

GAZETTEER

Unofficial Game Accessory

The Western Alliance



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Editor J. T. R

Table of Contents

Introduction	2
What Every Character Learns Growing Up.....	3
History as the Immortals Know It.....	4
Geography	9
Society.....	11
The Kingdom of West Haven.....	15
The Misty Kingdom of Taralon.....	18
The Kingdom of Snowden	20
The Kingdom of Lowland Roags.....	23
The Kingdom of 200 Knights.....	25
The Kingdom of Many Colors.....	29
The Great Olde Woode	32
Personalities	34
Creating Characters in the Western Alliance	35
Special Rules for the Western Alliance.....	37
Hill Giants	37
Magicians.....	39
Monsters	45
Magic Items.....	46
Adventures	47
Idrisian Grimoire.....	51

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INTRODUCTION

Forward

Welcome to *The Western Alliance*, the fifth 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 Western Alliance has a two-fold purpose. The first is to serve as an appendix to the Idris-cycle of gazetteers (GAZ F1-F4) that covered Wendar, Denagoth, the Northern Wildlands, and Ghyr. The people and history of the Alliance are inextricably tied to those lands. The “Idrisian Grimoire” at the end of the gazetteer addresses a few questions about the previous products.

More importantly, the Alliance is a wonderful, unique land characterized by the feel of tall tales, impish gnomes and brooding giants cast against the backdrop of kingdoms coming into their own. It is the final redoubt of Known World Culture, and the nations face their own perils.

It was an exceptional labor of love, and I hope you enjoy reading *The Western Alliance* and using it in your own campaigns.

The Western Alliance

The Western Alliance is a loose collection of six petty kingdoms that occupy the greater portion of the Dale – an intermediate flatland above the continent’s central Borean Valley that is ringed by hills. The Dale is west of the Kingdom of Ghyr and north of the Swamp of the Beast.

Many of the kingdoms of the Western Alliance have fairly modern culture by both in-game and real world measures. Hill giants serve as knights for the most powerful kings, feudalism is beginning to set in, and the art of stage magic has grown before a receptive audience.

On the other hand, there are wild, primitive populations to the north and south. These Roags and humanoids look askance at both the Known Worlders and the Church of Ghyr, and several druidic strains are energizing resistance.

The Final Goal of the Campaign

A campaign set in the Western Alliance can center on several different goals to match your group’s interest.

In a storybook campaign, the party undertakes adventures reminiscent of traditional English folklore from Jack and the Beanstalk to Tim Tom Tot. These are intermixed with Arthurian giant-tales and classic damsel-in-distress scenarios.

A traditional campaign, including monster and treasure hunts, are possible but require some consideration. The humanoid races are integrated into the local culture, and unreasonable attacks against them can warrant official reprisals. A few peripheral groups stand against the Alliance and can be attacked. The Staircase (Roaguncal) houses marauding humanoids, undead are a problem for the west, and the north and south contain their own deadly fauna.

A political campaign can be inserted at anytime. Most of the kingdoms are susceptible to palace coups, but there may be a need to further bind the kingdoms together. External factors can intrude into Alliance matters, notably the Empire of Thyatis. What would happen if the Empire requested its wayward colonists to renew their citizenship? Some kingdoms are pro-Thyatian, others more independent. While no adventures intersect with Wrath-period conflicts, your campaign could have the kingdoms drawn into them.

As always, the region can also be used simply as a site for an adventure or two before the party moves on to other lands.

Who Should Play in the Dale?

The Western Alliance has a lot to offer characters and players with its fairy tale feel. It can be played in both a serious and light-hearted manner, and this work strives to strike a balance.

The land favors no particular class or race – even the “common man” can have a fulfilling career. All of the core races are present, as are several humanoid races and gnomes. This work also opens up the possibility of playing hill giants.

The overwhelming majority of demihumans arrived in the Dale along with Thyatians and other Known Worlders a century ago. Native stock elves exist in wooded lands south of the Western Alliance.

In Mystara there are no true “half-elves” outside of the Eusdrian-Robrenn region on the Savage Coast. The progeny of mixed parentage are either human or elf, though appearances may be deceptive. However, if your personal campaign permits half-elves as a standard race option, then such characters are acceptable, but rare, in the Dale. Most are outcast children sired between Parthenal elves and humans.

Kudos and Corrections

The kingdoms of the Alliance have been created expressly for this product line, but many site names (including West Haven) and personalities were pruned from official supplements such as *AC1 Shady Dragon Inn* by Carl Smith.

The Prism Wars that led to the creation of the Alliance kingdoms originated from a character reference in the adventure *XL-1 Quest for the Heartstone* by Michael L. Gray.

The adventures *AC3 The Kidnapping of Princess Arelina*, by Garry Spiegle, and *AC5 The Revenge of Rusak*, by David “Zeb” Cook, were invaluable in creating a framework for a West Haven campaign.

“The Rescue of Princess Sylvia” appeared as part of the module *B9 Castle Caldwell and Beyond* by Harry Nuckols.

AC10 Bestiary of Dragons and Giants (Deborah Christian, editor) proved beneficial in working up life as a giant. It also two adventures useable in the Dale or Parthenal region. “The Wizard in the Woods,” by John Nephew, happens in the eastern Parthenal, while “Prince Reynard and the Silver Staircase,” by Ray Winner, provided kernels for the court at Dauphins.

Literary inspirations were legion, and a list is provided in the “Idrisian Grimoire”.

Finally, several minor characters from the LNJ toy and accessory line which did not appear in *The Hidden Treasure of Ghyr* are included in this gazetteer.

WHAT EVERY CHARACTER LEARNS GROWING UP

“Be bold. Be bold, but not so bold, lest that your heart’s blood should run cold.”

– A common admonition from mother to child.

The history of the Dale is well-documented from AC 735 onward. That is the date in which Essurian colonists settled the Dale and Ghyr to the east. Any studious character is freely aware of the events over the intervening 265 years.

Otherwise, what characters learn of the past is often encapsulated in nursery rhymes or songs. Here is a collection of rhymes that are common across the kingdoms. “Where are you, Brother Jack?” is meant to be sung.

The Crimson Ettin of Khavasaz

(On the mythic monster)

The Crimson Ettin of Khavasaz
Once terrorized the lands.
And he’ll come around once more,
When the wee bairns do bad.

He’ll beat you and bind you,
And then eat you for sure.
Tis certain, ye be good,
Gabrionus himself
Would quiver and quake
And the bishop cry to Od.

Good Cador Hen

(On the expulsion of the
Bishop at Roagendoch)

Good Cador Hen wore a happy grin,
And smiled with what he had to say.
The feathers did fly, the bishop did cry,
And the Roags danced all day.

He summoned the harp,
He summoned the pipe,
He summoned them all with glee.
And merriment ran for hours on end,
For all of the north to see.

Spots and Spots and Spots

(On a bad outbreak of chicken pox)

I went to the Vicar,
I went to the King, but saw
Spots and Spots and Spots.

I went to the open field, and still
Spots and Spots and Spots.

I went to the forest edge, fell ill
Spots and Spots and Spots.

Now here I am in the ground, with
Spots and Spots and Spots.

The Legionnaire

(On the Thyatian occupation)

The Legionnaire went to the Dale,
Upon Gabrionus’s command.
Stood tall as a wall, wind in his face,
And gladius in his hand.

The Legionnaire loved the Dale,
And proved the eagle might’.
Moved heaven and earth, the waters
rebirth’d,
And set the kingdoms right.

Shiny, Pretty

(On the Prism Wars)

Shiny, Pretty, Shiny Pretty, how I
dream of you.
Shiny, Pretty, Shiny Pretty, now
Fifteen’s seven and two.

Little Mary Hawkins

(On the future queen’s choice
of a Roag husband)

Little Mary Hawkins sat in a chair,
Eating her favorite delight.
Her father said please,
Even down on his knees,
But the court was sent afright.

Where Are You, Brother Jack?

(On the 6th of Klarmont Battle)

Where are you, Brother Jack?
Where are you, my friend?
The rain is falling,
And I am calling,
On the Fields Burthgledd.

Where are you, Brother Jack?
Where are you, my son?
Too many did I see today,
On the Shores of Taralon.

Where are you, Brother Jack?
Where are you, my friend?
The hail is falling,
And I am calling,
On the Fields Burthgledd.

Where are you, Brother Jack?
Where are you, my dad?
They say that you once were here,
But I was just a lad.

Where are you, Brother Jack?
Where are you, my friend?
The leaves are falling,
And I am calling,
On the Fields Burthgledd.

Where are you, Brother Jack?
Where are you, my wife?
The children have been crying,
But now there is no strife.

Where are you, Brother Jack?
Where are you, my friend?
The snow is falling,
And I am calling,
On the Fields Burthgledd.

Round the Chapel

(On the disappearance of children
near the Great Olde Woode)

Round the Chapel, all three times,
Against the sun, hear my rhyme,
Round the Chapel, not again,
The Elf-King's come to take with him.

HISTORY AS THE IMMORTALS KNOW IT

The early history of the lands of the Western Alliance mirrors that of neighbors such as Ghyr. As part of the Hill and Dale, the region was once at the edge of the old Arctic Circle and the continental ice cap. The Great Rain of Fire that devastated the world four millennia ago left the Dale in roughly the same latitude relative to the new planetary axis, but local settlements were destroyed.

The Dancing Ice

Following the catastrophic effects of the Great Rain of Fire, glaciers moved across the region in their search for the new north. The Dale was not totally free of glaciers until 600 BC – 2400 years after the Rain.

The region was heavily covered during the first half of that period. Brief openings in the west were occupied by a now-forgotten race of man that eventually gave rise to small chieftain states.

This state of affairs was overturned between 1800 and 1700 BC. Glacial movements had produced a large gap between the ice sheets that provided a direct route from the Borean Valley in the west and the Ghyran Piedmont and other areas in the east.

It was through this path that the humanoid of Loark's Great Horde entered the northern lands and subsequently Norwold and the Known World. The local humans were displaced by the wave, and some horde groups remained in the area. Kobolds settled the Parthenal, while others settled along the length of the Ghyran Piedmont. The humanoids' presence also prompted early Roags to travel north and settled in Ghyr's Clearwater Valley.

The Dale was again sealed off from the west ca. 1500 BC by ice sheets receding from the Wildlands in the south. This secondary coverage reached its maximum extent in 1200 BC when the new ice sheets met the pre-existing one. Only the Lake Dolcimer area remained free at this time.

Just as quickly as it came, the ice left, and the main Dale was fully open by 800 BC.

Newcomers

The inhabitants of the Hill and Dale quarreled infrequently, but equilibrium was quickly reached in the region. The later additions of Parthenal elves and humans and Denagothians did little to upset this balance.

The humans and elves who came to the Parthenal hailed from the Realm of Forenath, an elf-human nation in the Wildlands territory. A strange disease had wracked that Realm and induced a fratricidal paranoia between the races. Those who made it across the Swamp of the Beast settled the hills but never established a larger, national identity.

The Denagothians came later to the Ghyran Piedmont after finding themselves on the losing end of escalating conflicts with the Lothenar elves of the Denagothian Plateau.

Even the Alphatians made a brief appearance in the east. It was during one of the Empire's periodic expansions that the Kingdom of Alinor was established. The kingdom might have had a greater political impact on the region – had it survived the magical raising of its mountain chains. The act generated earthquakes that destroyed the kingdom and made other physical alterations to the Shattered Plateau.

Alphatian survivors fled back to their homeland, ventured further west, or were absorbed into the local populations. This last group was Alinor's true legacy to the region, and their earth-based sorcery was preserved by the native humans with whom they lived. In time, remnants of the earth-magic were folded into the ancestral faith of the Roags, and their druidic tradition was born.

The Dominion of Maggorath

Around 200 AC, a new transformative power swept into the north in the guise of a Denagothian named Maggorath.

The warrior forged a loose empire anchored at the hills within the Swamp of the Beast. One of Maggorath's first diplomatic stratagems was allying with the kobolds of Parthenal. The warlord's successors pushed the Dominion's reach into the Hill and Dale, which placed the

empire at odds with the Parthenal elves.

The Dominion's legacy was mixed. The Maggorathans introduced advanced governmental elements as their holdings grew, and their influence spread a version of Idris worship that unified the disparate races. This semi-racial harmony remains in the Dale today. Elves were an exception to this inclusion, and the Parthenali withdrew deeper into the hills and the Great Olde Woode.

Following a pattern similar to other nations where Idris-worship was permitted, Maggorathans slowly preyed upon their pagan neighbors physically and spiritually, and they became abominable in the eyes of their neighbors.

In the middle Fifth Century AC, the Icereach Barbarians began speaking of He Who Watches, and within a generation, an inspired warrior led a war against the Dominion that ultimately resulted in its collapse in AC 530.

The Essurian Eagle

There was no successor power to the Dominion, and the populations of the Hill and Dale persisted in a tranquil life. The Roags moved west into the northern Flatlands above the Kaganus and as far west as Havaburn.

In 735, King Telles of Essuria commissioned the formation of colonies in the north. Essuria was the major power on the Denagothian Plateau at this time. The Essurian settlements began in the Ghyran Piedmont and proceeded outward into the Dale. The town of Ghyr prospered as the trade juncture for the Hill and Dale.

Faith in He Who Watches fanned out over the population, spurred by both Essurian support and the heroic tales of the paladin Jason. Minor roadways were commissioned along the Kaganus to connect the far-flung towns and villages.

Fifty years after Essuria first entered the north, a Thyatian adventurer aided Essuria and the Wyrmssteeth dragons in stopping a cabal known as the Onyx Ring. This adventurer was Giovanni Augustus, an Isle of Dawn officer in the Imperial Legion who would one day wear the crown himself.

HISTORY AS THE IMMORTALS KNOW IT

His Essurian hosts and the dragons fed him many tales of the lands beyond the Known World. He was assured that the north was a bountiful land awaiting use and that there were passages across the mountains into Norwold. Though the realization never occurred within Giovanni's lifetime, Thyatis would use this information to make a bid for control of the north and maneuver against the Alphatians.

The Gallathon Emancipation granted the northern colonies their independence in 852. Bereft of their homeland connections, early trade surges could not maintain the Hill and Dalers. The east suffered the metastasizing effects of the Cult of Idris. This eroded the bonds of community in the north. Western and northern groups returned to the calling of Roag Macullan or abandoned faith all together. At the century's turn, the north was a hotbed of conflict between different settlements and groups.

Provincia Gurrania

While the northern communities devolved into quarreling states, the Empire of Thyatis was preparing to embark upon an ambitious program of colonization across the face of Mystara. Gabrionus IV sent colonies and garrison forces to Traladara, the Gulf of Hule, the Isle of Dawn, and Oceansend. Further he became aware of Giovanni's old plans and notes, and prepared to settle the Hill and Dale region. Between the Hill and Dale and Oceansend, the emperor was sure that all of Norwold could be ensnared.

The most difficult task lay with getting to the region. Routes through the Wurmsteeth and across the wastelands northwest of Glantri were considered the best options. The first Legionnaires marched through the Wurmsteeth and aided the Ghyrans in putting down various threats such as the Greendale Riders. In recognition of Ghyr's ready acceptance of imperial rule, the Thyatians denoted the whole of the north as Provincia Gurrania.

Ghyr was an important holding, but Havaburn was the real key to securing the Dale. The Thyatians routed their soldiers

and colonists through the friendly territories of Sirecchia and Nouvelle Averoine in the nation of Glantri. Glantri was in a period of flux, with new populations freely coming and going at the time. With sympathies from most of the princes, Thyatis was able to pass its forces through the young nation with little trouble.

The recent disappearance of the ruling d'Amberville family troubled the Averoinians, and some joined the Thyatians in their journey north. Individuals of other groups, such as the anglaise, also attached themselves to the caravans.

The first Glantrian-routed Legion used the Adri Varma Plateau and waterways to its north as a guide in reaching the Dale. The Legion skirmished with a few wild tribes while in transit, but was otherwise unmolested. After crossing into the Dale, it took the hamlet of Havaburn on the far western edge of the Parthenal Hills. The force was able to quickly move up the Kaganus.

Subsequent solidiers and settlers wound their way through the Genalleth Valley (modern Wendar) and then the Great Northern Wildlands after learning that the Geron pass had been closed.

Within five years, Thyatian forces had completed their conquest of Provincia Gurrania. The final battle was against the hill giants of the Scarlet City in 908 AC. Semi-nomadic Roag and humanoid tribes and isolated homesteads in the north lay outside the province. Likewise, the Parthenal and the Great Olde Woode were largely ignored by the Thyatians who wisely realized they could not take those territories successfully.

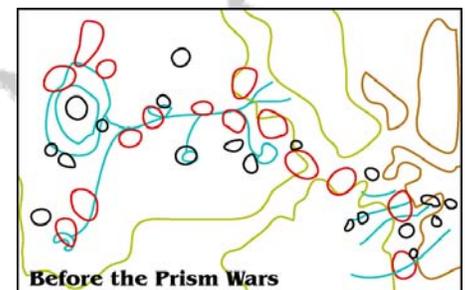
The eastern region near Ghyr was well irrigated, but water was a major concern for the western Dale. The natural lake systems would prove to be insufficient to support the clustering communities of Known Worlders, and the leaders of the province undertook one of the most ambitious earthwork projects in history.

The engineering cohort first dredged Lake Dolcimer and expanded its shoreline. Diverters were placed in the Kaganus to shift more of its waters into the Lake.

The engineers then drew upon giant muscle to erect a retention ditch over 300 miles long north of the Havaburn communities. The outflow was dammed and the waters diverted into the ditch. The entrapped riverflow became the Taron Channel. The waters were stocked with fish, eels, and crabs imported from Oceansend and those native to the Kaganus.

Without a proper release mechanism, this clogging led to more volume pouring into the numerous river-fed lakes. Shorelines slowly began to inch outward and dredging proved to be a constant activity. Attempts to create a new out-channel were abandoned for cost reasons. In addition to altering the ecological balance in the region, the absence of the Kaganus animated a menace from the Borean Valley.

The geopolitical ambitions of the Empire were never realized. The next emperor, Gabrionus V, let military and colonization expenditures decline, and legionnaires were never able to locate a viable route to the Great Bay. Periodic supplements managed to reach the north, and in 927, one of the last units to rotate into Gurrania stumbled into the Wizards' War between Denagoth and the City of Wendar. Motivated more by necessity than altruism, the Thyatians joined in the city's defense.



The Prism Wars

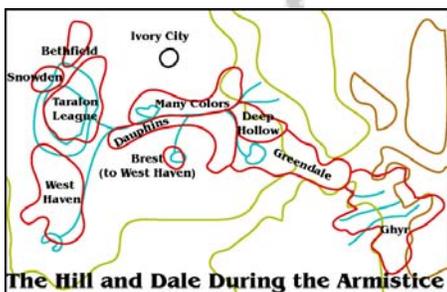
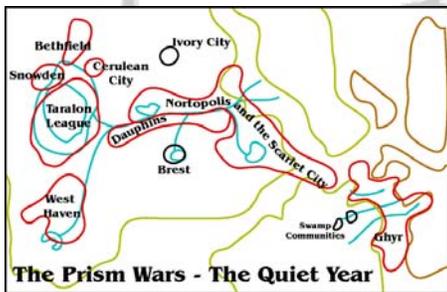
Thyatis finally recalled its Legionnaires from their northern post. At the same time, miners were discovering lodes of strange prismatic stones throughout the hills and mountains. The twin events precipitated another round of chaos in the north. Local lords proclaimed themselves kings and warred for possession of land, power, and the stones.

HISTORY AS THE IMMORTALS KNOW IT

At the start of the Prism Wars were the following kingdoms: Ghyr, Temaraire, Mork, Greendale, Deep Hollow, Faltings, Dauphins, West Haven, Havaburn, the Scarlet City, the Verdant City, Nortopolis, the Cerulean City, Bethfield, and Snowden. Other communities were independent, but they did not aggrandize themselves.

Nortopolis and the Scarlet City were a juggernaut that pushed east. Only Dauphins managed consistent victories against their forces. The war quickly led to consolidations throughout the region.

Five years into the Wars, clergy of He Who Watches presented Qasmar of Ghyr with the Heartstone, a prismatic ruby. The Heartstone allowed Qasmar to see the true nature of his fellow nobles, and he was able to surround himself with good and loyal men.



Even with the Heartstone, victory was by no means assured for Ghyr and her allies. The death of Frederick I of Nortopolis was unable to deter that kingdom, and the Scarlet City reached the walls of Ghyr. Their preoccupation with the east proved to be their undoing. West Haven and Dauphins were able to cut supply lines in the Greendale region and trap the combatants.

The Prism Wars concluded on the bloody fields near Galencourt, a town near Ghyr. Afterwards, the kings of the north pledged themselves to Qasmar.

During the celebrations of Armistice in Ghyr, the Heartstone was stolen by the Master Thief, Dahnakriss. It was never recovered.

There services required elsewhere, the final Legion unit left the north bearing the kingdoms' final duties. It disappeared in the Northern Wildlands, and the freedom buyout never reached Thyatis City. The Empire never learned what became of their former colonies.

Armistice and the Alliance War

The next two decades were quiet ones, but several important changes did transpire. The first was the formal merger of Nortopolis and the Scarlet City into a single political entity under Robert I. Robert engineered this feat by marrying off his son Engelbert to a half-giantess princess.

The other important change was the leadership turnover in the kingdoms. Ever ruler, save King Claudius of Snowden, passed away during these years, and the heirs were thinking of new ambitions.

When Prince Ganto succeeded Qasmar in Ghyr, only Greendale, Deep Hollow, and West Haven renewed their allegiance to Ghyr. The other kingdoms were held to be in rebellion, but the new king did not press his claims against them. It is unknown if such action would have prevented the conflicts that afflicted the western kingdoms soon after.

To eastern powers, the Alliance or Dale War was more of a series of limited engagements intermixed with brief shows of force over many years, but it resulted in a strengthening of Dauphins and Nortopolis. And it all began with the ruler of Taron.

Historians refer to the documents as the Taron Letters – a set of official correspondences from Queen Mabd I of Taron to several Roag populations, including those at Brest and the Ivory City. The letters were requests for a western alliance of Roags under the Taron League. Dauphins intercepted these letters and construed them as a call to war.

Before cooler heads prevailed,

Dauphins had marched on Brest, angering West Haven. The matter worsened as brigands used Faltings as a base of operations against Deep Hollow and Greendale. Reprisals soon followed.

Faced with this response, Dauphins captured Balais from the Taron League to prevent a repeat of its homefront siege. It then contended with its eastern front.

Taron lost its other ally, the Cerulean City, when conflicts with Bethfield and Snowden forced the city to join with Nortopolis. Against this stronger backing, Bethfield relocated its court to Roagendoch.

As the two strongest powers, Dauphins and Nortopolis agreed to an alliance, but their incursions into the east were blunted, and the two nations retired from that front.

On the 6th of Klarmont, AC 980, the bloodiest battle of the War transpired. A rag tag force from Snowden annihilated their Cerulean opponents on the fields of Bethfield. Thousands fell, and the Ceruleans are still affected by the defeat. Snowden's control over the region was acknowledged in return for a cessation of hostilities and membership in the new alliance.



The war continued for another three years. West Haven, still angered over Brest, joined with Taron in trying to retake Balais, but Dauphins defeated them. Bereft of its former allies, Taron was forced into the humiliation of joining "its" Western Alliance. As a further peace condition, Queen Mabd was forced to abdicate.

HISTORY AS THE IMMORTALS KNOW IT

Dauphins took the war to West Haven before it, too, joined the Alliance. At war's end, West Haven had lost Serleans, Sorchester, and the lives of King Edwin and the crown prince.

Almost as an afterthought, Roagendoch joined the Alliance to protect wintering rights for affiliated nomads.

Recent Years

The Alliance's first joint task came after undead began appearing in the west. Provisioned post houses were set up, as were plans for patrols. They even cooperated in salting and denuding the land in an attempt to deny the feeding undead forms any sustenance.

It has been seven years since then, but wandering undead forms occasionally appear in the western nations.

Ghyran Timeline

BC 3000: The Great Rain of Fire.

BC 2400: Humans established culture to the west and north of the Dale.

BC 1723: Around this time, the human culture retreated into Norwold and parts north to escape Loark's Great Horde. Many kobolds stayed in the Parthenal.

BC 1600: Early Roags and humanoids settled the Hill, the lands east of the Dale.

BC 900: Humans and elves fled to Parthenal to escape the fratricide in the southern Realm of Forenath.

BC 300: In the far east, the Alphatian Kingdom of Alinor incorporated local barbarian nations.

BC 260: Raising of the Alinor Chain and destruction of Alinor. The Shattered Plateau achieved its current condition. Local populations reasserted control over their affairs, while surviving Alphatians joined the barbarians, returned to Alphatia, or migrated west.

AC 200: The Denagothian Maggorath formed in the swamps to the southeast.

AC 220: Maggorath concluded treaties with the Parthenal kobolds.

AC 250: The Dominion of Maggorath extended into the Hill and Vale. This led to conflicts with the Parthenal elves and humans.

AC 400: Idris traditions were absorbed into the Roag belief system.

AC 460: First mentions of He Who Watches from the North.

AC 485-530: The Dominion of Maggorath was challenged by followers of He Who Watches until it collapsed. Dale communities kept to themselves.

AC 735: Essurian colonies began to spread into the Hill and Dale.

AC 785: Giovanni Augustus and the Onyx Ring adventure. Through his compatriots, Giovanni learned many tales about the surrounding lands.

AC 800: Gnomes joined the peoples of the north.

AC 852: Essurian colonies were granted regional autonomy. The corruption by the Cult of Idris was limited to the east.

AC 896: Chateau d'Amberville disappeared in the Known World nation of Glantri.

AC 898: New immigration wave peacefully hit Glantri.

AC 900: Gabrionus IV, new emperor of Thyatis, began aggressive colonization attempts worldwide. The Idrisian faith resurged along the Ghyran Piedmont.

AC 903: Thyatian Legionnaires reached Ghyr. Ghyr readily joined Thyatis in

exchange for military assistance.

AC 904: A Thyatian Legion marched due north from Glantri to Havaburn.

AC 907: Thyatian settlers traversed the eastern Northern Wildlands. Representatives of many Known World groups accompanied them.

AC 908: Thyatian forces completed their conquest of Provincia Gurrania.

AC 910: Additional water from the Kaganus was diverted to Lake Dolcimer.

AC 912: Construction begun on Taralon Channel.

AC 914: Gabrionus V takes the throne and lets the Thyatian military decline.

AC 915: Thyatian legionnaires and settlers passed through Wendar into the Northern Wildlands.

AC 920: Completion of the Taralon Channel earthworks. Other regional lakes begin to receive additional waters.

AC 925: Nearly exterminated by the forces of the Shadow Lord, Lothenar elves were granted sanctuary at Ghyr.

AC 927: Thyatian Legionnaires in transit to Ghyr aided Wendar in the Wizards' War. Formation of the Wittan Council in the Great Olde Woode.

AC 928: Thyatian Legionnaires defeated Denagothians in Almarea Forest, a part of the Wildlands.

AC 930: Explorers to the Borean Valley brought back tales of immense, deathly still cities. Subsequent expeditions did not return.

AC 933: Discoveries of a new type of gemstone capable of holding magic.

AC 936: Recall of the Legions.

HISTORY AS THE IMMORTALS KNOW IT

- AC 937: More prismatic lodes were discovered in the east.
- AC 938: A single Legion remaining to guard the peace. Squabbles escalated among the Gurrarian lords, and many proclaimed themselves kings.
- AC 940: The Prism Wars. The Scarlet City accosted Deep Hollow. Prince Ganto of Ghyr routed Denagothian warriors at Tamaraire.
- AC 941: Greendale defeated the Kingdom of Mork. The Kingdom of Nortopolis controlled Magnitania, and the Scarlet City captured Faltings before entering Deep Hollow.
- AC 942: Dauphins defeated Nortopolis for control of the Sentaburgh region. Sherrick, Thosh, and Southpool pledged to Greendale.
- AC 943: West Haven asserted authority over the Havaburn region. Landsbury, Serleans, Balais, and Taralon formed an alliance against Dauphins and Nortopolis. The Kingdom of Bethfield skirmished with the Cerulean City. The forces of the Scarlet City and Faltings took Thosh and Southpool.
- AC 944: Nortopolis beat the Scarlet City for the control of the Verdant City. Dauphins conquered Faltings. The Taralon League besieged Dauphins, but the city was relieved by West Haven. Joint forces by Nortopolis and the Scarlet City overran Deep Hollow, Greendale, and Mork.
- AC 945: Ghyr united communities from Galencourt to Tamaraire and up the Clearwater Valley. West Haven annexed Wexham.
- AC 946: The Quiet Year.
- AC 947: The Nortopolitan and Scarlet Armies captured Galencourt and much of the GhyranWestern Forest. West Haven conquered Landsbury and Serleans. Brest allied with West Haven.
- AC 948: West Haven, Dauphins, Snowden, and Bethfield agreed to an alliance with eastern Ghyr. In response, the Cerulean City joined the Taralon League. Nortopolitans captured Vhimagorg and the Sorrows, while Scarlet forces besieged Ghyr itself.
- AC 949: Prince Ganto repelled Ghyr's attackers and reclaimed the Sorrows and Vhimagorg. West Haven and Dauphins relieved Deep Hollow. Inhabitants of the Great Olde Woode liberated Thosh and Southpool.
- AC 950: During the epic Battle of Galencourt, Ghyr's allies, including West Haven and Dauphins, prevailed. The kings of the all the northern realms pledged their allegiance to Ghyr. The last Thyatian Legion withdrew from Ghyr.
- AC 964: Ganto became King of Ghyr. Greendale, Deep Hollow and West Haven renewed their allegiance, but the other kingdoms did not.
- AC 970: Interception of the Taralon Letters results in the first skirmishing of the Alliance War.
- AC 971: Dauphins' knights captured Brest. West Haven protested.
- AC 972: Brigands from Faltings annoyed Deep Hollow and Southpool. Deep Hollow launched reprisals.
- AC 973: Greendale captured Thosh.
- AC 974: Dauphins captured Balais. Snowden and Bethfield harried the Cerulean City.
- AC 975: The Cerulean City left the Taralon League and added its stripe to the Kingdom of Many Colors. Dauphins beat back Deep Hollow at Faltings.
- AC 976: The Kingdom of Many Colors launched attacks against Bethfield and Snowden. Bethfield relocated its court to Roagendoch.
- AC 977: Dauphins finally expelled Greendale from Thosh. The independent Ivory City joined the Kingdom of Many Colors.
- AC 978: Dauphins and Nortopolis agree to a formal alliance.
- AC 979: Nortopolitans won a pyrrhic victory at Shotburn. Dauphins raided Southpool and threatened Greendale. Knights from Mork and Galencourt countered the invaders.
- AC 980: Cerulean forces fought against Snowden and Taralon over Bethfield. Snowden secured its claim by joining the Western Alliance.
- AC 981: Taralon and West Haven failed to retake Balais. Taralon agreed to join the Western Alliance.
- AC 982: Dauphins captured Serleans and Sorchester.
- AC 983: West Haven joined the Western Alliance as did the court at Roagendoch.
- AC 985: Undead began to appear on the borders of the western kingdoms.
- AC 988: Snowden and West Haven were besieged by undead hordes. Alliance members responded to the threat.
- AC 990: Rumors of a land of the dead circulated. An Alliance patrol system was set in placed.
- AC 991-993: Alliance members established a denuded warning strip along the edge of the Borean Tier.
- AC 1000: Time of the Gazetteers.
- AC 1001-2: Death of King Ganto of Ghyr and the Quest for the Heartstone.

GEOGRAPHY

The Land

The locals refer to the larger region of the north as the Hill and Dale in recognition of its topographic formation. It lies below the Arctic Circle, and winters are brutal.

The Dale itself is an expansive, gently sloping plateau between the Borean Valley, to the west, and the Shattered Plateau, to the east. The plain has several zones that correspond to the shifting climatological biomes.

The Plains of Khavasz is a term used by older populations for the eastern region of the Dale – roughly the triangle between the Scarlet City, Brest, and Greendale. The region sports lightly arable or pastoral land, excellent access to mineral water, and occasional wood stands.

The central and northern parts of the Dale are called the Flatlands. This includes all of the Kingdom of Many Colors and some areas south of the Kaganus. A few isolated hills rise above the shrubs, but they do little to diminish the validity of the region's name. The land is still adequate for pastoral use, but agriculture is limited to the waterways. Those living in the interior can raise enough for themselves, but little more. Tree stands are rare, but clusters of short pines are spotted in the Flatlands. The fauna of the Plains of Khavasz and the Flatlands can be found in the individual entries of various kingdoms.

The Strathgledd is intermediate grassland transitioning into the northern tundra. The infrequent bush mixes with thigh-high grasses and tails, and later sedges. Pastoral activities are forced to use a greater amount of land, and most inhabitants are at least semi-nomadic. Sedentary residents must make do with small beans, roots, and the abundant fungi for sustenance. For a representative fauna, see the Kingdom of Lowland Roags.

Southwest of the Strathgledd is a rocky desert region. No one knows if the desertification is natural or not, but the gravel and salt from the region were used in creating buildings and the Borean Tier strip.

The Shonak Tundra marks the end of

the Dale. The tundra's permafrost continues for hundreds of miles into the Arctic before reaching the permanent snow and ice region.

Shonak Tundra: insect swarm, normal and giant reindeer and caribou, giant arctic bee, polar bear, grizzly bear (east only), robberfly, tiger beetle, giant wood spider, snow leopard, wolf, owlbear, white dragon, hill and frost giant, yellow/white pudding, white rhagodessa, arctic wolf, yowler, ice wolf, snow owl, baldandar (south only), wychglow, white dragonfly, wyvern, frost zombie, kobold, spectral hound, frost salamander

Hills

The Dale is outlined by three contiguous hill lines. Evidence of recent glacial movement is common in all of the hills.

The eastern Roaguncal stretches far into the frozen north. Because of its picturesque rising tier-like appearance, the hills are also known as the Staircase. The upper portion of the Roaguncal leads to the Shattered Plateau. Only wildflowers, weeds, and berry producing shrubs cover the land. The region near the Kaganus's source waters is volcanic. Steam vents and geysers are more frequent than lava flows, but the latter does occasionally happen. Sulfur, salt, zinc and other minerals are easily mined. The valuable prismatic stones are found here, too.

Roaguncal: normal reindeer (open terrain only), giant arctic bee, giant centipede, robber fly, tiger beetle, oil beetle lava ooze, boneless, fyrsnaca, red worm, giant crab spider, steam weevil, polar bear, grizzly bear, snow leopard, wild goat, rust monster, white dragon, coldrake, hill and frost giant, wild man, rock golem, orcs, bullette, gargantuan, spectral hound, frost salamander, ice wolf

The Hills of Parthenal are a forested ridge running from the Kingdom of Greendale in the east to the Borean Valley. The primary chain runs east to west, but numerous hilltops and valleys interrupt the general pattern. Altitude

measures around 1,500 feet in the east and 800 feet in the west at the juncture with the Borean Tier. The southern portion is particularly chaotic with secondary ridges bulging upward. Unlike the Roaguncal, the Parthenal sports trees from the large boreal forest system that includes the Great Olde Woode. The Hills of Parthenal and the Roaguncal merge with the larger Ghyran Piedmont about 100 miles east of Lake Dolcimer. Ownership of the Parthenal is often disputed between Greendale, the Great Olde Woode, and various independent tribes of elves and kobolds.

Hills of Parthenal: normal and giant elk, caecilia, giant centipede, purple worm, giant slug, normal rattlesnake, giant wood spider, rhagodessa, insect swarm, grizzly bear, lynx, fallow deer, dire wolf, normal owl, normal bat, giant skunk, giant toad, metamorph, fungoid, kobold, bugbear, gnome, elf, wight, bullette, giant snail, giant crab spider, frogfolk (south only), troll (rare, south only)

The Borean Tier is the third hilly region. It is a parallel formation to the Roaguncal, and it leads from the Dale down into the fabled Borean Valley. The Tier continues north and south. The hills' pattern more closely resembles the Parthenal, and those traversing it will encounter peaks and valleys along the way. The western edge of the Tier has been salted and laid waste by the Alliance to limit food sources for the undead.

Borean Tier: robberfly, grey pudding, clear jelly, fungoid, gargantuan zombie, gargantuan skeleton, gargantuan ghoul, gargantuan spectre, dark-hood, ghoul, elder ghoul, vapor ghoul, wight, agarat, nightmare, lesser nightmare, giant crow, skeleton, zombie, nightshade (presently unknown)

A fourth hill system exists, but much of it now rests under the waters of the Taralon Channel. See the Misty Kingdom of Taralon for details.

The Great Olde Woode and the Parthenal

The heart of the Great Olde Woode is ancient. It was formed soon after the Great Rain of Fire, and at its furthest extent the forest stretched from the Clearwater Valley of Ghyr to the middle of the Borean Valley. At its smallest, only a few stands survived amid the crawling glaciers that traveled the region.

The continental treeline runs 200 miles to the north, but as a practical matter, the Great Olde Woode is the northernmost large-scale arboreal habitat. The portion north of the hills was known historically as the Grindol. Today most consider the Parthenal, the Western Forest, and the Clearwater Forest as bodies distinct from the Great Olde Woode.

The northernmost forest is taiga – small stature needle trees over a highly acidic soil. There is no undergrowth despite abundant sunlight. In the main forest, firs, and pines mix with a few hardwoods such as the rowan tree. The trees are tightly packed, and travel can be tedious off beaten trails.

The name “Western Forest” has been a source of constant miscommunication in the north. Essurians gave the name to the forest west of Ghyr, while Thyatians thought that it meant the body around present day West Haven. Unfortunately, this homonymous pair continues to this day.

Waterways

The most important waterway is the Kaganus River. It originates from underground springs beneath the Shattered Plateau, and the river already possesses a high volume once it enters the Dale. The mineral rich water feeds several retention lakes. The majority of these lakes are natural, but some are artificial works from the Thyatian period.

References exist for different segments of the Kaganus. The Upper Kaganus extends from the twin hill feeds to the Dolcimer diverter. The Lower Kaganus goes from Dauphins to West Haven. The intermediate portion is the Middle Kaganus.

The Taralon Channel is the largest artificial water retention. It was formed

by blocking the original river that feed to the Borean Valley and diverting the water into holding channels. As the river was never undammed, the Taralon Channel has been slowly rising and swallowing up the area.

South of the Parthenal is the Swamp of the Beast. It is the largest swampland system in Brun and perhaps all of Mystara. The Parthenal kobolds believe it was once the burial wallow for a great giant who arose during the Dance of Ice (the period of glacial migrations). For further information on the swamp, see *Gaz F3* and *Gaz F4*.

Surrounding Lands

The Ghyran Piedmont is east of the juncture between the Parthenal Hills and the Roaguncal. This region is the home to the Kingdom of Ghyr. East of the Flatlands is the the Shattered Plateau and eventually the Broken Chain and Thundering Peak Mountains.

The tundra to the north belongs to the Shonak tribelands. Humans, kobolds, and others that have adapted to life in the Arctic Circle live there.

Southward, one encounters the Northern Wildlands of the Genalleth Valley. This is the ancestral home of the Parthenal elves and humans.

The Borean Valley is immediately to the west. Once responsible for birthing the humanoid hordes, the Borean Valley now is a source for an undead threat.

Climate and Environmental Notes

Winter is a deadly serious matter in the north. Temperatures can dip below -30° Fahrenheit in the exposed areas north of the Great Olde Woode. Highs are typically only 5°, though rare good days do rise above freezing. These relatively warm temperatures are borne upon southerly winds. The trees in the Great Olde Woode and Parthenal Hills retain some heat, and the region is 4-8° warmer.

Snowfall is heavy in the west (19.7 inches per month) and somewhat less in the east. On the winter solstice, daylight lasts 4 ½ hours in West Haven, but Roagendoch is dark all day.

The winter season lasts 4 months, from

Eirmont 15 to Thaumont 15. Wintertime lingers in the more northerly locations. The remainder of Thaumont is the “brutish spring.” The weather hovers within 3 degrees of freezing. The Dale does not get the constant precipitation of Ghyr, but the period is still wet. Preparatory work in the fields must be done during this period, so that planting can be done on the first of Flaurmont.

Spring covers Flaurmont to Klarmount 14. Spring is a dry time in the Dale. Sudden shower bursts contribute only 1.8 inches per month, and temperatures run 40° to 65°F in West Haven. Places north lose a degree every 75 miles.

Summer weather is restricted to only nine weeks in the south. Temperatures soar to 65°-95°, and it is often muggy with thunderstorms. Roagendoch’s summer is seven weeks at 47°-75°.

Autumn is the true gem of the north. Beginning Fyrmont 22, the temperature drops to a comfortable 55°-70° range, and the humidity subsides. In the Great Olde Woode, the deciduous hardwoods intermixed with the pines begin to turn, painting the whole north in a cacophony of greens, yellows, and reds. Autumn rainfall comes from easterly winds blowing ice off the Icereach. Frost first appears around Svirftmont 20.

Other Locations

The Old Death: The Old Death is a site north of the Ivory City that predates the Great Rain of Fire. Neither the residents of the Ivory City nor the free Lowland Roags go near it for fear of disturbing the ancient spirits. An unhealthy aura permeates the region, and the deaths of some early discoverers were blamed on the ruin. Some technological remnants survive (e.g. robot tigers), waiting for the command to rebuild the world, but the primary residents are a coalition of twisted creatures.

<p>Old Death: ochre jelly, blast spore, giant black widow, giant shroud spider, mummified cyborg, rat, baldandar, Crone of Chaos, revener, rust monster, automatons, mek, robot tiger (amber golem), proto-humanoids (mud golem)</p>

Races

The populations of the Western Alliance come from myriad stock. All of the major races, plus several of the minor ones, can be found in the north.

Humans

The most numerous humans are the Roags. They are a hardy race that predates other humans, occupying broad swaths of the hills, Great Olde Woode, and the north. Highland Roags inhabit the Roaguncal, while the Lowland Roags live a semi-nomadic existence in the Strathgledd grasslands. The Lowland Roags are further divided into those loyal to Roagendoch and the Free Roags of the east. No particular designation exists for civilized and Great Olde Woode Roags.

Roags stand 4-6 inches shorter on average. The men have thick beards braided or left in tangled fury. Jokes about “giant dwarves” have led to altercations far out of proportion to the slight. Northern tribes use thick wool and fur clothing (350 cn, 5gp, AC6) to keep out the winter chill. Lighter wool jerkins are pulled out for the brief summer.

A Roag custom that has been adopted throughout the Dale is that of the Johnny-cake (the West Haven term). A young man or woman who leaves home is giving a sieving cup with which to retrieve water (a test of ingenuity – Ed.). The mother then bakes the Johnny-cake using the water. The child is given a choice of the entire cake and the mother’s curse, or half of the cake and a blessing (a test of wisdom and character – Ed.).

For simplicity, Deno-Essurian is a catch-all for those whose ancestors came from the Denagothian Plateau. This includes the Ghyrans. The Thyatian phrase *Personae Gurrani* is used in the same broad sense. Deno-Essurians exhibit a wide range of appearance (see *Gaz F2 Denizens of Denagoth* or *Gaz F4 The Hidden Treasure of Ghyr*).

Thyatians and other Known Worlders round out the Alliance’s human population. West Haven has a large number of Glantrian anglaise, while Averoignians have had significant influence on Dauphins, Serleans, Balais and Brest.

Civilized men keep their hair length in proportion to their age. Hair is closely cropped until majority (18), after which it is grown out half an inch per decade. Facial hair is either shorn or kept neat.

Proper women wear some form of hair covering. This ordinance is frequently ignored by women of Western Alliance. Crowns and coronets are acceptable covers for noblewomen, and soldiering helmets are appropriate for female adventurers, and it has become fashion among court ladies to design fanciful headdresses.

Furs are an important element of wardrobes for both sexes. Lesser-valued pelts (beaver, wolf, or elk) are used by commoners. Those of higher station use wolf, bear, ermine, sable, and mink.

Summer dress is light, nominally made of an undershirt or blouse and shorts beneath a leather jerkin or jacket and trousers. Women substitute a bodice and skirt.

Demihumans and Humanoids

Elves: Three different elvish groups exist in the north. The Lothenar are the smallest, numbering only a few dozen survivors of a terrible war with the Shadow Lord of Denagoth.

The Parthenal elves (and humans) are descendants of those who fled the disintegration of the legendary realm of Forenath in the Wildlands. Some Parthenali have joined the community of the Great Olde Woode. They have a cool relation with the Vyalians but accepted their Lothenar cousins.

Parthenal and Lothenar elves are normally single-classed and favor fighter or thief over spellcasting classes.

280 Vyalian Foresters remained in the north after the recall. They attempt to teach their native cousins Heimsleidh, Ilsundal’s philosophy, but they do not have access to Trees of Life.

Dwarves: There are Taralon Channel enclaves of Buhrohur dwarves who came with the engineering cohort of the Legion.

Halflings: Halflings are the least common standard race. 230 hin reside in the north, mostly in West Haven. The

Leehan shortfolk have recently opened trade with the Hill and Dale, and one never knows where the next Shady Dragon Inn franchise will open.

Gnomes: Since the destruction of Torkyn Falls 500 years ago, gnomes have slowly migrated into the north. While their integration into other regions was generally smooth, the gnomes in Parthenal have earned a sour reputation. These Forest Gnomes initiated a vicious war against kobold villages, and they seem particularly vulnerable to the nihilistic allures of the Idrisian cult. Gnomes have had a better time in Deep Hollow and the Scarlet City, but they share the pathological fear of dragons common to all northern gnomes.

Humanoids: The kobolds are the oldest extant population of the Parthenal-Dale region. Over time they inhabited territory territory from the Swamp of the Beast to well north of the tundra. They were taken aback by the gnomes’ recent aggression, unaware of the bloody history of the Hardanger Range.

Other humanoids settled the Hill and Dale because of pressures in Denagoth and Norwold. Goblins, hobgoblins, bugbears, and hill giants are present in most kingdoms and are prominent in the Kingdom of Many Colors.

The Hillbans are an orc-dominated meta-group that inhabits the Shattered Plateau. They sit apart from the Dale’s populations.

Hill Giants

Though the largest humanoids, hill giants are often overlooked in censuses. Nearly all early hill giants accompanied Loark out of Urzud, but they quickly broke away on the Horde’s trek. Today they are found neigh-exclusively in a “7”-like distribution beginning in the Western Alliance, cutting across the south of the Great Bay, and down the Norwold coast to the Northern Reaches.

The hill giants who exist in the Dale are culturally intertwined with the Roags and the other humanoids of the Kingdom of Many Colors. The traditional occupation of hill giants was that of a herder and tanner, but with the advent of higher civilization, hill giants may pursue

different avenues.

The average hill giant stands 12 feet tall and weighs 1600-2600 pounds. Because of their great girth, hill giants have an endothermic inertia that allows them to brave the harsh elements of the north. They do not have resistance, per se, but a hill giant would succumb to winter long after a human would.

Hill giants have two great fears. The first is chicken pox. The childhood disease is lethal to hill giants, and any outbreak creates a panic. The second great fear is of things bigger than themselves. Hill giants are used to being the largest kid on the block, and they feel threatened by the presence of greater beings, particularly true giants. One of the cruelest curses ever placed upon a hill giant caused the victim to see everything – every blade of grass or butterfly – as twice his own size.

Hill giants also harbor a jealousy towards humanity. They are so close and yet so far removed from that craved-for normalcy, and they are keenly aware of that disconnect. This also causes hill giants to shy away from pan-humanoid groups. Dale giants are more at peace with this than are wilder ones, and only the rare specimen acts on these feelings.

Half-Giants and Ettins

Hill giants are reproductively incompatible with the other beastman-descended races. There are no half-giant/half-trolls, for instance; however, there are records and modern examples of human-giant pairings. Every successful pairing has been between a male giant and a female human who possessed magical abilities. Likely, a spell of conception was involved.

Half-giant children are all female and are statistically human. These ladies are statuesque (6 to 7-foot), shapely, and with better than average intelligence and strength. Half-giantesses are cross fertile with both parent stocks. Sons are the race of the father, while daughters are also half-giantesses.

Alliance folklore, and Roag lore before that, speaks of the Ettins: legendary two-headed giants. As with all legends, there is a kernel of truth. Ettins do exist on

Mystara, but they are not a distinct breedable race. Rather, ettins are a particular form of conjoined-twins unique to hill giants. The ontological development of the ettin's second head is akin to polyp budding – completely unlike twinning in humans.

The most commonly accepted reason for the ettin-ization of offspring is an imbalance of nutrients given to the child during gestation, but some maintain it is caused by a peculiar sickness or avariciousness of one or both parents.

One out of 100 births yields an ettinized child. Healthy, separate twins are unheard of. The physiology of the ettin does not always align properly during development, and half of all ettin births die within the first month of life. Another quarter perishes by the teenage years from compromised health.

The remaining ettins are capable of surviving into their adulthood, though they are afflicted with disabilities. Ettins stand two feet shorter than their peers, and suffer -2 adjustments in Dexterity, Wisdom, and Constitution. Each head has its own Intelligence, Charisma and personality. [Wisdom is “joint” in the sense that the body-mind intuition must work together to do anything –Ed.]

Social Standing

The basic social division is commoner, nobleman, and royalty. The nobleman class is further separated into the court lord (inc. squires, ladies-in-waiting, and pages), and ranked nobles. Lords who have been granted title to land have a pecking order over the basic court lord, but “landed lords” is not recognized as a distinct level of nobility.

The Alliance recognizes three ranked nobles: baron, count and duke, though the meanings behind the titles differ from their normal usage.

A baron oversees a large settlement (village or town of 250), a count commands a company of 15 knights of renown, and a duke is in charge of a major battlement (armed force of at least 100 men-at-arms supported by 150 civilians). Existing duchies were once independent kingdoms that fell during the Prism and Alliance Wars.

An individual may hold multiple titles, sometimes for the same real estate, and the titled noble must meet all requirements for those positions. It is even possible for different titles to be conferred by different monarchs (e.g. Galencourt in Greendale).

Barons, counts, and dukes may parcel out their personal or titled lands to subordinates. These individuals are always recognized as lords or knights.

Knighthood sits apart from the basic nobility. Traditionally, it was granted upon the completion of a heroic quest in which the individual established his martial prowess. Today it is increasingly common for knighthood to be awarded on vouching by other knights and nobles. Only the king or queen may grant this status. Those knighted are expected to participate in grand melees and jousts. Knights of Renown are those individuals who have achieved well earned praise for their feats (9th level). For an in-depth look at knighthood in the north, see *Gaz F4 The Hidden Treasure of Ghyr*.

Religion

The Church of Ghyr officially has ecclesiastical jurisdiction over not only Ghyr but also Greendale, Deep Hollow, and the nations of the Western Alliance. Actual Church influence diminishes away from the City of Ghyr. Other religions, except for the Cults of Idris and Stodos, are permitted, if not welcomed.

The Church of Ghyr

The Church of Ghyr is dedicated to the wisdom accrued from followers of He Who Watches. At the head of the Church is the Archbishop of Ghyr. Druidic faith, once a staple of the north, is viewed dimly by the Church of Ghyr. The “naturalism” aspects of druidism strike most Watchers as too close to Idrisian nihilistic hedonism. Divisions of emphasis and interpretation do exist within the Church.

The central tenet of the Church is that He Who Watches observes one's deeds and heart as they go through life, seeking those moments of truth and justice. In its view, angels and fiends play a role in the world, and Idris is the worst of the cruel

tempresses by letting people act as if there were no consequences to choices and decisions.

In the Western Alliance, the only place to receive ecclesiastical training is at Dauphins. The seminary also provides general and theological education for those with lay ambitions. Upon graduation (C3), the seminarian must choose to join the priesthood or become a templar (adventuring cleric). This decision is irrevocable.

Below the office of Archbishop of Ghyr are the bishops who administer large population areas. Every capital except Roagendoch has its own black-robed and skullcaped bishop, as do some of the large towns and villages. The Council of Bishops elects the new Archbishop and approves the Archbishop's nominees for bishopry.

Priests (C3+) handle the daily ministrations to the congregations. Particularly small communities or those out of the way may be beyond the attention of the bishops. Local priests are either self-appointed or serve at the direction of the Archbishop.

Monasteries and nunneries are another avenue for devoted men and women. These operate independently, and their students are known as friars. Monks and nuns are generally held below a templar.

<p>Title: 5 copper bits/ mo for laymen Seminarian Costs: 15 copper bits/mo Priesthood Salaries: 5 silver bits/mo plus 5 coppers for every year of service Bishopric Salaries: 20 electrum bits/ mo plus Priesthood Salaries Priesthood Privileges: Members of the clergy have basic housing provided by the Church. Communities often provide their local priests with foodstuffs.</p>

Roag MacCullan

Roag MacCullan is the oldest faith of the humans of the region, and it is shared by goblins and other humanoids. At its core, Roag MacCullan is a druidic belief system, but it has evolved away from the conventional interpretation of that term. The death aspect of nature is stressed more than in other druidic traditions. Whether this is a function of environment

or Idrisian influence is unknown. The secret rites of the druids evolved from the earth-magic of the sorcerers that survived Alinor's destruction, and are thus more elemental than vegetative in nature. Principal mythological figures are Gharma, or the Lady of the Forest, and the intrusive fairy warrior Od (or Wod). The druids pique the Ghyran clergy by equating He Who Watches with Od.

All races are seen as brothers born of the earth, and they see no separation between themselves and the land. Many followers adorn their bodies with tribal tattoos, and they traditionally dance naked under the full moon, even in the winter time.

There are two "political" strains of Roag MacCullan, and both call for a pan-Roag nation. There is an underlying anti-Watcher element to both movements. The first is led by Carwen, Heiropant of the Great Olde Woode, while the second is supported by the Mabds of Taralon. Carwen's strain emphasizes the connectedness of life and death and a return to the "old ways." The Taralon sect is politically matriarchal, and emphasizes water, earth, and air elemental teachings.

Clerics of Roag MacCullan also exist independent of the movements described above. They are most prevalent among the Lowland Roags.

Other Faiths and Traditions

The Cult of Idris currently has limited impact in the Western Alliance outside of the gnome populations. A large minority of Known Worlders maintain their ancestral faiths, particularly Thyatians.

Societies and Organizations

The High College: The High College is a network of magic-users that trains people in the magical arts. Due to Church restrictions placed on wizards, the most senior members are wanderers. Apprentices (1st to 5th level) accompany their masters on these journeys, thereby ensuring that they have a full idea as to what wizardry in the north entails. The wandering is less strictly enforced in the Western Alliance, and nobles might

retain the services of a personal magist.

Requirements: Except hedge wizards, all magic-users in the north are automatically members of the High College. A student can leave his or her apprenticeship at any time. The College is led by a High Master who is selected for lifetime appointment by the most senior wizards. Masters, those of name level, mark their status by high collared robes. Magicians are not accepted into the High College.

Cost: None/ none

Privileges: Access to advanced training during apprenticeship. Food and other necessities are provided by the master. Members of the High College have good relations with the druids.

Responsibilities: Apprentices endure an indentured servitude to their master. Members must police the wizard community and prevent further distance with the Church of Ghyr.

For more information on the High College, see *Gaz F4 The Hidden Treasure of Ghyr*.

The Thieves' Guild: Dahnakriss's underworld network stretches from Temaraire to the Borean Valley and even to Leeha. The guild performs traditional thieving activities and serves as a spy network for foreign interests – particularly Idrisian interests. Phillip of Marabone and Olwynn the White-Hands run the western guild and recruit locally.

Requirements: recruitment only

Cost: None/20% of profits

Privileges: No freelancer hassles, eventful employment opportunities

Hindrances: Criminal status.

Language

A number of languages can be heard in the north. Those that are most important for the Western Alliance are listed below.

Thyatian: Thyatian is the court language for every northern kingdom save the Lowland Roags in the far northwest.

Roag: Roag is a multiracial language spoken in the west. The most common speakers today are hill giants. Old Roag serves as the cant of local druids.

Essurian: Learned scholars maintain the Essurian language, sometimes called Ghyrian. The mages of the High College use Essurian as a cant.

Barkyip: This is the common kobold tongue in the Hills of Parthenal.

Elvish (Lothenar, Vyalian, Parthenal): With only a few dozen speakers, the Lothenar dialect is considered dead. Parthenal is maintained by independent groups of elves and fellow humans in Parthenal and the Great Olde Woode. Elves in the “civilized” areas have the Vyalian accent.

Gnomish: Gnomes have made their way into the region. Preservation of the racial language is waning except in the Western Forest.

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

Meggaran: This is a multiracial, Denagothian-based language spoken in the Swamp of the Beast.

Shonak: This is a human language heard on the tundra to the north.

Hillbanic: This is the multiracial language of the Hillban tribes. It is sometimes referred to as Skeleton Bone Orcish.

A smattering of other Known World languages accompanied Thyatian.

Economics and Governance

Despite the Thyatians’ best efforts, they could never get the northern kingdoms to abandon the Essurian bit system. For simplicity, one bit is equal in weight to one standard coin. The Scarlet City and Deep Hollow mine copper, while silver can be panned in parts of the Kaganus. No gold lodes have been found anywhere in the north, so any gold bits are from foreign sources. A zinc-nickel alloy made in several communities serves the denominational role of a half-copper, but outside nations will not accept it. Barter is also very common.

The Western Alliance is even more removed from the outside world than is Ghyr, but some nascent trade is filtering from the east. Leehan speculators are

certain to appear in the next few years. See the sections on individual nations for their particular economic situations.

Except for the Lowland Roags, each kingdom’s ruler is nominally advised by a Royal Council composed of the ranked nobility, a Church representative, and ministers and knights of the regent’s choosing. Local governance is left to seneschals and other proxies. Sheriffs or bailiffs are appointed by the local lord.

Taxation schemes are currently uniform across the north. The remainder of local funding derives from fines and tolls.

Counts ordinarily offer their company’s service for one month, but those in the Western Alliance have recently begun to submit scutage (shield payment) equal to the Duke’s fee in lieu of service. Sub-feudal lords do not pay the titled charge to the crown; however, their liege may demand some form of compensation to cover their own costs.

Tax	Amt.	Assessed
Subject of Lord	6 cb	Monthly
... of Ranked Lord	+3nb	Monthly
Sales (on business)	3nb	Annual
	per sb	(Late Fall)
National Tax	6eb	Sum. Sol.
Titled Land	100 eb	Annually
Baron/Duke	150 eb	Annually

Those living outside of a lord’s domain generally pay only the king’s tax, but support for local constabulary can be as high as 15 coppers per month in small areas. Individuals with multiple charges must meet each obligation in full.

Crime and Punishment

The criminal codes of the kingdoms are largely identical to that found in Thyatis and Karameikos in the Known World. Three important innovations reflect the local history of the region.

Branding is used for thieves and those convicted as worshippers of Idris and Stodos. Worshippers also forfeit all possessions and holdings. The punishment of the cults is not as active in the Western Alliance.

Next, adultery is punished by a week in the stockade for both participants. Wintertime convictions are punished in

the late spring. Adultery with the queen, or the king if his position is by consort, is considered treason punishable by burning at the stake.

Appeals to Trial by Combat are only used in the Kingdom of 200 Knights.

Generic Military Units

Several similar military units appear in the Western Alliance nations. These forces are listed here for common reference.

Typical Count’s Company

Personnel: 15 mounted knights, 15 mounted men-at-arms
 Non-combat Personnel: 15
 Leadership: Banner knight (F9)
 Troop Class: Elite
 BR 212

Typical Baron’s Company

Personnel: 1 mounted knight, 10 men-at-arms, 15 soldiers
 Non-combat Personnel: 3
 Leadership: Banner knight (F9)
 Troop Class: Below Average
 BR 52

Typical Independent Company

Personnel: 20 soldiers or 20 archers
 Non-combat Personnel: 0 to 10
 Leadership: Banner man-at-arms (F3)
 Troop Class: Below Average
 BR 54 (64)

Typical Town Guard

Town Guards will only participate in local defense. Town guards do not exist at a location if a military unit is listed as performing constabulary duties.
 Personnel: 25 F1 with sword
 Leadership: F3
 Troop Class: Poor
 BR 23

Typical Militia

Such a militia can be put together within 2 weeks from neighboring homesteads and town residents. A militia will only participate in local defense.
 Personnel: 50 normal men and elves
 Leadership: F3
 Troop Class: Untrained
 BR 10

THE KINGDOM OF WEST HAVEN

Inspiration: Chaucerian England

Ruler: King Limakhan I Hawkins

Overview: West Haven is a modern kingdom whose cultural identity is tied to the Known World. The Glantrian anglaise have had a profound role in establishing the character of the kingdom, particularly Wexham and Lansbury.

The nation is situated in the southwest of the Alliance near the Borean Tier and the Wildlands. West Haven rose to prominence during the Prism Wars under Queen Mary and King Caradoc.

In contrast, the Alliance War proved costly. The kingdom lost its king and crown prince as well as Brest, Sorchester, and Serleans. The current king, Limakhan, has slowly rebuilt West Haven to a position of strength.

Today the nation is beset by the machinations of external lords, such as Phillip of Marabone, and an internal threat in the guise of Warden Ernst Ziegler. The annoying gnome-kobold frictions of the south have the potential to draw in the inhabitants of the Great Olde Woode and the Hills of Parthenal.

The undead coming from the west and southwest are the greatest danger to West Haven's survival. No one has determined the cause for their presence, but it is no longer rare to hear of their habitation in abandoned buildings or woods.

The kingdom has three subfiefdoms: the Baronies of Wexham and Lansbury, and the County of Havaburn.

Holidays

Lady Hawkins Day (Yarthmont 20): This day commemorates Mary Hawkins rejection of a suitor chosen by her father in favor of the Roag leader, Caradoc. On this day, young ladies are allowed to choose any eligible escort for the festival dance.

Military

West Haven currently has 23 knights of renown and 30 knights bachelor in its service. Half owe fealty to Havaburn, and the remainder serves King Limakhan directly. The Garrisons defend West Haven in conjunction with one county and two baronial companies. The

Garrisons doubles as the town guard for the capital.

The Garrisons of West Haven

Personnel: 36 mounted knights, 50 mounted men-at-arms, 100 soldiers, and 100 archers

Non-combat Personnel: 60

Leadership: Warden Ernst Ziegler (F10)

Troop Class: Good

BR 125

Settlements

West Haven: The eponymous capital has a population composed of 3,000 Known Worlders, 25 elves, 100 kobolds, 10 dwarves, 200 halflings, 1,000 Roags, and 1,050 Deno-Essurians. It sits on the shores of Lake Cairn and was established early by the Thyatians as a sister community to Havaburn. It quickly grew into the dominate center of the southwest. The elven contingent serves as wardens of the nearby forests, but they are not part of the military. Interestingly, the elves have been aided by the expert knowledge of the kobold community. West Haven produces winter squash, fish, potatoes, and hunters bring in various game.

Wexham: The baronial seat and its environs are peopled by 200 Known Worlders, 10 Vyalian elves, 50 gnomes, 400 Roags, and 100 Deno-Essurians. Wexham preexisted as a Roag community built atop an older civilization's ruin, but its current guise was conceived by an Anglaise traveler, the Earl of Wexham. Marginally isolated from the rest of the north, Wexham bears the brunt of West Haven's undead incursions. Members of the gnomish community often enter into the no-man's forest for scuffles with the kobolds of West Haven.

Havaburn: The hamlet of Havaburn contains 300 Known Worlders, 700 Roags, 25 elves, and 200 Deno-Essurians. Havaburn is the oldest settlement in the southwest. West Haven's success drained Havaburn of many of its residents. It was revitalized as a military headquarters during the Prism and Alliance Wars.

Krythonia: Krythonia (200 Known Worlders, 500 Roags, and 100 Deno-

Essurians) is a Roag settlement that also suffered under West Haven's creation, but later immigrants infused a new life into this cattle village. Krythonia is part of the County of Havaburn, but there is no subinfeudation of the village (i.e. it is not a barony).

Lansbury: Lansbury (700 Known Worlders, 50 dwarves, 100 Deno-Essurians) was created by the Thyatians during the massive earthworks project that resulted in the Taralon Channel. Today, most residents fish or crab, though some raise goats and cattle in the southern grass knolls. The people of Lansbury are bewildered by the odd behavior of the Baroness, Lady Angela.

Smaller communities: An additional 1,000 people live within the kingdom's borders. Most are in the south around Lake Cairn and the River Kaganus. A lesser number reside near Lansbury. Only a handful of homesteads line the interior trailways.

In total, the Kingdom of West Haven holds 10,100 individuals (5,000 Known Worlders, 50 Vyalian elves, 50 gnomes, 50 dwarves, 200 halflings, 3,100 Roags, 1,550 Deno-Essurians, and 100 kobolds).

Economy

West Haven is the only kingdom in the north that was able to implement an official coinage over the traditional Essurian-bit system. Copper and silver are panned out of the Kaganus and go into the *penny* and the *crown*, respectively. Some Thyatian coins still circulate, but coins of other metals are not minted.

Relations with Other Nations

Favorable: West Haven maintains good relations with Deep Hollow and Greendale in the extreme east. Most trade has been coordinated by Lansbury's dwarven community. Preservatives and cure-dried meats are exchanged for precious stones and horses.

Friendly: West Haven is on fair terms with Snowden. Despite the proximity of the two kingdoms, there is little trade – mostly annual timber shipments for coin

THE KINGDOM OF WEST HAVEN

or mutton.

Neutral: West Haven is indifferent to the Kingdoms of Lowland Roags and Many Colors. It is studiously neutral in regards to the 200 Knights and Ghyr.

Unfriendly: West Haven has poor relations with the Great Olde Woode and Taralon. Taralon is blamed for starting the Alliance War that cost West Haven half of its holdings and for stirring up religious strife. Difficulties with the Great Olde Woode stem from the gnomish-kobold conflict and land-use rights.

Animals and Monsters

Settlements and the General

Interior: cow, goat, pig, oxen, falcon, fungoid, brownie, kobold (south only), gnome (south only), human, elf, halfling, dwarf (north only), doll golem, snow geese, chicken, crow, skeleton, zombie, ghost, ghou, wight, lesser banshee, lesser phantom, possession, pooka

The Western Forest: normal and giant elk, giant centipede, rattlesnake, giant wood spider, lynx, dire wolf, normal and giant owl, normal bat, giant skunk, gnome, kobold, skeleton, zombie, ghou, wight, ghost, fungoid, quail, pheasant, turkey, giant ermine and mink, grizzly bear, pernicorn, falcon, small green dragon

Taralon Channel: giant crab, phygorax, spectre, clear jelly, weed eel, robberfly, water weird

Personalities

King Limakhan: F4. When the Alliance War erupted, Limakhan was the second son of King Edwin Hawkins. Edwin and his eldest son were slain in the fighting, and the coronation of Limakhan was recognized only after West Haven accepted membership in the Alliance. In the intervening years, Limakhan has strove to be a just king. The King has five children: three daughters (Beatrice, Anne, Arelina) and two young sons (Harold, Joseph).

Princess Arelina: NW. Arelina is the youngest daughter of King Limakhan. The sixteen year-old is shedding her demure nature and will grow into a hot

tempered, commanding, and sharp-tongued woman. Arelina's hair is long and brown, which stands out against her gowns of West Haven blue.

Ernst Ziegler: F10. Ziegler is the Warden of the Garrisons, a position that combines the generalcy with certain domestic oversights. Ziegler hails from a line of Hattian footmen, though his mother is anglaise. A stalwart defender of West Haven, the Warden harbors resentments toward King Limakhan and has been plotting a coup.

Penelope of West Haven: C12, Int7, Con8, C. Penelope is the Bishop of West Haven and an older lady who exudes timeless beauty and grace. Outside of her official duties, the Bishop keeps to herself, abandoning the formal black garb of her office for a flattering tan. She favors the Monks of Temaraire (see *Gaz F4*), and views her personal profits as a sign of favor from He Who Watches. Penelope's armor is gilded, and rumors circulate that she holds a fiend in bondage. She would not partake of Ziegler's coup, but neither would she oppose it without explicit orders from the Archbishop.

Equipment: club+2

Angela Fletcher, Baroness of Lansbury: NW. Angela is the grand dame of the lake communities, but her mental stability has deteriorated since the mysterious death of her husband, the late Baron Jessup. Angela is convinced that he was murdered, and she often scrawls "murder" on the walls of the city, hoping to draw out the killers. Despite the overall mental decline, Angela remains very perceptive to small details.

Charles Thatcher, Baron of Wexham: F2. Charles is the first Baron of Wexham, though he prefers the title "Earl." The baron gained control over the region 30 years ago for service to King Edwin I. He encouraged gnomish settlements to the south and west of Wexham, hoping they would produce some technical marvels to combat the rising undead problem. Those hopes have been lost, as the gnomes seem more intent on harassing the kobolds in West Haven.



Bors, Count of Havaburn: F7. Bors's family led Havaburn before the Thyatians' arrival, after which they were exiled. Bors's father reasserted the family's authority after the withdrawal. Bors was the Warden of the Garrisons during the last war, and he was relieved of those duties in its aftermath. The Count is loyal to the kingdom, but the loss of his position still stings. Now 62, Bors is trying to reacquire Sorchester through marriage.

Rusak: Magician 13 (alternatively, MU4). Rusak is a master illusionist that plies his trade among the western kingdoms. He has a prickly sense of honor, and those who cross him will find themselves victims of a humiliating revenge. Rusak is driven by the need for fame and fortune. During his travels, the magician often adopts specific guises, such as Kirkenny of Loch Glenfirg, a student of Magister Throrogast in Balais – who is himself another guise of Rusak.

Turef: NM. Turef is a loyal servant to the royal family. He dotes on Princess Arelina as if she were his own.

Petrof: F10, N, Str 17, Int8, Cha 7. Petrof is a lieutenant in the Garrisons. Despite many years of service, Petrof found it difficult to rise in the military leadership. Warden Ziegler has been manipulating this slow, outcast soldier, and he now has his complete trust.

Equipment: Sword+2, shield+2, arrows+2, horn of blasting.

THE KINGDOM OF WEST HAVEN

Berklai: F4, Int 16 (6 in AC5). Berklai hails from Landsbury where he earned a reputation as a duelist. He cuts a dashing figure with his feathered hat, light armor and a buckler shield opposite his saber.

Awes: Magician8, Str8, Dex 17. Awes is an accomplished magician in West Haven who specializes in targeting tricks and often employs a bullseye lantern in his routine. He adds to the illusion by donning an eyepatch over his (functional) left eye and leaning upon a quarterstaff.

Equipment: dust of disappearance.

Triak: C5, Dex 17, Con 16. Triak is the assistant to Bishop Penelope and runs most of the day-to-day tasks of the clergy. He is an earnest man who worries that the bishop may need to be replaced.

Equipment: splint mail

Penchuri: T4, N, Dex 18. Penchuri is a half Thyatian-half Darokinian rogue wanted by the Thieves' Guild in Ghyr for unauthorized activities that resulted in the loss of a smuggling cell. Now alone in the west, Penchuri is trying to become a better man.

Equipment: boots of elvenkind

Kuat: F3 (Ranger3). Kuat is a Roag from the Great Olde Woode. Adventure and the desire for knighthood brought him into the lands of the Alliance, and he is slowly learning the ways of a "true" fighter.

Equipment: cloak of elvenkind, studded leather, hawk

Saudura: M3, N. Saudura is a minor hedge wizard who lives with her black cat outside of Wexham. She views the world as conspiring against women, and the spinster occasionally wears a false beard and poses as a man on travels.

Teman: C4, Cha8. Teman is a Deno-Essurian templar of He Who Watches. She is often mistaken as a man due to her cropped hair and masculine attire. She maintains the use of the Essurian ceremonial head guard and incense stick.

Ambil: T3. Ambil is a young thief from Havaburn with a knack for escaping capture. There is a standing warrant for his arrest in Sorchester, but the bounty is too low to interest hunters.

Equipment: ring of protection +2, oil of slipperiness

Rusak's Vision (Levels 1-7)

This is a series of basic to mid-expert adventures caused by the machinations of Rusak and Warden Ziegler. The characters begin at West Haven or one of the other settlements during a Lady Hawkins Day festival.

Charlatan: The characters are in West Haven for the festival. Much of the action comes from negotiating the social waters of the festival: food fights and scuffles between gnome and kobold children, pursuit by infatuated maidens, commoner tourney list options (archery and wrestling), and thieves. The entertainment is provided by Rusak – actually an illusory Rusak. The magician poses as another street performer, busily fleecing the people with the aid of accomplices while the illusory version acts on stage. The festival is meant to be a roleplaying opportunity, but ultimately the characters should realize (or be informed) that someone is robbing the people and put a stop to it. Interference with his accomplices will earn Rusak's ire.

Return of the Undead: While in West Haven or Wexham, the party comes across a funeral procession for an old lady that died. Numerous graves have been disturbed, and the family worries that robbers will strike their dame. They hire the party as guards for the graveyard. Grave robbers have been working the area on behalf of one of Rusak's alter egos, but lesser corporeal undead have wandered into the area. Worse, ghouls are feeding at the graveyard.

The Kidnapping of Princess

Arelina: Word spreads quickly that someone has kidnapped Princess Arelina. Ziegler's forces have the culprits trapped in an abandoned home (the House of Towers) in the southern woods. The kidnappers, Jahat and Jelek, threaten to kill the princess if the army moves on them. This event has been orchestrated by Ziegler and Rusak. The party specifically has been hired to rescue the princess, but the house is stocked with regional monsters and undead from the previous encounter. If the characters succeed, Ziegler's actions would seem prudent. If they fail, one piece of the

royal family is removed and the princess's death will be on the heads of the party. Ziegler will "kill" Rusak should he be captured, but Jahat and Jelek will be bound over for execution.

She Wrote "Murder": Assuming the party rescued Arelina, part of their reward is a vacation to Lansbury. Lady Angela has been busy scribbling "Murder" on the town walls. Her chamberlain believes Baron Jessup's death was accidental, but he hires the party to investigate and hopefully ease his lady's troubled mind. Others think that the writing on the wall is a good idea, and the spirit of Lord Jessup has plans of his own.

Framed!: The party has gained fame, and Rusak is ready to humiliate them. Using his illusory powers, he frames the party for several crimes in Havaburn and Krythonia, including murder. There is little hope of the party proving their innocence, and they must escape the kingdom.

Rusak's Revenge: With the heroes of West Haven gone, Warden Ziegler plans his palace coup. In a year or so, the Warden will kill the royal family. Rusak makes it appear that the party was responsible and that the king elected Ziegler as his successor. The only royal survivor, Princess Arelina, witnessed the horror and has fled the palace. Rusak and several accomplices, including Phillip of Marabone, now hunt her. And their path runs back to the party who must save the haughty princess.

Arelina's War: Arelina has been secured from her pursuers, but the coup is far from put down. The determined princess begins to raise an army. This war is open-ended, and Arelina's victory is not assured, even with the party's support. The army is initially loyal to Ziegler. Personal entreaties can bring Lansbury to Arelina's side, but Wexham and Havaburn see a civil war's long term weakening. If the war continues too long, the Kingdom of 200 Knights will move in to establish peace, something that may be forced by Phillip of Marabone, or his family.

THE MISTY KINGDOM OF TARALON

Inspiration: sub-Roman period coupled with a resurgence of druidic cultures

Ruler: Queen Mabd II

Overview: Many could be excused for forgetting that Taralon existed. The kingdom occupies an “island” within the Taralon Channel. Mists and fogs constantly roil across the water’s surface and obscure distant glances of the kingdom. Only the baleful shepherd’s pipes give evidence to the land’s presence.

Originally, Taralon was hilly land occupied by a few Roag shepherds. As the Thyatian earthwork project transformed the land, it and other smaller islets separated from the region.

Those who settled Taralon sought escape from outside hassles. This sense of removal continues to this day, and the people hide their secrets as well as the mists hide Taralon.

The kingdom was forged by the legionnaire Nemius and his wife Mawgren. The land was initially part of an association with other Channel communities – the Taralon League. Membership changed during the Wars, and today, the Kingdom of Taralon is restricted to the Channel interior.

The next ruler, Mabd I, was part of a secret resurgence in Roag MacCullen. The movement was particularly strong among the Roag women, and it was married to a matriarchal vision. Adherents increasingly viewed the Known World faiths and that of He Who Watches as threats, but their minority status forced them to compromise with or convert the outsiders.

Taralon precipitated the Alliance War when Mabd I sent letters of alliance to several communities. During the war, the queen surreptitiously urged followers of Roag MacCullen everywhere to fight the Known Worlders and the Ghyran priests. As a peace condition, Mabd I was forced to abdicate in favor of her daughter.

Holidays

Lost Souls Day (Ambyrmont 28):

On this day, the people mourn those who have died in the last year. Small candle

boats are placed in the Channel to light the way for souls who need help moving forward. Many of these boats make their way to Lute Point before extinguishing.

Military

Today there is only a small company of soldiers deployed. None are knights. The men spend half their time bolstering the royal herders and tillers.

The Royal Company of Taralon

Personnel: 50 men-at-arms, 100 soldiers, and 50 boltmen, 50 archers
Leadership: Captain (F7)
Troop Class: Below Average
BR 67

Settlements

Taralon: 800 Known Worlders, 75 dwarves, 100 Roags, and 100 Deno-Essurians inhabit the capital, Taralon. It sits atop the remnants of the local hill complex from which the Channel was carved. Despite the small population, the town is well defended. Shepherds and goatherds are common occupations.

Corugan: Corugan (100 Known Worlders, 200 Roags, and 100 Deno-Essurians) is a small fishing village opposite Snowden. The village sits atop the only land capable of grazing cattle, so the residents also maintain about 35 head.

Smaller Settlements: Piker’s Ferry is a small settlement (30) that handles trade and travel to Balais. The remaining 800 subjects of the Misty Kingdom work the waters.

Other Places of Interest

Lute Point: Lute Point is a rocky outcrop in the north near the Cerulean City. Drowning victims in the northern Channel often wash up here, as do the candle boats on Lost Souls Day.

Angwenness: This is the region of the southwestern marshlands. Undead have been sighted here recently.

Economy

Taralon uses the Essurian bit-system of precious metals, but most trade is through barter. The royal income is only 20% in currency, with the remainder in the form

of goods and services.

The productive capacity of Taralon rests with the herders and fishers. Fish, wool, mutton, and goat’s milk are the primary exports. The land is incapable of supporting massive agriculture, and there is little infrastructure for other industries.

The Taralonians have developed one thing that stands them apart from the rest of the north: the creation of harpists, pipers, and bardic colleges. The dwarven community in Taralon has been important in this development, despite their “Known World” taint.

Relations with Other Nations

Favorable: Taralon is very well disposed towards the Kingdom of Lowland Roags. The Queen Mother sent a wagon of goods to Roagendoch when she heard of the tarring and feathering of its bishop.

Friendly: Both the Queen and the Queen Mother have been making overtures to the inhabitants of the Great Olde Woode. They are looking once more to create an alliance. Queen Mabd II has also developed a correspondence with the Duke of Mork in Greendale. Because of the kingdom’s dwarven minority, Taralon has made an effort to work with Deep Hollow. The Queen is particularly interested in obtaining some of the prismatic stones coming from Deep Hollow’s mines.

Neutral: Taralon is neutral towards Snowden and the Kingdoms of Many Colors and 200 Knights. Taralon’s defensive position is precarious at the moment, and the queen cannot afford to anger these neighbors.

Unfriendly: Taralon is at odds with West Haven. It also does not care for Greendale or Ghyr.

Animals and Monsters

Taralon Channel: weed eel, robberfly, clear jelly, slime worm, giant leech, giant freshwater slug, giant catfish, giant crab, water weird, phygorax, banshee, spectre, phantom, kal-maru (ship’s bane), water elemental, nixie (unique)

THE MISTY KINGDOM OF TARALON

Angwenness Bogs: robberfly, water weird, banshee, spectre, skeleton, zombie, clear jelly, spectral hound, fungoid, bogle, slime worm

Central Highlands: sheep, cow, goat, earth elemental, bogle, white dragon (passing), bogle, sidhe, dire wolf.

Personalities

Queen Mabd II: DR9, N. As part of the Western Alliance peace settlement, Mabd II replaced her mother as ruler of Taralon. Her birth was a cause of some gossip as her parents were never wed. The current queen is more shrewd in the ways of modern politics than was her mother, but she is committed to the same dream of a Roag-druidic matriarchy.



Mabd, the Queen Mother: Druid16, N. The former queen lives in the palace under house arrest, but she holds sway with a sizeable portion of the population. She tries to “help” her daughter increase Taralon’s position and bring about the expulsion of outsiders. Mabd’s reign began shortly after the Prism Wars’ conclusion. Rumors persisted during the Armistice that she had sired a child while in the east, but no one has ever been able to substantiate this.

Kenwyn, Prince: NM. Kenwyn is the only child of Queen Mabd II. His mother and grandmother were greatly disappointed that he was not a daughter. His personal and royal growth neglected, the prince has no sense of himself.

Bishop Price: C7. Price is the ranking

member of the Church of Ghyr in the kingdom. In addition to his clerical duties, Price keeps tabs on the Queen Mother’s machinations for Archbishop Loftos. Price does not yet suspect Mabd II, an oversight which may prove fatal.

Olwynn the White-Hand: T12, N, Cha8. Olwynn is a 6’ tall man whose blond hair streaks gray. Wearing the city’s dark green cape and yellow coat, he fancies himself a displaced nobleman from the Verdant City. Once he was a ranking member the Thieves’ Guild, but disagreements with the Master Thief compelled the White-Hand to leave Ghyr. Olwynn then built up a small network that operates in Taralon, Snowden, and Roagendoch. He recently agreed to subordinate his activities to the leadership of Philip of Marabone. Olwynn is distrustful of the clergy, but he is true to his word.

Equipment: dagger+2

Balin, Earth-son: D5, C. Balin is a member of the Taralon dwarven community under the sway of the Queen Mother. He has abandoned his faith in Kagyar for Roag MacCullen. He is a troublemaker, but he has successfully recruited several disenchanting dwarves.

Meredith: NW. This dispossessed noble girl works as a scullery maid. Disguised in her noble garb, she caught the eye of Kenwyn during a recent ball. Meredith seeks a return to nobility, a prince at her side, and her father’s approval.

Enara: NW. Enara is a 15 year-old peasant girl who was almost drowned by Mabd I as a newborn to avert a prophetic vision wherein Enara saved or destroyed the Taralon royal line. A local fisher found her floating in the Channel near Lute Point and raised her as his own.

Maiden of the Lake: The Maiden of the Lake is a nixie who resides in the Channel. She grants wishes to those who resist her temptations, but at the price of a curse. The Maiden combs her hair with a golden comb with a pearl handle.

The Secrets of Taralon (Levels 1-7)

In this arc, the story begins innocently enough as the search for a lost girl, but

her disappearance was not happenstance. The Queen Mother’s plots rise to fruition, and the party are wild cards in this conflict.

The Lost Child: With winter fast approaching, a young child has run off into the Angwenness. Strange shapes are walking in the mists, and the girl hides at a strange stone structure, waiting for rescue. Carved within the stone are three circles joined.

The Setting Son: Lost Souls Day approaches, and a festival in the capital is held beforehand. The local priest invites the party and introduces them to the Bishop. They can also meet Meredith and the Prince, although meeting the Mabds may prove difficult. Festivities are frayed as bogles let loose on the celebrants, thieves steal royal items, and a silent hunter seeks Kenwyn.

Enara: the Queen Mother has learned that Enara lives. She sends the child to an ally to have her killed, but the party intercepts the execution orders. They must safeguard the child, and discover her destiny.

From the Dragon’s Maw: A maiden was almost drowned by her sister, a student of the Queen Mother. Now the damsel is guarded at the waters’ edge by a dragon waiting to feast.

The Bishop’s Request: Bishop Price quietly asks the party to look into the symbol of the joined circles that they discovered on their first adventure. But nosing into elemental matters can be dangerous.

The Soul Cages: As Bishop Price ponders what the party has brought him, the PCs are beseeched to help with the Maiden of the Lake and free those captive in her Soul Cages – but the Maiden might be able to help deal with the Mabds.

A Troublesome Priest: The Queen Mother has reached her limit with the Bishop and sends assassins to his residence. The party can try to prevent the murder or recover his last messages to Loftos and get word out to the other kingdoms that trouble brews behind the mist. All while the Queen declares them criminals and mobs wander the streets.

THE KINGDOM OF SNOWDEN

Inspiration: sub-Roman England

Ruler: King Claudius

Overview: The Kingdom of Snowden is the last outpost of Known World civilization, but the call of the wild tugs at the hearts of many of its subjects. The Church of Ghyr is still the dominant faith, but there are many representatives of the Known World faiths.

Snowden does not maintain feudal subdivisions. Bethfield, as the former capital of the Kingdom of Lowland Roags, is held in regency.

The kingdom is at the low shore of Taralon Channel, and it is at risk of being washed away by the rising waters. Snowden has neither the engineering expertise nor the giant muscle to route excess water to the west.

Snowden's boundaries are set more by topological arguments than direct control. The grasslands of the north are understood as the province of the Lowland Roags, and no one cares to lay claim to the arctic desert. The southern limit is placed at the start of the earthworks for the Taralon Channel.

The western extent of the kingdom is based on a half-day's walk from the military post houses. Few individuals permanently reside in the bush and thicket-filled interior, but the posts are sufficiently far to the west that riders could reach Snowden before trouble menaced the capital.

Only the boundary with the Kingdom of Many Colors is set by political treaty.

Holidays

The 6th of Klarmont: On this day in 980, Snowden and supporters from Taralon fought the Cerulean City to a standstill near Bethfield in one of the bloodiest battles in the north. 7,000 in total died that engagement. On this day, the people of Snowden give thanks for their survival and express their love for one another.

Military

Snowden maintains three active military units to handle neighboring threats. In

addition, it can draw up two militia companies.

The Outriders are charged with the protection of the western march of the kingdom. They operate year-round from the post-houses (see map). During summer and autumn, the Outriders also send patrols along the Western Lookout Trail. For this service, Snowden receives 1000 gp from the other other nations.

The Snowden Outriders

Patrol: 1 mounted knight bachelor (F5), 1 mounted templar (C4), 3 mounted men-at-arms (F3), 5 mounted boltmen
Outriders: 5 Patrols
Leadership: Dame Elaine (F7)
Troop Class: Good
BR 135

Despite their small size, the Bethfield Stalwarts are a strong deterrent against incursions from the Lowland Roags or the Cerulean City. They are also known as the Pride of the Bear after the noble sacrifice of a bugbear warrior on the 6th of Klarmont Battle. Bethfield is supported by 2 mobile ballistae.

The Bethfield Stalwarts

Personnel: 20 goblin slingers, 10 bugbears, 6 Knights of Renown, 10 Knights Bachelor, 10 men-at-arms, 25 soldiers
Leadership: Lamerok of Bethfield (F8)
Troop Class: Excellent
BR 131

The final unit is the Snowden Black Guard. This unit doubles as the personal guard to the royal family, and it performs constabulary duties. Snowden is protected by three fixed, light catapults.

The Snowden Black Guard

Personnel: 15 Knights of Renown, 25 Knights Bachelor, 30 men-at-arms, 15 soldiers, 15 boltmen, 10 kobolds (boltsmen), 10 hobgoblins
Leadership: Sir Fallon (F10)
Troop Class: Excellent
BR 139

Settlements

Snowden: 600 Known Worlders, 600 Roags, 100 Goblins, 100 Kobolds, and 170 hobgoblins reside in the capital town. Fishing, farming, and raising shaggy auroch are the main industries of Snowden.

Bethfield: 100 Known Worlders, 50 goblins, 300 Roags, 25 bugbears. Bethfield is second largest community in the Kingdom of Snowden. In addition to activities shared by the capital, Bethfield (Burthgledd in Roag) also handles most trade between Snowden, Roagendoch, and the Cerulean City.

Another 300 humans live in small hamlets or homesteads, primarily along the Channel. Most of Snowden's native subjects are semi-nomadic hunters of sub-arctic game such as foxes and hares. They also occasionally raid neighboring kingdoms for goods and food. These nomads comprise 400 Roags, 400 goblins, 900 kobolds, 80 hobgoblins, and 175 bugbears.



Economy

Snowden is on the Essurian-bit system and does not mint its own coins. The residents of Snowden and Bethfield do accept Thyatian and West Haven coins, and local bankers have begun to issue writs of deposit to handle seasonal fluctuations on loans – essentially the infancy of paper currency.

Relations with Other Nations

Favorable: Though contact is limited, Snowden is very favorable towards Greendale – a product of friendship between King Claudius and the father of Greendale's current ruler.

THE KINGDOM OF SNOWDEN

Friendly: West Haven is a limited trade partner for Snowden (mutton and coin for timber), but the two nations have always had a cordial relationship. As a counterbalance to the Kingdom of Many Colors, Snowden has been cultivating a relationship with the court at Dauphins. A royal marriage could cement this.

Neutral: In times past, Snowden and Taralon were close allies, but Mabd I's actions and subsequent anti-Watcher programs put King Claudius's rule over a primarily Roag population in jeopardy. Snowden has little interaction with Ghyr and Deep Hollow in the east or the inhabitants of the Great Olde Woode. It is studiously neutral towards the Kingdom of Many Colors.

Unfriendly: The dispensation of Bethfield is a sore point between Snowden and Roagendoch. Relations have further soured over Cadon Hen's expulsion of the Church of Ghyr.

Animals and Monsters

Taralon Channel: weed eel, robberfly, clear jelly, slime worm, giant leech, giant freshwater slug, giant catfish, water weird, kal-maru (ship's bane), water elemental, nixie (unique, see Taralon)

Bush Flatlands: insect swarm (summer only), shaggy auroch, snow leopard (winter only), falcon, pig, cow, goat, wychglow, fungoid, kobold, goblin, hobgoblin, bugbear, yowler, arctic wolf, ice wolf, grouse, giant ermine and mink, white and blue dragon (passing), ghost, ghostly horde (Bethfield), possession, arctic fox, arctic hare

Western March: skeleton, zombie, ice zombie, ghoul, frost salamander (winter only), white dragon (passing), agarat, fungoid, grouse, snow geese, arctic fox, arctic hare

Personalities

King Claudius: F3, N. Claudius has ruled Snowden since the Prism Wars. Despite his age, he maintains his physical vigor, but his mental and emotional faculties are slowly eroding. He adores his three daughters, but he fears that they do not love him in return. His Roag wife,

Alina, died of the flu thirteen years ago.

Princess Sylvia: NW. At 23, Sylvia is the youngest daughter of Claudius, and the one who most loves her father. She does not care for the idea of an arranged marriage, but Sylvia knows that Snowden needs help if it is to continue to exist.

Princess Cordelia: MU4 (Wise Woman 4), C. Cordelia is the eldest child of Claudius. She craves control of the entire kingdom behind a veneer of sweetness, and she is willing to kill kith and kin to achieve it. Cordelia is betrothed to Lamerok of Bethfield.

Princess Megan: Rake1, N. Megan is the King's middle child. She resembles her late mother, and is always the belle of the ball. The 24 year old currently has a crush on Fallon, Captain of the Guard.

Lamerok of Bethfield: F8. Lamerok is a knight bachelor in service to King Claudius. For the last three years, he has served as regent at Bethfield. Lamerok is concerned about aggression from the Cerulean City. He loves Cordelia, but he is blind to the ambitions of the princess.

Sir Fallon, Captain of the Guard: F10. Fallon is in charge of the defense of the town of Snowden and the western march. The knight finds Megan attractive and her dowry even more so.

Reyns, Lord Chamberlain: NM. Reyns coordinates the domestic affairs for King Claudius. He is a loyal servant to the family.

Trystan: T7, C. Trystan is the illegitimate son of the Lord Chamberlain. Though his father accepted him years ago, Trystan nurses a deep grudge against his father and the King who employs him.

Dame Elaine: F7. Dame Elaine is a knight bachelorette who currently oversees the Outriders. She suffers nightmares stemming from an encounter with an agarat two summers ago and wakes in cold sweats. She is loyal to the kingdom, but she is ready to be done with this tour and retire to Snowden.

Bishop Kay: C6. Bishop Kay is the ranking priest in the Kingdom of Snowden. He corresponds often with Bishop Price, his counterpart in Taralon. Kay is not above hiring adventurers to



harass the Lowland Roags to the north, but he would disavow any knowledge should they be caught.

Brother Bevis: C2, Str8. Bevis is a tall and lean monk with a well-groomed beard. Beneath his dark robes rests chain mail. The 29 year-old monk is merciful, and he studied at Dauphins before being sent to Snowden. Despite his incomplete training, Bevis has helped many of the Bethfielders to see the light of He Who Watches.

Gwynne Cutpurse: T6, Int7, Dex17. Gwynne is an attractive figure of the Snowden taverns, quietly slitting the bottom of drunkards' purses. Her auburn hair drapes heavy bangs over her forehead, hiding the branded "T". This scar came courtesy of the hated jailers at Balais. Gwynne has green eyes, and often wears sky-blue and gray garments.
Equipment: sling+1

The Madness of King Claudius (Levels 1-8)

The pressures and threats to Snowden have slowly been eroding the stability of King Claudius. Trystan plays on these failings to turn the royal family against one another. As the party grows in stature, they can come to see the madness and either avert disaster or rectify the matter.

The 6th of Klarmont: In honor of the 20th anniversary of the battle, King Claudius orders inordinately lavish celebrations including a reenactment.

THE KINGDOM OF SNOWDEN

But Trystan switches the Cerluean actors with mercenaries who will ruin the festivities and endanger everyone.

The Kidnapping of Princess

Sylvia: King Claudius considers marrying his youngest daughter to Prince Frederick of Dauphins. This is a potential threat to Sir Fallon, Cordelia, and Trystan, and one of them arranges for her kidnapping in Balais. Evidence is left indicting the chamberlain or another innocent target, and King Claudius thinks that perhaps Sylvia faked the incident herself. Bishop Kay asks the party to investigate, and their first stop should be with the tavern wench Gwynne Cutpurse who can point the party in the right direction.

A Cold Death: An Outrider patrol has reached Snowden with news of an undead sighting. The Black Guard has been mobilized, to confront the horde. Unfortunately, a few specimen approach from a different route, and the party is all that stands between them and the people of Snowden.

Patrolling the Outerlands: Sir Fallon arranges for the fighters to receive man-at-arms status or bachelorhoods, as appropriate, in recognition of their service to Snowden. He further arranges for the party to sign on for a tour with the Outriders, hoping that the undead can dispose of these heroes.

Outcast of Sylvia: Sylvia has been exiled by her father, as has the Lord Chamberlain. He then divides his lands between his daughters Megan and Cordelia. It's a short road to the Cerulean City, but a lot can happen. The party must ensure the princess is escorted safely to the border.

Two Weddings and a Funeral: Convinced that only Cordelia and Megan are worthy daughters, he agrees to their marriage to Lamerok and Fallon, respectively (or perhaps a PC). The spirit of the king's late wife has started to walk the halls and threatens to disrupt the proceedings. The party must put her spirit to rest as they dig deeper into the politics of Snowden.

Dragon Hunt: King Claudius has split his realm between Cordelia and Megan. He wants to spend his time hunting

dragons in the west and asks the party to accompany him. Someone ensures that the king gets all of the excitement for which he had hoped.

The Bastard's Gambit: Frictions begin to arise between the new royal couples and with Claudius. The party must decide which of three power blocks to support and prevent the rise of Trystan. A wildcard is Princess Sylvia who may marry one of the Fredericks and bring a foreign army into the Kingdom.

Call of the Wild (Levels 1-7)

This adventure arc is for characters in the neighboring Kingdom of Lowland Roags (see the next section).

The party begins as part of one of the nomad tribes among the Lowland Roags. Humanoid and giant characters are certainly appropriate. The harsh troubles of the wild lead the characters to Roagendoch and beyond as Laodegan is made heir to Cador Hen.

Wolf Pack: The characters are part of group moving north into the Strathgledd after the thaw of late spring. The characters must protect their herds of sheep and aurochs from wolves and other grassland predators.

Buzz Fear: With summer approaching, the standing water pools have come alive as larval dragonflies and other insects ready for adulthood. These nuisances are nothing compared to the giant arctic bees coming out of the ground, and they need food.

The Test of Rivals: The Day Without Night can prove to be a heartache for the young men and women. Hurt feelings from the celebration lead to a challenge to race into the deep north and retrieve polar bear pelt and meat. Complicating matters, during this time of year, the polar bear's fur is brownish, and the characters can easily confuse a grizzly for their intended quarry. During their hunt, the PCs may sight dragons in the distance.

Eye to the Clouds: The tribe's path curves into the west as autumn arrives, and the party comes across a strange man, Claudius Cloudgazer. The wizard is studying the clouds as a means of

finding the the legendary World End's Well. But Claudius isn't the only one searching – a murderous baldandar is looking too. The party must save the mage from the illusory fiend.

The Winter of Discontent: The previous adventure drew the party far off the tribe's standard route, and an early winter separates them. Their only hope is to reach one of the provisioned post houses and huddle down. The characters aren't the only ones seeking shelter. Wild animals, undead, and one or more dragons call this post house home. If they can survive the winter, the party will have to journey to Roagendoch before being able to locate their tribe.

The New Tribe: The spring thaw has released the party from their frozen entombment. After reaching Roagendoch, they learn that their band is somewhere to the east and having trouble with a Free Roag band led by a large hill giant. The party can accompany Prince Laodegan in dealing with this force. Victory could lead to another band pledging to Cador Hen, while defeat could cost them their family. This adventure can be developed into a campaign to bring Roag tribes under the authority of Roagendoch.

Ione's Choice: Cador Hen has decided to marry Ione and Laodegan, but his daughter refuses. The king expels Mark and places Ione under house arrest. Ione want to escape to the south. The party can help the princess escape to the south (West Haven), or help Laodegan get her back. Other nations will certainly take interest in the affairs of the Lowland Roags.

THE KINGDOM OF LOWLAND ROAGS

Inspiration: Gododdin kingdoms and Catuvellauni tribe

Ruler: Cador III

Overview: The Kingdom of Lowland Roags is a nation with loosely defined borders upon the western Strathgledd, a system of grasslands and meadows below the tundra line. In the native Roag tongue, the kingdom is known as the Roagen Sur Kith. Most of its residents are semi-nomadic humans and humanoids, and the borders are the general range limits of their wanderings. The eastern extensions of the Strathgledd are held by Roag tribes who do not recognize the authority of Roagendoch.

This kingdom is unique in the north. Its court language is Roag, not Thyatian, and the Church of Ghyr has no standing. The last bishop sent to Roagendoch was tarred and feathered. Goblins, kobolds, and hill giants live among the namesake Roags.

Permanent and semi-permanent homes are dug into the ground, and rocks are built up around the hovel. The structure is topped off with a peat roof. These domiciles can be quite extensive despite their crudity of construction, and they can feature flock pens, chimneys, and storage chambers. Wintering in one of these shelters in an unpleasant experience, but one will survive the bitter cold.

The first King Cador was the Duces Roagarium during most of the Thyatian period. Cador I made an effort to modernize his fellow Roags while keeping their heritage intact. The first court was at Bethfield. The king died during the Prism Wars, and his son, Cador II, continued to straddle the cultural divide.

This belief in a merged identity was not inherited by Cador II's son, Cador Hen, the current king, increasingly rejected Known World and Ghyran influences as a prince and later as king. By the time of Bethfield's abandonment in the Alliance War, he was committed to a purely Roagish nation.

The current capital, Roagendoch, sits upon the Arctice Circle, and it was historically a site of religious importance for the Roag druids. When a new bishop

was sent by the Church a few years ago, Cador Hen tarred and feathered the poor priest and outlawed the Church of Ghyr.

Holidays

The Day without Night: On the day of the summer solstice, Roagendoch has no nighttime. Various fertility rituals are inacted on this day.

The Night without Day: Similarly, Roagendoch experiences no daylight on the winter solstice. A brief outdoor dance is conducted au naturel to revive the sun for the next year.

Military

Roagendoch maintains a moderate company for defense, but in times of war the kingdom can draw upon the Roag tribes.

The Lowland Roags Company

Personnel: 5 F3 (longsword, chain), 150 F1 (short sword, heavy hide/AC6), 10 goblins (short bow, hide), 25 kobolds (light crossbow), all with dagger
Leadership: Laodegan (F3)
Troop Class: Below Average
BR 42

The Lowland Roags Host

Personnel: 10 F3 400 F1, 50 goblins, 75 kobolds, 25 hill giants (clubs)
Leadership: Fin Tor (F17)
Troop Class: Below Average
BR 67

Settlements and Sites

Roagendoch: Roagendoch is the only large scale settlement in the Kingdom of Lowland Roags. 1500 human Roags live alongside 100 goblins, 200 kobolds, and 40 hill giants. Most raise shaggy auroch in the southern half of the kingdom and are absent during the summer and fall.

The Kingdom's remaining 1500 Roags, 200 goblins, 300 kobolds, and 160 hill giants are either fully nomadic or live in isolated homes dug into the ground. The nomads provision the watch posts in the north during their travels.

During summer they go as far north as the central Shonak Tundra (beyond the map) where polar bear hunts are

common. Spring and fall see numerous clashes between the Lowland Roags and the nomads of Snowden or the free roags of the east. During winter, the nomads return from their journeys and may even take shelter further south in the Kingdom of Many Colors. The residents move their livestock into their domiciles to avoid the winter freeze.

The World End's Well: This magic well is hidden in the far reaches of the kingdom. Those seeking humbly may find the three founts of wisdom (three disembodied heads) that grant blessings and curses. Also, seekers may find a key to their future (e.g. a transformed prince). The path to the Well is guarded by razor hedges that move of their own accord and a terrible wolf of massive proportions.

Economy

The kingdom is dependent on the shaggy auroch and sheep herds for food and clothing. All transactions are conducted through barter – Essurian bits and Imperial coins are worthless to the Lowland Roags.

Relations with Other Nations

Friendly: The Lowland Roags are friendly to the royal court at Taralon, the folks of the Ivory City, and the inhabitants of the Great Olde Woode. This owes mostly to a common Roag heritage.

Neutral: The kingdom has little care for any of the nations south of the Kaganus. It maintains studious neutrality towards the Kingdom of Many Colors to preserve wintering rights for the nomads.

Unfriendly: The dispensation of Bethfield has been a sore point between the Lowland Roags and Snowden. The latter has held the village in regency for a quarter century. The kingdom is also at odds with the free Roags of the east who refuse to join the kingdom.

Hostile: The Kingdom of Lowland Roags is hostile to Ghyr and representatives of the Thyatian Empire. The Lowlanders resent that they could not be left alone during the occupation and had their culture stripped away.

THE KINGDOM OF LOWLAND ROAGS

Animals and Monsters

Year-round: goblin, kobold, hill giant, shaggy auroch, thick wool sheep, arctic fox, arctic hare, snow owl, snow geese, yowler, snow leopard, dire wolf, arctic wolf, ice wolf, frost zombie, spectral hound, ghost, white dragon, crystal dragon, yellow/white pudding, baldandar, agarat

Spring Only: wyvern, giant arctic bee

Summer Only: robberfly, dragonfly, tiger beetle, fungoid, giant arctic bee

Autumn Only: grizzly bear (rare)

Winter only: normal and giant reindeer and caribou, polar bear (rare), apparition, frost giant (once every 10 years), Shonak hunters, frost salamander, lupin (rare)

Personalities

Cador Hen, King of the Lowland

Roags: Cador III rules this wild land from the stone castle at Roagendoch. King Cador Hen (literally, Old King Cador) is angered at the world. His two eldest children were believed killed during the evacuation of Bethfield, leaving him with only his daughter, Ione. Cador Hen has since remarried, and he takes great pride in his step-son, Ladogen.

The Roag nationalism of Cador Hen is one generated by the romantic myth of the manly noble savage of the north. Ironically, this myth was the product of Thyatian writers whose works Cador read as a child. In the short term, both the Mabds of Taralon and Carwen, the Heiropphant of the Great Olde Woode, are likely allies for the king. Should they prove successful, however, their alliance would not likely hold.

Goddau, Queen of the Lowland

Roags: F2. Goddau was the widow of a prominent Roag chief. She married Cador Hen ten years ago and settled her people at Roagendoch. She has little patience with Ione, whom she considers prissy. Laodegan is her son by her first husband.

Ione, Princess: C1. Ione rebels against her father's vision of a Roag only world, and she is a secret follower of He Who Watches. Ione has long brown hair, and she insists on combing out any

tangles and curls that might hint of a wild Roag woman.

Her father wishes her to marry Laodegan, but she intends to marry her sweetheart, Mark. This could put her in harms way, and escape to the south may be her only hope. An exiled or escaped Ione would willingly join any Church of Ghyr or Thyatian movement to "restore" the Kingdom of Lowland Roags to the fold.

Laodegan, Prince: F3 Laodegan is the ambitious stepson of Cador Hen. He has proven himself in skirmishes with the Free Roags in the east, and Laodegan is popular among the people. The prince jealously loves Ione, and he will brook no interference with his intended marriage. Even offers from princesses of other nations would be rebuffed.

Balen and Bagdemus: F4, T3. These sons of Cador Hen were believed lost during the Alliance War. There were actually kidnapped and now live in Serleans as the sons of Benar.

Benar: F5. Benar was once captain of Cador Hen's guard, but was banished after the disasters against the Cerulean City. Benar kidnapped Cador's sons, Balen and Bagdemus. He now resides in Serleans as a weaponsmith.

Mark: T1, Str16, Dex16. The childhood sweetheart to Princess Ione, Mark is a skilled apprentice to a local lock- and ironsmith. Mark cares nothing for status, and he would be content with a peaceful, simple life.

Claudius Cloudgazer: MU2 (or Hakamon). This hedge wizard learned the dwarvish tongue in his native home of Deep Hollow. Like other Roags, Claudius is a short man (5'3"). The 29 year old is cautious, and his watery blue eyes silently speak of hurt – a mourning of his brother who died fighting the eastern Roags. The Cloudgazer has spent his last few years searching for the Well at the End of the World.

Equipment: wand of trap detection

Ambrose the Celt: C1, Int7. The solid Ambrose is deeply devoted to the interracial brotherhood of Roag MacCullen. Armed with nothing more than leather armor and a club, Ambrose would never do more than knock an

opponent out.

Mildthryth the Mild: C11 (or Dr11), Int7. Mildthryth is a woman of average appearance who braids her brown hair in a short cap. She is the senior priestly figure in Roagendoch, but one cannot yet speak of a Church of the Lowland Roags. Now 35, she wears crimson robes with white stripes at the collar, hem, and cuff.

Equipment: mace+2

Barnabas Bladecutter: T2, Int7, Wis16, Dex16, C. Barnabas is a foul individual, equally at ease killing a man or looting his dead body. His upper lip is lined by a thin moustache, and he wears brown and buff clothing. Southern troubles have forced Barnabas into the Strathgledd.

Equipment: hand axe

Finn Tor: F17, Str19. Finn Tor is a champion among the Roags that work the Strathgledd. His fabled strength rivals that of a giant. He fought on behalf of the Cerulean City during the Battle of Bethfield but retired north to raise sheep. Finn maintains a small hovel two days north of Roagendoch where he lives with his wife. Finn Tor has answered the call against the western undead, the northern Shonak and frost giants, the eastern Roags, and the Cerulean City.

Adventures

See page XX for the adventure arc "Call of the Wild" for an example of a mini-campaign in Roagen Sur Kith.



THE KINGDOM OF 200 KNIGHTS

Inspiration: Brittany and England under Henry II, Canterbury Tales
Ruler: King Thales II

Overview: Militarily, the Kingdom of 200 Knights is the strongest of the Dale kingdoms. It was successful against others in both the Prism and Alliance Wars. Its common name derives from the 200 chargers which won control at the Battle of Faltings. The number of knights (bachelor and of renown) has fluctuated over the years, but two hundred is a good estimate for the average.

The official name of the realm is the Kingdom of Dauphins. It is one of the two major players within the Western Alliance – the other is Nortopolis.

The kingdom occupies the Flatlands between the the Kaganus and the Great Olde Woode. The Channel communities and Brest were added during the Alliance War. The large area within the royal borders is relatively empty. Communities cling to the waterways or the timber line. Few individuals homestead in the western interior, though more do so east of Brest.

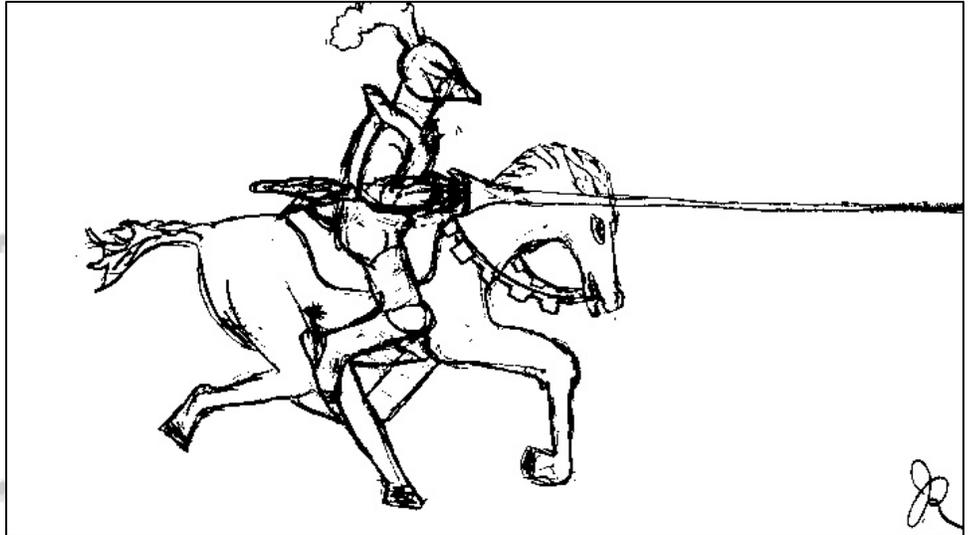
A newly crowned Thales II was unwilling to pledge to King Ganto upon the latter's ascension to the throne of Ghyr. With the exception of West Haven, the other nations quickly followed suit.

The Kingdom of 200 Knights was also responsible for initiating the Alliance War after intercepting the Taralon letters to Brest and the Ivory City.

The cavalier tradition is strong in the kingdom, though neighboring Greendale (see *Gaz F4*) is considered the pinnacle of the mounted knight. Dauphins' knights spend much of their time participating in tourneys at home and abroad, or dealing with troubles from the Great Olde Woode or the giants north of the Kaganus.

Holidays

Chargers' Day (Ambyrmont 14): On this day, the kingdom celebrates the victory over Faltings in 945. Jousts and tourneys occur kingdom wide, though the festivities are toned down in the east.



Military

Dauphins is able to field a large host of troops should war again come to the Dale. Among the forces are four baronial companies (Serleans, Balais, Brest and Sorchester), and two Count's Companies (Sentaburgh and Thosh). A hill giant and five bugbears augment the Thosh Company (Elite, BR 225), while Sentaburgh has two hill giants (Elite, BR 240). None of these units are used as constabulary forces.

Philip of Marabone, the Baron of Balais, has built up a second unit for both defense and possible offense. The Second Balais Guard is supplemented by engineering crews for three fixed light catapults and two ballistae.

The Second Balais Guard

Personnel: 1 Knight of Renown, 3 Knights Bachelor, 5 men-at-arms, 10 soldiers, 15 pikeman, 20 boltmen, 15 archers, 4 hill giants
Leadership: Captain (F9)
Troop Class: Good
BR 107

The Faltings Company resides in a small keep just to the west of the community. Answering directly to King Thales II, day to day control rests with the Lord Regent. The Company does a good job at defending against incursions, but it has had difficulty preventing raiders from slipping into Deep Hollow

and Greendale. The keep maintains a single trebuchet.

The Faltings Company

Personnel: 15 Knights of Renown, 15 Knights Bachelor, 15 men-at-arms, 50 soldiers, 50 archers 20 hill giants
Leadership: Lord Regent (F10)
Troop Class: Excellent
BR 157

The Royal Army of Dauphins is the king's personal army. At any given time half of the Army is on duty. The rest are given leave. Dauphins is defended by 3 trebuchets, 2 heavy fixed catapults, and 3 ballistae.

The Royal Army of Dauphins

Personnel: 50 Knights of Renown, 30 Knights Bachelor, 50 mounted men-at-arms, 25 men-at-arms, 200 soldiers, 300 archers, 20 hill giants
Leadership: King Thales II (F14)
Troop Class: Elite
BR 185

There are two other military units in operation within the Kingdom of 200 Knights. A large number of knights and heroes are retired or errant. In times of great crisis, they would offer assistance. They are good naturedly known as the Brothers Jack.

THE KINGDOM OF 200 KNIGHTS

The Brothers Jack

Personnel: 20 Knights of Renown, 35 Knights Bachelor, 35 men-at-arms, 70 soliders, 10 hill giants, 25 bugbears
Leadership: Banner Knight (F11)
Troop Class: Average
BR 100

The Sarke Mercenaries are the last major unit in the kingdom. This mercenary troop is unique in that all members are Ochalean. They were originally brought in as a support unit during the Thyatian period and never left. They have worked for several kingdoms over the last 60 years, but the Sarke Mercenaries have refused to integrate into the society. Their dependents travel with them, and they encamp outside the communities, derisively termed Sarke Town. Currently, the organization resides a day's ride from Sentaburgh.

The Sarke Mercenaries

Personnel: 50 swordsmen, 50 archers, 50 pikemen, 10 clerics, all in laquered wood armor (AC5)
Dependents: 250 women and children
Leadership: Commander (F8)
Troop Class: Good
BR 117

Settlements

Dauphins: Dauphins is the capital of the Kingdom of Two Hundred Knights. It rests on the eastern bank of the Lower Kaganus a few miles past the artificial diverter. 3,200 Known Worlders, 50 dwarves, and 25 halflings are joined with 1,000 Roags, 4,000 Deno-Essurians, and 150 hill giants. The last were instrumental in creating the earthwork project.

Sentaburgh: Sentaburgh sits at a critical position along the Middle Kaganus. The trade between the two halves of the Kingdom, and with Nortopolis, passes through Sentaburgh. Today 200 Known Worlders live among 600 Roags, 1,000 Deno-Essurians, and 50 giants.

Faltings: By right of conquest during the Prism Wars, the King of Dauphins holds the title of Duke of Faltings.

Neither Thales I nor Thales II has seen fit to give their regents permanent status. The village of Faltings occurs soon after the Dolcimer splits from the Kaganus. Those wishing to enter Deep Hollow, such as raiders, must go through this community. 200 Known Worlders, 700 Roags, 1,000 Deno-Essurians, and 200 hill giants thrive here.

Thosh: Thosh is an old Roag settlement that predates Maggorath. Many homesteads dot the taiga and forests to the south. Thosh and Southpool coordinate all trade transpiring between the Kingdoms of Two Hundred Knights and Greendale. The village is home to 1,250 Roags, 300 Deno-Essurians, 10 giants, and -55 bugbears. The villagers are noted for producing fine carpets.

Brest: 300 Known Worlders, many Averoignians, work with 300 Roags, 1,200 Deno-Essurians, 40 giants, and 40 bugbears in this lakeside town.

Balais: Balais is an important port town on the Taralon Channel. 500 Known Worlders, 200 Roags, 800 Deno-Essurians, and 35 giants live in the village.

Serleans: Serleans is a settlement between Balais and Lansbury that in recent years has grown from a handful of homesteads to 1,000 human souls. 400 Known Worlders, 100 Roags, and 500 Deno-Essurians fish the waters, raise crops, or tend to livestock. Serleans is developing a reputation for exquisite food preparation.

Sorchester: Sorchester was once a part of West Haven, but it was ceded after the fighting two decades ago. The village is still mostly Roag and Deno-Essurian (700 and 600, respectively). There are also 200 Known Worlders.

Others: Besides those locales listed above, there are numerous smaller settlements for Roags (3,150), Deno-Essurians (5,600), giants (1,440), and bugbears (95). Deno-Essurians predominate along the rivers, while the others occupy the interior or the forest regions.

Economy

Dauphins uses the Essurian bit system, but Thyatian and West Haven coins are accepted. King Thales is considering a conversion to a royal mint, but he has not implemented such a plan thus far.

Relations with Other Nations

Favorable: Thales would be very favorable to a Thyatian return to the region – provided the center of power moves from Ghyr to Dauphins.

Friendly: Snowden is regarded well, if somewhat remotely. A possible marriage between Frederick and Sylvia could be seen as a prelude to war for the Cerulean City.

Neutral: West Haven has been both an ally and an enemy in the past, so Dauphins treats its neighbor with a guarded eye. Despite working together to end the Alliance War, the Kingdom of Many Colors is the obvious counterbalance to Dauphins in Dale politics. The kingdom is indifferent to Ghyr and the Lowland Roags. Taralon is a neutral trading partner, but Thales does not fully trust Mabd II or the Queen Mother.

Unfriendly: Faltings is a problem with relations with Deep Hollow and Greendale. Raiders continue to use the village as a route into those lands. There is further rivalry with Greendale on which kingdom has the best mounted knights. The residents of the Great Olde Woode sometimes raid settlements or kidnap children. The incidence is too low to organize for war – yet.

Animals and Monsters

Taralon Channel: weed eel, robberfly, clear jelly, slime worm, giant leech, giant freshwater slug, giant catfish, giant crab, phygorax.

The Flatlands: shaggy auroch (east), insect swarm (south), cow, goat, pig, normal falcon, coltpixy (south), faedorne, dragonne (south), coldrake (Deep Hollow only), brownie, faerie, fungoid, hill giant, cloud giant, kobold, goblin, gnome, dwarf, elf, wraith, amber golem, bullette (south), doll golem (settlements)

THE KINGDOM OF 200 KNIGHTS

only), giant boar (south), oxen, yowler (winter only), ice wolf (winter only), pheasant, hawk, crow, giant ermine and mink, randara, lesser banshee, lesser phantom, ghost, possession, ghoul, apparition, vision, ghostly horde, gargoyles (Dauphins and Serleans only), automatons (with magicians only), mages (Dauphins only), bone and wood golem, hellhound, ettin (east and south)

Personalities

Thales II, King of 200 Knights and Duke of Faltings:

F14, N. Thales was a clear winner from the Alliance War. The king's rule has been a positive one for his subjects, and they have prospered in both agricultural and industrial activities. While he cares for all of his children, Frederick is his pride. He expects war to break out once more in next two decades, but whether is the ambitions of Taralon, Nortopolis or something else, he does not know.

Queen Katherine: MU5, Alchemist 1st circle. Katherine is a strong willed woman of Averoignian ancestry. Now 45, she has given Thales two sons, Frederick and Reynard, and a daughter, Camille. Katherine is a patron of arts, including the sumptuous cooking in Serleans.

Frederick, Prince: F5, Cha17. Frederick is a dashing prince with his father's build and his mother's grace. No expense has been spared in his royal and military training, and he already has a reputation as solid jousting. King Thales is considering a marriage between Frederick and Princess Sylvia of Snowden, but he is still weighing her dowry.

Reynard, Prince: NM. The adolescent prince is eager to see the "real world" and escape from the hustle of courtly life at Dauphins. Cloistered by these experiences, the young prince is overly trusting of people.

Camille, Princess: NW. Camille is a child of 5. To the heartbreak of her parents, Camille still does not speak, and doctors and priests have been unable to help her.

Philip of Marabone, Baron of Balais: Rake8, C, Cha16, Dex 17.

Philip is the Baron of Balais and the secret head of the regional Thieves' Guild (answering to Dahnakriss the Master Thief). The nobleman's preferred practice is to seduce noble ladies for later blackmail. Philip's primary ambition is to be elevated to Duke of all the Channel communities. The baron maintains contacts with the Magister Throrogast (Rusak) and Ernst Ziegler, Warden of the Garrisons in West Haven.

Equipment: ring of regeneration, displacer cloak

Throrogast, Magister: Throrogast is one of many guises of the illusionist Rusak (see West Haven). As Throrogast, he is a functionary of Dauphins who handles contracts and some court cases. Kirkenny of Loch Glenfirg, a student of the Magister, is another of Rusak's guises.

Mousette, Baroness of Serleans: Magician 7. Lady Mousette has an exotic aura about her, an effect she has spent a lifetime cultivating. Drawing on traditions of her Averoignian, Nuari, Traladaran, and Roag heritage, she is the consummate fortune teller and spiritualist. Her appeal was enough to become wife to the late baron, but her forecasts landed her husband in a grave during the Alliance War. Lady Mousette sees the con-man in Phillip of Marabone, and she is immune to his charms.

Richard Halsy, Baron of Sorchester: F7. Richard was a knight during the Alliance War who led the campaign against West Haven. His reward was the captured town of Sorchester. Now a gentle grandfather, Richard must decide who to follow in his place. The Baron respects his neighbor, Count Bors.

Heddwyn, Baron of Brest: hill giant 7. Heddwyn was responsible for securing Brest after the exposure of the Taralon letters. His heavy-handedness led to protests from West Haven. Heddwyn is still a gruff giant, and rulership has only added to his irritation.

Almuric, Count: F5. Almuric inherited the countship at Sentaburgh from his father. The court at Dauphins has never permitted a baronial grant to Sentaburgh, so Almuric's family has

never been able to fully tax the trade passing through the village. Almuric has recently instituted a turnpike on the road to Nortopolis to recover some of this lost money.

Pellinore, Count: F16. Count Pellinore is one of the most distinguished knights in the history of the kingdom. He holds a keep near Thosh, a gift from the king. His last great quest was the rescue from rogue giants of the Lady Lane, now his wife.

Janette du Balais et Norgledd: F10, C, Cha 16, Int 16. Janette is the current Lord Regent of Faltings, a post she has held for three years. Her family controls parcels of land in both Balais and Norgledd. The latter is a tract east of Balais. Janette is a willing victim of Phillip of Marabone's seductions. With only a few years left as Lord Regent, Janette must cash in on the opportunity. She freely allows raiders to enter Deep Hollow and Greendale for a cut.

Thoref: F9, C, Wis8. Thoref is a knight of the Kingdom of 200 Knights. He earned his spurs battling the giant knights of the north. He cares little for the obligations of his stature, but Thoref loves its privileges. Today he roams the western region of the Alliance.

Equipment: sword+3, girdle of giant strength.

Gavin Strongbow: F6, Int4, Wis6, Con5, C. Gavin is a shady character who has ties to the Thieves' Guild. He suffered injuries during Ghyr's Desert War a few years ago that have had a lasting impact on his health and mental well being. Gavin refuses to take off his conical nasal helm in the presence of others, ashamed of his scars. Prior to his injuries, Gavin had won fame by holding a pass against nine Den Brute warriors.

Lancelin Open-hand: F11, Str17, Con 7, Dex 8, C. Lancelin was a knight of Dauphins for many years before he disappeared into the Great Olde Woode. Rumors say he married an elf while there, but now he works as a mercenary. The former knight has brown hair, is clean shaven, and weighs 207 lbs. A spread-fingered gauntlet graces his red cape.

Equipment: broadsword +1, +3 vs. enchanted creatures

THE KINGDOM OF 200 KNIGHTS

Fleur the Rose: Magician 6 (originally MU4), Str8. The young Fleur hails from a Flatlands homestead, but she now resides in Brest where she picked up the bugbearish accent of Roag. She favors sleight of hand magic, but she is keen to learn true magic. When performing, she dons bright yellow or green clothes with a trademark flame-petalled rose on the left breast.

Equipment: ring of fire protection

Vychan the Little: F2, Wis 6, Dex7. Vychan is a lightly armed fighter who is sensitive to his short stature. Because of an incident in Deep Hollow, Vychan despises orcs and the dark. A bright red cloak hugs his shoulders.

Cordelia the Cleric: C3, Int7, C. Cordelia is a young (25) and moody cleric who recently graduated from seminary at Dauphins. She is now a priest of the Church of Ghyr at Faltings. She has little taste for combat, and would tend to the wounded instead.

Aiden Ablefingers: Int4, T1. Aiden is a short (5'4") man who exudes innocence beneath his fair hair. He comports himself as a fighter, and claims to be a forester from the Great Olde Woode. Whatever the truth of the claim, Aiden is a skilled hunter with the javelin.

Lyle Stafford: Rake4. Lyle is a happy-go-lucky coward who enjoys stealing other men's wives and daughters, coin, or food. This ordinarily gets him run out of town. He has a nominal friendship with Prince Frederick, and the king frowns on this influence.

Miss Tayke: Magician 9, C. Miss Tayke is a woman in her mid thirties in Serleans. She is no longer an active performer, but she was once known for exquisite mechanical tricks and puppets. She retired following a horrible accident when children interfered with an act. Now she sneaks out on the streets to give treats to good children and to kidnap the bad. Those taken are placed in a twisted fun-house. The children who fail to escape are eaten.

Jack: T18. While Count Pellinore may have been the greatest knight of the realm, Jack was its greatest adventurer. He has traveled the Hill and Dale, the Parthenal Hills and the Great Olde

Woode, the Swamp of the Beast, and the clouds themselves. He remains fit and alert, but those days of high adventure are past. Jack is happy to sit in his cottage between Brest and Thosh, and sup on chicken soup. Those who crave tales of fanciful journeys, or need advice for their own, should locate Jack.

Equipment: cloak of invisibility, shoes of swiftness, sword of cleaving

Lord Felix Vulpine: Rake 5/Werefox 7, C. The charming Lord Felix is a lady-killer – literally. The remains of numerous farm maidens and scullery maids litter his manor near Brest, but he's looking to move up in society.

Jan the Knight of Thosh: NM. Jan is an old, blind knight who is being cuckolded by his squire, Digory.

Grogg, Togg, Bruna, Oly, and Galf: These are cloud giants whose floating castle stays in the vicinity of the Dale. Togg is married to Oly, while Galf is the son of Grogg and Bruna. They are fed by a flock of regenerating sheep. The giants also keep several giant hawks for hunting, and giant cat (Tabby, 5HD) who keeps the keep clear of giant rats. The giants enjoy a good game of whistlespit.

For the Love of a Maiden (Levels 1-7)

As young adventurers, the party has little to their names, but the plight of a young woman puts them on the path to fame and the hazards that that entails.

The Odd Little Man: The betrothed of a local nobleman has revealed that she is plagued by a strange creature demanding her hand or child. Only the secret the villain's riddle (perhaps asking for his name –examples: Tim Tit Tot, Terrytop) will safeguard the noble's wife. He asks the party to solve the problem before it is too late. Whether fey, fiend, or gnome, the creature inhabits the local woods, but others in the village of Brest might be able to offer some assistance.

Be Not So Bold: The noble has thrown a banquet in honor of the party, and the entertainment is provided by Fleur the Rose. In attendance is the charming Lord Felix Vulpine, who takes

a liking to either the Rose or a female character. Will his secret be revealed, or is the young lady doomed to be his next victim?

Giant, the First: Baron Heddwyn has taken note of the characters, and in his gruff manner, he commends them to the court of Dauphins. Enroute, the party discovers that Sentaburgh is being harassed by Cameron, a large giant from the east. Count Almuric asks the party to handle this menace, but little does the count know that Cameron's vengeful cousins, Blunderbore and Boran, have an enchanted castle in the woods and a penchant for taking noble ladies.

A Knight on the Town: Word of their deeds precedes the characters at Dauphins, and they are invited to a royal ball at which they will be lorded. But the party begins early, and the mischievous Lyle Stafford might just get the characters hung before the celebrations begin. The social hazards only increase as Phillip of Marabone prowls the ball.

The Witch of Serleans: On a tour of the Channel communities, the party is approached by a begrieved woman in Serleans whose wayward son has gone missing. Is Miss Tayke at it again, or is something else afoot?

Giant, the Second: Baron Richard has invited the PCs to Sorchester. Apparently, a two-headed giant has been causing problems, and the baron needs the party's help. But there is more than one ettin involved, and not all are guilty. The party must sort through the cunning, the scared, the dim, and the viscious and return peace to the barony.

Prince Reynard and the Silver Staircase: The prince has disguised himself with the cloak of the King's Master of Horses and escaped to the town. There he obtains a magic urn that creates a Silver Staircase leading to a cloud giant castle. The king asks the newly returned heroes to find his wayward son. [This adventure may be replayed at other levels using the classic beanstalk and the retrieval of the bag of gold, the hen that lays golden eggs, and the golden harp – Ed.] Successful parties will be hailed throughout the realm and knighthoods are likely.

THE KINGDOM OF MANY COLORS

Inspiration: Fairy tales, War of the Roses and Henry VI

Ruler: King Robert II Sulwyth

Overview: The Kingdom of Many Colors takes its name from the national flag that bears colored stripes representing the various towns that joined with, or were conquered by, Nortopolis. The country is officially recorded as the Kingdom of Nortopolis and the Scarlet City.

The Kingdom of Many Colors boasts the most diverse racial composition of the north as well as the largest number of civilized hill giants. This racial harmony is contrasted with the bickering among the ruling family and other noble houses. The validity of Robert II's crown is in dispute, as he was the nephew of his predecessor, Engelbert I. Engelbert's only son, Aethylbert, died during the Alliance War, and his daughter, Mildryth, was only 17 at the time of his death.

Unlike the other nations in the Dale, every major settlement was at one point an independent kingdom. The Prism Wars saw the consolidation of the communities directly north of the Kaganus. The Cerulean and Ivory Cities were added in the Alliance War.

There are relatively few traditional knights within the Kingdom, and they are concentrated around Nortopolis. The institution still exists, but the extreme variety of size in its citizens has discouraged use of the cavalier model.

The Kingdom of Many Colors claims a large swath of territory, but control of the interior is nonexistent. Eastern Hillbans and Free and Lowland Roags all pull into the area at different times of the year. Understandings have been reached with the Free and Lowland Roags, but the Hillbans and Highland Roags are a problem for the Scarlet City.

The Kingdom was formed from the guile of Frederick I. A Hattian native to the Dale, Frederick was the administrative assistant to the governor at the time of recall. He took initiative and proclaimed himself King of Nortopolis. His dreams of empire died with him on the fields of Galencourt in 947.

His son Robert maintained control and

further pressed against Ghyr before being defeated by Prince Ganto at the second battle of Galencourt. He cemented the union of Nortopolis and the Scarlet City by marrying his son Engelbert to the half-giantess princess of the Scarlet City.

A newly crowned Engelbert I was in no mood to bow down to Ganto upon the latter's ascension, and the Kingdom of Many Colors did not repledge to Ghyr.

Engelbert was succeeded by his nephew, Robert II, 13 years ago. The son of Victor Sulwyth has proven capable, but auguries suggest that the usurpation will drive the kingdom to ruin. Robert II initially imprisoned his cousin, Mildryth, but he quickly repented, and sent her to the Cerulean City.

There are now four potential claimants to the throne: Robert's children, Frederick, Madoc, and Sarabeth, and the young son of Mildryth, also named Frederick and conceived illegitimately during a Day Without Night celebration.

Holidays

The Day of Silliness (Swiftmont 16): On this day, people do odd things, like trying to rake the moon from a pond, jump into trousers, or hoisting cows onto the roof. It is a good natured practice, if odd.

The Safety Dance: This dance is held after the second week of no snow, as determined locally. It is a Roag celebration of unity, and guests are expected to participate. "But if you don't dance, then you're no friend of mine" is a common scold to the shy and lazy. The term "Safety Dance" came about when a visitor questioned the wisdom of a dance where creatures ranging in size from kobolds to giants participate together, all trying not to step on one another.

Military

Each City has its own army, but Magnitania contributes to the Army of Nortopolis. Local defense is the paramount issue for each force, but readiness varies from the Scarlet City (high) to the Ivory City (low). All city forces double as constables.

The Royal Army of Nortopolis

Personnel: 25 Knights of Renown, 25 Knights Bachelor, 50 mounted men-at-arms, 50 men-at-arms, 200 soldiers, 100 archers, 100 kobold crossbowmen, 25 bugbears, 50 goblin archers, 50 hobgoblins, 25 hill giants

Leadership: Banner Knight (F9)

Troop Class: Good

BR 118

The Royal Army of the Scarlet City

Personnel: 75 hill giants, 150 goblin archers, 10 kobolds, 10 soldiers, 25 gnomes

Leadership: Regent Penbray (HG6)

Troop Class: Good

BR 96

The Verdant Company

Personnel: 15 hill giants, 20 goblin archers, 20 bugbears, 25 soldiers

Leadership: Duke Gareth (C7)

Troop Class: Below Average

BR 58

The Cerulean Guard

Personnel: 25 men-at-arms, 100 soldiers, 50 kobolds, 20 bugbears, 50 goblins, 20 hobgoblins, 10 hill giants

Leadership: Duke Brody (F12)

Troop Class: Average

BR 86

The Militia of the Ivory City

Personnel: 50 hill giants, 100 hobgoblins, 100 goblins, 20 kobolds, 25 soldiers; 20% with magical abilities, 30% with spellcasting ability

Leadership: Kerra the White (Ko8)

Troop Class: Fair

BR 84

Settlements

Cerulean City: Ecuman, the Cerulean City, is a ringed citadel on the shores of the Taralon Channel. Like neighboring Bethfield, the modern city was built atop a Roag settlement during the Channel expansion. The Cerulean City continues to influence the small Channel communities that dot the way to the Kaganus. The people of the City include 150 Known Worlders, 1000 Roags, 200 Deno-Essurians, 600 goblins,

THE KINGDOM OF MANY COLORS

400 kobolds, 300 hobgoblins, 100 bugbears, and 150 hill giants. Smiths, tanners, herders, and fishers are the occupations of most residents. The Ceruleans have not psychologically recovered from the 6th of Klarmont Battle (see Snowden).

Ivory City: The Ivory City sits in the north apart from the other towns of the Kingdom of Many Colors. It is indifferent to its inclusion in the Kingdom, and it rarely sends representatives to the court at Nortopolis. Consequently, it has no baronial or ducal designation. The 500 Roags, 1000 goblins, 200 kobolds, 500 hobgoblins, and 500 hill giants are self sufficient, and many suspect they have a hidden industrial capacity. The residents of the Ivory City do have knowledge of the Old Death, but they do not share this with others. Thyatians did not learn of the Ivory City's existence until late in the occupation, and they never bothered to take the quiet settlement.

Scarlet City: The Scarlet City of Rothmegryd has existed since the time of Maggorath. The City was one of the last locations conquered by the Thyatians. It was responsible for initiating the Prism Wars, but its population has dwindled since its incorporation into the Kingdom of Many Colors. A recent infusion of gnomes have helped the Scarlet City establish a new mine operation. There are 200 gnomes, 200 Roags, 700 goblins, 200 kobolds, and 600 hill giants living in the Scarlet City.

Verdant City: The Verdant City, Argylon, is home to 20 gnomes, 200 Roags, 100 Deno-Essurians, 200 goblins, 200 bugbears, and 100 hill giants. It was established shortly after Ghyr by Essurian colonists, and it was an early prize in the Prism Wars. The City survives as an agricultural center as well as a trade hub in the east, and the town outline is dominated by the water mills along the Kaganus.

Magnitania: Magnitania is the Thyatian name given to a peaceful hill giant settlement on Lacus Gabrionus (also Thyatianized). Today, it is still principally a giant community (400). 100 Known Worlders, 20 gnomes, 100 Roags,

and 100 hobgoblins have joined them in fishing, farming, and cutting timber.

Nortopolis: Nortopolis is the capital of the Kingdom of Many Colors and the largest city of the north. There are 800 Known Worlders, 60 gnomes, 4,500 Roags, 800 Deno-Essurians, 800 goblins, 1,000 kobolds, 500 hobgoblins, 600 bugbears, and 250 hill giants who live in the former imperial center.

Others: It is estimated that another 500 Roags, 100 goblins, 700 kobolds, 200 hobgoblins, 100 bugbears, and 175 giants are scattered along the Kaganus and Taralon Channel or in the interior. Overall, the kingdom holds 1,050 Known Worlders, 300 gnomes, 7,000 Roags, 1,200 Deno-Essurians, 4,000 goblins, 2,000 kobolds, 1,500 hobgoblins, 1,000 bugbears, and 2,175 hill giants.

Economy

The Kingdom of Many Colors uses the Essurian bit system and barter. It is the only nation in the Western Alliance that contains a prismatic mine. The mine extracts a crystal lode.

Relations with Other Nations

Friendly: Despite occasional difficulties arising from the Cerulean City, Nortopolis has decent relations with Roagendoch and the Free Roags.

Neutral: West Haven and the Great Olde Woode are too remote for any meaningful relations. Taralon and the Kingdom of 200 Knights are potential rivals, but that has not soured things yet. No one knows how Nortopolis would receive Thyatis.

Unfriendly: The animosity inherited with the Cerulean City limits any goodwill with Snowden. Relations have never been good with Greendale or Ghyr.

Hostile: The kingdom, specifically the Scarlet City, has a bitter history with Deep Hollow, the Hillbans, and the Highland Roags.

Animals and Monsters

Roaguncal (the Staircase): giant arctic bee, giant centipede, robberfly, tiger beetle, oil beetle lava ooze,

boneless, fyrsnaca, red worm, steam weevil, polar bear (rare, winter only), snow leopard (rare, winter only), wild goat, rust monster, white, crystal and blue dragon, colddrake (near Scarlet City only), hill giant, wild man (Roag), orc, gargantuan, spectral hound, frost salamander, ice wolf (winter only), dragonne (summer only), bullette, ettin

Taralon Channel: weed eel, robberfly, clear jelly, slime worm, giant leech, giant freshwater slug, giant catfish

Flatlands: shaggy auroch, insect swarm (summer only), snow leopard, cow, goat, pig, normal falcon, faedorne, dragonne, colddrake (southeast only), fungoid (along Kaganus and the Taralon Channel only), hill giant, cloud giant, kobold, goblin, gnome (south and east), amber golem (Ivory City only), giant boar, oxen, yowler, ice wolf, pheasant, hawk, crow, giant ermine and mink, baldandar (north), lesser banshee, lesser phantom, ghost, apparition, vision, ghostly horde, automatons (with magicians only), ettin

Personalities

Robert II, King of Nortopolis and the Scarlet City: F3, N. Robert saw limited action in the last two years of the Alliance War, but he was able to parlay that into support for his crowning. The 35 year old king knows that he is not the equal of King Thales II at Dauphins, but he is ambitious, perhaps too much so.

Queen Mary: NW, Cha 17, Wis6, Int6. Robert fell in love with Mary's beauty, but her simple-mindedness wears on the king. He often sends her on travels just to be rid of her.

Frederick, Prince of Nortopolis: Rake5, C. The 20 year-old prince is skilled in the ways of court, if not the battlefield. Frederick is imperious with those of low station, and he does not take well jokes at his expense.

Madoc, Prince of Magnitania: NM, Wis8, Int7. Robert's 16 year-old son is a good hearted young man who has inherited some of his mother's slowness.

Sarabeth, Princess of Roags: NW, Int16, Wis16. Robert's third child was unexpected, and her title as Princess of Roags is an odd choice that has yet to

THE KINGDOM OF MANY COLORS

be understood. Turning 15 this year, Sarabeth is likely to develop into a model educated noblewoman, but her blue eyes watch and detect what others overlook.

Mildryth, Duchess of the Scarlet City: NW. Despite her title, Mildryth has never set foot in the Scarlet City. Today she lives on the opposite side of the country at the Cerulean City. Though not under house arrest, she is watched by agents of the king. By all accounts, Mildryth is content with her life and with her 6 year-old son. Also named Frederick, the boy is derided as the Bastard in Nortopolis's circles.

Gareth, Duke of the Verdant City: C7, N. Gareth was a priest with the Church of Ghyr. The Archbishop granted Gareth release to assume his secular duties when his brother died. Because of the poor relations between Nortopolis and Ghyr, Gareth is suspected as a foreign agent by Robert.

Wenna Penbray, Regent of the Scarlet City: hill giant 6. In Mildryth's absence, Wenna has been accorded leadership of the Scarlet City. The giantess is a cousin to the duchess, though not to the king. Development of the prism mine and protection against the Hillbans are the regent's primary concern, but she secretly supports raiders into Deep Hollow and Greendale and hopes to receive title to the city.

Brody of Ecuman, Duke of the Cerulean City: F12. Brody is a proud Roag and a proud follower of He Who Watches – a combination that seems not to sit well with his neighbors to the north nor to the south. Brody was one of the few Ceruleans who survived the 6th of Klarmont battle, after which he replaced his father and accepted the status of Duke.

Kerra the White: Kobold8/Shaman3/Wokani3. Kerra is the closest thing to a leader at the Ivory City. In her youth, Kerra stumbled on to the secrets of the Old Death. She has spent her life preparing her fellows for what may come from the north.

Apris the Wondrous: MU1, Int16, Con7, Dex7, Cha6, C. Apris is a short (5'3") and spunky young wizard apprentice who left her master for the

excitement of adventure. Apris's principal flaw is her obstinate need to always go her own way. That attitude may reduce her life expectancy.

Equipment: wand of secret door detection
Stanis the Brief: hill giant 1, Str 10, Con 8, Dex10. Stanis is a very short hill giant – in fact, he is as short as a gnome. In older times, such a runt would have been put down, but his parents held him as a precious gift. Stanis now serves as King Robert's jester. He has angered the queen by telling jokes that she cannot understand, and she occasionally sends functionaries to harass the little giant. Stanis is accompanied by a well-groomed giant rat, and his greatest foe is the giant spider.

Humbert the Large: C7, Str5, Cha15, C. Humbert is a short but stout man (5'4", 186 lbs) with a deep resonant voice and red hair. Grey vestments mark his membership in the Order of Friends, a small, heretical monastic order of Watchers dedicated to the good life and personal gain. The Order of Friends was a spin-off of the Temaraire Monestary in Ghyr, and has no representative with the Council of Bishops.

Equipment: mace+1

A Matter of Perspective (Levels 1-7)

This arc is designed with giant characters in mind, but other character types can be involved or serve as the focus of attention. The arc concerns the Kaganus communities and the impact of Wenna Penbray's angling to increasing her stature. It takes the party from the Verdant City to halls of Nortopolis and the hills of the Scarlet City.

Whack a Dwarf: Raids against Deep Hollow have generated a formal response to the new Verdant Duke from that kingdom and Greendale. Duke Gareth arranges a special tourney for people's champions to settle grievances with a grand melee replacing the traditional joust. The dwarves decide to level the playing field, and arrange for many pits, tunnels and traps. Party members are tapped as people's champions and must win the tourney.

Stanis and the Spider: The victorious characters are invited to the court of King Robert, where they meet the jester, Stanis. Stanis's performance enrages Queen Mary, she loudly orders his death, and he flees for sanctuary. The characters must negotiate the small world of the castle majority, rescue Stanis from human and arachnid hunters, and convince the queen to rescind her order.

The Unselfish Giants: Following her latest outburst, the king sends his daft wife on another travel. The party is rewarded (for one or both prior adventures) with a garden stretch in Magnitania. Local children pester the party to play in the garden. Whether there by permission or trespass, the children are kidnapped by several wintery elementals (Snow, Frost, the North Wind, and Hail). Prince Madoc is among those taken. The characters must rescue the children and beat back the threat of eternal winter.

Scarlet Fever: King Robert has come to value the party, and he asks them to join his escort to the Scarlet City. This coincides with an increased Hillban raiding presence. Hillbans attack the city, searching for a forgotten yellow diamond, but they'll settle for a ransomed king. Regent Wenna and the party must rescue Robert from the Hillbans cave complex.

The Dragons' Maws: Robert has rewarded his rescuers, though Wenna has asked for "nothing as yet." Returning to Nortopolis, the king learns that a mixed flock of dragons have laid over in the Flatlands, and they are devastating the auroch herds. The party must head into the north and deal with this hunger-driven menace.

Head in the Clouds: It has been some time since Mary was sent away from the court, but she returns – with a child in tow. The dim queen named the boy Nothing As Yet until he could be properly blessed in the presence of both parents. At the same time, giant beanstalks have risen up around Lacus Gabrionus. Robert sends the party to handle the cloud giants.

Nothing As Yet: see page 47.

THE GREAT OLDE WOODE

Inspiration: Fairy Tales, pre-Roman Brythonic tribes

Ruler: The Wittan Council

Overview: The true Great Olde Woode is a forest that stretches from Ghyr in the east to the Borean Tier in the west, and the cold-clime cypresses of the Swamp of the Beast to the short pine taiga. Most folks today restrict the term to mean only that part of the forest north of the Parthenal Hills.

The forest floor is littered with standing stones quarried from deep in the Parthenal and dragged to their present locations. The meaning of these stones (sacred, historic, etc.) varies from location to location and race to race.

The residents of the Western Alliance do not venture deeply into the Great Olde Woode. Ghost stories terrorize children, but adults of a certain age remember when those tales were all too real. Even through the Thyatian occupation, word came of violent, profane acts within the heart of the woods. These acts included kidnapping and devouring children, and various sacrifices.

The Parthenal elves referred to the region as the Grindol, and they did not enter the region until the combined harassment of Maggorath and the Parthenal kobolds drove them north. Roags and allied humanoids were also making their way into the forest. These newcomers clashed with one another beneath the shady pines and rare rowan hardwoods.

The darkness of the forest came from its inhabitants, but none more so than the randaras. No one is certain how these shapeshifters came to be here, but their fondness for sentient flesh colored the imagination of everyone around the Great Olde Woode. Sacrificial elements came to be incorporated among local Roag MacCullen druidism, and they still persist in some traditions.

During lean times, the Roags are known to abandon their younger children in the forest wilderness. It is a necessary cruelty sanctioned by the druids.

The seminal event that forged the modern Great Olde Woode was the formation of the Wittan Council at Hagh.

The human, humanoid, fey, and elven races came together to expel the randaras. With the randaran threat reduced, the Council persists as a forum of discussion. Inter-group conflicts have mostly subsided, but newcomers often perturb the balance.

During the Prism Wars, the Wittan Council permitted forces from West Haven and Dauphins to pass unmolested to Ghyr, and some individuals accompanied those forces.

Holidays

The Roags and some of the humanoids celebrate the solstices in the same fashion as in the Kingdom of Lowland Roags. Individual groups have other celebration days of their own.

Military

There are no true military units in the Great Olde Woode. Those responding to incidents will vary from one event to the next, and not even a full invasion could mobilize all available warriors.

Settlements and Places

Hagh: Hagh is a large fortress deep within the confines of the Great Olde Woode. It serves as a capital of sorts – representatives of the different tribes met on the equinoxes. No one actually inhabits Hagh. It is a relic of the world before the Great Rain of Fire with a strange stone structure that has dilapidated after millennia of erosion. [No lost technology can be recovered from Hagh – Ed.]

Foredhon: This elven village of 90 Parthenalli occupies the end of the beaten trail from West Haven. Those wishing to reach Southpool or parts east would need guides.

Brookmere: This village (east of the map, see *Gaz F4*) has often changed hands between the elves and the kobolds. Today, it is the home of 80 Parthenal elves, 10 Lothenar elves, and 20 Vyalians affiliated with the Great Olde Woode.

Stilldhon: This is the home of the last of the Lothenar. Merely 38 elves live at this outpost in the Parthenal Hills (east of the map, see *Gaz F4*).

Censused together, the Great Olde Woode holds 100 Vyalian elves, 48 Lothenar elves, 1000 Parthenal elves, 1000 Parthenal humans, 300 gnomes in the east, 3,500 Roags, and two dozen hill giants and 600 bugbears in the north. The number of fey creatures in the forest is unknown, and the druids think they are not always present.

Economy

All transactions are conducted through barter. Those living adjacent to the civilized kingdoms and who interact with them would accept bits and coins.

Relations with Other Nations

The residents of the Great Olde Woode are largely indifferent to the outside world and the various kingdoms of the Hill and Dale with three exceptions.

Taralon: Druidic elements among the Roags have been receptive to the Mabds of Taralon.

200 Knights: kidnappings and thefts by some small groups have created problems with this nearest neighbor.

Parthenal: The Parthenal is the region of greatest interaction. Parthenal elves and humans who live in the central hills do not affiliate with the Wittan Council as do those at Foredhon and other settlements. The hill dogs (kobolds) are considered a menace that has been riled up by the western gnomes. This has not earned the gnomes much appreciation.

Animals and Monsters

normal and giant elk, tiger beetle, giant wood spider, lynx, wolf, normal falcon, normal and giant owl, magpie, giant porcupine, coltpixy, Hsiao, werefox, small and huge green dragon, wooddrake, kobold, pernicorn, shambling mound (east), fungoid, giant centipede, robberfly, owlbear, metamorph, gnome (west), elf, carrion crawler, giant snail, giant rattler, giant hunting spider, grizzly bear, pheasant, quail, stirge, fungoid, giant ferret, unicorn, lesser banshee, randara, drake (all forms), dryad, brownie, pooka, ghoul (west), skeleton (west), zombie (west), wight (west)

Personalities

Pluto, King of the Fairies: pixie 23. Pluto's fairy realm intersects with the Great Olde Woode during the full moon. He and his drakes are committed to hunting randaras and bogles during these visits.

Proserpina, Queen of the Fairies: sprite 30. The wandering spouse of Pluto, she has been known to get mortals in trouble with her fetching charm. She often appears as a full grown woman, but she is not a sidhe.

Sir Oliphant: Hill giant 18. Oliphant is the guardian of Proserpina during her visits to the Great Olde Woode. Whether it is to keep her safe or mortal men is a matter of debate.

Sir Thomas of Dauphins: P10. Sir Thomas is a chaste knight from the city of Dauphins who has fallen for the beauty of Queen Proserpina. He has dedicated his life to a quest to win her hand in marriage.

The Brown Bear of the Open Glen: pooka 15. The Brown Bear is a subject of King Pluto who remains on the mortal world. He guides those on noble quests and gives a comeuppance to the foolish and haughty.

Carwen: Druid 28, N. Carwen is the Myrrdin, or hierophant, of the druidic orders in the Great Olde Woode. He has no truck with the matriarchal ambitions of the Mabds of Taralon, but he does wish to see a revitalized Roag tradition and the casting out of the upstart Watchers. By virtue of his position, he sits upon the Wittan Council.

Misha the Blind: gnome5/shaman 2. Misha represents the western gnomes at Wittan. Misha lost his sight through injuries while fighting kobolds.

Minariel: EF 5. Minariel speaks for the Parthenal humans and elves at Wittan. Her primary concern is bringing more of her elven cousins into the fold and fighting the southern kobolds.

Rhun: bugbear2. Rhun is the bugbear representative to the Wittan Council. Rhun sees the lives his fellow bugbears have been having in Thosh, and he thinks modernization might not be a bad idea.

Trefor: F8. The Roag representative supports the raiding taking place in Sorchester and Brest, and most of those involved are part of his clan group.

Dinsdale: hill giant 4 (ettin). Dinsdale is an ettin who represents both ettins and normal hill giants, with each head speaking for a different group.

Adventures

Most of the adventures given here can be used as one-off (and occasionally silly) excursions for natives to the Great Olde Woode or for outsiders. The last five are given as possible campaign directions with the Woode as the primary, serious focus.

Away From Home Alone: you and your siblings are left in the Great Olde Woode to fend for yourselves, where you come across a house owned by a giant, his human wife, and their daughters. The characters must see through the family's charm, survive the night-time bashing and escape over the Bridge of One Hair. A local lord/nobleman/clan head asks the character(s) to return to the giant's home and successively retrieve his sword, purse and ring.

A Bitter Couple: The party comes across a foolish man being beaten by his wife. They ask the party to reverse his misfortunes, get back his gold (lost over a succession of bad barter), and prevent local thieves from killing him.

Three Little Orcs: Three quiet Hillban orcs have settled in the Woode near Shanklin, a hamlet near Thosh. They are being terrorized by a large wolf, and no one is willing to help. Can the party save the orcs' chinn, chin chin?

The Three Bugbears: Thief! Someone has broken into the cottage of a bugbear family in the north. With the little tyke crying, mama and papa bugbear ask the party to retrieve their stolen goods. But was the perpetrator the golden-haired girl, or the old crone?

Death of the Maiden: A girl has been killed by her wicked step-mother, and her spirit bird asks the party to retrieve several items so that she may avenge herself and rest in peace.

The Great Fire: Some challenges cannot be resolved by strength of arms.

Lightning from a summer storm ignites part of the Woode in a fire that threatens to claim untold lives. The party must save the people, the animals, and themselves while striving to limit the extent of damage.

Three Bottles to Heal the Lord: A nobleman, or even a royal, has fallen ill, and only three healing bottles can remedy him. The Brown Bear may know a secret to the bottles' retrieval.

Disappearing Children: A randara has kidnapped several children from one of the local settlements. Can the party find and rescue the children before they are eaten?

Kate the Bold: Kate's sister has had her head replaced by a sheep's, while a local nobleman's sick son is entranced by fairies. Can the party help Kate restore them both?

Pooka in Boots: A pooka in the shape of an adorable kitten inhabits a farm house. For a bit of wine, the pooka will take the party on an adventure to rid a castle of a dragon and giant mage.

The Gnome-Kobold Problem: The conflict between the gnomes and the kobolds has excited the entire kobold nation. The hill dogs do not limit their reprisals to the gnomes, attacking the Parthenal elves and the Great Olde Woode encampments. External sympathies and antagonisms drive the south into true war.

Brotherhood of Three Elves: The Vyalia, Parthenal, and Lothenar elves have strikingly different experiences and outlooks. Can the Vyalians modernize their cousins, or will they be rebuked by the independent and grieving clans?

Heirophant: Carwen's push for druidism ascendant brings the Woode into the political arena of the Western Alliance, and it may tear the Woode asunder.

The Dying of the Forest: The Forest is dying of an inexplicable cause. The characters must quest to find the root causes and save their home.

The Randaran Sanction: The randaras have returned to the Great Olde Woode, and a war for the forest and the fairy realm is unavoidable.

PERSONALITIES

Heroes and Heels

Il Pantero Nero: Magician 27. The Black Panther is perhaps the greatest magician to have ever lived. A shapeshifting dynamo, he is a devoted servant of He Who Watches who travels the Dale upsetting the plans of witches.

Paulinus Ravenfriend: MU9, Str6, Con7, Dex7, Cha17, C., Paulinus is an easily tanned man, clean shaven with light brown hair. Paulinus is a senior member of the High College, but he is often at odds with Umberto the Ugly (Master of the High College) and Walwynn of Stonehill – a community near Ghyr. He travels with a raven, and the image of the bird graces the left breast of his scarlet attire. When conflict arises, Paulinus is more interested in saving his own skin.

Equipment: ring of animal control

Morag the Grim: E9, C. Morag is a Vyalian elf who has gone native. He no longer associates with other elves, and has adopted a Roag name. The slender and attractive elf wears black and dark blue. He rarely smiles. Morag changes his mind often and can be indecisive in combat.

Equipment: “Sleepmaker” sword +2

Jack Milford: F3. Jack is a con-man who trades on his service in the Alliance War, but he never says for which sides he fought.

Jahat and Jelek: F3 and F4, N. Jahat and Jelek are mercenaries that work in the Western Alliance. Jahat employs the longsword and crossbow, while Jelek uses the shortsword and crossbow.

Ludovicus the Long: C10, Con5, C. This bald, 6’7” giant wears crimson robes over gilded armor. Ludovicus loves money, and he was defrocked for pilfering the donation coffers. He often claims, “Gods help those who help themselves,” but no one knows which power continues to help Ludovicus, but he makes his living selling indulgences and pawn off fake and real relics.

Fairleaf: EM5, Int 16. Fairleaf is a Parthenal elf who lives in the eastern section of the Great Olde Woode near Greendale. The silver-haired maiden is timid and easily frightened.

Parindes: MU9, Int17. Parindes is a

Denagothian wizard working with the green dragon Viridis. They work on behalf of the Onyx Ring syndicate and the Shadow Lord of Denagoth to complete the destruction of the Lothenar.

Brothers Willendall: M7 each. Should these three troublemakers survive the Northern Wildlands, they could stumble on to the Alliance. Randall is leader and cousin to the other two. Wendall is loyal to his brother, Stendhall, but that is not reciprocated. The Willendalls were expelled from the Glantri School of Magic.

Caius Lineus: Rake11. Caius is an ambassador of Thyatis, and he will head the imperial delegation to the kingdoms of Provincia Gurrania.

Renia: F7. Renia is a loner with cause to despise soldiers. She wears a gold ring with the emblem of a kingfisher, and she is secretly questing to find clues to the fate of her kin and the mysteries of her own origin. The deadly truth is that Renia is an heir to the throne of Gabrionus V. Her quest thus far has led her to the town of Sylvaire (Wendar), but her path will bring her into the north.

Equipment: chain mail +2.

The Autumn Knight: The Autumn Knight is a servant of He Who Watches. He periodically tests the worth of the Watcher’s followers and combats the direct influence of the champions of Idris. He is a neutral figure among the druids.

LJN Notables

This list includes characters made famous through the LJN toy line for *Advanced Dungeons & Dragons* (1st edition). Grimsword, Molliver, Hawkler, and Drex appeared in *XL-1 The Quest for the Heartstone*, and the others are also considered part of the Mystaran extended family. *Gaz F4* covers the other LJN characters. Your campaign may freely use these characters with the Western Alliance or Ghyr, or you may run them in parallel or isolation.

Molliver: T8, Dex16, Con16, Cha17. The beautiful Molliver is an experienced adventurer around the Taralon Channel. From Lansbury to Snowden and Bethfield, she has been a thorn in the side

of Phillip of Marabone, the regional head of the Thieves’ Guild.

Equipment: boots of levitation

Hawkler: Forester6, Dex16. Hawkler is a valiant forester trained by the Vyalian elves in the Great Olde Woode. He stands as a testament to what the Known World elves can bring to their neighbors and to the other elves.

Grimsword: F7, Str15. Grimsword is fearsome knight in the Kingdom of Many Colors. He is rarely in that nation, however, as he travels the region to terrorize the knights of other kingdoms. His helm is riveted to give the impression of a jack-o-lantern grimace.

Equipment: Sword+1 energy drain, flail

Drex: F6, C. Drex is a strong and feared mercenary of Denagothian extraction. He was cashiered from the Ghyran military for actions taken during the Desert War.

Equipment: leather+1, medusa skull shield

Pulvereye: Pulvereye is the cycloptic chieftain of a band of Hillbans. Cyclopes are not normally encountered in this part of the world, and some think he is a cursed hill or cloud giant. Most likely, he comes from a small cyclopean group in the Thundering Peaks beyond the Shattered Plateau. Pulvereye’s equipment is marked by the emblem of a one-eyed spider.

Aurelia: E3. Aurelia is an elven forester of the Vyalia clan. She stays near the Great Olde Woode.

Caruso: EF1. Caruso is a rare half-elf from the Great Olde Woode. By custom, he was sent out of the community to seek his own fortune and home.

Garn Gray Gaze: Gn3/Wo2. Garn Gray Gaze is a bizarre little gnome illusionist-thief who travels the north in search of answers to unasked questions. Despite his good nature, he wears out his welcome quickly.

Filaree: ED3. Filaree was an outcast half-elf maiden, who was adopted by a female half-elf druid of Roag MacCullen.

Mandoom: Hill Giant 4. This good warrior wields a sledge hammer against the Hillban raiders. [Note: Mandoom was towering in original LJN artwork, but not an actual giant – Ed.]

CREATING CHARACTERS IN THE WESTERN ALLIANCE

Much of the information in this section is derived from *GAZ F4 The Hidden Treasure of Ghyr*. While differences exist between the national characters of the region, they are demographically tied to one another and to the the kingdoms of the Hill (Ghyr, Greendale, Deep Hollow).

Available Character Classes

All of the standard human classes and demihuman racial classes are available. The Thyatians imported the forester and rake classes into the region.

If permitted by the referee, non-standard options include gnomes (earth), low-level druids, and kobolds, and goblinoids. Wise women and hakomon-like characters are acceptable among the wild Roags.

Two new classes, the hill giant and the magician, are also available, subject to the approval of the referee.

Demographic Options in the Dale

There are many options for human characters. In declining order, they are: Roag, Known Worlder (Thyatian, anglaise, Averoignian, etc.), and Deno-Essurian. Roags dominate in the north and within the Great Olde Woode. The anglaise are prominent in West Haven, while the Averoignians heavily influence the Kingdom of 200 Knights. Deno-Essurians favor the east along the Kaganus. A small contingent of Ochaleans forms the Sarke Mercenary Troop, but they ordinarily do not adventure.

The majority of magic-users are Known Worlders or Roags, clerics are likely Ghyran nationals, and druids are neigh exclusively Roags. There are, however, no class restrictions with any groups.

A final, isolated group of humans are found alongside the Parthenal elves. Arcane or clerical magic is unknown to these humans, but a few have become druids. They are restricted to the northern Parthenal and southern Great Olde Woode.

Vyalians are the best option for elves that interact with the Alliance. Vyalians

are traditional fighter-mages (foresters). The five dozen extant Lothenar elves are limited to the the extreme eastern Parthenal (not shown on the map) or the city of Ghyr. All are of adventuring stature. Parthenal elves are insulated from the Alliance by the Hills of Parthenal and the Great Olde Woode. The overwhelming majority of Lothenar and Parthenal elves are single class fighters or thieves. See *Realm of Wendar* or *The Northern Wildlands* for specifics on handling single-class elves in OD&D.

Dwarves of the Western Alliance are either clanless or belong to the Durwhyrr clan – a branch of the Buhrohur group that rules Deep Hollow. A few Evefil dwarves (see *The Hidden Treasure of Ghyr*) visit the Alliance nations, but none are native.

Gnomes in the north have no formal clan structure. They appear in all the kingdoms save that of the Lowland Roags. Resident halflings are clanless.

Language in the Dale

In selecting a character's starting language(s), consider the following classification scheme. The two primary languages are a dialect of Thyatian (Ghyrian Thyatian) and Roag. Secondary languages include those languages that could be spoken in the home: Known World tongues (Traladaran, Averoignese, etc.) and Denagothian Plateau languages. Tertiary languages are generally languages from satellite populations (Barkyip, Gnomish, Hillbanic, Hym Sprach, Meggaran, the brute language Denag, and Icreach Barbarian). Alphanian and Ochalean should be treated as Tertiary languages.

Initially, human and halfling characters must elect to learn a primary language before taking a secondary one, and a secondary language before a tertiary one. The primary language of Wild Roags is Roag; for everyone else it is Thyatian.

Note that druids and magic-users are required to have language skills in Old Roag and Essurian, respectively.

Dwarves and elves from the Known World use the standard language packages. Those native to the north have modifications to these lists.

North-born Durwhyrr dwarves have an initial language package of Dwarvish, Thyatian, Gnomish, and either Roag or Hillbanic.

Native Vyalian elves speak Elvish, Dwarvish, Thyatian, and Roag. Lothenar Elves speak Elvish (Lothenar), Essurian, Denagothian, and the brutish language Denag. Finally, Parthenal elves know Elvish (Parthenal), Barkyip, and two of Gnomish, Roag, and Meggaran.

Starting Skills

A character's background should inform his initial skill choices. In the box below, appropriate choices are listed. The DM is free to augment or ignore these suggestions.

Human, Nobility: one of riding (horse), needlepoint, etiquette, dancing (courtly), or music (any)

Human, Commoner: one of labor, agricultural, professional or craftsman skill, music (bardic – Taralon only)

Wild Roag: two of herding, hunting, survival (subarctic plains or shattered hills), nature lore, sewing, cooking, tanner, or astronomy

Elf: two of meditation, tracking, forest lore, regional history (last required of Lothenar elves)

Dwarf: two of signaling (yodeling), metallurgy, prismatic studies, combat engineering, engineering, or a craftsman skill

Fighter: two of bravery, riding (horse), grooming (horse), or an armor- or weapon-crafting skill

Cleric: Honor and a history (of the north) skill

Magic-user (and Druid): two of: herbalism, alchemy, animal empathy, prismatic studies, nature lore, or hypnotism

Thief: two of survival (terrain), tracking, signaling, appraisal, and bargaining.

Humanoids (General): as either a human commoner or Wild Roag

Magic-Users and Druids also must be able to converse in either Essurian or Old Roag, respectively. If the character's intelligence does not cover the language, he or she must apply a skill choice to

CREATING CHARACTERS IN THE WESTERN ALLIANCE

purchase it. Picking up the cant language may be delayed until 5th level, but it must be taken by then. Skills for hill giants and magicians are covered in the next section.

Armor

In the northern realms, heavier armor choices are favored. Average soldiers will don banded mail, men-at-arms (F3+) will employ plate mail, and knights of renown and paladins are adorned in full suit armor. Other armor types are left to the clergy, archers, thieves and the destitute. Wild Roags prefer hides (AC6-8) and leather armor.

Squires wear only leather armor in recognition of their status as non-warrior servants. Honorable knights and soldiers will not accost a leather-clad person beyond the archer ranks.

Names

What follows is a list of names that capture the cultural feel of the Dale. This list is not exhaustive, and players can opt to choose other names.

Demihumans follow the conventions used elsewhere in the world (ex. *Gaz F3*), though many Parthenal elves (and humans) use evocative descriptors such as Mistdancer.

Most Ghyran and Roag names resemble English, Welsh, and Irish names from the Arthurian period. Names with clear French influences have been sub-grouped as Averoignian-Ghyran, and those of more recent English vintage as Roag-anglaise. Brythonic, Breton, Cornish, and Welsh names, or other pre- or sub-Roman cultures of Britain, are perfect for Roags or speakers of the humanoid languages.

Essurian and Denagothian names take their inspiration from fantasy literature and cinema. They have no real-world cultural basis, but each has a distinctive style. For name examples, see *Gaz F2*.

Goblinoids draw on both Roag and humanoids naming traditions, though the occasional Denagothian name is heard in the southeast. Parthenal kobolds rely strictly on traditional humanoid names (*GAZ 10 Orcs of Thar*).

Ghyran, Male: Abel, Aggravayne, Aithan, Aiden, Alfred, Almuric, Arthur, Bevis, Blamoure, Bleobris, Bowmarc, Brastius, Carados, Claudius, Cradilment, Dagonet, Dahnakriss, Deeth, Donal, Drex, Dynadan, Hector, Egbert, Galahad, Ganto, Gareth, Gavin, Helyn, Hernox, Horatius, Howell, Juhel, Kay, Keyhydins, Loftos, Lucas, Ludovicus, Lionel, Malidryn, Marhaus, Melyodas, Morganoure, Nentres, Palomides, Pellas, Pellias, Pellinore, Qasmar, Quintain, Reyns, Sean, Safere, Telles, Tharadodus, Theodoric, Torre, Tristram, Turlough, Ulphius, Umberto, Uryens, Uther, Vesper, Vorlin

Ghyran, Female: Alana, Apris, Arwen, Aurelia, Beladore, Cordelia, Dione, Elaine, Fione, Gwyneth, Gwyneviere, Helyane, Igraine, Ione, Iseult, Isode, Leahra, Laura, Morgan

Averoignian-Ghyran, Male: Agglovalle, Ambrose, Angwyschaunce, Bedivere, Clarivaunce, Claude, Clement, Charles, Ector, Evelake, Gawain, Gorlois, Harold, Joseph, Lancelin, Lancelot, Mellyagrounce, Mercious, Percivale, Vychan

Averoignian-Ghyran, Female: Anne, Beatrice, Camille, Elizabeth, Guinevere, Isabelle, Magdelene, Marie, Mercion, Mateline, Sophora, Yvonne

Roag, Male: Aled, Aneurin, Angwyn, Arthus, Asclabor, Atawn, Badouin, Bagdemagus, Balan, Ban, Bari, Barnabas, Berwyn, Bevan, Bledig, Bors, Brandegoris, Brecon, Brychan, Bryn, Brynmor, Cadan, Cadell, Cadogan, Caerwyn, Cador, Caradoc, Cledwyn, Cranog, Cynfor, Dafydd, Delwyn, Derwent, Dewi, Dillon, Dyfan, Dylan, Dornar, Elgan, Emlyn, Emrick, Emrys, Emyr, Gawen, Gaheris, Gerens, Gethin, Glyn, Gwilym, Gwyn, Harenbili, Heddwyn, Heilyn, Helake, Helyas, Huw, Idres, Idwal, Jacca, Jory, Jowan, Kenwyn, Lamerok, Laodegan, Llewellyn, Lot, Lyn, Mabon, Madoc, Mark, Merlin, Mordred, Morgan, Olwynn, Pedrog, Penrith, Penwyn, Perran, Rees, Rhun, Sawyl, Segwerydes, Sonnagh, Sulwyn, Talan, Tangwyn, Tecwyn, Teulyddog, Twedwr, Trefor, Uwayne, Walwyn, Wenlock, Wid, Vortigen

Roag, Female: Aderyn, Alana,

Aneira, Angharad, Angwen, Ariene, Arweena, Awsta, Aylwen, Berwyn, Beryan, Bethan, Betrys, Beljan, Berthildis, Blodwen, Branwen, Briallen, Brigana, Bronwen, Bryn, Caitlin, Carys, Catrin, Ceinwen, Chesten, Crewenna, Denw, Dilys, Ebel, Eiddwen, Eira, Eirwen, Enya, Eseld, Eurwyn, Fione, Gladys, Glenda, Gwen, Gwendolen, Gwenhyvar, Goneril, Gwawl, Gwynne, Gwrygon, Gwyneth, Goddau, Hafwen, Heledd, Helyane, Ione, Kerra, Kew, Leera, Lowenna, Mabd, Mair, Megan, Mellyn, Metheven, Mildthryth, Mirva, Modron, Morfudd, Morgan, Morgawse, Morigan, Morveren, Morwenna, Nerys, Nyfain, Rhiamon, Rhiannon, Rhieinfellt, Rhonwen, Rowena, Sowena, Tamsyn, Tecca, Tegwen, Tregereth, Tyfdill, Wenna, Ystradwel

Roag-Anglaise, Male: Aeron, Alan, Albert, Bernard, Bertran, Bowen, Brit, Broderick, Brody, Christopher, Conway, David, Davy, Dewey, Dewitt, Digory, Dinsdale, Edgar, Edmund, Egbert, Ethelbert, Evan, Felix, Floyd, Frederick, Geoffrey, Giles, Glen, Griffith, Henry, Hopkin, Howell, Jack, Idris, Ives, Kenan, Lloyd, Maddock, Martin, Meredith, Merrick, Owen, Perry, Penrose, Powell, Price, Reese, Robert, Romney, Thomas, Trevor, Wynford

Roag-Anglaise, Female: April, Carrie, Cordelia, Elowen, Eva, Heddy, Jenifer, Jenna, Kensa, Kerensa, Loveday, Maeve, Susanne, Sylvia, Melanie, Regan, Rhonda, Rosen, Tammy, Tegan, Winifred

Roag Surnames

Roags traditionally did not use surnames, but they began to adopt the practice under Known World influence. One method is to use the following prefixes with a place or personal name: Ros (Heath), Car (Camp), Lan (Churchyard), Tre (Homestead), Pol (pool), or Pen (Head).

Additionally, some novel surnames have gained in popularity along the Kaganus: Angove, Bell, Boden, Bray, Burrows, Collis, Cass, clews, Crocker, Drew, Ellery, Fenton, Goninan, Hawke, Hutchens, Keast, Lawry, Mayne, Odgers, Oliver, Perrin, Roberts, Thorne, and Warren.

SPECIAL RULES IN THE WESTERN ALLIANCE

Hill Giants

The Western Alliance is one of the few regions of Mystara that boasts both wild and civilized hill giants, and they are presented here as an optional character class for your game.

Like other powerful creature-types, hill giant characters present game-balance issues. To make the character more enjoyable with the possibility of early advancement, the hit dice level and armor class are reinterpreted. Here, a Normal Monster hill giant is less powerful than the statistics profile found in the Expert Set or Rules Cyclopedia, but the two forms have equal average hit points.

In addition, hindrances have been introduced that are not part of the standard hill giant.

Hill Giant

Prime Requisite: Strength and Constitution.

Attribute Roll Modifiers: +3Str, +4Con; -3Int, -2Dex, -2Cha, -2Wis

Attribute Limits: Str 16/20, Dex 3/18, Con 16/20, Int 3/16, Wis 3/18, Cha 3/16
Scores of 19 or 20 have adjustments +4 and +5, respectively.

Hit Dice: 3d8 at Normal Monster, and an additional 1d8 per level up to 9th level (max. 12d8). Constitution adjustments apply per die. Starting at 10th level, +2 hit points per level, and Constitution adjustments no longer apply.

Armor: Heavy hide (750cn, +1AC); large or tower shield only.

Weapons: Armaments are large scale models of ordinary weapons that cause an extra die of damage. There are no giant bows or crossbows.

Combat and Save Progression: As Fighter of same level. Giants receive a +2 bonus to Death Ray and Paralysis saves, and suffer a -2 penalty to Wands and Spells.

Special Abilities: Smash, sweep, hurling, slam, natural AC.

Special Hindrances: phobias, to hit penalty, small world problems

Spellcasting: Hill giants may become shamans or wokani (limit 8th and 6th level, respectively).

Starting Skills: two of cooking,

sleeping, drinking, herding, labor, intimidate, and tanning (leatherwork).

Weapon Mastery: Begin with mastery of all bludgeoning weapons and the dagger. The giant receives additional choices as per a non-fighter.

Smash: At first level, a hill giant may use the smash Fighter Option. At the cost of -5 to hit and loss of initiative, the giant may add his entire strength score to the damage. Smash may not be combined with multiple attacks.

Sweep: At 5th level, a hill giant may attack all persons (allies as well) within 10 feet in the forward half-circle arc. Opponents must be no taller than 8 feet.

Hurling: the giant may throw large rocks.

Slam: An opponent is thrown into the ground or ceiling. Damage is discussed further in the Hurling subsection.

Natural AC: An adult hill giant has a natural AC of 6 due to the toughness of its skin, and receives a +2 bonus against attacks by opponents 7 feet tall or shorter due to reach.

Phobias: Hill giants must save against fear when in the presence of chicken pox and creatures at least 16 feet tall.

To Hit Penalty: Hill giants suffer a -1 penalty when attacking humans, elves or orcs, -2 against dwarves and goblins, and -3 attacking Halflings, gnomes or kobolds.

Small World: Giants have difficulty negotiating a human-centric world. Hill giants require a 6 foot width for passage and ceilings of 15 feet to avoid slumping. At the referee's discretion, a giant may be forced to perform a dexterity check to avoid breaking something, getting stuck, etc.

Growing Up Giant

Hill giants do not belong. That is the fundamental reality that every hill giant faces over the course of his or her life. They are not human, but neither are they true giants.

On Mystara, they are the largest of the "Urzudian" humanoids that include kobolds, goblins, hobgoblins, bugbears, orcs, ogres and trolls. These races descend from the ancient beastman line that settled in the ruins of Urzud.

As the largest specimens, they are physically able to dominate the others, but there is no record of their leadership in wild interracial groups. The hill giants often occupy the "champion" role in such settings as a means of garnering acceptance.

Hill giants are used to being the largest individuals in an encounter, so their sense of power is shaken in the presence of the true giant races (all save hill and stone). When faced with a true giant (or another creature over 16 feet tall), a hill giant must save vs. spells or suffer fear as per the cause fear spell. The giant also loses 2 points of wisdom and morale. This impact lasts for the duration of the encounter plus one additional hour.

Fear is also caused by the chicken pox, but there is no loss of wisdom.

Optional Rule: A hill giant who has been in contact with chicken pox must save against disease (-10 penalty) or contract the disease. Death results within a week.

Giants often live in small family groups in wilderness areas far from each other. These wild giants gather semi-annually for celebrations of 50-200 giants. These giants live in cave complexes or forest hovels. Tanning hides and treating furs are the traditional skills of giants.

Civilized giants live in cottages with ceilings 15-20 feet in height. They do not participate in the wild hill giant conclaves, opting instead for the celebrations of their home countries.

Giant children resemble human ones, if a bit bigger. The abilities of young giants develop gradually. Like humans, giants begin their teenage years at 13, when they stand five tall and have some skill. A hill giant gains a foot per year afterward until adulthood at 20. Adults stand 10-14 feet tall (9+1d4 feet +1d12 inches).

Weight gain is 25 pounds per annum in the early years but exceeds 200 pounds at the end of growth. Adult weight gain can continue for some years afterward.

The skin begins to thicken at age 15, improving AC one point per year until adulthood. The reach benefit kicks in at

SPECIAL RULES IN THE WESTERN ALLIANCE

18 and 20. Skills are gained at ages 13, 15, 17 (young adult) and 20.

Ability scores also change as the giant matures. To approximate the change, apply the following cumulative adjustments to the ability scores.

Age Class	Ability Adjustments	Skin AC
Teenager (13) 1HD, -4400XP	Str-6, Wis -4, Con -4, Int-3	9
Teenager (15) 1HD, -3300XP	Str+2, Wis+1, Dex +1, Int+1, Con+1	8
Young Adult 2HD, -2200XP	Str+2, Wis+1, Con+1, Int+1	7
Adult 3HD, 0XP	Str+2, Wis+2, Dex-1, Int+1 Con+2	6*

15 year-olds and Young Adults can hurl rocks for 1d6 points at ranges 10/20/30 and 20/40/50, respectively, but they cannot slam an opponent.

Mature (40) giants gain a point wisdom and intelligence, but lose one from dexterity and constitution.

Elder (55) giants lose 2 points of strength and constitution, but gain one point of wisdom. Elders must perform a constitution check each year for worsening of faculties/eyesight, and a roll of 20 means death of old age.

Hurling

The basic hurling distance is calibrated for throwing a 20-pound (200cn) rock and causing 3d6 points of damage. Distance and mass are inversely proportional, so a 50 pound object may be thrown for 40 yards. A large human (200 lbs) could be tossed up to 10 yards away.

When throwing different sized objects, assume 4d6 for inanimate objects over 50 pounds and 5d6 for objects over 100 pounds. Animate objects tend to have poor aerodynamic properties and only cause half damage.

Giants may pick up smaller opponents and throw them to the ground. This is called a slam. To perform a slam, the giant must spend one round grabbing his victim (normal attack roll, no armor benefit). The slam occurs automatically

the next round.

The amount of damage caused by a slam is harmonized with falling damage where the height, in feet, is set by the weight of the victim, in pounds. This weight includes all equipment carried.

$$\text{Height} = (3000 / \text{weight}) + 10$$

Weight Range Damage

301+ lbs	1d6
151-300 lbs	2d6
101-150 lbs	3d6
76-100 lbs	4d6
61-75 lbs	5d6
51-60 lbs	6d6

A giant may also throw the victim into ceiling. He suffers one fewer die per full 10 feet of ceiling height above 10 feet (i.e. a 30-foot ceiling reduces damage by 2 dice), but the next round the character falls from that height. Characters thrown away suffer only half the number dice (min. 1d6).

Giant Equipment

As a general rule of thumb, hill giant equipment scales to inflict an extra dice of damage and quadruple encumbrance. The encumbrance multiplier for hammers, clubs, and maces is x5. Staves and lancing equipment has an encumbrance multiplier of x3.

Thus, a hill giant hand axe weighs 120cn and inflicts 2d6 plus strength, while a mace weighs 150cn and causes 2d6 plus strength.

Giant-sized polearms are too prone to breaking and are not made. Likewise, giant bows and crossbows do not exist. Improvising, a giant may use a ballista as a human might a heavy crossbow.

The production of these items requires 8 times the material and labor, and 10 times the cost. Most hill giants limit themselves to what they can make for themselves. Tree trunks from the taiga make excellent hill giant staves, and the giants are renowned hide workers.

Encumbrance rates are set for a 960 pound capacity.

Move Encumbrance

0 (0)	9601+cn
15 (5)	6401-9600cn
30 (10)	4801-6400cn
45 (15)	4001-4800cn
60 (20)	3201-4000cn
75 (25)	2401-3200cn
90 (30)	1601-2400cn
105 (35)	801-1600cn
120 (40)	0 - 800cn

Hill Giant Progression Chart

Level	XP	HD	Hurling
Teenager	-4,400	1d8	10/20/30
Young Adult	-2,200	2d8	20/40/50
Normal Monster	0	3d8	30/60/100
1	4,400	4d8	30/60/100
2	12,600	5d8	30/60/100
3	30,600	6d8	35/60/100
4	65,600	7d8	35/60/100
5	135,600	8d8	35/60/100
6	275,600	9d8	40/60/100
7	415,600	10d8	40/60/100
8	555,600	11d8	40/60/100
9	695,600	12d8	40/60/100
10	835,600	+2	45/65/100
11	975,600	+2	45/65/100
12	1,115,600	+2	45/65/100
13	1,255,600	+2	45/65/100
14	1,395,600	+2	45/65/100
15	1,535,600	+2	50/70/105
16	1,675,600	+2	50/70/105
17	1,815,600	+2	50/70/105
18	1,955,600	+2	50/70/105
19	2,095,600	+2	50/70/105
20	2,235,600	+2	50/70/105
21	2,375,600	+2	55/75/110
22	2,515,600	+2	55/75/110
23	2,655,600	+2	55/75/110
24	2,795,600	+2	55/75/110
25	2,935,600	+2	55/75/110
26	3,075,600	+2	55/75/110
27	3,215,600	+2	55/75/110
28	3,355,600	+2	55/80/115
29	3,495,600	+2	55/80/115
30	3,635,600	+2	55/80/115
31	3,775,600	+2	55/80/115
32	3,915,600	+2	55/80/115
33	4,055,600	+2	55/80/115
34	4,195,600	+2	55/80/115
35	4,335,600	+2	55/80/115
36	4,475,600	+2	60/85/120

SPECIAL RULES IN THE WESTERN ALLIANCE



Magicians

Real magic in the Western Alliance is a subdued affair, with enchantment and illusory spells the norm. In fact most “magic-users” are not true wizards but rather magicians and charlatans playing to the crowds. Their on-stage personae can be humorous, mysterious, or stoically silent, and their art ranges from escape artists, mentalism, prestidigitation, and illusion. Snake-oil salesmen, carnivalists, and spiritualists are also grouped under the magician rubric.

Magicians know that the success of an act rests not just with the feats being performed but with the sell. A skilled magician can take the simplest trick, draw out the entire process, and leave her audience satisfied with the show. And, often as not, while the children delight in trying to find the string holding a floating pen, the magician delights in picking their parents’ pockets. It is a living, after all.

It is also a calling. Magicians want the fame of the performer and the notoriety of executing a new feat, and they guard their secrets jealously. A few even master real magic.

Typically, magicians are not the adventuring type. Their hit dice and attack progression are far less than those of the standard classes; however, they can develop familiarity with many weapons as a part of their stage act. Their unique suite of skills and hindrances make magicians ideal for games with a heavy emphasis on role-playing.

Magician

Prime Requisite: Intelligence, Dexterity, Wisdom and Charisma. To cast true magic, a magician needs 13 in all four.

Hit Dice: 1d4 plus Constitution adjustments every two levels, up to 9th. The magician gains +1 hp for each skipped level and for every level over 9th, but Constitution adjustments do not apply.

Armor: None.

Weapons: Weapon options favor those suited for performance, but a few are utilitarian: dagger, staff, blowgun, net, flaming oil, holy water, thrown rock, sling, whip, normal sword, any missile weapon, hand axe, club, blackjack, throwing hammer, crossbow, bola, shortbow, and lasso.

Combat Progression: As a Normal Man at first level, +1 to hit every 6 levels.

Save Progression: As a Thief.

Special Abilities: Performance magic, thieving abilities, true magic.

Special Hindrances: none beyond the character’s poor combat capabilities

Starting Skills: Craft (Magic Trick), one of Acting, Persuasion, Storytelling, Joke Telling, Hypnotism, or Soothsaying, and one of Animal Handling, Blind Shooting, Escape Artist, Juggling, Herbalist, Alchemy, or Cheating.

Weapon Mastery: Begin with three mastery slots. Additional mastery slots are earned as per a non-fighter.

Performance Magic: The character knows several stagic magic tricks with which to earn his living.

Thieving Abilities: The magician has the Pick Pocket skill and two other thief abilities (player’s choice). The character’s skill grows as per a thief. Other skills may be purchased individually at the rate of one Thief level per skill or magic trick slot.

True Magic: A capable magician can perform real magical spells starting at 10th level.

Magic Items: A magician may use any magic item except scrolls that are available to thieves and magic-users. A magician cannot learn from magic-user scrolls or spellbooks but can learn from another magician’s notes.

The Performance

For the magician to earn his two bits, the audience must be appreciative of the performance. An act can last a round (pulling the coin from behind a child’s ear), or it can last an hour. Performances over an hour tend to lose audiences, even those of great magicians.

The required skill options are the Craft skill, one communication skill, and one method skill.

To determine the success of a performance, use the formulae below.

Base ability

A = sum of pre requisite adjustments

B = magician level

Base ability = A x B

Skill ability

C = slots spent on best comm. skill

D = slots spent on best method skill

Skill ability = C + D

Routine Level

Trick value = trick level x minutes used*

Routine Level = sum of all trick values*

Performance =

(skill x routine) +base+1d20

There is a minimum value of 1 for A and B. Excessive time on the routine or an individual trick is penalized.

The score is reduced if a trick is played out for more minutes than trick level + 5. The Performance is dropped 5 points per extra minute. The score is reduced if the overall routine lasts over 60 minutes. The penalty is 15 points per extra minute.

Example:

Fleur the Rose is a 6th level Magician with +1 bonuses for Int and Cha, four 1st level tricks, three 2nd level tricks, and one 3rd level trick. She has spent two slots each of her highest performance skills.

Fleur wants to use every trick for the maximum length of time, but wants to spend 10 minutes on the 3rd level trick (she needs the practice).

Her base score is 12, her skill score is 4, her routine level is 96, and the routine

SPECIAL RULES IN THE WESTERN ALLIANCE

lasts 55 minutes. Assume the dice roll gave 14.

Fleur's Performance is 410, but she is penalized 30 points for going long on the last trick. Her final score is 380. This score helps Fleur in her professional growth.

Score	Rating	GP	XP
0-25	Ridiculous	0	0
26-50	Poor	1	1
51-100	Fair	5	10
101-250	Adequate	15	25
251-500	Amusing	25	50
501-1000	Entertaining	50	100
1001-2500	Wonderful	100	500
2501-5000	Fantastic	500	1000
5001+	Legendary	1000	2500

According to her score, Fleur gave an amusing performance and earned 50XP. At her next performance, she can charge the host 25 gp. Those who do not have organized performances, like street hustlers, gain half the money at the time of performance.

Magicians who give an Entertaining or Wonderful Performance gain a + 1 reaction from those in the audience for a month. Fantastic performances earn a +2 reaction, and Legendary earn +3.

The Economic Life

It takes money to make money, and this is no less true for magicians. Doves and rabbits must be fed, milk and eggs must be purchased, and assistants given wages.

Below is a list of common costs associated with magicians. Numbers in parentheses are monthly upkeep.

Rabbit, Dove5gp (1gp)
Duck15gp (3gp)
Milk 2cp
Eggs, Half dozen3sp
Scarf15sp
Scarf, Silk 4gp
Wand5sp
Floral bouquet3sp
Tonic ingredients (10 vials) 1gp
Crystal Ball 50gp
Cards, Deck4sp
Hat6sp
Poof Smoke (5 uses) 1gp
Basket, Large 10gp

Chest6gp
Rings2gp
Rings, Large5gp
Box, Saw15gp
Box, Mirror6gp
Box, Clear10gp
Box, Disappearing20gp
Curtain5gp
Guillotine60gp
Guillotine, Hand15gp
Guillotine, Finger10gp
Mechanical Marionette	250gp (10gp)
String (100 feet) 3sp
Dove pan4gp
Duck pan 8gp
Table, stand 3gp
Table, cloth 4sp
Flash paper (50 uses)3gp

Assistants receive 1 share to the magician's 10 shares. This includes anything purloined during the act. Training an assistant costs 1gp/trick used.

Real magic costs 1 gp in materials per level per use.

Magic Tricks

Tricks levels 1 to 3 are mundane sleight of hand and do not involve any magic in the normal game use of the term. Some advanced, but non-magical, tricks exist at 4th level and above; however, most higher level tricks are true magic. To develop a new trick a magician must either invent the trick (cost and time as normal spell research), learn them from another magician (quarter cost) or take them from another's notes (half cost).

Magicians are noted for their magical styles (e.g. a mentalist vs. an illusionist). These styles are similar to magical schools, but magicians may develop their mastery in any and all styles.

To be eligible to learn a magical trick, the character must know a trick in that style of the preceding level. For example, to learn a 6th level mentalist trick, one must know at 5th level mentalist trick.

The styles are: Escape Artist (freedom and resistance), Dynamo (fire and lightning), Illusionist (sight and sound), Seer (knowledge and contact), Prestidigitator (production and

transformation), Kinetic (force), and the Generalist/Naturalist style. If a mentalist trick is preceded by a successful hypnotism check (preceding round), a victim's save, if any, is penalized by -3.

Mundane Tricks

What follows is a listing of various stage magic acts that may be familiar to the reader. This list is by no means exhaustive, and players are encouraged to come up with routines for their own characters.

Rope Tricks

In this set, ropes are tied together, cut, and rejoined. In The Sliding Knot (1), the magician ties two ends of ropes together, cuts the rope, and slides the knot off the rope, leaving a large piece of rope and the knot. With the Hattian Ropes (3), one forms four rope hoops, cuts them, and changes rope sizes.

Cups Tricks

Cup tricks involve an array of cups with hidden items appearing, disappearing, or transforming. The infamous Shell Game (1) hides the pea or coin under scrambling cups. The hiding object can be replaced in the Shell Game with Switch (2). Cups and Balls (2) is a classic where balls pass through cup tops. Multiple balls are introduced during the trick. A 3rd level version introduces large size objects (like 5 small balls becoming one giant ball).

Card Tricks

Card Games range from Three Card Monte (Follow the Queen) (1), to Pick Any Card (2) where the magician identifies or locates that card, and Deck of Picked Cards (3) where the entire deck transforms into that picked card. With Hunting the Jack (1), the magician shuffles the decade until the Jack is "caught" between kings.

Pan Tricks

In pan tricks, the magician acts as if baking a cake. When flame is applied and the lid is removed, out jumps an animal. There are Dove Pans (2) and Turkey Pans (3). The Rabbit Pulled from

SPECIAL RULES IN THE WESTERN ALLIANCE

Hat (1) trick is a related technique.

Partitioned Apprentice Tricks

The lovely apprentice is placed in a box, cut apart and then reassembled. Saws and other implements may be used. There are many variations to this routine. The simple Saw Box (2) makes a separation at the waist, while the advanced version (3) has the lady dance and respond with her legs. The Three Cut Saw Box (4) adds a greater degree of difficulty. The Stretched Apprentice (3) entraps the lady in a special stockade that pulls her hands, feet, and head along slides (the only body parts visible). The Partioned Column (5) is an advanced version that allows the head, torso, waist, and legs to rotate independently and be moved out of the column.

Wand Tricks

The magician's wand transforms or telescopes. The Telescoping Wand (1) expands and contracts by a factor two. The Wand Bouquet (2) replaces the wand with flower, while the Wand to Milk (3) replaces the wand with pourable milk or sand.

Mirror Box Tricks

Mirror Boxes are special boxes used to cause small objects to disappear or reappear. Rabbits and doves are good secondary objects (2). Clear Boxes have a higher level of difficulty (3).

Carnie Tricks

These tricks are often performed as part of a carnival or circus. Arrow Catch (2), Shot Taking (4), Catching a Sling Bullet in the Teeth (3), Fire Eating (1), Sword Swallowing (2), and Dagger or Axe Toss (2, 3 if blindfolded or spinning wheel, 4 if both) are common.

Levitation Tricks

In levitation tricks, objects are seemingly held aloft by magical force. Floating Pen (1) dangles a pen or stick in the air. Traveling Coin (2) moves a coin from one stack to another. Raised Apprentice (3) levitates the apprentice or balances her on the edge of a chair.

Phase Tricks

Phase tricks have objects interpenetrating one another. This can be a Pen through Card or Coin (1), Bolt in the Arm (2), the dangerous Shot with Arrow (4), often with scarf trail), or Drilled Lance (5) where a lance or other long object is drilled through the magician or apprentice, who can then be hoisted. A special subgroup is the Guillotine Tricks where a fast blade passes through a Finger (1), Hand (2), or Head (3) but is capable of cutting objects below.

Switchout Tricks

Switchouts involve sleight of hand where objects are replaced. Cup Tricks and Pan Tricks are some examples. Grandpas love to pull a Nickel Behind the Ear (1), but magicians can reveal Multiplying Eggs (2) between their fingers. A Consumed Egg to Chick (4) has the magician swallow an egg and regurgitated a chick.

Milk Tricks

In Poured Milk (2) the magician pours milk into a rolled up paper, where it vanishes. In Milk Cups (3) Milk is poured from a small cup to larger one (filling it) repeatedly until the last cup can be emptied into all of the previous cups.

Paper Tricks

Paper Tricks involve the cutting, restoration, and relocation of identifiable paper. The Paper in Fruit (3) is a particularly interesting one where a slip of paper has a corner ripped, is burned, and then is found in the center of a piece of fruit.

Escape and Disappearing Tricks

No holds can bar the magician. He can escape Cuffs (1), Straightjackets (2), and being Strung Up (3). The most dangerous stunt is the Water Escape (5) where the artist is bound in cuffs, straightjacket, and chains, placed in a waterfilled container, and locked in. Apprentice and magician can be made to disappear by a Box (1), Curtain (2), or Collapsing Box (2). Swords are thrust at an entrapped artist in the Basket of

Swords (3). Doing a person switch with any escape or disappearance act adds 1 to the level.

Other Tricks

Ring Tricks involve linking and unlinking closed hoops (2). The legendary Trapeze Artist (5) has an unattached doll, perfectly balanced and proportioned, that can perform on a two bar trapeze without fail. Flash (1) is a standard trick where a burst of flame occurs.

Magical Tricks

Below are magical spells commonly used by advanced magicians. A few are inappropriate for performances (e.g. Supernova), but most can be incorporated into a routine. The spells are grouped by styles. Spells followed by "(M)" are described below.

Generalist/Naturalist

4th – Detect Magic, Snake Charm
5th – Dispel Fog (M), Precipitation (M)
6th – Growth of Plant, Growth of Animal, Speak with Animal
7th – Summon Animal, Remove Curse, Contingency
8th – Dispel Magic, Control Wind
9th – Word of Recall, Wizardry, Wish

Kinetic

4th – Floating Disc, Snatch (M)
5th – Levitate, Hold Portal
6th – Wizard Lock, Hold Person, Animate Object
7th – Animate Dead, Telekinesis
8th – Hold Monster*, Move Earth, Fly
9th – Reverse Gravity, Crush (M)

Mentalist

4th – Suggestion (M), Slumber (M), Remove Fear*
5th – Charm Person, Sleep, Confusion
6th – Mass Charm*, Feeblemind
7th – Dance, Geas*
8th – Charm Monster, Magic Jar
9th – Alter Person (M), Juggernaut (M)

SPECIAL RULES IN THE WESTERN ALLIANCE

Escape Artist

- 4th – Detect Danger, Slip Bonds(M), Find Trap
- 5th – Resist Cold, Resist Fire, Knock
- 6th – Water Breathing, Haste*
- 7th – Protection Form Normal Missiles, Survival
- 8th – Protection from Poison, Teleport
- 9th – Timestop, Gate*

Dynamo

- 4th – Chill (M), Produce Fire, Douse Flame* (M), Faerie Lights
- 5th – Light*, Heat Metal, Control Temperature 10'
- 6th – Wall of Fire, Ball Lightning (M)
- 7th – Protection from Lightning, Wall of Ice
- 8th – Fireball, Lightning
- 9th – Battery (M), Supernova (M)

Illusionist

- 4th – Faerie Lights (M), Obscure, Ventriloquism
- 5th – Mirror Image, Invisibility, Phantasmal Force, Light*
- 6th – Faerie Fire, Disguise (M)
- 7th – Project Image, Hallucinatory Terrain
- 8th – Massmorph, Mass Invisibility
- 9th – Impersonate (M), Unreality (M)

Seer

- 4th – Analyze, Predict Weather, Know Alignment*
- 5th – Detect Invisible, Locate Object, Wizard Eye
- 6th – ESP*, Find the Path
- 7th – Clairvoyance, Speak with Dead
- 8th – Precognition (M), Commune, Truesight
- 9th – Prophecy (M), Lore

Prestidigitator

- 4th – Entangle, Clothform, Summon Object
- 5th – Sticks to Snakes, Warp Wood, Create Water
- 6th – Lower Water, Create Normal Animal
- 7th – Create Normal Monster, Teleport Any Object
- 8th – Polymorph Any (M), Create Magical Monster
- 9th – Shapechange, Create Any Monster

New Spells

Snatch

Level: 4
Duration: 1 round per level
Range: 20 feet
Effect: pull or push objects 1 pound or less
The magician can “yank” small objects from a distance, move coins and glasses along a table, and perform other marvels of movement.

Crush

Level: 9
Duration: 1 round per level
Range: 45 feet
Effect: one victim crushed
This powerful version of the hold spell actually crushes its victim, causing 10d6 points of damage per round. The victim may attempt to save against paralysis for half damage in that round. If the magician's concentration is broken, he may reestablish control the next round, if there is remaining duration.

Suggestion

Level: 4
Duration: until executed
Range: 5 feet
Effect: victim performs one act on trigger
The mentalist places a hidden suggestion in the victim's subconscious that is activated on a designated trigger. The victim's single action must be executable within 5 rounds of the trigger.

Slumber

Level: 4
Duration 4d4 turns
Range: 25 feet
Effect: one individual
This version of the sleep spell affects a single individual whose Hit Dice or level is less than or equal to magician's level + 4 (strength). A save is permitted, but it is penalized by the difference in hit dice and strength.

Alter Person

Level: 9
Duration: Permanent
Range: 25 feet
Effect: one individual

The magician permanently alters the victim's personality to one of the magician's choosing. The mentalist may spend any number of rounds reinforcing the spell. The victim has an initial +5 bonus to the save, but this is penalized -1 for each round of reinforcement. If the spell is interrupted, the accrued penalty is reduced by half. *Remove curse* cannot reverse this change, but dispel magic can.

Juggernaut

Level: 9
Duration: 20 minutes
Range: 5 feet
Effect: one individual
The victim is so convinced of his or her invulnerability that he or she actually becomes an unstoppable juggernaut. Missiles and melee weapons bounce off the victim, as do most spells and environmental hazards. The juggernaut is susceptible to mental assaults. Preparation time is 5 minutes.

Slip Bonds

Level: 4
Duration 1 round + 1 round/level
Range: Self
Effect: removal of bindings
The escape artist can remove one binding placed upon the character each round. This includes robes, chains, weights, straight jackets and the like, but it does not cover room locks. Bindings are removed beginning with the outermost and working inward.

Chill

Level: 4
Duration: concentration
Range: 30 feet
Effect: 1 victim
The victim suffers 1 point of cold damage per round until a save is made (each round) or concentration is broken.

Battery

Level: 9
Range: 30 feet
Duration: 10 rounds
Effect: absorbs energy
The dynamo captures and dissipates energy attacks. This includes magical, cold, heat, and lightning attacks. Unlike

SPECIAL RULES IN THE WESTERN ALLIANCE

a Dark Lord's energy Containment, Battery does not work with life-death magic or other spells without an explicit energy component. For previously cast spells like Wall of Fire, treat Battery as Dispel Magic.

Supernova

Level: 9

Range 300 yards

Duration: 1 round per magician level

Effect: release of energy

The dynamo unlocks all of the energy arounding him in a terrifying, pulsating wave. Those within 300 yards must save against Death Ray or be blinded. Anyone within 30 yards suffers 5d6 pressure damage, 5d6 magical damage, and 10d6 heat damage each round (save vs Death Ray, Spells, and Dragon Breath for half). Damage decreases one die for every 30 yards.

Faerie Lights

Level: 4

Duration: 2 rounds per level

Range: 40 feet + 10 feet per level

Effect: 1d4 lights

This spell produces up to 4 moveable lights capable of illuminating an area, but not as brightly as a *light* spell.

Precipitation*

Level: 5

Duration: 1 round per level

Range: 20 feet per level

Effect: light rain

Rain covers an area whose diameter equals to 30 feet + 10 feet/level. The reverse (Evaporation) removes 1 gallon of water per level over an equivalent area. This spell is identical to the fairy spell of the same name, but magicians may not use the dehydration attack.

Disguise

Level: 6

Duration: 1 day

Range: Self

Effect: change form

The illusionist can take the form of any human, humanoid, or demihuman ethnicity. The illusion affects all senses, alters the magician's accent, and cannot

be dispelled by touch. This spell does not grant skills, special abilities, or languages, nor can it be used to impersonate a specific person.

Impersonate

Level: 9

Duration: 1 day

Range: Self

Effect: Adopt Identity

With a minimum of 40 hours of study, the illusionist can assume the identity and appearance of specific individual. The illusionist can replicate any task performed by or language spoken by the subject during the period of observation.

Unreality

Level: 9

Duration: 1 hour +5 minutes per level

Range: 1 mile

Effect: Misperception

Under this spell, reality – as viewed by the victims – becomes completely disconnected. Animals talk, weapons bend rather than penetrate, people shatter if they fall, and other preposterous ideas abound. Those who make a save against spells -3 see through the unreality, but victims are completely at risk to the whims of the illusionist – subject to the referee's approval.

Polymorph Any

Level: 8

The presitidigitator may use any of the *polymorph* spell.

Precognition

Level: 7

Duration: 1 turn

Range: 10 miles

Effect: gain insight into the future

The character using Precognition enters into a trance (1 turn duration). The character must have in mind a particular individual, place, or up-coming event to focus the power. The information gleaned is similar to a series of images viewed without context. The DM must determine the nature of the images and any game mechanic consequences appropriate to those images.

Prophecy

Level: 9

Duration: Permanent

Range: Global

Effect: Reveal or set in motion future

The seer produces an allegorical story in the future or rhyme that will come to pass. Conditions and trigger requirements must be set in the prophecy (Ex. the monster will be slain by a man not born of woman). Prophecies cannot be used for self-enrichment or advancement. The DM is free to disallow the contents of the prophecy, and the player need not be informed of this decision (a Fool's Vision).

Douse Flame*

Level: 4

Duration: 1 round per level

Range: 50 feet

Effect extinguish small flames

The magician extinguishes small, non-magical flames such as candles and lamps. The reverse of the spell, *matchstick*, ignites candles and lamps.

Dispel Fog

Level: 5

Duration: permanent

Range: 20 feet per level

Effect: remove fog

This spell removes both natural and magical fog.

Ball Lightning

Level: 6

Duration: 1 round per level

Range: 180 feet

Effect: 1 ball per 5 levels

The dynamo produces multiple balls of electrical energy. The lightning balls moves 120 feet/rd to chosen spots and then move randomly. They cause 1 point per level of electrical damage. There is a 10% chance of a ball coming to rest on a spot and causing fire.

SPECIAL RULES IN THE WESTERN ALLIANCE

Magician Progression Chart										
Level	XP	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	0	2	-	-	-	-	-	-	-	-
2	1,000	4	-	-	-	-	-	-	-	-
3	2,000	4	1	-	-	-	-	-	-	-
4	4,000	4	2	-	-	-	-	-	-	-
5	8,000	4	3	-	-	-	-	-	-	-
6	16,000	4	3	1	-	-	-	-	-	-
7	32,000	4	3	2	-	-	-	-	-	-
8	64,000	4	3	3	-	-	-	-	-	-
9	120,000	4	4	4	-	-	-	-	-	-
10	180,000	4	4	4	1	-	-	-	-	-
11	240,000	5	5	4	2	-	-	-	-	-
12	300,000	5	5	5	2	1	-	-	-	-
13	360,000	5	5	5	3	2	-	-	-	-
14	420,000	5	5	5	3	3	-	-	-	-
15	480,000	6	5	5	3	3	1	-	-	-
16	540,000	6	5	5	3	3	2	-	-	-
17	600,000	6	5	5	3	3	2	1	-	-
18	660,000	6	6	5	3	3	3	2	-	-
19	720,000	6	6	5	3	3	3	3	-	-
20	780,000	6	6	5	4	4	4	4	-	-
21	840,000	7	6	5	4	4	4	4	1	-
22	900,000	7	7	6	5	4	4	4	2	-
23	960,000	7	7	7	5	5	5	4	3	-
24	1,020,000	7	7	7	6	5	5	5	3	-
25	1,080,000	7	7	7	6	6	5	5	3	-
26	1,140,000	7	7	7	6	6	6	6	4	-
27	1,200,000	7	7	7	6	6	6	6	4	-
28	1,260,000	7	7	7	6	6	6	6	4	1
29	1,320,000	7	7	7	7	7	7	6	4	2
30	1,380,000	7	7	7	7	7	7	7	4	3
31	1,440,000	7	7	7	7	7	7	7	4	4
32	1,500,000	7	7	7	7	7	7	7	5	4
33	1,560,000	7	7	7	7	7	7	7	5	5
34	1,620,000	7	7	7	7	7	7	7	6	5
35	1,680,000	7	7	7	7	7	7	7	6	6
36	1,720,000	7	7	7	7	7	7	7	7	7

Other Game Systems

The Western Alliance is useable for game systems other than OD&D. Here are guidelines for translation.

For First Edition, Paladins and cavaliers exist in the Kingdom of 200 Knights and West Haven. Wild Roags support barbarians, and bards can be found in Taralon. Druids are in Taralon and the Great Olde Woode. Thief-acrobats are limited to the Channel communities and Dauphins. Human and elven rangers are part of the Vyalian training program. The Illusionist may be used as a substitute for the magician. The monk class is inappropriate, as are psionics.

Under Second Edition AD&D, the following kits: academician, acrobat, adventurer, adviser, animal master, archer, astrologer, axe for hire, bandit, barbarian, berserker, battlerager, beggar, buffoon, burglar, cartographer, cavalier, celtic bard, celtic druid, charlatan, chevalier, cutpurse, diplomat, entertainer, envoy, errant, expatriate, explorer, fence, gallant, giant killer, gypsy bard, hedge wizard, herbalist, huntsman, jester, jongleur, locksmith, mercenary, mine rowdy, myrmidon, natural philosopher, noble, pardoner, patrician, peasant hero, preacher, savage, scout, seeker, shaman, squire, trader, undead slayer, village druid, wilderness warrior, and witch.

Good choices for a specialist wizard are Enchantment/Charm and Illusion, but Invokers and Abjurers are not rare.

For campaigns under 3.xE, it is recommended that you use the prestige class option for paladins. The sorcerer is a perfect character choice among the native northern populations, and it can be used in parallel with the Roag MacCullen druids. Sorcerers suffer the same cultural antagonism with the Church of Ghyr as do druids and, to a lesser extent, the magic-users of the High College. The High College does not admit sorcerers. It is recommended that dwarven characters not be permitted to cast arcane magic.

NEW MONSTERS

Monstrous creatures are uncommon but not rare within the northern kingdoms. The majority of encounters are with normal or large animals, but dangerous foes wander in from the surrounding areas. Regional lists are provided in the Geography section and within the descriptions of the individual kingdoms.

Some AD&D creatures not normally associated with Mystara appear in the lists. This fauna was established by the LJN product line. Of particular note is Tiamat (see Adventures). Unlike other game settings, Tiamat on Mystara is treated as a group of five distinct, huge chromatic dragons. See *Gaz F4* for further details.

Strange One

AC	5
HD	5*
Move	120 (40)
Attack	2 slaps or whine
Damage	1d10x2 or special
No.	1(1)
Appearing	
Morale	10
Alignment	N/C
Intelligence	8
XP Value	300
Habitat	Isolated Homesteads

The Strange Ones are not a part of the natural world and are perhaps fey creatures specific to the north. They only appear to individuals or small groups whom they have been sent to kill.

A Strange One has a fun-house mirror appearance with greatly distorted body parts. His or her head, hands, shoulders, hips, knees, and feet are huge relative a normal personal. The neck, arms, waist, thighs, and calves are similarly shorter and thinner than normal.

Strange Ones do not converse, but they may stop to listen to a speaker for a time, even one who they have been sent after.

The standard attack is by slapping with the two large hands, but a Strange One may also emit a disturbing whine. This whine (“Aih-h-h wee-e-e-moul”) acts as a *hold person* or *cause fear* spell (referee’s choice).

The Crimson Ettin

AC	-3
HD	26*****
Move	150 (50)
Attack	2 clubs or 2 spells
Damage	4d4x2 or special
No.	Unique
Appearing	
Morale	11
Alignment	C
Intelligence	16
XP Value	20,000
Habitat	Prison Plane

Children of the Kingdom of Many Colors have long been scared by the tale of the Crimson Ettin, a fearsome creature of unbridled hunger and cruel intellect. Unfortunately, the nightmare is true.

The Crimson Ettin is unique: a three-headed giant who was so ravenous he ate through his mother’s womb. The beast was finally subdued by other giants and somehow trapped within a fairy-built prison plane.

The Crimson Ettin quickly conquered his new home and remade it in his image. He learned arcane and clerical abilities (his right and left heads, respectively) in addition to his martial development. He has the capabilities of a 27th level magic-user and cleric (or druid). The giant now awaits his release and return to the Dale. The realm of the Crimson Ettin is filled with two-headed beasts. Each head bears four horns. These animals charge trespassers, but those who can show now fear (treat as a *cause fear* spell) will go unmolested.

In melee the Crimson Ettin attacks with a large club in either hand. This is coordinated by his central head. From a distance, his left and right head cast appropriate spells. The Crimson Ettin has learned how to intertwine his hand motions to cast spells simultaneously.

His prized possession is his silver wand. This wand can put victims into suspended animation, turn them to stone, or disintegrate them.

Only a prismatic stone (the Yellow Diamond of Release), left at a particular hill-lock in the Flatlands on the night of the full moon, will break the seal on the Ettin’s realm. From that point forward,

he will be able to freely merge his fairy realm with Mystara on nights of the full moon.

The Ettin enjoys playing games with his food, and he might engage in riddling before devouring someone.

Bogle

AC	8
HD	1d6**
Move	150(50)
Attack	Dagger or special
Damage	1d4 or special
No.	1d4(1d4)
Appearing	
Morale	6
Alignment	C
Intelligence	12
XP Value	7
Habitat	Anywhere

Bogles are evil exiles from the fairy courts whose abilities affect the minds of those they encounter.

When a bogle moves, its form seems to jump or shudder. Anyone watching a bogle for six (6) rounds will have difficulty focusing their eyes for the rest of the day (-2 to hit in melee, -4 to hit with missile). Those attacking a bogle automatically suffer this penalty. The bogle can also teleport without fail up to 150 yards.

The creature can see invisible objects but cannot, itself, turn invisible. Three times a day, a bogle can cast confusion or feeblemind. Once per day, it can perform a Mind Freak.

In a Mind Freak, the bogle presents its victim with an image or concept impossible to comprehend. Often, this attempt is in the form of a riddle or puzzle (-4 to save with object). A victim that fails his save against spells acts as if geased to understand and solve the problem. This can lead to reckless and life-endangering acts on the part of the victim.

MAGICAL ITEMS

Standing Stones

Standing stones are huge, shaped stones that rise from the ground. They often are erected to mark sacred or magical places. This is especial true when multiple stones are arranged to produce a larger structure.

An individual stone weighs 1 to 25 tons and stands 5 to 30 feet tall. The transportation of such rocks is a major endeavor requiring the efforts of numerous individuals.

A single standing stone is called a megalith (a shaped slab or a tapering obelisk). A trilithon is formed when three stones are placed in the form of a gate. Large sites often use several megaliths and trilithons to form circles or horse-shoes.

In the north, a few stand stones are found in the Flatlands, but the vast majority occurs in the Great Olde Woode or the northern Hills of Parthenal.

The following are examples of standing stones.

Boundary Markers: The stones mark the borders of a sacred or political area. Sacred markers often represent a circle of trees.

Natural Observatory: The stones serve as an archeo-astronomical calculator. The position of the stones helps locate eclipses, equinoxes, and other celestial events. A circle is one possible configuration, but fields of stones, many under 5 feet, can occur independently or in conjunction with circles. Creating a natural observatory requires two skills: astronomy and engineering (-4 to each roll). The actual quarrying and shaping of stones requires labor (-4) or stone carving.

Monuments: The stones mark the location of treasure or the burial sites of notable historical figures. A megalith of this type was placed on the fields of Bethfield to commemorate those who died on the 6th of June Battle.

Magical Standing Stones:

Standing stones may become magical through association with druidic or fey rites, Immortal intervention, or via the normal process used to create magical items. Common powers associated with standing stones are shown below. The referee is free to choose the powers from

the list or substitute other powers. Add +1 to the roll for trilithons.

Powers of Standing Stones (d4)

- 1 Petrified Entity
- 2 Stone Guardian
- 3 Peaceful Stones
- 4 Speaking Stones
- 5 Trilithon Gate

Petrified Entity: The stone is actually a huge being--often a giant or titan-- that has been so weathered and overgrown with moss or ivy over the years its original humanoid form is no longer discernable. It radiates magic and may return to life if a dispel magic or stone to flesh spell succeeds. The restored creature may be grateful or hostile to its attacker, depending upon its personality.

Stone Guardian: Once per day, the steward of the stone, a druid, can order the stone to come to life for one turn per level of the druid. The animated stone fights as a 16 HD earth elemental, but if it leaves the grove it reverts to a normal stone and may not be reanimated until returned to the grove--a herculean task for the druid. Within the grove, the stone creature heals at a rate of 1 hit point per turn.

Peaceful Stones: The standing stones exert a calming influence on the earth. No earthquake spells may succeed within a radius that measures (in feet from the center of the stone or cluster) a distance equal to the number of stones in the circle. Since no earthquakes or volcanic eruptions occur in this area, peaceful stones often stand near volcanoes or faults. Removing them could spell disaster for nearby forests and towns!

Speaking Stones: Any druid can compel stones in the grove to speak (as per (AD&D or 3E) *Stone Tell*). This power may be repeatedly invoked, but the stones speak for no more than three rounds per day.

Trilithon Gate: Characters passing under the stones emerge from another gate. Characters with a particular gate in mind will reach it; otherwise, they come through a random gate. This power can reach any gate in the world, no matter the

distance. Anyone can travel via trilithon gate only once per day; it is impossible to go through and return again immediately.

Other Items

Prismatic Stones: These gemstones are magically resonant, and can more easily be imbued with powers. (See *Gaz F4* for more details).

Staff of Recording: This ornamented staff bears a crystal orb. It records all events within a 30 foot radius for up to 24 hours. The staff may only hold the images of one scene at a time.

Amulet of Emotions: This cursed item projects an illusory transformation around the wearer that represents his or her emotional state. Example: someone angry will appear as an ogre.

Medallion of the Mirror: This is a small silver mirror set in a frame of cheap gemstones. It reverses the results of any detection spell (1d6+1 charges).

The Demands Joyous of Wynkyn de Worde: This fabled book contains all the riddles that a giant or bogle could ever ask.

The Braying Ass: When its ears are pulled, coins fall from its mouth

The Table of Plenty: Upon command, the table will present a feast.

The Stick of Banging: The stick will beat a designated target or group of targets until commanded to stop.

The Harp of Conviction: This harp is made from the breastbone and hair of a murdered maiden and will play itself at an appointed time, explaining its story, revealing the killer, and then breaking.

The Book of Sable and Iron: This book is bound by chain and needs an iron key. It speaks of the nature of all existence, and how other worldly creatures might be summoned and controlled.

The Alchemist's Table: The table's apparati can change copper to gold and lead to silver.

The Mirror of Everything: This mirror can see anywhere in the world.

The Whispering Shell: Those who put the shell to their ear can hear the words of anyone in the world.

A Matter of Perspective (Continued from page 31)

Nothing As Yet: Wenna demands the new princeling, and Robert is happy to be rid of yet another heir – for a price. Robert’s political ambitions need to be fulfilled, and he needs the Scarlet City’s Army. Hastings, the offending Deep Hollow, or the troubled Snowden are all potential acquisitions. Meanwhile, Wenna seeks to marry off a half-giantess daughter to Duke Gareth, and a sobbing Queen Mary wants the return of her child. In this open-ended scenario, the party must negotiate the political waters, participate in battle, and possibly assert their own authority.

Region-Wide Adventures

We have already seen adventure arcs for each of the kingdoms of the Western Alliance and for the Great Olde Woode. Those adventures were independent of what was happening elsewhere in the Dale, but they could easily be intertwined. For example, you could run “Rusak’s Vision” (West Haven) through *Framed!* and then partake of one-off adventures in the Great Olde Woode and the 200 Knights’ arc “For Love of A Maiden” before returning for *Rusak’s Revenge*.

An element of instability will likely have been introduced in one or more kingdoms, and this adventure section will make no attempt to shoe-horn previous arcs’ resolutions. This section includes storylines that could occur anywhere or involve the region as a whole.

There is a great deal of flexibility built into these ideas, and the referee should feel free to interlace the mini-campaigns or insert his or her own arcs. Levels are easily adjustable.

Though not used here, one possible arc structure is the domino-campaign, where the final resolution of each adventure depends upon the completion of the subsequent adventure. All of the adventures are (relatively) quickly resolved in reverse order at the conclusion of the last adventure.

The Seven Curses of Lady Grey (Levels 8-14)

Lady Grey is an eligible noblewoman who is afflicted by seven fiendish curses. The curses have twisted the sweet woman making her wrathful, prideful and greedy. Lady Grey may hail from any nation, and her present residence need not be the same. Family members beg the characters to intercede. In this mini-campaign, errant characters travel the Western Alliance to undo the anchors of her curses and can win the hand of Lady Grey and other noblewomen or noblemen. The adventures may be completed in any order.

Giant, the Third: The curse of wrath is anchored to the body of the ettin Fell and Foul. The adventure begins as a cousin of Fell and Foul holds captive several commoners and nobles in his cave or castle. The death of his cousin rousts the ettin for revenge.

The Wages of Sin: The defrocked bishop, Ludovicus the Long, is selling indulgences in the village. He also has some relics for those with a bit to spare. This is nothing new for the ex-clergyman, but now he has some unholy companionship in his work, the spirit of avarice.

Lazy Jack: Childe Jack is a lazy, unwise boy, unlikely to succeed in life until the curse of sloth is banished. Jack’s mother begs the party to take the boy under its wing and raise him right. If they succeed, he might just cure the malady of Princess Camille with a well-timed laugh. [Note: Childe and Burd are terms equal to young Master and Miss – Ed.]

Foolish Apprentice: The anchoring spirit of pride has convinced a magic-user apprentice that he can summon great spirits, but the lad or lass cannot control them. The party must defeat the otherworldly forces and make the apprentice see the errors of pride.

The Maiden Quest: Guided by the spirit of lust, a knight has wronged a maiden, and he has one year in which to solve her riddle or be hanged. The party must help the man overcome his desires and learn the answer to the mind-boggling riddle.

The Green Wyrn: A sorcerous step-mother is envious when step-daughter’s beauty is recognized by a knight before her own. With the power of envy, she imprisoned the knight and transformed Burd Melanie into a dragon that now roosts at the Lonesome Heugh (Rock). The party must free Melanie and remove the anchoring spirit.

Humbert is Hungry: Gluttony could find no better friend than Humbert the Large. The cleric spreads his mirth and cheer, dangerously depleting local food stores. Will the village starve, or can the party satiate the ravenous horde?

Even after all the anchors have been severed, Lady Grey herself must be released before the journey is complete.

A Shady Assortment (Levels 15-18)

Leehan Halflings are examining where to put new franchises of the Shady Dragon Inn, and the Theives’ Guild wants a piece of the action. From the Scarlet City to Snowden and Wexham, the speculative shortfolk are shadowed and cajoled. This arc can easily be inserted between “War of the Underworld” and “The Idrisian Way” (see Gaz F4).

Small Details: The representatives of the Shady Dragon Inn hire the famous party as guides to the Western Alliance. The group wishes to visit several cities and town, and each offers its own perils. Gwynne Cutpurse of Snowden may prove a useful contact.

The Miller Maid: As offers are being made, the daughter of a Verdant City miller, and franchise candidate, is found drowned. Was it an accident, foul play from a competing interest, or something closer to home?

Guild War: Shady Dragon Inns have been sited, but those without the franchise are bitter. Recent losses in leadership in the east and west permit the aggrieved to wage a vendetta, and fires plague the inn constructions.

The Wyrn of Idris: Even after the merchant conflicts are eased, trade routes for the inns are imperialed. Malypir, a large blue dragon of the Onyx Ring,

ADVENTURES

seeks to control the prismatic stone trade in Deep Hollow and the Scarlet City. She organizes the Orcs of the Skeleton Bone, a tribe within the Hillbans, and other foul beasts to control the roads and all travel around the Kaganus headwaters.

Once Upon a Starlight Fall (Levels 19-24)

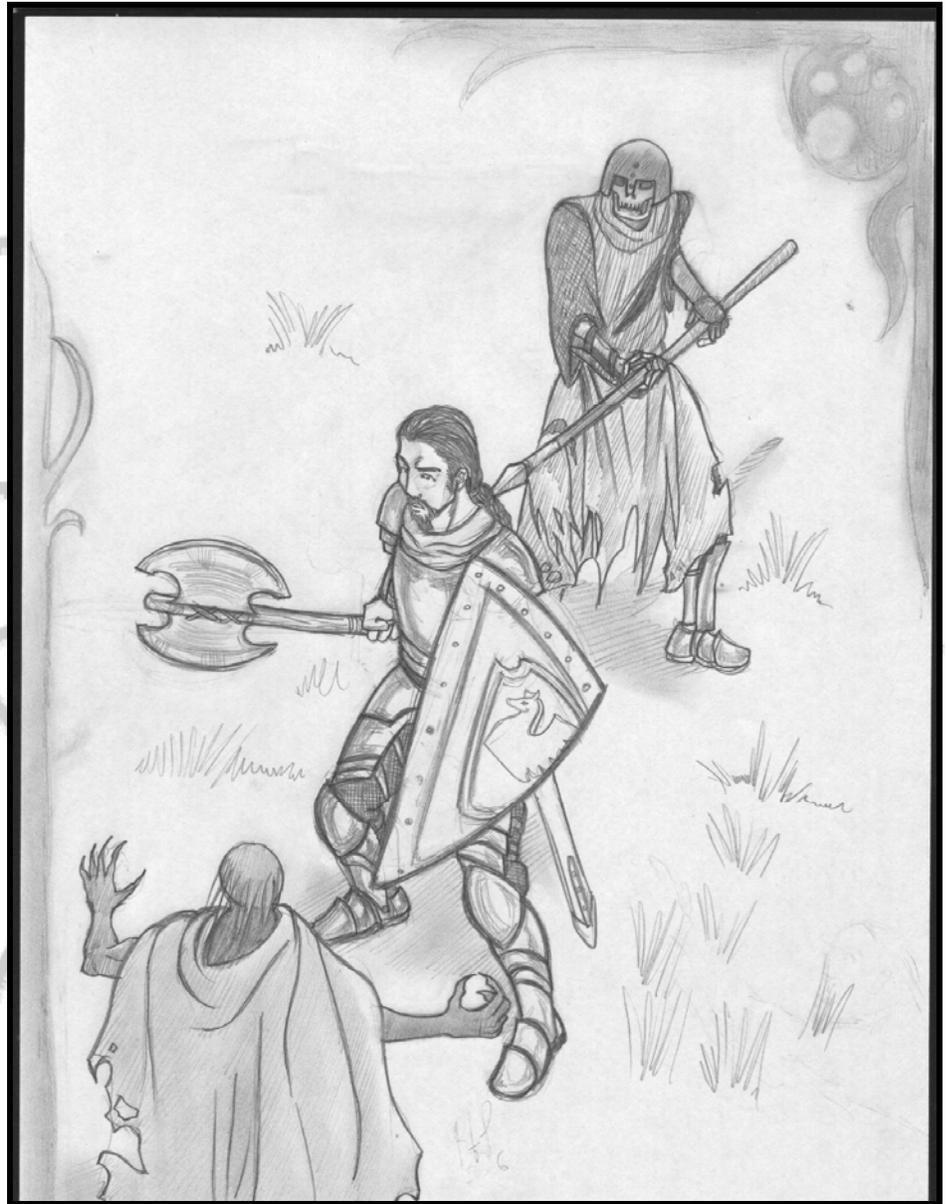
While upon the Strathgledd, Claudius Cloudgazer witnessed a series of falling stars in the east and the west, and the auguries of Mildthryth the Mild suggest great troubles will plague the north - a time of disease, undead, and strange horrors that begin harmlessly enough.

Earthshaker!: It is festival time in the west, when the lumbering shape appears on the horizon. It is the Earthshaker - a colossal mechanical man piloted by the Earthshaker gnome clan. A former West Haven roustabout, Milos, has returned home from his travels with his new companions. Poor Milos wants to recruit members for his new great circus, but the regional powers want his mechanical man, and the local gnomes want help against the Parthenal kobolds. The characters are stuck in the middle of it all.

All You Zombies: In the wake of the Earthshaker come hordes of undead from the Borean Tier and beyond. Whatever their differences and internal divisions, the Western Alliance must work together to fight back the menace before all is lost.

Battle of the Birds: The fields of the Dale are littered with corpses that must be disposed of. Hundreds of crows, large and small, fill the air and the fields. They are soon joined by owls and raptors of every description. Their aerial tumble threatens to wreck the settlements. Worse, it threatens to attract hungry dragons near the inhabitants.

The Deadly Pox: A deadly illness is sweeping the north, and giants are particularly susceptible. The super-strain of chicken pox could be a final legacy of the zombie invasion, or it could be the precursor of something worse. The characters must find a cure for the pox before it is too late.



The Old Death: Kerra the White has summoned the party to the remote Ivory City. The audience unusual in itself, Kerra reveals her secrets of what is only known as the Old Death. With war machines, the undead, and plague having touched the lands, old protocols are activated. Meks, protohumans, and other lost horrors emanate from the Old Death, now at the control of the baldandars.

The Thyatian Eagle (Levels 25-29)

This mini-campaign is shared with the Kingdoms of Ghyr, Deep Hollow and Greendale. The Empire of Thyatis has finally recalled that it once had dominion over Provincia Gurrania. The Empire is in dire need of new sources of income, and representatives have been sent to the former colonies to demand levies. Loyalties to the Empire can completely reorder the Alliance and the kingdoms to the east.

Demand of Allegiance: The Courts of the north have received notice than an envoy from Thyatis, Caius Lineus, will be arriving in due course. The characters are tasked with escorting the visitors through the north. Tourneys and fairs are held at various points during the visit, showcasing the prowess of the northern kingdoms. When the Thyatians make their demands, the characters must help their leaders decide the fate of the kingdoms and ensure the safety of their Thyatian guests. Outcast princes and princesses (such as Sylvia, Arelina, and Ione) might leverage allegiance for aid in their return to power.

The Secret Heir: Reacquiring old possessions is not Thyatis's only goal. A competitive imperial line exists in the form of the adventuress Renia. Renia has reached the Western Alliance, converted to He Who Watches, and is now courted by the Cerulean Duke. Roag MacCullen followers do not wish to see her rise, nor do factions of the Thyatian contingent. Assassination attempts and frame-ups abound. Others, affiliated with the underground Order of the White Drake, will support her. It is up to the party to save the lost princess and help her discover the final clues to her buried past.

Roag Rebellions: The decision over rejoining the Empire can split the entire north as old allegiances and animosities rear their heads. Roags across the north will refuse the Thyatian yoke. At a minimum, civil war will erupt in Greendale, the Kingdom of Many Colors, and Taralon. Dauphins, too, might be imperiled. An emergent alliance of Roagendoch, the Mabds of Taralon, and Carwen of the Great Olde Woode would split the Alliance and threaten Dauphins and Nortopolis. The characters must undertake diplomatic missions to secure new alliances for the coming conflicts and put out what fires they can.

The Lost Standard: The court of Ghyr has summoned that kingdom's best knights to find the Lost Eagle Standard before the war arrives. The other royal courts, and some of the provincial ones, quickly follow suite. The filching ex-bishop, Ludovicus the Long, may hold

the key to the quest, but can the party afford his price?

The Faltings Rebellion: The face of the north is irrevocably altered as open war breaks out over the Thyatian Empire. The Regent of Faltings makes a bid for independence from Dauphins, and ignites the larger conflict. Augmenting the Thyatian-side is a Legion arriving in West Haven and flyers of the RAF coming over the Ice reach Range in the east. For an even more expansive conflict, wildcard elements from the Kingdom of Denagoth, Leeha, Alpha, the barbarians, the humanoid communities, and even Wendar could all become involved in a pan-northern conflagration. Victorious characters may receive great titles of their own, while the vanquished may be stripped of what they have.

The Three Fredericks (Level 30)

This single shot adventure can be used as the conclusion of the "Thyatian Eagle" or used some years later. With the upheaval in the north, a new crop of leaders take the thrones at various stations. Among the leaders (or clear heirs) are Frederick of Dauphins, Frederick of Nortopolis, and Frederick, the (now grown) Bastard of the Cerulean City. Courtly intrigue plays out as the three Fredericks set themselves up as the strongest leader of the north. Frederick of Nortopolis inherits his father's ruthless ambition, and has his siblings and cousin arrested. Which Frederick will the party support? Or will they challenge for their own supremacy?

The Crimson Ettin (Level 31-36)

At some point in the last few years, the Yellow Diamond of Release saw the light of the moon, and the locks on the prison realm of the Crimson Ettin were broken. The ravenous beast is preparing for his return and punishment of the Scarlet Citizens, the fairy-kin of the Great Olde Woode, and others who were complicit in his incarceration.

Giant, the Fourth: The power struggles of the past have given way to a

stabilized Dale, and peace has held for some time. A castle suddenly appears upon the Plains of Kavasz (or other locale). It is home to the terrible, foreign giant Gartigantua (of any type), and his magic-wielding associate. The giant betrays knights and ladies, transforming them into beasts. Upon a dragon-drawn chariot, Gartigantua steals a royal or noble daughter and transforms her into a white hind. The party must storm the castle, guarded by all manner of creatures (such as griffons), and restore the released beasts.

The Dark Tower: Noble kidnappings continue, now under Cauld, the self proclaimed Bogle Champion. Heroes of the north must locate his Dark Tower (accessed only from a hillock during the full moon), survive the odd rules of his fairy realm, and end his menace.

Earth, Wind, and Water: Three strains of Roag MacCullen exist, paralleled by the three elements featured prominently in its magical rites. The Mabds had sought (and might still seek) a third druidess to complete their own triad. Now the three seem to no longer cooperate. As divisions within the Roag traditions unravel alliances, the elements seem to rise up for their own confrontations. Earthquakes, tornadoes, river overflows and disappearances take their toll, while elemental powers war and support Roag factions.

The World End's Well: Too many calamities have struck for this to be a coincidence. The heroes of the north must locate the World End's Well to discover the cause of the new troubles.

Tree of White Blossoms: The Three Founts of Wisdom have revealed the Crimson Ettin's hand in this. To defeat him, the party must first locate the Tree of White Blossoms and Silver Fruit. It is a belief among hill giants, that if a good giant is buried beneath a tree, it will blossom white the next spring. The burial tree of one truly good giant also bore silver fruit, according to legend. The characters must find the tree and collect the fruit, but no one knows if the story is even true.

Into the Crimson World: Strange two-headed beasts have been ravaging the countryside, and people have been disappearing – food for the Crimson Ettin. Sarabeth, Princess of Roags, or the characters’ loved ones are among those missing. Armed with magic made from the silver fruit, the party must enter the giant’s world and defeat him before all is lost.

Other Adventures

The Western Alliance is brimming with enough adventures to keep a campaign busy for a long time, but there are a few other opportunities for excitement that should be mentioned.

The Bastard Heir of Taralon and Ghyr: Rumors persisted some time ago that Mabd I had sired a child in the east. The veracity of this claim is open to the referee, but if chosen, it can be used to connect Taralon with Ghyr. Ghyr’s adventure path ends with the usurpation of the throne by a stranger. This figure could be the child of Mabd and either Ganto or Qasmar.

The Impossible Tasks: The characters are given seemingly impossible tasks such as cleaning massive stables, draining lakes, and getting eggs from tall trees.

The Golden Castle: A lad has won the hand of noble maiden with the aid of three powerful imps residing in a magic snuff box. The lad’s snuff box and golden castle disappear, and the party must help him recover the castle or his marriage is annulled. To find the castle, the party must visit the King of All Little Mice, the King of the Frogs, and the King of the Birds.

The Peerage: This Ghyr adventure arc covered conflicts between Greendale and the western giants. This mini-campaign can be recast from the Alliance perspective, putting Count Lyonel in his place, and aiding the eastern elves against the dragon Viridis.

Tiamat: As described in *The Hidden Treasure of Ghyr*, Tiamat is five ancient, huge dragons that were released at the end of the Avenger’s War. The dragons terrorize not only Ghyr but the Dale and other parts, as well.

LJN Adventures

The LJN characters that appear in this work have three mini-campaign concepts. One deals with the eastern region, a second with the Taralon communities, while the third focuses on troubles in the Great Olde Woode.

The Cyclopean Problem: The cyclops Pulvereye has organized the Hillbans to lay claim to the Flatlands and the Scarlet City. Mandom stands in the way of the horde, but he will not be enough. Word has been sent to hire the Sarke Mercenaries, but Grimsword is also in Sentaburgh, troubling the local knights, and the grating Garm Gray Gaze is troubling everyone. In the end, all that might turn the tide is divine intervention – in the form of a young titan.

Molliver’s Twist: Molliver is once more troubling the Thieves’ Guild around the Taralon Channel. But can she escape with knowledge of plans for the Shady Dragon Inn franchises? The mercenary Drex hunts the thief, and her only protector might be the outcast half-elf, Caruso.

In the Thick of It: Problems are arising in the eastern Parthenal, as the residents of the Swamp of the Beast and kobolds pressure the eastern settlements. Can Hawkler and his Vyalian companion, Aurelia, work with the half-elven druidess, Filaree, to avoid a plague of frogmen?

For further development, Drex and Grimsword are the most accessible villains at a human level, while Hawkler and Molliver are the best known of the heroes. All four characters appear as potential party members in the *Quest for the Heartstone*, and there is nothing to prevent them from journeying east. Likewise, the other characters can appear elsewhere.

In the LJN arcs included with *Gaz F4*, “Deeth’s Virtue” and “War of the Underworld” are the two most appropriate for the Alliance LJN characters.

Adapting Published Adventures

RQ1 Night of the Walking Dead can be used in either West Haven or Snowden.

The Great Olde Woode is a suitable setting for **N2 Forest Oracle**. **C4 To Find a King** and **C5 Bane of Llywelyn** could also be used, but the lost Llywelyn is a Roag hero and not a former king.

Timing the Adventures

If your campaign operates under the meta-story in the Wrath of the Immortals, the Western Alliance is not an official part of the events that rock the south. However, it is a perfect site to play out competing imperial interests between Thyatis and Alpathia. The Thyatian Eagle campaign, anticipated to occur after Emperor Thincol passes away, can be run during his reign.

CM5 Earthshaker! involves a pair of dominions in Norwold. As presented here, the giant mechanical man passes through the Western Alliance first. Possible routes into Norwold include journeying into the deep north before rounding the mountains, the Leehan Trail recently established north of Ghyr, or traveling down the Ghyran Piedmont, curling around the Icereach into the barbarian lands, and ending up in the Wyrksteeth region. Alternatively, the circus can head south to Wendar and Glantri.

The Idrisian Sphere

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

Gaz F1 Realm of Wendar

Gaz F2 Denizens of Denagoth

Gaz F3 The Great Northern Wildlands

Gaz F4 The Hidden Treasure of Ghyr

Gaz F5 The Western Alliance

Is this stuff canon? Is it canon compatible? Is it compatible with other fan-works?

No, this work is not canon. Neither I nor any other fan can lay claim to canonicity for an original work. Only the license holder, currently Wizards of the Coast, may do so. Even so, the incorporation of such items is always at the discretion of the referee.

The gazetteers were written to be compatible with the canon majority and several other fan-created works, but it is not so with all other works. Even works that were used in the production of a gazetteer may have been altered for better integration. Specific canonicity questions are addressed later.

What is "Canon?"

Those new to Mystara and its history can be bewildered at times with "canon"-talk. A "canon" is a set of texts recognized as authoritative for an activity or organization. In the context of RPG worlds, the term is nearly synonymous with "official product."

Mystara has several distinct sets of canon that represent different production eras. Many of the contradictions that have arisen in the official products are understood better by known to which canon group a product belongs.

The Moldvay/Cook/Mentzer canon is made up of the boxed rule sets (BECMI for short) and almost all modules. In the MCM sources, the world outside of the civilized "Known World" region is very wild and empty of governmental forces. *X11* and the seminal *B10* and *X10* modules were part of this era.

The Gazetteer-era canon included all of the Gazetteers (save *Gaz14*), the *Dawn of the Emperors* boxed set, three of the *Creature Crucibles* (PC1-3), and a handful of late modules. The Gazetteers were a revolutionary step in gaming aids, and the benchmark products of the mid-late eighties. The previous adventures *X10 Red Arrow/Black Shield* and *X13 Crown of Glory* were arbitrarily placed in the distant future.

This was succeeded by the Hollow

World/Early Challenger-era canon. In addition to the *Hollow World* and the *Wrath of the Immortals* boxed sets, there were the DDA, HWA, and HWQ adventures, three *Hollow World* gazetteers, and *Gaz14 The Atruaghin Clans*. Product focus during this era drifted away from mortal characters to an expansive host of Immortals who were invariably involved in all activities in the game world.

Concurrently, the supervisor for the product line, Bruce Heard, contributed a series of articles in *Dragon Magazine*. "Voyage of the Princess Ark", the "Known World Grimoire", and several one-off articles on dragons, rakastas and other Mystaran fixtures make up this set. While not technically part of the official product line, the articles were and still are considered a proper canon set, and they were fundamental in shaping what followed. The Heard canon rendered several modules (*X4-6* and *X9*) incompatible or reset them to the distant past and made Heldann an advanced geopolitical player.

The Almanac era continued the meta-storyline given in *Wrath of the Immortals*, and provided a highly detailed outline of how the game world was to evolve over the next four years. This coincided with the approaching transition to the 2E game system. At this time, the game world finally received its name, Mystara. This era also saw the release of *Champions of Mystara* – a boxed set based somewhat on the "Voyage of the Princess Ark" that completely reworked the Sind Desert and the Serpent Peninsula – and *PC4 Night Howlers* – a guide for lycanthropic characters and a farewell throwback to the Gazetteer line. These two items are part of the Late Champion line.

The final, abbreviated canon set was for the adaptation to the 2E game system. It was marked by poor development that produced several canonical problems. The *Red Steel* sub-line by Tim Beach was a revisioning of the "Voyage of the Princess Ark" articles on the Savage Coast. *Red Steel* was noteworthy for a superior production effort, an internally consistent setting presentation, and full

integration into the 2E system, but it was quickly discontinued. *Red Steel* differed from the Heardian view of the wallara (single-sex lizard folks vs. fine-scaled Aborigines) and Bellayne rakasta (feudal Japanese vs. Elizabethan England).

Is Mystara tied to Dave Arneson's Blackmoor?

Blackmoor shortly preceded Greyhawk as the D&D game's first published campaign world. Due to internal frictions, TSR continued without Mr. Arneson, and Blackmoor was shelved.

When the gazetteers were first produced, a decision was made (by whom I do not know) to give a tip of the hat to Mr. Arneson and make Blackmoor a part of Mystara's deep past lost as a consequence of the Great Rain of Fire. In a further show of improved relations, the DA series of modules were released for the then-current D&D system.

As a practical matter, Mystaran Blackmoor and Arneson's Blackmoor are independent, if parallel, concepts. There are no humanoids in Mystaran Blackmoor, for instance – only beastmen. Fans are free to combine information for their personal games, and the d20 edition of Blackmoor did include some Mystaran elements.

Are your elvish names Tolkien in origin? What do these elvish words mean?

Apart from one or two borrowings, the Elvish presented in this line is unique to Mystara. It is a mix of both canonical and fan-based information. During the compilation of *Realm of Wendar*, I noticed certain recurring features and "reverse-engineered" the linguistic elements to give names meaning. Here are some basic Elvish word elements:

Genitive suffix: eth (m), ell (f), oth (external, non-elven), ath/all (vowel alteration after i); also used for showing the embodiment of a trait or patrilineal descent.

Accusative prefix: n(V)

Nominative/Dative affix: -el-, -il-, -al-,

-ol-

City/town/site: -(r)ion (with a personal name, a magnifier)

Stand (stead, village; adj. upright): -dhon

Fortress or keep: -nar

Beside or against: -(ol)as

Gold: lauriel

Mist: nimbiel

Unwanted: lethir

Despised: lethirion

Plains: sonnol

Hills: emyn

Deep: lothe

Home: heim

Song: leidh

Nine: noi or neu

Given by: ethin

River: -il, -in

Precepts or rules: orie

Monk: itana, plural itanam

North: foren

March or boundary: mark

Inspiring: thal

Here are translations of different sites and persons that have appeared in the Idrisian Cycle Gazetteers.

Sonnoleth: the region of Sonnol (plains)
– lit. The Plains Plains

Lothenar: deep or hidden fortress

Heimsleidh: home-song

Muil: the Mu/Mur river

Denolas: beside the foreign Den

Neuel-ethin-Orie: Precepts given by the
Nine (the Korrigans)

Elanoitanam: the monks of the Nine

Forenath: northern region

Forenmark: start of the north

Kevareth: the region of Kevar (political),
– the hills are Emyrn Kevar.

Why did the Wendarian history seem to concentrate on the Northern Wildlands?

The historical information in *Gaz F1 Realm of Wendar* did lean heavily on the area to the north rather than Wendar proper. Various considerations were in play during production, but one of the big ones was wishing to not step on any toes of previous contributors. There had already been a mini-gazetteer compiled by Thorfinn Tait, plus the older “WenDen” timeline of Marco Dalmonte

and Shawn Stanley and Geoff Gander’s “Northern Wildlands” timeline. The last was crucial in providing a structure for an elven-dominated Wendar.

Wendar’s southern reaches were often overlooked. Interested fans should consult Marco Dalmonte’s updated regional timeline. The information on Thane Duncan can be treated as a compatible element of southern history.

Is King Gylharen of Wendar a human or elf?

Gylharen’s race was never explicit in *X11 Saga of the Shadow Lord*; however, the Tolkienesque design of that module left many with the impression that Wendar was a human kingdom.

The module-era view was altered in *Gaz3 The Principalities of Glantri* by Bruce A. Heard, which fixed Wendar as elven. This view was continued through the *Wrath of Immortals/Almanac* line.

The Almanac line described Gylharen as elvish. In an ecumenical spirit, I made the king human with elvish ancestry – or elvish with human ancestry – as are many in Wendar. There is minimal impact to the setting created by changing Gylharen’s race if you so choose.

Could you use another prismatic stone with Wendar’s wells of power?

Yes. The only caveat is that the wells must be attenuated to the specific stone. King Gylharen did this after the Wizards’ War. A well may be attuned to only one stone at a time, and the stone must be in the interior of the power line web.

I just examined the map of Wendar. Why are there places and landmarks that were never mentioned in the gazetteer? Why are some names different?

Gaz F1 Realm of Wendar was written to conform to the original map posted by Thorfinn Tait. Mr. Tait has since revised the placement of a few locations, changed some of the names, and introduced rivers that were entirely absent from the

original map. This updated map is currently the only one available at the Vaults of Pandius – hence the confusion. Additionally, there has been some discussion about further changes.

For those wishing to synchronize names, here is a current list of equivalences and change explanations.

Aebryn Lwynn: this village is in the west, between the Shrine of the Black Wing and the neighboring hills.

Aelythnar: replace with Aelthynar

Ammalanleth: replace with the new Ammalaneth

Anorion: the wizard is Anorion, the tower is Antirion, and the surrounding dead land is Antiriath. The joint of three dead wood hexes (“J”) is 3 hexes SW of the Shrine of the Silent Hunter. Antirion is the cupped hex.

Baamor Woods: equivalent to Baamoroth
Blynnfare Hall: Bynflaare is correct, and should be 4 hexes SE of the top hill in the Laughing Woods.

Amoeth: Amoeth is 4 hexes due south of Bynflaare Hall.

Yngvarsvall: The village is 4 hexes SW of the trade juncture to Leria’s Tower.

Forest of Bounty: eq. to Gwenneth Forest
Enchanted Forest: eq. to Trindall or Lauriath

Forest of Hope: This is a local name that will be given by Alfheim refugees.

Greatwood: This is a cartographic error, or a future refugee name.

The Heartlands: This name is not currently used.

Elthanamir: this village will be settled by Alfheim refugees.

Elven Pass: eq. to Aelfpass

Everway Keep: eq. to Allendar

Alvar’s Stead: eq. to Alvardhon

Hawksgate: eq. to Hawksnar

Korrigan Forest: The Renatic name is Genallwald. Korrigan Forest is a relative new name. Visitors call it the Forest of 1000 Butterflies.

Altar of the Korrigans: At present, this shrine does not exist, but it could be consecrated.

Dawnblossom-Qvar: Qvar is eq. to Kavar, Kvar, and Wyrddal (empty valley). The resident dwarves are odd, and name variations occur.

Uumarne: replace with Umarne

Lake Phyrroe: rep. with Lake Fyrromar
Laurianta: eq. to Lauriath, Lauridhon
Shadowmere: This ancient place is not subject to Wendar's government, but is tied to the dragons. Foxwood
Shrines: The shrine names are fluid, but the power of a particular well is constant. Alternatively, new wells must be tapped periodically.
Rivers: The region-spanning rivers are fordable their entire length. In winter and summer time, they reduce to small creeks or disappear entirely.

Didn't Camla already steal the Heartstone a century ago?

The backdating of the adventure *XII* occurred in the Almanac-era canon. An editorial preference was made to not historize adventures whenever possible. This particular decision was supported by suggestions for running *Saga of the Shadow Lord* as a follow-up to *Wrath of the Immortals* using the Alfheim-borne plague as the disaster that strikes Wendar. To balance timelines, the Wizards' War was moved from three decades ago to three score ago, but the module is otherwise intact.

In your history, you have Thyatis organizing colonies and forces in Glantri. Did Thyatis have control over the Known World in your history?

No. As in the real world, nations often negotiate for travel and basing rights for their military units. With the permission of a friendly Council, Thyatis was able to use parts of Glantri, likely Caurenze and Nouvelle Averoine, as a staging area. This corresponds to a period of time when Glantri was peacefully absorbing immigrants and the d'Amberville family had disappeared. The Empire likely reimbursed Glantri for this usage, and caravan trains would have traversed Darokin's toll roads.

Where did you get the idea for a Thyatian presence in the north?

There are two Mentzer-era canonical arguments for having the Thyatians in the north, one Gazetteer-era reason for the timing of their presence, and one Heardian justification for how it came to be.

XII references an alliance of some sort between Wendar and Thyatis, and the infamous Master's Set world map showed the Empire stretching up into what this line calls the Hill and Dale.

Now the opening issue of the "Voyage of the Princess Ark" boldly declared this map to be wrong, and the narrator attributed it to the joking work of a Thyatian general. The final piece of the puzzle came from the well-documented colonization attempts of the Empire in 900 AC.

The map was not meant to represent the world as it was, but to serve as a blueprint for expanding imperial holdings – a plan that ultimately fizzled. The genesis of the particular general rests with James Ruhland's Thyatian history and the Marco Dalmonte's use of same in his revised regional history.

How could Ilsundal murder Genalleth and still be a good Immortal?

Genalleth was bent on reacquiring Blackmoor technology. In this line, Ilsundal was dedicated to destroying such technology as he led his followers on a punishing journey to their eventual home, the Sylvan Realm. From Ilsundal's perspective Genalleth's goals were evil, and he had to be stopped. It was a form of compassion to allow Genalleth's followers a dignified illusion about his fate.

How much involvement does Idris have in the Idrisian Cycle?

As a mortal, Idris was personally responsible for the destruction of Forenath and Soreth.

As an Immortal, Idris involved herself in the mortal world only once, a

millennium ago, to say "worship me." From that simple act, more kingdoms fell, abominable acts transpired, countless lives were lost, the Wildlands were transformed, and the Lothenar elves were pushed to extinction – all driven by mortal actors.

How much involvement does He Who Watches have in the world?

There are no recorded instances of his involvement in Mystara, and it is not implausible to suggest that he does not exist as an Immortal. Unlike other game worlds, Mystara's clerical powers can be self-generated by deep belief and commitment to concepts such as alignment (BECMI and RC supported). Each character, and referee, must decide for him- or herself the existence of the Watcher.

How many dragons are there in the Onyx Ring?

The exact number is unknown, but a good estimate is 6-10 large dragons and 15-25 small ones. The latter are offspring of the former. They are found in every region of the Idrisian Sphere and perhaps elsewhere, too.

Are the frogfolk of the Northern Wildlands related to the Temple of the Frog?

The Temple of the Frog was an evil frog-worshipping Cult in Arneson's Blackmoor, and one of his adventures was released under that name, *DA2*. In a sci-fi overlap, alien crash survivors took over the Temple and genetically combined humans and frogs, before they were defeated by Blackmoor's heroes.

One possibility is that the frogfolk of the Wildlands are descendants or seedbank offspring of individuals who escaped into the (old) north. Alternatively, they are a newly created race.

Aren't Strongheart and Mercion supposed to be rulers of Ierendi?

Strongheart and Mercion were characters in the LJN toyline commissioned by TSR to highlight the AD&D game. The line did not particularly take off, but some of the characters became iconic within the gaming community, especially Warduke. Several characters appeared in artwork and as NPCs in *XL-1 Quest for the Heartstone*, and an overlapping set was given statistics in *AC1 Shady Dragon Inn* with write ups that reflected the completion of *XL-1*.

X10 Red Arrow/Black Shield listed Strongheart and Mercion as the rulers of Ierendi. In various iterations of the canon, *X10* has been set at present time (1000 AC), 1200 AC, and 1004 – 1010 AC. Military information in *X10* was generally adopted in the Gazetteer era, but national leaders not always so. *Gaz4 The Kingdom of Ierendi* had a small throw-away line in the monologue of a tour guide that Figgen and others had residences in Ierendi, but Strongheart and Mercion were not the rulers.

As the Ghyr gazetteer assumes that the Heartstone Quest is to occur in the immediate future, it provides guidance on getting the LJN characters to Ierendi in time for the War with the Desert Nomads in the Wrath Timeline.

What is written on the letters that Archbishop Loftos sends to the Sorrows nunnery?

The recipe for chicken soup.

Seriously, the Loftos Papers were intentionally left vague for the referee to use as needed for his or her game. The papers can detail future calamities (epic or master level), possible signs, secret magic, multiversal truths, contingencies in the event of death, or news of the rest of the world. They can contain more than one thing, so the Loftos Papers could be a recurring hook to move your characters wherever their story goes.

In the Master-level adventure arc for Ghyr, there was an angel, Joseph of Orcathia. Where is Orcathia?

Orcathia is a Thyatianized version of a Ghyran borrowing of a Roag loanword from Denagothian. That is to say, Orcathia can be anywhere you wish it to be. Northern regions near the Hillbans or the hills along the southern Swamp of the Beast are good candidates.

Did you use stuff from your own campaign in producing the gazetteers?

I cannot speak for other contributors, but my answer is a qualified no. A few Easter eggs were placed in the history of Maggorath's downfall, putting names to pre-existing story points. There was also this cleric, Joe, who once drank a bottle in Castle Amber... The other gazetteers are free of these spots, as will be future ones.

In a lot of the write-ups in this gazetteer, you used the term "sub-Roman." What is that?

"Sub-Roman" is a term used by some historians to describe the period in Britain between the Roman withdrawal and the arrival of St. Augustine.

Can a hill giant knight compete in the tourney field and joust?

Duly recognized giant knights may compete in field lists and grand melees. A host can prohibit a giant's entry, but it is bad form. To joust, the giant would first have to find a mount strong enough to carry him. Jousting is so foreign to the giant, he suffers a -5 to hit against other giants and -8 against human-sized opponents. An opponent can possibly dismount the hill giant only by inflicting 40+ points of damage.

Can my fighter learn some magic tricks?

Yes. The magician class can be considered a secondary, split-class as were Merchants and Merchant-Princes. Also, the character could spend a skill slot to gain a magician level. The character cannot gain access to the thieving and real arcane skills of the magician by using skill slots. Under either variant, the character gains neither hit points nor saving throw progressions in the magician class.

How did you determine the latitude markings on the map?

Latitude has been problematic, with official global or hemispheric maps differing on their placements of the tropics, Arctic Circle, and the equator.

Using the Hollow World global map as a guide, 30° North Latitude was set 12 miles due south of the Silt River in Sind (middle of the hex below the marsh).

Scale was then set by trying to balance the Equator tangential to the Izondian Coast and 80° North at Frosthaven's southern point. Simplifying the ratio, one gets 6° for every sixteen 24mph hexes.

This is a slightly larger estimate than is found in the Almanacs, and the Earth's actual curvature, but it fits the graphical illustrations well.

Incidentally, this method revealed that the Gander Davania maps were perfect longitudinally, but were too compact North-South.

The north shore of Norwold's Great Bay is at 66° north. The Arctic Circle is at the top of the mountains.

Is there any East-West distortion in the map?

The cartographic realism is up to the referee, but this line assumes that maps are displayed orthographically (longitude curves straight up and down) with the latitudinal distances constant (24 or 8mph always correct).

If you wish to incorporate East West distortion, use 4° longitude for every nine 24mph columns. At 60°N, the distortion

ratio is between .68 and .87.

Math Alert. The exact value depends upon where you wish to place the “Standard” measure and how much cylindrical radial expansion you wish to use along the polar axis. No expansion is the perfect sphere with holes model, implicit in the Hollow World Diagrams, but small expansions permit a smoother wrap into the Hollow World and generate polar circles (true 90°).

The no-expansion with the Belcadiz standard has less than 5% error throughout the Known World. The Zeaburg-Standard with a 100-mile expansion means less than 10% error in the Known World and 28% at 60°. The Helskir-Standard with a 500-mile expansion has Known World error of 25% but there is only 13% error at 60°.

What humans created the first kingdom after the Great Rain of Fire?

The humans who existed around the Borean Tier after the Great Rain of Fire have their own story, but you will have to wait for upcoming gazetteers to see who they were and who they became.

What happened in the Borean Valley to produce undead?

That, too, is a tale reserved for the future, although a more distant one. Mark your calendars for October 31, 2008 and stock up on holy water.

How many prismatic magical items exist?

There are four major items known to incorporate prismatic gemstones: the Elvenstar of Wendar, the Heartstone of Ghyr, the Stone of Death in Denagoth, and the one-use Yellow Diamond of Release in the Dale.

Smaller gemstones appear in traditional magical devices. The magician Rusak has likely acquired many such gems.

What else is on tap for the Gaz F line?

2007 will concentrate on the lands of the Norwold coast from Heldann in the south to fan-created Littonia and Karjaala in the far north. There will also be an excursion into the Sea of Dread and the legendary Thanegioth Archipelago.

Assuming good fortune and sustained interest, 2008 will be a wild year, literally. A series of Creature Crucibles covering goatmen, bhuts, geonids, undead, acteons and other monsters will be interspersed with time spent in the Sea of Pearls and the Alatian Sea.

Of course these projections are just that, and as has been seen already, the production schedule does change.

What is so darn special about the NPC Renia that she appears in almost every gazetteer?

Renia appeared as a pre-generated character in *X11* and *X13*. Her kingfisher emblem is a sign of royalty, and the *Gaz F* line ran with the idea that she is of royal – rather imperial – birth.

She represents a competing line for the throne of Thyatis. When Thincol the Brave seized the imperial thrown in the wake of the Alpathian Spike, he purged the officer corps and inexplicably ordered the extermination of the Order of the White Drakes, a branch of the Empire’s “air force.” One theory is that the Order was deeply loyal to another line in the imperial family and secreted those members away. Renia now seeks answers to who she is in the north, as her past is tied to Gabrionus IV and V. She will likely appear as an NPC for future locales, as well.

Do you have any suggested readings or viewings that capture the spirit of the region?

The Denagothian Plateau took inspiration from various sword and sorcery movies such as *The Beastmaster*, but some of Robert E. Howard’s Conan stories generate the right level of decadent civilizations in ruins that characterize Essuria and Denagoth.

Malory’s *Le Morte d’Arthur* was invaluable in creating Ghyr. It is a bit dry, but it also puts Camelot in the context of the Roman Empire.

The feel of the Western Alliance was inspired by Shakespeare’s Histories and the comedies *Cymbeline*, *As You Like It*, and the *Merry Wives of Windsor*. Also important were Chaucer’s *Canterbury Tales*.

Numerous diminutia and adventure ideas came from *English Fairy Tales* by Joseph Jacobs (the “Be Bold...” saying is from the story “Mr. Fox”), *The Book of Giant Stories* by David L. Harrison (giant fears), *Celtic Fairy Tales* by Neil Phillip, and the short story “The Selfish Giant” by Oscar Wilde.

Though not used in production of the Gazetteers, readers might look up Manda Scout’s *Boudica* Quartet for parallels to the Roag struggles against the Thyatians and Ghyrans. Marion Zimmer Bradley’s *Mists of Avalon* series is germane to the Mabds of Taralon, and the Alpathian source of druidism was inspired by the synopsis of Atlantean contributions. Finally, Michael Jeck’s *A Knights Templar Mystery* series (especially *The Merchant’s Partner*) is good for murder mysteries in a medieval setting.

VAULTS OF PANDIUS

The Western Alliance

An Unofficial Game Accessory

“Fie, Fi, Fo, Fum! I smell the blood of a Thyatian!” bellowed the giant. Alexandra tried to hide behind a column, but to no avail. The giant spotted his quarry and covered the distance in three bounds, flinging his coat aside. Alexandra trembled as the giant lowered his massive head to her level. She knew what would happen next.

“Milady, may I have this dance.”

This is the fifth entry in a series of unofficial Gazetteer gaming aids for enthusiasts of the world of Mystara. This work covers the Western Alliance, a collection of sparsely populated kingdoms far to the west of Norwold where Thyatian ambition failed to take hold.

“The Western Alliance” provides descriptions of the history, nations, races, and personalities of a land where the simple tricks of the street magician delight the children, and great giants fill their dreams. But not every fairy tale has a happy ending, some monsters do lurk beneath the bed, and sometimes the king goes mad.

This product also provides guidelines for playing hill giants and a new performer class, the magician.