from the Isle of Dawn, Aithne is actually from the Walrus Island clanhold. Since coming to the mainland, she has grown enamored with the larger woodlands. Those working the hiring halls are still mulling over the dependability of the elf-woman clad in sky-blue and ocean-gray.

Brun the Brown: D2, C, Con16, Dex7, Cha7. Brun is a member of the Kildorkak clan of Stormhaven who has taken to a life of adventure. He loves carousing in Oceansend in the company of dwarves, humans, and even halflings. He favors gold over gems because of the former's ability to be molded into "living" objects. Brun is short and as broad as he is tall. He often sports a red jerkin, and his personal emblem is a red war hammer.

Beryl Wayfarer: MU2, N, Wis7. Beryl is a tall, lanky man (6', 133 lbs) whose attire sports autumn colors to match his chestnut hair. Beryl is not a Vanatic, but he hails from west of the mountains and has a history with the western dwarves. Beryl is interested in getting rich without risks, a position that hampers his employment. Beryl speaks the language of dragons.

Equipment: wand of metal detection

Dorcas Deepdelver: H4, Str6, Int8. Dorcas is a halfling woman who should have been born a dwarf. She has joined with the mountain dwarves of Norwold on many deep delving expeditions, even killing a giant serpent single-handedly in one altercation. Dorcas's curly brown hair falls to her waist. Her suede clothing is dyed dark green or brown. She is a

PERSONALITIES

slinger and marks her lead shots with a personal rune.

Grotto the Tall: D12 [1.25MXP in CM3], Con17. For the last half-century, Grotto the Tall (he stands 4'1") has been a dwarf on a mission, wandering among the world's dwarven clans, collecting news and legends of his dispersing kin. Grotto has a wild sense of humor, but he doesn't like jokes played on him.

Equipment: battle axe+4, hand axe+2 of returning, plate mail +3, shield +4 of absorption, horn of blasting

Hugi Tunneltrue: D6, C, Wis4. Hugi stands a mere 3'7" and weighs 128 lbs. He hails from one of the western dwarf clans, but he seems disinterested in joining the local Stormhaven community. The dwarf usually braids his long brown hair and beard. He vasilates between being a miser or spendthrift and goes through cycles of wasting and hoarding. Hugi distrusts horses and large birds.

Equipment: war hammer+1, shield bearing an upside-down "U"

Harold Forkbeard: F7, N, Str16, Int6, Wis17, Dex7. Harold is a giant of man (6'5", 225lbs.), who loves tavern brawls. He was forced to abandon his home in the far northlands (where precisely, he does not say) because of a blood debt. Harold strikes an imposing figure with a war hammer in one hand and bastard sword in the other, while his huge, blond beard is braided in two strands.

Equipment: chainmail byrnie, warhammer+2

Rolf the Wolf: F7, C, Wis8, Con6, Dex7, Cha8. Rolf is a slender man (5'11", 158lbs) of Hattian descent. His black hair is graying, and a fierce half-grin mars his face. Rolf was once a member of the Heldannic Knights but was expelled over his moody behavior and difficulty getting along with his fellow knights. He is now what is most hated by the Knights – a mercenary sellsword. The wolf-skin draped soldier has no qualms about raiding orcs, men, or elves, so long as the money is good. He is unworried of death, saying only that "dead is dead."

Equipment: battle axe+1

Hrothgar the Sly: T7, N, Str5, Ch8. Hrothgar is a small Norwolder (5'3",

118lbs.) who became enamored with Oceansend's city life. He passes unnoticed in most crowds, sporting mousy brown hair and a beard and his dark eyes always darting. The Sly justifies his line of work by claiming that the gods made enough money for everyone, and each it's person's duty to claim his fair share.

Ilona Firehair: F8, C, Dex16. Ilona is a strikingly beautiful, tall woman (5'11") from the Isle of Dawn with long red hair tucked beneath a conical helm. Her beauty is only skin-deep, however, for she is cruel, capricious with the fate of her prisoners, and caring only for a quick profit. Prior to becoming a mercenary, she was a caravan guard, and before that a thief. A golden, flame-shaped bracelet incircles her right arm, and a dagger lies ready hidden in her boot.

Equipment: four javelins +1

Sister Sanchia: C9. Sister Sanchia is a young, petite, and dark-haired woman. Sanchia is a Thyatian-descended follower of He Who Watches, who was trained by the Sisters of Sorrows in Ghyr. After that nation's Desert War against goblins and other humanoids, Sanchia felt a calling to leave the convent and travel the old Tellesian Way. She spent time with the Icereach Barbarians before passing through the Wyrksteeth and Hidden Valleys, finally reaching the walls of Oceansend. Enroute, she defended a small hamlet against bandits, but she is mainly known as a healer. Her surcoat bears a white dove, in honor of the Sorrows she left behind.

Equipment: mace+2

Rorie the Red: E10, Con17. Rorie (Rorydyl) was a Vyalian Forester with the Thyatian Imperial Forces. When Oceansend declared independence he remained behind in his adopted home city. Two years ago, the bearded elf led militia forces against orc bandits hiding in the caverns near Kreven.

Equipment: sword+2

Lenore the Beautiful: T10, N, Str7, Wis16, Cha16. Late in her adolescence, Ostlandic reavers kidnapped Lenore from her Helskan village. She suffered greatly at their hands, and at the hands of the Alpathian wizard who bought her (Edindol). After several years

of captivity, Lenore escaped and wound up on the streets of Landfall where she developed her skills and a taste for gemstones. Today, Lenore plies her trade throughout the coast, even venturing to Alpha on occasion. She is haunted by her captivity and goes out of her way to steal from those who traffic in slaves.

Equipment: dagger+2, 50' silk rope sash

Ulf the Sledge: D11, C. Ulf is a heavily bearded dwarf with no known clan ties. He has been a fixture in the hiring halls for years, selling his services as a one-dwarf grenadier army. With only three shield bearers to protect him, Ulf single-handedly beat down the gates to Blinz. The dwarf passes time at bars, using throwing feats to cover his tabs. According to the tales of his youth, Ulf wrestled and broke the back of a cave bear. He knew Aline Sigbert when the latter was governor of Oceansend, but no one believes the odd dwarf.

Equipment: war (sledge) hammer+2

Delsel Oaktree: N, E10 (Attack Rank M in M2) Dx18. Delsel is a Foresthome elf from Whispering Grove. He and his followers were misfits, unable to adjust to clanlife. They are now in Oceansend looking for opportunities.

Leandrax F5. Leandrax is a strong swordswoman who hails from the barbarian people around the Great Bay.

Zargos: NM. Zargos is an Alpathian commoner who works odd jobs around Oceansend. He is sometimes hired out by units for scavenger or mess duty. He has a habit of getting into trouble and needing others to bail him out.

Erydyl: E4. Erydyl is the Shiye captain of Erydyl's Greenbows.

Borin Swordbreaker: D4. Borin leads the Stoutfellows, a division of dwarven crossbowmen from Alpha.

Brog: Orc3. Brog commands a small, multi-arms group of orcs known as Brog's Crushers.

Gilmore: F5. Gilmore is the captain of Gilmore's Gallant Blades, an infantry mercenary unit.

Madrigen: F7. Madrigen is an experienced soldier and leader of the cavalry-dragon mixed unit, Madrigen's Lancers.

PERSONALITIES

Coiger de Mory: C27 (C34 in M2), C, Con 16, Wis 16, Cha 16. Coiger is an evil, selfish man with a passion to collect rare items. He carefully hides artifacts without record, relying on his photographic memory should he ever need to retrieve anything. This puts him into conflict with Landfall's AAA. More recently, Coiger has been seeking an item known as the Girdle of De'Rah.

Equipment: mace+4, hammer of flying+3, suit armor +4, shield+3

Lambert Bohn: C25 (C30 in M2), L, Wis16. Lambert is a fast rising Templar of He Who Watches (see Gaz F4). He is on a long spiritual journey to find his patron, and the next phase of his quest requires that he find the Girdle of De'Rah.

Equipment: mace of flaming+3, hammer+4, plate mail of healing +3, shield +2, cape of protection +2

Peiglle: D7 (D12 in M2). Peiglle is the jailer for Coiger de Mory. Coiger discovered the embittered dwarf during his explorations of the west and brought him back to work in his sanctuary. Peiglle is not sadistic, but he is rough and violent with his charges when they get out of line. Peiglle also does some legwork for the wizard, going into Oceansend to collect supplies.

Equipment: sword+3, plate mail +4 of ethereality, shield of electricity +3

Assistant: an athach

Dondella: A lady of Oceansend. Dondella is a potential patron for the party. She could also link the party to some of the smaller storylines of the region, such as Melissa the Fair and Rogahn the Fearless and the Order of White Drakes.

Fortios: F1. Fortios is a brash Darokinian adventurer and acrobat who thinks his rapier can stand up to any weapon.

Sire Entrechat: F9. Sire Entrechet is an Averognian knight and merchant in search of a dominion lord. He recently contracted rat lycanthropy two days' ride from Relfren (he knows nothing of the town's plight).

Edindol: MU24. Edindol is an Alphatian wizard interested in setting up a tower along the Alphatian coast near

Lighthall or in the Isles. In advance of this, he has begun visiting the hiring halls as a perspective employer. Edindol retains the smug elitism of the Alphatian magocracy, and he will refuse to acknowledge the authority of King Ericall, even if he is the son of the Empress.

Lyla the Mist Witch: NW. Lyla is one of the better-known Swamp Folk living on the Isle of Dogs. The locals know her as a skilled, if odd, herbalist capable on producing salves, pultrices, and elixirs.

Gints: F2. Gints is one of the People of the Mist that live within the Marshes. In his youth, Gints left the swampy confines for Oceansend and worked as a mercenary. Today, the tattooed man works the marshlands as a hunter and fisher. He is will to serve as a guide to outsider parties, but he does not speak of his time as a mercenary.

Sigbert's Nine

These are potential recruits to accompany Aline Sigbert on her final tasks as a candidate for Immortality, including the defense of Shillabeer Gap in Thyatis against a horde of Altan Tepes trolls (*IM3 The Best of Intentions*, by Ken Rolston). For the best adventurers and mercenaries, she has come to Oceansend to collect on debts. Her trials could also be used as an arc for PCs during their Expert years.

Aline Sigbert: C34. Born Aline Sigbertsdatter in 869 AC, Aline was a supporter of Gabrionus IV before he took the Imperial throne of Thyatis ca. 900 AC. She was rewarded for her loyalty with control of the new Oceansend colony. Aline remained at the post for over two decades, but retired soon after her elevation to duchess.

She disappeared from view, only to reemerge under the identity of Liena, a cleric of Vanya. Liena married a Northman named Tor with whom she had another son, Thrainkell (the future Thyatian Emperor, Thincol the Brave). Liena played a significant role in Oceansend's independence, but disappeared soon after. Her whereabouts over the subsequent decades are not

presently known, but she reemerged in the last 5 years as the adventurer Aline Sigbert, heroine extraordinaire. Her twin goals are the preservation of Thincol's and Yarrvik's line.

Charek Walda: F31, N. Charek is a great warrior of Sind and is deeply in love with Aline. He will recommend against suicidal stands, but in the end, he will always be at her side.

Dernfara of the Southern Isles: MU30, N. Dernfara is a wizard of unknown origin, someone Aline encountered during the lost years. He is a mercenary with no compunction about leaving a bad situation. Dernfara is unlikely to be encountered in Oceansend except in Aline's company.

Lendor: F10. The Karameikan Lendor has experience fighting trolls in the Altans. He has promised to aid Aline should she ever call, and he will honor that oath with grim determination.

Anarchak: C15. Anarchak is a cleric with the Church of Thyatis. He does not personally know Aline, but might be assigned to aid her as a representative of the Church.

Bynar Raedwulfson: F20. Bynar is a Vestlander who has earned great renown in his country for his battles with the denizens of the Trollheim Hills.

Vestri Thjorfrson: M12. Vestri studied at the Uppsala College of Magic in Vestland. He is a traveling companion of Bynar, but he does not share the warrior's zeal or recklessness.

Drogo Prickthorn: H8. Drogo is a Halfling with kin at both Wereskelot (the Five Shires) and Luln (Karameikos). He is a wandering storyteller who has fallen in with Aline in search of a great story. This bard could be instrumental in spreading the legend of Aline.

Brethil Moonkindler: E10. Brethil is an Alfheim adventurer who has come to be in the debt of Aline. He will honor his debt but he won't throw away his life in a suicidal cause. [Note: Brethil means "Dragon" in the GazF Elvish lexicon-Ed.]

NEW MONSTERS and TREASURES

Norwold's coast is home to many monsters. Most creatures have been catalogued elsewhere, but three are believed to be indigenous to the region.

Lycanthropy

	Weredeer	Weredog
AC	6	5
HD	3*	4*
Move	210 (70)	180 (60)
Attack	2 hooves or butt	1 bite or thrash
Damage	1d4+1 x2 or 1d6+1	1d4+1 1d8+2
No.	1(1d3)	1 (1d3)
Appearing		
Morale	9	11
Alignment	N/C	N/L
Intelligence	10	10
XP Value	50	125

The weredeer and weredog are two strains of lycanthropy unique to the Oceansend region. The diseases were carried out of Alphatia quickly after the experiments of Khevan Whitehair accidentally produced modern lycanthropy six centuries ago. The surviving carriers escaped into the woodlands of the Strand and the Isle of Dogs, respectively.

Neither breed is particularly large in population – perhaps a few dozen each – but they have inspired legendary figures such as the Deerman of the Finsterwald and the Master of Hounds on the Isle of Dogs.

Each weretype can summon 1d2 common animals. The weredeer has a special *hold* ability that causes those watching it to stop in amazement (save allowed). This lasts until it bolts away.

On a natural 19-20, the weredog locks its bite on its victim and can thrash its victim each round (automatic). The lock cannot be broken without slaying the beast.

If you use *PC4 Night Howlers*, the weredeer and weredog advance as a werefox and werewolf, respectively. At 7th level, weredeer may hurl everyone within antler range up to 30 feet away. Victims suffer falling damage in addition to the normal attack. Weredogs gain the daily ability to issue a group command by bark and growl.

Deragorm

AC	9
HD	1***
Move	90(30)
Burrow	60(20)
Attack	Slap, weapon or special
Damage	1d4, by type or special
No.	1d4(4d10)
Appearing	
Morale	11
Alignment	C
Intelligence	5
XP Value	8
Habitat	Moist Areas

Deragorma are a vile form of undead shaped like dwarves but actually composed of a writhing mass of grey worms. They were common in Norwold during the first few centuries following the Great Rain of Fire, but they have been rare ever since.

Deragorma's wormy nature grants them several abilities. The first is the ability to travel underground. The creature's form divides into its constituent parts. Travel by this mean can only be done through soil or compacted dirt. A dergorm cannot burrow through stone and rock.

The creature also heals at the rate of 1 point per hour while underground. Nearby, normal worms are drawn to the mass and corrupted into new grey worms.

Deragorma may attack with either a weapon or merely slap with their hands. Additionally, these creatures can drop worms off of their body and into the mouth of a pinned opponent (as per wrestling rules). Victims must save vs disease or be consumed from within by the worms at a rate of 1 point per turn. Those killed in this manner do not become deragorma, and the manner of their generation remains unknown.

There is one final defensive benefit for the creatures. Non-magical thrusting weapons cause minimal damage, as the worms slide around the weapon. This includes, bolts, arrows, spears, and daggers, and sling bullets. Normal slashing weapons cause half damage. Blunt weapons cause full damage, but if the attack roll was a natural 18-20, the weapon becomes lodged in the worm mass and must be pulled out (treat as

open doors).

Deragorma possess all of the standard immunities of undead, and they are turned as zombies. When turned, the worm mass explodes before disappearing into the soil. If the turn attempt results in the destruction of the creatures, the worms are charred after exploding.

Ancient Treasures

Girdle of De'Rah: Legend says that the original owner, the cleric De'Rah, was a breathtakingly beautiful woman who could see through any deception or cure any illness. De'Rah was a follower of He Who Watches and aided in the defeat of the Onyx Ring and sequestered the dangerous Death Stone (see *Gaz F2*).

Her girdle has been lost for over a century, and both the wizard Cogier de Mory and the paladin Lambert Bohn seek the item.

In its true form, the girdle appears as a belt constructed of small platinum links intertwined with strands from a unicorn's beard. The buckle is composed of three oval plates of a lustrous blue-gray metal. These plates produce a reflection of infinite repetition. Currently it appears as a worn belt of blue-gray leather – it does not radiate magic.

Activation of the Greater Artifact requires grafting De'Rah's mummified feet in place of one's own feet. For additional details see module *M2*.

The Eye of Akra: This is the left eye of the Ice Witch. The orb was ripped from Akra by one of her fellow witches during the betrayal, but the eye was lost in the mayhem. It is now frozen behind layers of ice somewhere in the mountains. The crones crave its recovery.

The possessor of the eye can cast several ice and cold related spells (referee's choice), but those who graft it in place of their own eye can control creatures of the cold and the weather itself. The wearer also has truevision. Removal of the eye leaves the former wearer permanently blind and defenseless against the cold.

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Sample adventure arcs have already been presented for some of the specific areas of the region. This section briefly covers two full arcs – one for a mercenary campaign, the other for a traditional adventuring path – as well as some one-off adventures.

Stripes (Levels 1-4)

It is hiring time in the great city of Oceansend, and scores of would-be heroes – including the PCs – are eager to join a mercenary company. It's time for the party to cut their teeth and find out if the life of a sellsword is for them.

The Hitch: The PCs have just arrived at Oceansend. They must navigate the city and the hiring halls to find just the right contract for them. Some will turn them down, others fleece them for a consultation fee, and yet others are angered and vengeful over the party's failure to sign on.

Spoiled Milk: Unglamorous work greeted the party when they arrived at their new garrison, but just as the boredom seems too great, a simple assignment comes up: escort the lady of the estate to a nearby village. Nocturnal kidnappers strike midway through this journey, and the party alone will have to find and rescue her before it's too late.

Guard Duty: After rescuing the grateful lady, the PCs are bumped up from menial tasks to guard duty. The party's trouble is split between the increasingly uncontrolled members of their unit and ever more frequent incursions by magically aided raiders. Will the characters be ready when a full assault comes?

Bandit Hunters: Whether the village withstood the assault or fell, its lord's final mission to the mercenary unit is to hunt down this bandit army and exterminate them. Through a mix of outstanding work and battlefield casualties, the PCs form the bulk of the unit's leadership. But what will they do, when they discover the bandits – one of the recruiters that the party rejected – are protected by a neighboring lord?

The Strand (Levels 5-9)

The experienced characters return to Oceansend to secure a new contract. Open war is set to break out between two dominions and they are emptying the halls. The dominions can be those from "Stripes" or another pair. This arc also can be extended by drawing in additional dominions and foreign interests.

Alone in the Dark: The party is sent out to recon the opposing force's strength and position. As they slowly cross through enemy lines, the party stumbles upon a hidden site where more than weapons are manufactured.

Picket and Charge: Military forces are mobilizing, and the characters lead their squads against enemy lines. If they fail, their side will be exposed to a flank.

Head Hunters: The PCs must neutralize the opposing field marshal by leading their squads in a commando raid.

Incident at Goose Creek: The opposition was stunned by the daring attack on their HQ and withdrew to their stronghold, but saboteurs were left behind. At an unremarkable stream, the hanging of one of these saboteurs unleashes a magical distortion of reality.

Assault on Fiehold: The war reaches its climax as the party gathers new allies and units to take the offensive and capture the opposing capital, Fiehold. It is by no means a foregone conclusion that the party's forces will prove victorious, and the eyes of the Strand will be on them in the war's aftermath.

Training Days (Levels 10-12)

The party is heralded or hounded as a consequence of the dominion war, and a new lord signs them to train his fledgling guard and heir. A positive reputation leads to a generous contract, while a poor one insures that the lord in question is poor and has few other options.

The Cadre: The party must assess the situation, work out a training regime, and blood these troops before another round of conflict arises. They are hampered by knights and seneschals jealous of interloping lucre-warriors.

Riot Duty: The gig has been an easy one thus far, but the jealous factions (or

justifiably upset citizens) have ginned up a riotous situation in the town. The party's young troops must suppress the mob, rescue important personnel, and find the cause of the mayhem. The party, meanwhile, must keep the heir alive.

Relief of Ally: Things stabilize in town when word reaches the lord that an ally is being attacked by a substantial force. Is the cadre ready for war? The party can segue from the mercenary life to dominion leadership at the conclusion of this adventure.

The Fall of Bluewater (Levels 13-18)

After many years of making a name for themselves the party joins Bluewater, a well-regarded company. Alternatively, the party forms its own unit. The problem is that their next contract threatens to strip the company of its strength, independence, and reputation.

Rival Force: Bluewater is not the only new unit for this employer. The Drago Hussars have a history with Bluewater (or the party) and they take every opportunity to confront their "ally."

Thrown to the Wolves: The units are sent on campaign in another conflict. How will the characters react when they discover that the opposing forces are several times larger than expected with advanced weaponry/magic? And what will they do when the Hussars willfully expose Bluewater's flank?

Company Store: The unit's supplies have been depleted, and they must turn to the Company Store. Finances are bled dry and payments are held up. It is a recipe ripe for pillage.

The Blackmoor Cache: Bluewater needs a fast cash infusion, and its leader convinces the party to look into rumors of a nearby treasure trove. But the trove holds more than gold – it is a repository of ancient weapons and technology from the forgotten Blackmoor civilization.

Turncoat: Someone within Bluewater has alerted the employer to the treasure trove. House forces set upon the mercenaries, and it is all the PCs can do to escape.

Flesh and Blood: Bluewater is destroyed, but those few who remain

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know this injustice cannot stand. The characters must take down their former employer, destroy his holdings and see to it that no one ever forgets the penalty for betraying a contracted company.

On Their Own (Levels 19-30)

A little sadder, but a lot wiser, the party returns to the halls of Oceansend. The party has history with the ins and outs of the mercenary business, and they are ready to run their own units. The adventures in this arc (except the first) may be played in any order.

Recruiting and the Hiring Hall: The characters must decide what kind of unit to build and acquire the matériel and personnel to make it a reality.

Rescue the Diplomat: An official with one of the global powers is defecting with important secrets. The party's unit is hired to find and rescue him before his home nation captures him.

The Streets of Landfall: King Ericall or Alphatia has ordered conscription to bolster its forces. This has produced a continuous riot in the city of Landfall, and the PCs' forces must reestablish order.

War of the Coast: The Strand is engulfed in war. Note this can be the War of the Crown or another inter-dominion conflict with multiple factions.

Invasion of Helskir: Alphatia hires the units to partake in the invasion of Helskir and the Isle of Dawn.

The Rock: Someone is fed up with the piracy of Garald the Blue and contracts the party for a nautical campaign to locate the pirate's rocky island and launch an amphibious assault.

The Eels: Minrothad is angered over trading issues, and the Eels have been sabotaging competitors' ships and harbors. The party's units are hired for protection and as a counterstrike force against Minrothaddan shipping.

Vanatics: The barbarian hordes of the west are on the march once more. The PCs' units must defend the beleaguered villages of the Finsterwald.

The Flying Vessel: How do the characters' forces defeat an opponent that never lands? Potential foes include

Zandor's Flying Castle, Alphatian Skyships, and the Warbirds of Heldann.

Internal Dissension: One of the great dangers for mercenary companies is the young turks seeking to take over. Will the PCs be able to smooth out any issues, or will an internal civil war tear apart the organization?

Dragon Raid: The party is hired to destroy a dangerous foe – a dragon who has been laying waste to numerous outlying settlements.

Sterling Reputation: Polish and shine, and a reputation for fulfilling a contract make a unit elite. In a heavily role-played scenario, the PCs see to it that their units are exactly how and what they want them to be.

The Best There Is At What They Do (Levels 31-36)

The characters have one (or more) of the premiere mercenary companies in the world. In an optional route to Immortality (part Dynast-part Paragon-Part Epic Hero), the characters show their professionalism and skill knows no bounds as they lead their forces to victory across the globe. If they are successful – no mean feat – people from Norwold to the Known World, and from the Savage Coast to the Isle of Dawn, and points beyond will know of the fame and prowess of the characters' mercenary companies.

Into the Unknown (Levels 1-5)

The fresh-faced characters are ready to tackle whatever strange endeavors promises the allure of risk and reward. The inns are full of gossip and legend to set the party on their way.

Drydock: Someone is stealing a merchant's wares and grain from his warehouse. Can the party prevent the lowlife – literally and figuratively – from robbing the merchant blind?

The Fields of Valor: The thankful merchant commends the party to Lady Dondella. Her husband died in the Alphatian Spike, but his returned spirit begs for the recovery of his sword from grave robbers and the deragorma.

The Sword and the Stone: The recovered sword contained etchings which Lady Dondella cannot decipher. She will not part with the weapon, but she will give the party a rubbing of the design – a coded map to a seaside cave. Unknown to the cave's current denizens, a powerful magical stone rests amid traps and strange, four-armed lizardman statuary.

The Magic Dragon Puffs: A few miles up shore, a pair of small dragons rook along the cliffs. It is breeding season, and the two are increasingly territorial. Getting the stone back to civilization will have to wait, as the locals need the help of dragon slayers.

Cityscape: A weary party makes its way back to Oceansend for a well-deserved rest. While they easily unload most of their haul, no one can figure out the stone. The merchant suggests contacting the Association for Antiquities and Acquisitions in Landfall. Coiger de Mory, a rival to AAA, also has heard of the discovery, and he sends his minions to steal the stone for his collection.

AAA's Darokin Stohn will be fascinated with the stone, but he cannot quickly identify it or the four-armed statuary (should the PCs mention it). He offers to buy the stone outright or, failing that, to work out a loan agreement. His translations can come out as necessary to push the party into a new adventure. Lady Dondella and the merchant can also be used to connect to other plots.

Windswept (Levels 6-13)

The party turns to the northeast of the Strand in search of the Eye of Akra, the magical orb of the Ice Witch of Norwold. As their quest progresses, they learn of the forgotten history of the land and face the crones and the Immortal trolls.

The Mire and the Murk: One of Ericall's new lord's has claimed portions of the Marshes. He hires the party to survey his domain and clear out any dangerous wildlife. Amid the battles with leeches, water serpents, and kobolds, the party finds traces of the People of the Mist and an ancient altar with yet more etchings like those from the Dondella Stone.

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Vampires in the Mist: No sooner do the dominion lord's settlers arrive than a mysterious death works its way through the population. The lord blames the ghost-like people of the mist, but the truth may be closer to home.

The Freezing Kiss: A flock of small white dragons sweeps into the dominion and takes off with several victims, including the lord's daughter or people close to the characters. Harsh winter hits the land, and before the PCs can give chase, they are beset by the forces of Jendala the Crone.

Prince Garathag: If the PCs were able to work out a peaceful arrangement with the People of the Mist, they point to Prince Garathag, an Immortal troll who lives in the coastal marshes. Garathag can explain what Jendala and her fellow crones seek, but his aid is not free (though payment can be delayed).

Jublingen: The party must recover a weapon and compass from Jublingen, but the ruined river town is filled by the minions of Vathyria the Wet Hag, deragorma, and a rogue devilfish. The hag flees if the party looks to succeed.

The Old Abbey: Following Garathag's directions, the compass leads the party to ruined keep atop a great hill in the north. The site was used by ancient Antalians before and after Rag-Loark for gruesome rites, and those ignorant of the past are doomed to suffer its painful lessons.

The Well of Mimir: Continuing northward, the wintery weather worsens and the compass begins to fail. The party shelters in the forest as hill and frost giants move forth in search of game. The characters can discover from the giants that the witches and their dragons abide deep beyond the Wetterlinger Falls in the Peaks of Snorri.

The Eye! I Must Have It! The crones and hags are set to renew the reign of Akra, but they are split in different factions over who should lead. Prisoners from across the Strand are held in the ice caverns. The cabal must be broken before it is too late and they free the eye of Akra from its icy entombment.

Should the witches be defeated, the harsh winter will subside, and the party

will be in possession of the Eye and the goodwill from many areas of Norwold. Should they fail, then Norwold enters a time of great tyranny. Note that Frota (*Rogues to Riches*) need not be a part of this particular plot, but her name should be dropped as a hint for things to come.

These Are the Days (Levels 14-18)

Troubled days loom ahead for the Strand and the party. Petty grievances place the party in official jeopardy, and only the wilds offer refuge.

Lenore: Lenore the Beautiful has learned of Edindol's new tower, and she pleads with the characters to help purloin certain items – a cover for the assassination of her former owner. The thief offers documents under the seal of King Ericall (forgeries) that hold Edindol to be in rebellion and offering a reward for his capture. Even if they are successful, the false color of authority will have consequences for the party.

Reavers: Edindol, or his successors, hires reavers to punish the party. Every community they are affiliated with is struck, as are those of Lenore. Knights of Alpha have also been summoned to arrest the party and bring them before Ericall. The party must save who they can and decide to face the music or flee.

Electric Slide (M4): If the party is brought before Ericall, they are given the choice of working on behalf of the crown or jail. If they fled, then Coiger de Mory offers them sanctuary for a task or two. Both patrons need a huge blue dragon, Dominagon, dealt with. The PCs might have an unlikely ally in the guise of Granite, a mountain giant, and if working off their service, they will be accompanied by LEA members.

The Wands of Thuringer: A cabal of wizards tied to Edindol and the criminal organization GHOST (see *Gaz F8*) has seized control of Thuringer. They operate along the coast capturing or sinking ships of every non-Alphan nationality, hoping to trigger a war. Ericall needs them stopped, and Coiger wants their secret weapons.

War of the Crown (CM1): Thyatian agents within Norwold have been

activated and forces are now landing. The fate of Norwold is in the hands of the party. If the party aids Norwold, Ericall forgives all obligations (regardless of service previously). Coiger counsels neutrality, but he allows the party to leave and take up arms for their chosen side.

That Try Men's Souls (Levels 19-24)

The War of the Crown is only the beginning of conflict on a grand scale.

Knight Life: The Heldannic Knights invade the Strand. Landfall, Lighthall, and Oceansend are all priority targets, and King Yarrvik asks the party to defend his city. As mercenaries are hired, the PCs must shore up defenses or take the fight to the Knights.

Relief and Ruin: Ericall and Yarrvik must work together or see all of Norwold fall to Vanya's Knights. Can the PCs broker a final arrangement, or will the kings see the coast under the white and black banner of the Order?

The Eaters of the Dead: The conflict has claimed untold lives, and the corpses of the dead litter the fields. The carrion has attracted dread scavengers: gargantuan garrison crawlers, ghouls, thouls, dragons, and the beastly Chimera of Doom.

Immortal, Beloved: The hunger has come to Prince Garathag. Storms gather across the seas, and the once sagacious troll stands amid the carnage of seaside communities. The party is faced with a terrible choice: allow the feeding to continue to save Garathag or kill their tragic benefactor.

The Norwold Eddas: Norwold has endured a time of great sadness, and its memory should not be lost. The party accompanies bards and Arik de Chevass as they collect the tales of the people for posterity.

Frota's Winter (Level 24)

In this stand alone adventure adapted from *Rogues to Riches*, the Ice Witch Frota has been freed from her frozen prison and is now headquartered in the Ljallenvalls north of the Great Bay. Joined by Princess Mara and even

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Heldannic Knights, the party must stop Frota from claiming the Eye of Akra and end her wicked rule.

Ragnarok (Levels 25-36)

The twilight of the old world is at hand as forces – mortal and Immortal alike – align for a great battle.

The Girdle of De'Rah (M2): The paladin Lambert Bohn and the collector Coiger de Mory are in fierce competition for the Girdle of De'Rah. The characters are pulled into their rivalry and region-spanning adventure.

The Attack on Dawn Rising (M2): Fire giants are increasingly seen south of the Peaks of Snorri. This is all leading up to an attack on the village of Dawn Rising.

Night of the Beetles (M2): As the characters investigate the region's increasingly frequent earthquakes, they find strange machines underground that magically produce earthquake beetles. If that weren't enough, the underground passages are made by a purple worm.

Vengeance of Alphaks (M2): The anti-Alphatian Immortal is not through with Norwold. He orchestrates a new war – one where Norwold is pitted against Alphatia. Baron Norlan of Qeodhar, angered over his denial of engagement to Eriadna's daughter, is the key agitator, and he plans to betray Alphatia to the Thyatians. Norlan raids the coast, while the imperial flying castle and its wings of pegataur soldiers and undead play havoc with Norwold's supply lines. Norlan supplements his forces with Thonian Mercenary Raiders, the Pirates of Minaea, and a warfleet of Alphatian nobles, with the Minrothad Fleet providing transport.

The Rainbow Bridge: Heimwahl has been found! The gatehouse to the historical Bifrost lies beneath the waves of Strimmen. But it is now the domain of aquatic beasts that have no intention of yielding their home and treasure.

The Harrowing of Velkka: The innumerable wars of Norwold have left an exhausted Strand vulnerable to more ancient enemies. The fire giants and their allies fly forth from Velkka's fiery depths to establish a new giant kingdom. The

PCs must gather unusual allies – mountain giants, dragons, sphinxes, even frost giants – or stand alone against the children of Surtr.

Thor's Hammer: Either Darokin Stohn or Coiger de Mory is convinced the legendary Mjollnir is real and is willing to work with the party to locate the fable artifact. The historic weapon of Donar was captured for a time by the Great Horde of Loark and discarded. Since then, it has wandered from treasure trove to trash heap.

Valhier: The characters must contact the lost Valharian warrior women and choosers of the dead. But what can the party do when only the dead can meet them? A plane-hopping adventure.

Unchained Malevolence: The Alphatian wizard Gargantua has created his most perfect beast – Fenris. How can the party stop a ravenous beast who can swallow a giant in a single gulp and heal from the gravest wound?

Lake Ashtagon (M4): Ashtagon's reputation grows ever more foul, but none suspect there are devilfish in the waters. To what end do these evil creatures labor?

To Trap an Immortal: Alphaks, or another villainous Immortal who has instigated Norwold's wars, must be stopped before any further damage can be done to the world. The party must join with the Aesir, Vanir, and their allies to seal the Entropic fiend in a prison plane.

Talons of Night (M5): Peace in Our Time – that is the goal of the Conference of Helskir. On behalf of their appropriate lieges, the characters must conduct globe-spanning research and prepare to argue their cases. All is not as it seems, however, and a dark force seeks to prevent peace at all costs – including the kidnapping of emperors to Entropic planes.

Other Adventures

The Witch of Windcrag (Dun.51): by Stephen J. Smith, levels 1-3. Legends tell of a mysterious old spellcaster that dwells in a Cliffside cave on Windcrag Mountain.

Alexa's Endeavor (Dun.53): by Christopher Perkins, levels 4-7. One of the new lords of Norwold has had his castle taken over by bandits. The party must liberate Justheart Castle, but first they must pass through the bandits' impenetrable shield.

Arena of Garald the Blue (CM): Garald is a cruel pirate whose base of operations is a small island in the Western Sea of Dawn. Garald captures people from the coast and takes them to his island fortress. There they are pitted in wrestling matches for his amusement – against one another or against monsters. Can the characters' escape?

National Disaster: A terrible disaster – a harsh blizzard, earthquake, volcanic eruption, or great tidal wave – is set to hit the Strand. The characters can try to prevent it, or, failing that, tend to the aftermath. If *Wrath of the Immortals* is played out to its conclusion, such calamities are a natural by-product of Alphatia's sinking.

Earthshaker! (CM4): Tensions mount between two neighboring dominions (the Duchies Stamtral and Vyoistgrad in the module) just as a traveling carnival comes to town ... with a 1,280-foot tall mechanical man in tow. The Earthshaker is an impressive instrument for amazement, but its worth as a weapon in Norwold's petty wars is doubly so.

Where Chaos Reigns (CM6): It is a brief moment of quietude on the Strand. While traveling, the PCs enter a quaint cottage on the trail, only to be whisked away to the Nexus. They must travel to different time-periods to save the history of the world of Aelos and put an end to the timeline-threatening oard.

Shillabeer Gap (IM3): The party is recruited as part of Aline Sigbert's new force. They stand against the Altan Tepes troll nation, which threatens Thyatis City.

Adapting Published Adventures

G1-3 Against the Giants: This trilogy can be used in and around Snorri's Peaks. There are no drow on Mystara to serve as the ultimate masterminds, but the frost giants could be under the control of Ice Witches.

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T1-4 Temple of Elemental Evil: Hommlet is either a small Norwolder village in the Finsterwald or a recent land-grab settlement, and the Temple is a bizarre relic of many ancient times. Influences from the beastmen of Blackmoor to ancient Nithians, and even the Eridians and Vanatics played a part in making the Temple what is.

Timing the Adventures

The adventure hooks presented here occur independently of the events presented in the *Wrath of the Immortals* and the *Poor Wizard's, Joshuan's, and Mystaran Almanacs*. If your campaign uses those timeline-advancing resources, here are suggestions for interweaving these adventures.

The first half of the mercenary arc "On Your Own" is fully compatible with WOTI's Great War.

The War of the Crown can be played out as part of the larger Great War. If run earlier, the former serves as an additional catalyst for latter. In a post-*Wrath* setting, the War of the Crown concerns Heldannic, rather than Thyatian, intrusion.

The Vanatics arc should be played out during a period when large military units are occupied or sorely depleted. This leaves stopping the barbarian hordes to a handful of skilled heroes.

As written in the novel *Rogues to Riches*, Frota's War takes place between the fall of Landfall and the attack on Oceansend. It can be shifted after 1011 without problems, although Lernal the Swill will have died in prison by that point in time. For the Heldannic Knights during 1014-1019, the quest is part of their restoration in the eyes of their patron, Vanya.

Norlan's (Second) War in *Veangence of Alphaks* can be used as a successor conflict to the War of the Crown in 1008-1009. After the destruction of Alphatia, Norlan's betrayal is against Prince Zandor's new Alphatian Council.

Future Regional Timeline

1004-1009 AC: Wrath of the Immortals. Alphatia is embroiled in a global war against several Known World powers. Oceansend's hiring halls are filled.

1010-1019 AC: The Almanac era. The Heldannic Order invades coastal Norwold. Later, open warfare breaks out among coastal dominions.

1020 AC: All-out war between humans and orcs.

Year by Year

1004 AC: Thyatian warships are accused of piracy. Erewan elves arrested for murdering General Torenal. During their rescue, fire destroys the sky-ship port of Aasla. Claransa abdicates her baronial charge.

1005 AC: Declarations of War.

1007 AC: Heavy winter hits Norwold's coast. Alphatian fleet rounds Helskir.

1008 AC: Isolated outbreaks of the Freiburg Plague appear in Norwold. Alphatia overruns Helskir. Eruul Zaar is crowned King, and he marries Princess Asteriela.

1009 AC: Week of No Magic. Shiye-Lawr elves abandon Alphatia before it is destroyed. They settle in Norwold.

1010 AC: Heldannic Knights conquer Landfall. Ericall prepares for war.

1011 AC: Heldannic Knights sieze Oceansend after a year-long campaign against blizzard, dragons, and Ericall's relief force.

1012 AC: Thyatian Emperor Thincold dies. The Alphatian Council is formed by surviving nations. The Heldannic Knights push deeper inland.

1013 AC: Severe earthquake in Norwold is felt as far away as Freiburg, the

Denagothian Rock Hills, and the Landsplit River. A comet graces the skies for seven nights. Gale winds buffet the coast of Norwold.

1014 AC: The Knights lose their clerical powers. Helmut Jascke's forces surrender to the Wolkenbergers.

1015 AC: Olaf Yarrvikson captures Heldannic Governor-General Hermann Adalard and declares Oceansend independence.

1016 AC: The Heldannic Order conquers Stormhaven. Hölger Scholz (C5) installed as overseer. Attempts to retake the southern Strand stopped by Jaschke's self-styled County of Wolkenburg (sic).

1017 AC: Helmut led the Wolkenburg and Finsterwald people against renewed Heldannic incursions.

1018 AC: The Heldannic Knights final assault failed to penetrate the Finsterwald beyond the Wolkenberg's eastern fringe. A holy civil war rages in Heldann. A green dragon displaces the Kildorkak dwarves from their primary cavern. Thyatis captures the Isle of Dogs (Barony of Canium).

1019 AC: Ostlanders establish Huninhold and Muninhold on Strimmen and Frigsun Islands.

1020 AC: The Known World is pitted in an all-out war against humanoids. There is an ever greater need for mercenaries.

The Norwold Saga

If you enjoyed this work, be sure to check out the other entries in the Norwold Saga collection, available free for download from the Vaults of Pandius.

Gaz F6 The Amber Shores of Littonia

Gaz F7 The Heldannic Order

Gaz F8 The Streets of Landfall

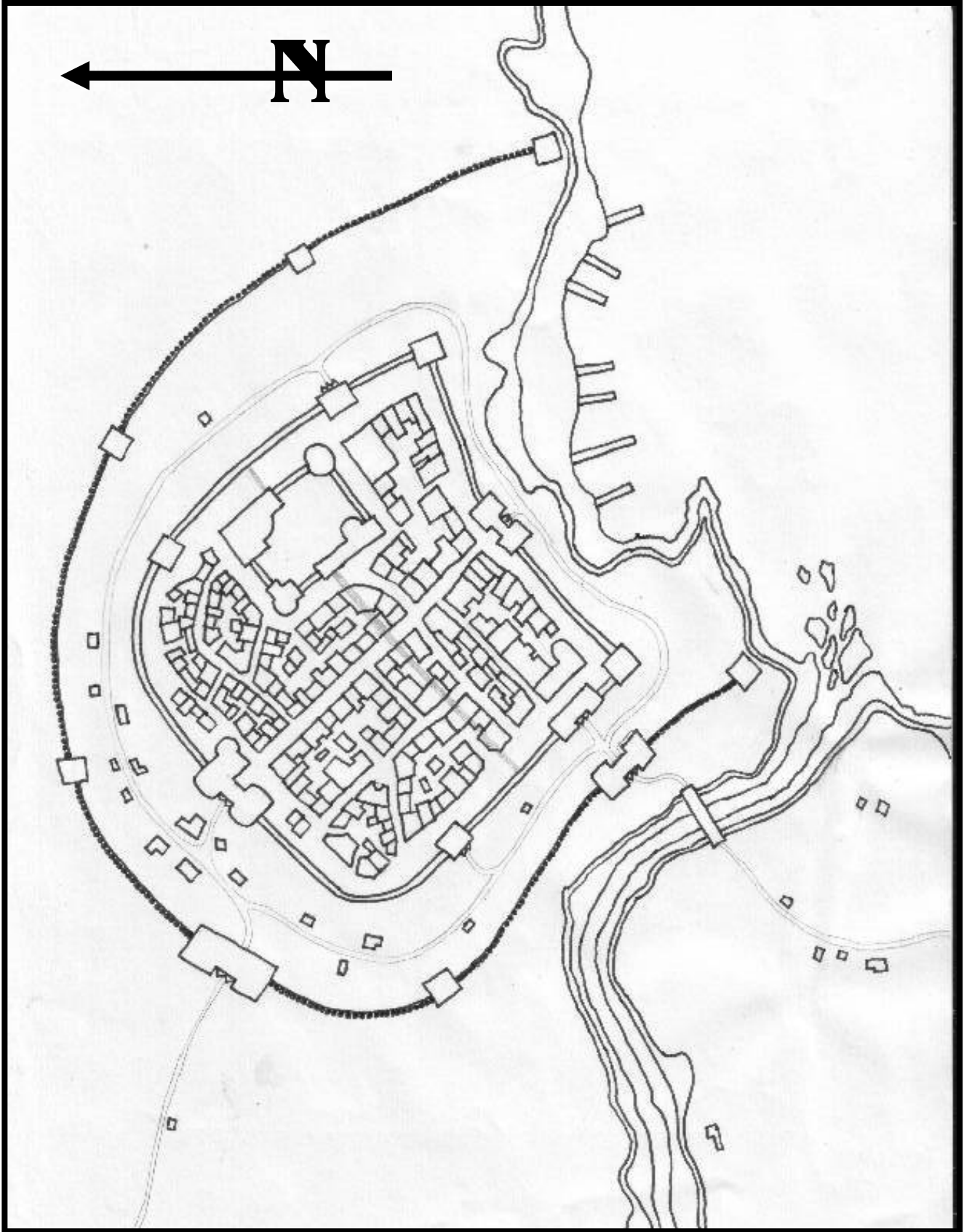
Gaz F9 The Free City of Oceansend

Gaz F10 Kaarjala (Late 2007)

Gaz F11 The Open Arms of Leeha (2008)

Gaz F12 Ericall's Norwold (2008)

MAP OF OCEANSEND



CREATING CHARACTERS FOR OCEANSEND

Available Character Classes

All of the standard human classes and demihuman racial classes are available in Oceansend. Although the Thyatians imported the forester and rake classes into the region during their occupation, neither made a significant impact. The former also had to compete against the more popular native ranger (a new skill-based, non-casting class).

With the approval of the referee, the following class options are available to characters in Oceansend: low-level druids (in the wilds), Northern Reaches godar and wise women, and humanoids (Oceansend mercenaries only).

Demographic Options

Every major demographic or ethnic group has its representatives in Oceansend. The most populous groups are the native Norwolders, Thyatians, and Alphatians. In other settlements, the populations become more monocultural. The greater majority of these places are Norwoldensian, with Alphatians being more numerous in the north or near Lighthall, and Thyatians closer to Oceansend and in the south.

Adventuring elves are more likely to hail from the Known World or Alphatia than from the regional Foresthomes. Dwarves, by contrast, are evenly split between the local Stormhaven families and Known World imports. With no regional communities of their own, halflings are universally from the Known World.

Language in Oceansend

As a former Thyatian colony, it is only natural that Thyatian is the common tongue of the Kingdom of Oceansend, but beyond its reach Norwoldensian or, less commonly, Alphatian is the common language. Further complicating matters, the residents of Saffir speak both Traladaran and Thyatian.

Native humans are advised take their cultural tongue as their starting language and to fill out any bonus slots with the languages cited above. Tertiary language choices come from satellite populations and include Vanatic, Sargathic

(humanoid), or Dengar (Dwarvish).

Stormhaven dwarves have an initial language package of: Dengar, Thyatian, Norwoldensian, Sargathic, and Hymssprach (giants). Foresthome elves begin with the same list except Alphatian is substituted for Thyatian.

Characters hailing from other parts of the world may have languages more appropriate to their place of origin.

Starting Skills

A character's background should inform his initial skill choices, but Oceansenders display a wide range of training. In the box below, appropriate choices are listed for natives of the region. The referee is free to augment or ignore these suggestions or to impose requirements on unlisted character types.

Norwoldensian (Regional): one of regional history, skald, or a labor, agricultural, or craftsman skill

Swamp Folk: survival (swamp), one of tracking or herbalism, and one of agriculture, hunting, or fishing

Foresthome Elf: two of carpentry, logging, tracking, forest lore, or Elvish History

Dwarf: two of signaling (yodeling), metallurgy, giant lore, engineering, or a craftsman skill

Armor and Weapons

Any weapon or piece of equipment normally found in the Known World can be had in Oceansend except full suit armor, blow guns, and bolas. Scale and banded mail are particularly common forms of protection along the Coast. Individual item prices do fluctuate up to 50%, however, as smithies and armorers strive to fill bulk orders for the various mercenary companies.

Names

Characters with cultural ties to the Known World, Alphatia, etc. typically follow the naming conventions of those locations, but cross-tradition names are not uncommon.

Foresthome elves have names similar in style to the Shiye elves of Alphatian. It is not dissimilar from names found in

Alfheim, but there is a greater frequency of ye-form names. Examples: Shiye, Lothiye, Feadiye, Yellendar, Yessimir.

Norwoldensian names resemble those of modern Norwegian.

Norwolder, Male: Åge, Aksel, Albin, Alf, Anders, Andor, Ansgar, Arme, Aron, Arvid, Asbjørn, Asgeir, Åsmund, Birger, Bjarne, Bjarte, Bjørn, Dag, Ebbe, Edvard, Egil, Eilert, Einar, Erik, Enok, Erlend, Esben, Folke, Frans, Frej, Fridtjof, Frode, Gjurd, Gregers, Gudbrand, Gulbrand, Gunnar, Gustav, Haakon, Haldor, Halle, Halvard, Halvdan, Halvor, Hans, Harald, Håvard, Helge, Hemming, Henning, Hjalmar, Holger, Ingemar, Ingolf, Ingvar, Ivar, Jan, Jarl, Jens, Jørgen, Kjell, Kjetil, Knut, Konrad, Kristian, Kristoffer, Lars, Leif, Lennart, Lorens, Magnus, Nils, Njål, Njord, Odd, Oddmund, Olaf, Ole, Øystein, Øyvind, Pontus, Ragnar, Ragnvald, Rasmus, Roald, Roar, Rudolf, Rune, Severin, Sigmund, Sigurd, Sindre, Sjurd, Snorre, Søren, Stig, Svein, Sverre, Tallak, Teodor, Thorbjørn, Thorstein, Thorvald, Tollak, Tor, Torgeir, Torger, Torgils, Tormod, Torstein, Torvald, Truls, Trygve, Ture, Ulrik, Valdemar, Varg, Vidar, Viggo, Waldemar, Yngve

Norwolder, Female: Agathe, Ågot, Aina, Alfchild, Alva, Anje, Annbjørg, Anniken, Arnbjørg, Åse, Aslaug, Asta, Astrid, Beata, Bergljot, Berit, Birgitta, Bjørg, Bodil, Borghild, Dagmar, Dagny, Dagrun, Elin, Else, Erika, Ester, Freja, Gerd, Gro, Gry, Gudrun, Gull, Gunda, Gunhild, Gunvor, Hedda, Hedvig, Hege, Helena, Helga, Hella, Henrike, Hilda, Hildegard, Hjördis, Inga, Ingebørg, Ingegerd, Ingrid, Ingvild, Janne, Jannike, Johanna, Jorunn, Kari, Karla, Kjellfrid, Kjersti, Kjerstin, Klara, Kristin, Laura, Lena, Lis, Lisbet, Lise, Liv, Magnhild, Maja, Marit, Mona, Monika, Nanna, Nora, Olga, Ragna, Ragnhild, Runa, Sanna, Signe, Sigrid, Sigrun, Silje, Siri, Siv, Solveig, Sonja, Stina, Sunniva, Svanhild, Synnøve, Tea, Tekla, Thora, Thyra, Tine, Tone, Torborg, Tordis, Torhild, Tove, Turid, Tyrid, Ulla, Ulrika, Ursula, Vanja, Vibeke, Ylva

SPECIAL RULES FOR OCEANSEND

Important Skills

Endurance [Con]: The character can perform a task for extended periods (hourly checks). This skill is also a modifier for Con checks related to weather and fatigue. For running, the character can run twice as long (40 rounds or 10 minutes), or at one lower encumbrance class.

Sleeping [Con]: The character can get a sound sleep (able to recover spells, etc.) despite noise or discomfort.

Eating [Con]: The character can eat large sums of food at a single seating without ill-effects. A check is required for each helping after the second, with a cumulative -1 penalty per extra helping.

Survival [Con]: The character can find shelter, water, and minor food items (berries, fungi, etc.) in one type of terrain.

Cooking, Military [Wis]: The character can prepare food for soldiers in the field. The number of soldiers that can be fed is equal to 5 times the square of the skill level. Supplies must be at hand.

Military Upkeep [Int]: The character can tend to minor equipment repairs and upkeep for up to ten characters. A character with this skill can assist an armorer, smith, or weaponmaker, but he or she cannot perform the work alone.

Logistics [Int]: The character can foresee and schedule remedies for shortfalls in manpower, equipment, food supply, transport, or convalescence.

Military Tactics [Int]: The character is knowledgeable about military maneuvers. A simple check before the start of battle gives the character's force a +1 to hit advantage for six rounds (-1 penalty if the check that fails by 5 or more). For opposed checks, consult the table below.

Difference	Effect
0-3	No Effect
4-5	Winner +1 for six rounds
6-7	Winner +1, Loser -1 for six rounds
8+	As above, but for 12 rds

A new check may be made after six rounds, or the force can proceed normally

without tactical modifiers.

When using War Machine, the leader of each force is permitted to make a d20 Tactics roll. The difference between the character's score and the roll is applied to the force's BR.

Long-sight [Con]: The character's eyesight is superb, and he or she has 20% greater range of vision.

Lookout [Con]: The PC can maintain attention on sentry or stakeout.

Organization [Int]: This skill permits a character to organize his affairs and effects or those of another. This is important for valets, aides-de-camp, chamberlains, and maids.

Rangers

With the vast stretches of wilderness that separate encampments and holdings in Norwold, the hiring halls of Oceansend have need of a special kind of fighter: the ranger. The Oceansend ranger has no casting skills – that role is filled by the Thyatian forester – nor is he a woodlands protector. No, the rangers of the Strand are fighters who move fast, move light, and move hard. They operate deep in the wilderness far removed from any support by allied forces.

As presented here, the ranger is a fighter variant with specific skill and weapon requirements, special talents, and equipment restrictions.

Oceansend Ranger

Prime Requisite: Strength and Constitution.

Minimum Scores: The ranger must have a Constitution of 13.

Hit Dice, Combat, and Saves: as Fighter of the same level.

Armor: Leather or scale mail, no shield.

Weapons: Any one-handed melee weapon and any missile weapon.

Weapon Mastery: The ranger begins with four initial slots including Dagger and Wrestling or another unarmed fighting style. Additional slots are gained as a thief.

Combat and Save Progression: As Fighter of same level.

Special Abilities: Fighter Combat Options, Endurance and Survival, Forced March, Limited Supplies, Cameouflage, Find Traps, Set Traps, Hear Noise, Move Silently.

Starting Skills: Endurance, Survival, and one of: Tracking, Signaling, Fire Building, Foraging, Orienteering, Long-sight, or Cooking.

Fighter Combat Options: Rangers cannot Set the Spear against charge, otherwise, they receive all of the standard Fighter Combat Options, including multiple attacks at the appropriate level.

Endurance and Survival: The ranger advances one skill slot in Endurance or Survival (player's choice) every even level.

Forced March: When a unit composed entirely of rangers performs a Forced March, check against 1d6-1 for fatigue.

Limited Supplies: A unit composed entirely of rangers may ignore hunger-induced fatigue on a d% roll whose target is 15+lowest individual level in the unit. *Example:* a unit of one 5th level ranger and nine 10th level rangers has a 20% chance of ignoring hunger fatigue.

Camouflage: The ranger can blend into the wilderness. (As Thief's HinS)

Find and Set Traps: This pair of skills concerns only traps that can be set up in the wilderness; e.g. pits, triplines, snares. (As Thief, use RT for Set Traps)

Hear Noise: As the Thief Skill.

Move Silently: As the Thief Skill, but it can only be used in a wilderness setting. In addition, the ranger can Move without a Trace at half the normal success. Trackers searching for a ranger who has Moved without a Trace suffer a -5 check penalty.

Optional: Name Level Option

The Oceansend Ranger may be used as a high level option for fighters. The fighter must 1) have Con 13+, 2) possess the required skills and weapon masteries, and 3) be accepted and trained by a ranger unit. This training lasts 3 levels or 3 campaign years (whichever is least). The PC is subject to armor and weapon restrictions when using ranger skills, and future weapon slots are gained as a thief.

SPECIAL RULES FOR OCEANSEND

Squad Combat

The combat resolution mechanisms that you use during normal party adventuring can grow cumbersome when applied to warfare involving dozen, hundreds, or even thousands of individuals. Classic D&D has War Machine and its naval version, Sea Machine, to determine the outcome of large battles, while Siege Machine applies to the attempted capture of fortified positions.

For wargamers, there is a need for the tactical control of players' forces between these two extremes. Battlesystem (useable with Classic, 1E, and 2E) and its predecessor, Chainmail, are two options available for this purpose. As an alternative, this gazetteer suggests Squad Combat.

Forces of creatures up to bugbear size are grouped in squads of 10. Ogres and trolls operate in groups of 5, and hill giants and larger opponents attack singly. Being mounted does not affect this grouping. For non-humanlike opponents, use the closest size scale.

Under Squad Combat, each squad's commander makes a single attack roll against the opposing squad's average AC (rounded up). The roll has a bonus equal to the number of other members of the squad. Damage is determined normally using the commander's weapon, plus the attack bonus.

Damage is applied sequentially up to the commander, so, for instance, the eighth member isn't hurt until the tenth and ninth members are killed.

Commander's Target vs. AC	T
Squad Size	N
Commander's Damage	D
Squad Attack Roll	R+(N-1)
Squad Damage Roll	D+(N-1)

On average, the group attack mechanic inflicts less overall damage than would be the case if each member made a separate attack. The exception is when

$$N > (20-T) * (D-1)$$

Area Effects: area effects still apply to everyone within range. Dragon's breath, spells, charges, etc.

Missiles: Missile attacks maintain initiative until forces close for melee (including the first round of melee). Losses from missile damages are suffered before the melee attack roll. In all subsequent rounds, melee damage is assessed before missile attacks.

If opposing and allied units are intermixed (as in melee), and the attack roll is within 4 of the To Hit target (greater or lesser than), then half of all missile damage is afflicted on the allied unit.

Multiple Attacks: Multiple attacks may not be used with Squad Combat; the commander surrenders this tactic for better group coordination.

Many Against One: If one force is down to a single participant, damage is limited to a single opponent. The participant can use multiple attacks, if allowed.

Saving Throws: PC commanders may make their own saves. For units, treat the saves as a proportion (rounded down), i.e. a saving throw of 16 means one quarter of the unit makes the save ((21-16)/20).

Example 1: 10 F1 Fighters (AC3) vs. 10 F1 Fighters (AC5). Each fighter has 6 hit points and uses a sword (1d8). Commander A hits with 14, and Squad A begins with a To Hit of 5 (14-9). Squad B begins with a target of 7 (16-9).

Round 1: Squad A rolls a 10 and hits. The damage rolled is 4+9 = 13. So Squad B will lose two members, and a third will be injured one point. Squad B rolls a 6 and misses. Losses are now assessed.

Round 2: Squad A still has a target of 5, but Squad B's worsened to 9. Squad A rolls a 19 and hits, inflicting 8+9 = 17 points. Squad B hits with a 20 and inflicts 1+7 = 8 points of damage. After two rounds, Squad A has 9 members, while Squad B is down to 5.

Example 2: 10 Kobolds (AC7) vs 1 F5 Fighter (AC-6). The kobolds strike with a To Hit of 21-9 = 12, the fighter with 10. The dagger wielding kobolds inflict 1d4+9 points of damage to the fighter's 1d10+5 single target sword. In a war of attrition, the kobolds will likely prevail.

Example 3: 10 Barbarians vs. 20 Archers. The barbarians are naked (AC9) with two handed-swords, while the archers wear leather. All are F1 with 5 hit points.

Round 1: Before the forces close, the archer units volley successfully (To Hit 1), causing 3+9 = 12 and 5+9 = 14 points of damage, respectively. The barbarians immediately lose 26 hit points, or 5 members. The barbarians (To Hit 8) cause 7+4 = 11 points of damage (2 archers slain).

Round 2: The barbarians are in the midst of the first archer unit and can attack first. They again inflict 7+4 = 11 points of damage. Archers in the first unit are within 5 feet and miss automatically. The barbarians and archers are now intermixed. The roll of the second squad is a 5 (To Hit 1), so half of all damage inflicts the first archer squad. 3+9 = 12 points of damage, felling one barbarian and one archer.

Round 3: The barbarians inflict 10+3 = 13 points, dropping 3 more archers. The second squad hits with a roll of 9, and causing 1+9 = 10 points of damage (two barbarians).

Round 4: The two remaining barbarians hit with a 13 (vs. 11), causing 4+1 = 5 points of damage (one archer). The second archer unit nails them for 6+9 = 15 points of damage.

Example 4: The Witch vs. Archers. A witch allied with the barbarians comes to exact revenge on the second archer unit. She hurls a weak fireball (3d6) from maximum range as the archers shoot at her (To Hit 2). She suffers 4+9 = 13 points, but survives to flee. The archers suffer 8 (save for 4) points each. Inflicting three-fifths casualties after the saves are estimated.

SPECIAL RULES FOR OCEANSEND

Mercenary Companies

Running a mercenary company is not unlike operating any other business, guild, or dominion. There are expenses to cover, employees and retainers to hire, and supplies to secure. Where it differs is that the mercenary leader must try to find employment for his unit on a semi-regular basis.

Soldiers often join mercenary companies because the pay is better than with a regular army; however, employment is volatile, and mercenaries often find themselves without the tangible and intangible support that regular forces receive.

This section covers three main topics of interest for players wishing to run their own companies: types of units, securing contracts, and company administration rules.

Types of Units

When building your mercenary company, you can draw from a wide range of unit types. It can be a legion of pikemen, a squad of heavy lancers, or a mixed-arms force with footmen, cavalry, archers, and skyships. The particular configuration of units you choose will dictate the kinds of contracts your force can best fulfill.

Basic combat units can be classified according to the type of weapons and armor used, and whether or not the unit is mounted. This is reflected in the basic service charge of the unit which is then modified by any particular features or deviations.

To calculate the Monthly Retainer of a soldier, add up all applicable pay modifications (in gp) from the charts on this page. Secondary weapons, if applicable, are also included in the tabulation. The minimum Retainer is 5sp.

Weapon	Pay	Weapon	Pay
Club	+0	Sling	+1
Spear	+1	Lt. Crossbow	+2
Sword	+2	Hvy. Crossbow	+3
2H Sword	+3	Short Bow	+4
Lance	+4	Long Bow	+8

Class	Typical Armor	Pay
Light	None, Leather	+0
Medium	Scale and Chain Mail	+1
Heavy	Banded and Plate Mail	+5
Elite	Field Plate, Suit Armor	+10

Mount	Pay	Mount	Pay
Mule	+0	Horse	+10
Wolf	+4		

Feature	Pay
Magic	750/max. spell level
Medical	2 or 500/max. spell level
Flight	10 x combat unit value
Animal	250 + 250/ skill slot
Trainer	
Armorer	50 +50/skill slot
Fletcher	10+25/skill slot
Engineer	250 +500/skill slot
Supply	1 +1/skill slot
Transport	Double full passage
Siege	One fifth the purchase rate
Weapons	
Creature	1/10 up to 3 times XP value Referee's discretion

Transport Units can hire out for single use service at the normal rates listed for passage. This may be doubled for one-way transport to out-of the way locales (essentially charging for a round trip).

Supply Specialists are needed for every 25 soldiers. Magic units only receive their high pay if they can cast 3rd level spells. Otherwise, they can charge 50gp per class level.

The value of creatures varies with the intelligence of the creature, so, for example, an intelligent dragon will ask for triple his XP as a retainer, but a juggernaut can be rented at 1/10th.

The payscale above approximates the numbers listed for hiring mercenaries in the RC, with the maximal deviation 1gp.

Option (Dwarves and Elves): In line with the RC, dwarven soldiers are paid at 1.5x the human scale, and elves are paid at 2x.

Upkeep: Of the retainer fee, 1gp is needed to feed and clothe a (human) soldier for a month. Animals typically require between 5sp to 20gp/mo depending on size and appetite. The unit

or the individual soldier or trainer must pay for these supplies. There is another 1sp/mo per weapon and armor point that goes to equipment maintenance (minimum 5sp).

Option (Missiles): During peacetime, missile ammunition upkeep is at 5cp/point; however, during wartime, the upkeep level is at 15sp/point.

Any remaining money is the profit for the individual soldier and the unit, in a 75%-25% split, respectively.

Warfare doubles the equipment upkeep (but not the food and clothing cost).

These maintenance costs must be met even when the unit is not on contract. If the unit fails to do so, the Cohesion will suffer. If the unit does not cover these costs in-house, it will have to purchase services from the local population or their employer – possibly at exaggerated prices.

Like pay, these costs generally are per level.

Note that the information above assumes that the unit billets in a field camp. Urban housing is an additional supply cost.

Example: Svens' Raiders is composed of 50 F1 medium footmen (chain, sword). The retainer service of an average soldier is 3gp/mo, of which 1gp goes to food and another 3sp is spent on equipment repair. The individual soldier pockets 13sp/mo, while the unit coffers increase by 20gp.

Example: Svens' Raiders have been hired for moderate combat, earning 6gp each. The upkeep is 1gp + 6sp; which leaves 33sp for the individual soldier and 55gp (50 x 11sp) for the unit.

Example: Svens' Raiders don't win a contract for the month and must live off of what is in the coffers. This costs 65gp.

Option (Salaries and Costs): The wages are in line with the BECMI and RC listings; however, those wages are woefully short compared to equipment lists for food and drink. The referee may feel the need to multiply wages and upkeep by a factor between 2 and 10.

SPECIAL RULES FOR OCEANSEND

Company Administration

The basic rules for dominion rulership have been adopted for mercenary companies. Like Thieves' Guilds (see *Gaz F8*), a mercenary unit tracks two Confidence Levels (CL) – one for its members (Cohesion) and another for dealing with employers (Reputation). With sub-units, changes to the CL are halved.

The Confidence Levels are updated each month (it does not “reset annually” as stated in the RC) to reflect campaign events. [Also: the Changing Ruler Effects Table should be flipped, e.g. CL 1-99 is always favorable to changing rulership.]

A new mercenary company begins with a base Reputation CL = d% +150 and a Cohesion CL = 2 x BR + d% + 50. These scores are then increased or decreased based upon events and the commander's decisions. The CLs can range from 1 (worst) up to 500 (best). Depending on the CL, certain effects will occur that benefit or hinder the company.

Category	CL
Ideal	450-500
Thriving	400-449
Prosperous	350-399
Healthy	300-349
Steady	270-299
Average	230-269
Unsteady	200-229
Defiant	150-199
Rebellious	100-149
Belligerent	50-99
Turbulent	1-49

Explanation of Effects

Pay: Adjustment to Pay and Bonuses before Negotiations

Contract: chance of securing a contract within the month

Neg: Points for negotiation. *None* means no contract adjustments.

Rec: Chance of recruiting someone for a position.

Sub: Able to sub-contract to other units.

Rival: Chance of developing a rivalry with another mercenary company. If a rivalry already exists, the chance of a second (or third, etc.) is decreased by 4% (min. 1%).

Reputation Effects								
Cat.	Pay	Contract	Neg.	Recruit	Sub.	Rival	Coh.	Bet.
I	+25%	90%	+15	90%	Y	15%	+15	1%
T	+15%	85%	+10	75%	Y	15%	+10	2%
P	+10%	80%	+5	65%	Y	15%	+5	5%
H	+10%	75%	-	55%	Y	5%	+5	5%
S	-	70%	-	45%	N	5%	-	5%
A	-	60%	-	35%	N	5%	-	5%
U	-	50%	-	35%	N	1%	-5	10%
D	-5%	40%	None	20%	N	1%	-5	20%
R	-10%	30%	None	10%	N	1%	-10	20%
B	-10%	15%	None	5%	N	1%	-15	20%
T	-20%	5%	None	1%	N	1%	-25	20%

Cohesion Effects								
Cat.	BR	Luck	UA	Turnover	Mut.	Uncover	Rep.	Bet.
I	+15	+65%	1%	5%	1%	75%	+15	1%
T	+10	+45%	1%	5%	1%	25%	+10	1%
P	+5	+25%	1%	5%	1%	25%	+10	1%
H	-	+15%	1%	5%	1%	25%	+5	5%
S	-	0%	1%	5%	1%	25%	-	5%
A	-	0%	5%	10%	1%	-	-	5%
U	-	0%	10%	15%	5%	-	-	10%
D	-5	-15%	20%	20%	15%	-	-10	10%
R	-10	-30%	35%	25%	25%	-	-15	20%
B	-15	-45%	50%	35%	50%	-	-25	40%
T	-25	-50%	75%	70%	75%	-	-50	60%

Coh: Adjustment to unit's Cohesion CL

Bet: Chance of employer betrayal from the start. The unit is a diversionary force, trapped in a Company Store, fed incorrect intel, or other form of betrayal. For Cohesion, the betrayal is internal, such as theft or espionage.

BR: War Machine bonus.

Luck: Adjustment for random events (such as weather), in the unit's favor (+) or against it (-).

UA: Chance of unauthorized activities. This includes unreported sub-contracts, disorderly conduct, and looting.

Turn: Turnover rate. If a turnover occurs, the unit loses 1d10 members.

Mutiny: Odds of a mutiny.

Uncov: Chance of uncovering an agent working to impede or harm the unit, or internal theft, or incitement to mutiny.

Rep: adjustment to unit's Reputation CL

CL and Income Adjustments

Numbers are for Cohesion/Reputation. Increased Hostilities: +20% contract and pay, -10% hire; +10/10 CL

Overly Ambitious Contract: +5% pay; -10CL/+5CL

Peacetime: -10% contract and pay; +5% hire; 0/-5 CL; after three months -15/-5 CL

Unemployed: +0/0 CL first month, -10/-10 CL second month; -25/-10 CL third month; -40/-15 CL afterwards

Internal Betrayal: -10/-3 CL x level (max. -50)

Employer Betrayal, Unanswered: -50/-6 CL

Reprisal, Unsuccessfully: -40/-15 CL

Reprisal, Successful: +5/-10 CL

Elimination of a Rival: +40/+10CL

Security to Locals: +5/+15 CL

Capture of Members: -1/-1CL x tot. lev.

Death of Members: -10/-1 CL x tot. lev.

Surrender to Avoid Bloodshed: +5/-20 CL

Successful Contracts: +15/+5 CL

Completion of Ambitious Contract: +25/+10 CL

Illness or Injury of Leader: -20/-5 CL

Good/Bad String of Business: +(-) 15/5 CL per month after three.

Operations Intercepted: -25/-10 CL

Calamity, Minor: -10/0 CL

Calamity, Major: -15/-5 CL

Unauthorized Acitivity: -5/-5 CL

SPECIAL RULES FOR OCEANSEND

Securing Contracts

To see if a contract is available for the month, the player rolls d% and compares it against the contract rate listed for a unit of the appropriate reputation (see Company Administration).

The referee will determine the nature of the contract and any particular stipulations that the employer might wish to impose. The contract covers the primary type of mission(s) involved, the payment for service, the length of service, and employer support.

Each contract has a Value (V) to the employer. The initial contract will include: the unit pay per month (P), the number and type of soldiers expected (F), support for transport (T), supplies per month (S), percentage of recovery rights (R), the length of service in months (L), any objective bonuses (B), and the starting date. There will be no conditions with the initial contract, and the pay split is 10% upfront, 75% pro-rated monthly, and 15% at the end of service.

Monthly unit pay is equal to the mission pay rate times the monthly retainer for the desired number and type of soldiers. Unit pay and objective bonuses are further adjusted according to the company's reputation.

The PC commander and employer bargain (as per the skill) for Negotiation Points. The skill check winner earns 2 NP per point difference in the rolls. This is added to the NP earned from reputation.

One NP can:

- shift 1% of monthly pay to upfront pay,
- shift 1% of end of service pay to monthly pay,
- add 25gp to transport support,
- add 10 man-months of urban billet,
- add 10gp to supply support,
- add 1% either to unit pay or bonuses,
- add 15% to recovery rights, and
- shift start date by one week.

Five NP can:

- adjust contract length by a month, &
- Set a unit-desired condition in the contract.

The PC adjusts the contract according to the exchanges above. The commander can also trade in existing rights for NP

(see optional rule for Appraisal).

The employer will make a final determination to hire the unit by adding total unit pay, transport, billet, and supply costs for the length of the contact and comparing it against the value (V) of the contract. If it is less than or equal to V, the two parties have agreed.

If not, the referee will adjust the contract in the employer's favor. The PC commander can then accept or decline (see below).

Optional Rules

Appraising Contracts: A commander can use a military or info-gathering skill to appraise the hidden value of the contract. The commander gains/loses 1 NP per difference in the skill score and check.

Declining a Contract: If the negotiated terms remain unsatisfactory, the PC commander may decline and try to find another contract. The second and subsequent attempts are penalized 10% per declined contract. If at anytime the roll indicates that no contracts are available, hiring for the month ceases.

Multiple Contracts: A unit can attempt more than one objective mission per month, and it may farm out sub-units on different contracts. The chances of subsequent contracts are penalized 5%/10% per accepted/declined contact.

Small Forces: If the PC's unit has less manpower than what was originally called for, every monetary contract element save the bonus will be prorated to the unit's size. The employer contract value, V, is also prorated.

Large Forces: Non-bonus contract terms are scaled up, but the employer contract value, V, remains the same.

Longer Contracts: Only the contract value of garrisons adjusts to reflect this change.

Shorter Contracts: The contract value of most non-objective missions is scaled to reflect the change in length.

Missions

Missions vary in terms of the likelihood and extent of combat, the pay grade, and employer support. Low pay is equal to the monthly retainer, medium (high) is double (triple) the retainer. Low Support covers between 0 and 100gp of transport, billet, and supply. Medium Support is 50-1000gp, and Good Support is 250-10,000gp (all per 50-100 man-months).

Garrison (General Hire): Low Combat, Low Pay, Good Support. The unit is hired to establish or supplement a military presence in an uncontested area. The unit serves as a general retainer force, providing periodic errand missions and defense and constabulary duties.

Cadre: Low Combat, High Pay, Good Support. Considered plum contracts, the unit serves as a core around which another force is built and trained. Cadre duty only goes to established mercenary companies and individuals.

Security: Low to Medium Combat, Medium Pay, Good Support. This is similar to garrison duty but with limited scope. A particular high-valued object, site, or person is protected.

Riot Duty: High Combat, Medium Pay, Low to Medium Support. The unit is hired to suppress a riot in a city or reasonably small province. Mercenaries hate these assignments because the situation can quickly turn against them, militarily and politically. Rarely, Riot Duty can be coupled with Garrison Duty (at the latter's pay-rate). Anti-guerrilla and Anti-bandit campaigns are extended versions of riot duty.

Defensive Campaign: Low to High Combat, Medium to High Pay, Low to Medium Support. The unit is tasked with preventing or delaying the advancement of opposing forces. While expelling an attacker is ideal, success can be merely the preservation of the employer's core holdings.

Relief: High Combat, High Pay, Low to Medium Support. The unit is hired to aid another force under attack.

Assault: High Combat, High Pay, Medium to High Support. The unit is paid to capture a fortified installation. Assaults usually result in larger than

SPECIAL RULES FOR OCEANSEND

normal casualties but garner higher rewards, financially and reputation-wise. The naval equivalent is the Beachhead.

Siege: Low to Medium Combat, Medium to High Pay, Low to High Support. The unit must prevent supplies and reinforcements from reaching a targeted site, blunt sorties, and/or engage in limited artillery and engineering work.

Offensive Campaign: Medium to High Combat, High Pay, Low to High Support. The unit is part of an invasion force. Beachheads and Assaults might not be included in an Offensive Campaign contract, but limited Sieges and Recon are.

Guerrilla/Rebellion Campaign: High Combat, Low to High Pay, Low Support. The unit is involved with an uprising. In addition to having little support, mercenaries also run the risk of criminal charges if captured.

Recon: Low to Medium Combat, Medium Pay, Low Support. The unit scouts out enemy positions, movements, and strengths. Normally, recon units are not expected to engage with the enemy.

Recon Raid: Medium to High Combat, Medium Pay, Low Support. The unit harries an opponent to test its strength. The engagement is limited, as the unit is expected to return with the strength readiness. Aka Recon in Force.

Objective Raid: Medium to High Combat, High Pay, Low Support. The strikeforce seeks to capture or destroy supplies, personnel, and key items before quickly withdrawing.

Diversionary Raid: Medium to High Combat, Medium Pay, Low Support. The unit draws off or ties up opposing forces while allied units perform other tasks. Mercs understand the usefulness of diversionary attacks, but they do not like being the bait.

Service Duties: Low to Medium Combat, Low to High Pay, Low to High Support. The unit provides various non-combat duties like pioneering, transport, and the medical corps. Larger units typically maintain in-group services, but a few units specialize in performing these activities on behalf of other units. [The Minrothad Guilds Fleet is famous for providing transport services.]

Who's Hiring?

Many nations of Mystara make use of mercenaries to various degrees. Representation in Oceansend's hiring halls varies with distance.

Thyatis: The Empire hires mercs to fight Ylari and humanoid raiders and to join its numerous overseas ventures.

Karameikos: The Black Eagle Barony is the only steady employer of mercenaries, and those are drawn from local sources.

Ierendi: Adventurers hire support for their next explorations. Piracy is also a steady form of employment.

Darokin: Darokin hires troops to secure the Orclands, take expeditions into the Broken Lands, support overland explorations, and, in the future, war with Hule. Mercenaries might also be hired for any inter-city conflicts (in line with Darokin's original write up).

Ylaruam: There is a limited hiring of mercenaries for grand adventures but not for military campaigns.

Sind and Jaibul: Both nations have internal and external need of mercenaries.

Northern Reaches: Vestland and Soderfjord hire soldiers to deal with the humanoids and giants along their borders. Ostland's piracy is self-contained.

Heldann: The Heldannic Order has no tolerance for mercenary units, and it keeps an eye on "adventurers."

Wendar: The lords of Wendar hire mercenaries for use in retaking the Wildlands, exploring the Adri Varma Plateau, and in defense against Denagoth.

Denagoth: Denagoth is conquest-minded and a steady employer of mercs.

Ghyr and the Western Alliance: These nations west hire mercenaries for their regional squabbles.

Isle of Dawn Nations: Every nation on the Isle has need for troops whose loyalty is to the local ruler.

Norwold: Ericall and the new crop of lords hire mercenaries for many reasons.

Alphatia: The Alphatian Empire uses mercenaries for internal squabbles between the kingdoms, as expeditionary forces, garrison forces, or assault forces.

Hule and the Savage Coast: The Master of Hule is actively hiring units, as are other nations of the region.

Glantri: Currently Glantri has little need for mercenary groups larger than an adventuring party. This situation might change if tensions escalate between Glantri and Alphatia.

Other Game Systems

Oceansend and Norwold's Strand are useable for game systems other than OD&D (Classic). Here are suggested guidelines for other editions of D&D.

For First Edition AD&D, all of the standard and UA classes can be found in Oceansend, even monks and those with psionics. Noble cavaliers will become increasingly common as new dominions take on knights, and the combat capabilities are applicable to mercenary lancers. Paladins are generally imports from Heldann or Ghyr. Barbarians are exceedingly common, and Norwold's wilds do support druids. 1E rangers are holdovers from the Thyatian foresters and those they have instructed.

Under Second Edition AD&D, the following kits are acceptable: academician, acrobat, adventurer, druidic adviser, anagakok (remote witches), animal master, archer, assassin, axe for hire, bandit, barbarian, berserker, battlerager, beastfriend, bounty hunter, brushrunner, brute, buccaneer, cartographer, cavalier, collector, companion, diplomat, envoy, errand, explorer, forest runner, giant killer, guardian, hearthguard, hedge wizard, herbalist, homesteader, hoplite, huntsman, mariner, mercenary, merchant, militant wizard, mountainman, myrmidon, noble, outcast, outlaw, pathfinder, pirate, savage, scavenger, scout, seadog, seeker, sellsword, sharpshooter, skald, soldier, spy, stalker, war wizard, weapon master, wilderness warrior, witch

Good military choices for a specialist wizard are Evokers, Enchanters, and Conjurers. The Frost Wizard (Dragon 229) is also appropriate.

For campaigns under 3.xE, it is recommended that you use the prestige class option for paladins. Sorcerers are either Alphatians or one of the various witches of the Strand. It is recommended that dwarven characters not be permitted to cast arcane magic.

MILITARY TERMS

Artillerist: one trained in the use of a ballista, catapult, or trebuchet

Assault: attack against a fixed location

Bandits: irregular force specializing in robbery via ambush at travel points

Blockade Runner: one who attempts to by-pass an embargo

Boltman: one armed with a crossbow

Bombardiers: wizard unit specializing in area-effect offensive spells

Brigade: a unit larger than a company

Bivouac: temporary encampment

Cadre: core unit around which a larger force is built (e.g. a training cadre)

Cataphract: ancient heavy cavalry

Cavalier: an armored cavalryman, often of noble or knightly stature

Cavalry: unit which fights on horseback

Charge: an attack against the enemy at full speed and commitment; n. Charger

Charioteer: a fighter using a horse-drawn chariot

Chasseur: aka Jäger, one in a light infantry response force

Cohort: a regular force at the company or division level

Commando: member of a strikeforce

Company: the basic military unit and most common size of mercenary forces

Company Store: in-house seller of weapons, armor, and other supplies

Corps: a unit less than an army

Corps, Signal: unit that maintains communication between other units

Corps, Medical: unit charged with medical and surgical duties

Corsair: a privateer in a light, fast ship

Cuirassier: one wearing cuirass armor

Demi-Lancer: a half-armored lancer riding an unarmored horse

Detail: non-combat assignment

Division: a unit larger than a company

Dragoon: soldier who travels by horse

Eel: Minrothaddan frogman

Embargo: to prevent entry or exit

Envelop: to flank both sides of an enemy with the intent to surround

File: a single column of soldiers

Flank: to race around an enemy

Frogman: a soldier who reaches his target in secret via the water

Fusilier: a wizard using single-target offensive spells

Garrison: site of military stationing; also, to staff and guard a facility

Grenadier: a siege-specialist soldier

Guard: a regular defensive unit

Guerrilla: a soldier in an irregular force broken up into several small swift units engaging in harassment and banditry

Harrier: a soldier who skirmishes and disrupts enemy tactics and logistics

Heavy: armed with banded mail or higher armor and heavy weapons

Honor Guard: guard unit dedicated to protecting an important person or site

Hoplite: heavily-armed foot soldier

Horde: a large unit whose members fight as individuals

Horde, Ethengarian: one of several mounted archer units from the Khanates

Host: assembly of warriors; an army

Hussar: irregular cavalry

Infantry: a common foot soldier

Jumptrooper: flight-capable soldiers

Lancer: cavalryman wielding the lance

Legion: a regular force at the division or army level unit

Light: armed with leather or no armor and light or few weapons

Marine: a soldier involved with ship security, boardings, and beachheads

Medium: typically armed with scale or chain mail and good weapons

Militia: a group of civilians led by a military person

Milk-Run: a traveling assignment with no expectation of combat

Minuteman: rapid-response volunteer

Mob: undirected group of combatants

Musketeer: musket-wielding fighter, seen only on the Savage Coast

Pack Hunters: a unit that fights against isolated opponents

Paratrooper: infantry dropped by air units (usually with magical aid)

Partisan: a guerrilla, typically fighting against an invader

Pathfinder: advanced scouts who set up forward positions

Patrol: a squad or larger unit traveling outward before returning to base

Patrol, Long Range Recon: aka LRRP, patrol duty extending well beyond the immediate area and lasting days

Picket: a formation used to guard against flanking units

Pillage: to steal and rob through force, often with much destruction and mayhem

Pioneers: field engineers

Pirate: a sea-borne raider who attacks ships for plunder or terror

Platoon: a unit larger than a squad but less than a company

Privateer: a pirate with a letter of marque; slang: Sea Dog

Ranger: (non-game mechanic usage) a soldier who travels far from support

Rank: position in chain of command or in a file (echelon)

Rearguard: unit that protects the headquarters and withdrawing allied units

Reaver: a sea-borne raider who attacks coastal or river settlements

Recon: a scouting mission to determine enemy or target positions and strengths

Recon in Force: a recon with a larger patrol size and more heavily armed, often expecting an enemy engagement

Sally: a drive at the enemy, but less forceful than a charge

Salvage: recovery of equipment and loot from the battlefield

Sapper: aka Saboteur; a demolitionist

Search and Destroy: locate a target behind enemy lines and destroy or kill it

Search and Recovery: locate an object (or bodies) and retrieve it

Search and Rescue: location of person(s) of interest

Sentry: a guard; aka sentinel or watch

Siege: prolonged attack against a fortified site, often including an embargo

Skirmisher: one who does not heavily engage the enemy (see Harrier, Guerilla)

Squad: the smallest military unit

Strikeforce: a Search specializing unit

Terrorist: one who primarily attacks non-military personnel to win a conflict

Trooper: mounted policeman

Uhlan: a lancer

Vanguard: a unit that travels ahead of the main army

Voltigeur: a sharp shooter dropped off by cavalry

Warden: a security guard or jailor

Warden, Dispel: Alphantian naval wizards armed with wands of dispel

Yeoman: volunteer cavalryman

MERCENARY COMPANY WORKSHEET

Company Name	No. Troops	Cohesion
Commander	No. Animals	Reputation
Client	No. Equip.	BR
Length of Contract		Coffers

Friends	Enemies
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Notes, Arrangements, And Rights
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Forces	No. Soldiers	Total Levels	Base Rate	Upkeep	Monthly Pay	Monthly Upkeep
Light Footmen						
Medium Footmen						
Heavy Footmen						
Skirmishers (Archers)						
LongBowmen						
Slingers						
Shooters						
Heavy Shooters						
Pikemen						
Light Horsemen						
Medium Horsemen						
Heavy Horsemen						
Engineering						
Artillery						
Supply						
Transport						
Other						
Other						
Other						
Sub-Units			N/A			
Adjustment	N/A	N/A	N/A	N/A		
				Totals		

Additional Payment and Expense Adjustments	Monthly Revenue	Monthly Expenses
Freelancers		
Current Contract (s)		
Widows and Orphans Fund		
Payoffs		
Performance Bonuses		
Transport/Supplies		
Other		
		Total

VAULTS OF PANDIUS

The Kingdom of Oceansend

An Unofficial Game Accessory

The trip up the Helskan Strait had been a subdued affair. The sailors paid little heed to the passengers who had booked fare aboard *The Starling*. They dutifully tended to their jobs – the only time things seemed amiss was after we entered Oceansend Bay and a cry of “See-yo-tun” wailed from the crow’s nest.

Every land has its wars, but as we came into Norwold ... there’s an echo of something epic. Battles on which great civilizations rose and fall. The indigs have a fatalistic tale, which they share with the Northmen, called Ragnarok when even the gods fall to the sword. When you look at the maneuvers of the great empires of the world vying for this frozen stretch of ground – who’s to say the Norwolders don’t have it right? Something’s brewing in the air. Something good for business.

And don’t ever forget this is a business. You aren’t in it for the person. You’re not in it for their cause. You’re in it for the money. Old Captain Solomay taught me that, right along with his other two rules: one, no reward is worth dying over, and two, always remember the calculus of your employer: his arrows cost money, but your dead cost nothing.

-MacReeg, Captain of the Blackhearts

This is the ninth entry in a series of unofficial Gazetteer gaming aids for enthusiasts of the world of Mystara. This work covers the Kingdom of Oceansend and the underpopulated coastal Strand of Norwold.

“The Free City of Oceansend” provides descriptions of the history, settlements, races, and personalities of a land where men freely sell the strength of their swords to the competing interests of empires and would-be nobles. Oceansend stands out amid the turmoil – a hub of the military commerce, and a refusal to surrender its independence.

This product also provides guidelines for playing scout-rangers, conducting squad-based combat, and running a military company.