

Beyond the Flanaess:
Gulf of Ghayar
Gazetteer



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PREFACE

Provocative sages believe the true inheritance of the Baklunish civilization, rests not within the basin. Embellished caravan tales of exotic cities and cutthroat corsairs have long aroused interest among the adventurous. Most seek nothing more then profitable commerce but others crave pillage to ease their blood lust and enrich their purses. Come explore the Gulf States and the Corsair Cities of the Isles...

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Contents

Preface	1
Acknowledgments	3
Prologue: Reparation and Renewal	4
Chapter 1:	
Importance of the Heavens	4
Climate and Weather	4
Chapter 2: Peoples and Languages	5
Humans.....	5
Demihumans.....	5
Humanoids	6
Languages.....	6
Chapter 3: Overview and	
Social Structures	7
Social Order.....	7
Slavery	7
Artistic Contributions	7
Resources and Trade.....	7
Transport and Travel	7
Mages and Magic	8
Names.....	8
Chapter 4: Government and Politics	8
Head of State	8
Court Etiquette.....	8
Basin Coinage.....	8
Taxes and Tithes	9
Crime and Punishment.....	9
Foreign Relations.....	9
Chapter 5: Religion	9
Baklunish Pantheon.....	9
Spiritual Schisms	9
Chapter 6: Commerce System	11
Mercantile Concerns	11
Bazaars and Souqs	11
Chapter 7: Mercantile Endeavors	12
Dusk Lash: Golden Blossom.....	12
Shaded Respite: Bride Meets and Relaxation	13
The Yellow Cartel: Flowers and Foundations	13
Demand and Distribution	13
Chapter 8: Gazetteer	15
Bakhoury Coast, The	15
Komal	18

Mur.....	21
Risay	24
Ataphad, Islands	27
Janasib, Isles.....	30
Bureis, Bazaar of.....	32
Yif Qayah, Port of	33
Isra Corsairs	34
Chapter 9: Aquan Civilizations	37
Hags, Sea Trinity	37
Ixitxachitl.....	38
Kna	38
Locathah	40
Merfolk	42
Merrow.....	44
Sahaugin	44
Chapter 10: Demihuman	
Communities	46
Dwarven Monarchies	46
Elven Dwellings	47
Gnome Grottoes and Warrens	47
Half-Elven Communities	47
Halfling Burrows, Farmsteads, and Thorps	47
Sultan's Uruzary Corps aka Ojak.....	47
Chapter 11: Oceanic Phenomenon	48
Chapter 12: Sacred Sites	48
Chapter 13: Martial Forces	50
Military Traditions.....	50
Armour and Weapons.....	50
Armies	50
Navies	50
Fortifications	51
Siege Knowledge.....	52
Chapter 14: Covert Activities	53
Assassination Syndicates	53
Criminal Concerns	53
Intelligence Services.....	53
Elementalist Cabals and Fiendish Cults.....	54
Nefarious Pursuits	54
Chapter 15: Geography	55
Forests.....	55
Hills.....	55
Islands	56
Mountain Ranges.....	56
Mountain Vales.....	56

Oceans and Lakes.....	56	Chapter 18: New Classes.....	62
Rivers.....	56	Monk Orders: Xan Yae and Zuoken....	62
Mainland Trails and Maritime Routes	57	Wizard Specialist: Sha'ir Sorcerers	69
Unique.....	57	Chapter 19: Technical Invention	73
Volcanoes.....	57	Wizard Specialist: Clockwork Mage (Gnome Tinker / Human Mechanician)	73
Wastes.....	57	Chapter 20: Magical Items.....	76
Chapter 16: Whispers and Ventures	58	Chapter 21: Monsters	77
Battle and Combat	58	Aundor Beast	79
Crime and Investigation.....	58	Genasi (Water Soul).....	80
Dungeon Crawling	58	Golem, (Terracotta).....	81
Espionage and Intrigue.....	58	Mountain Strangler.....	82
Horror	59	Verdant Gloom	83
Politics and Diplomacy.....	59	Pirate Isles Map.....	84
Mysterious Places.....	59	Gulf of Ghayar Map	86
Chapter 17: The Martial Arts	60		
Monastic Orders.....	60		

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PROLOGUE: REPARATION AND RENEWAL

The sorrows of the Baklunish civilization and its subsequent rebirth, has been explored in historical treatises. Therefore, this gazetteer will not attempt to retrace these familiar events, except in an indirect manner, as its primary focus is to educate the curious about habitually neglected aspects.

Ultimately; the impact of the Bakluni-Suloise conflict, can not be underestimated as the successive waves of refugees, resuscitated the Baklunish civilization. This treatise is chiefly concerned with its aftermath. Ghayar Khan and Ozef the Warrior, emerged from the multitudes of charlatans, termed the Imperial Pretenders.

Ghayar Khan, conquered the coastal regions, Bak-houry Coast, and the Sultanate of Zeif. However; the recruitment of orcish mercenaries, proved woefully misguided. Ozef the Warrior, condemned this loathsome act, thereby secured the loyalties of the Ekbiri and Tusman.

Unfortunately; the victorious paynim, soon suffered a terrible loss. Caliph Ozef; was slain by the prodigious dragon turtle, Xoshour. Ensuing inheritance squabbles, established its modern boundaries.

Countless victims trod underfoot, whilst the traumatized inheritors, care not too tabulate the actual cost. Overlooked achievements, that shall be further explored within the entries...

CHAPTER I: IMPORTANCE OF THE HEAVENS

The heavens remain of utmost importance to all intelligent beings, for it is they that remember the deeds of the ancestors. Five wandering stars, known as the "Demure Maidens", possess chronological significance. Larger moon, Righteous Proselyte, 28-day cycle, defines the twelve months, whereas the smaller moon, Lecherous Profligate, heralds portents from the Lady of Fate.

Baklunish Calendar: The Baklunish Hegira, abbreviated BH, is the most common. Named for Padishah Hegira, whom requested the hero Azor'alq, confront the minions of Darkness. Under its calculations, Year 1, Common Year (CY), equivalent 2660 (BH).

Celebrates the four virtues; Festival of Honour, a winter fast, time of austere privation. Festival of Generosity, a spring feast, encourages charitable acts. Festival of Family, a summertime merriment, raucous gala. Festival of Piety, an autumn memorial, solemn observance to the Baklunish pantheon.

Oeridian Calendar: Diaspora of Oeridian houses, absconded ahead of the humanoid hordes, that claimed the lands, nowadays known as Darak Urtag. Emigrated through the Baklunish basin, in pursuance of the prophesies of Johydee. In keeping with these warlike tribes, its festivals emphasize feats of prowess.

Sacrificial Calendar: The Caliphate of Eternal Darkness, employs this abhorrent chronology. Its sadistic celebrations, praise creatures from the lower planes. Another rationale to avoid the Ataphad Islands.

Climate and Weather

The prevailing winds blow from the east as elsewhere, giving rise to all manner of meteorological anomalies. Fortunately, for the majority of its inhabitants this results in weather that sustains rainfall.

Its islands are considerably warmer and wetter, receiving abundant, even excessive rainfall.

Ocean currents are responsible, as its unnaturally warm waters maintain comfortable temperatures. Following a clockwise course, mixing with the colder climates to produce unpredictable fogs. Occasionally, hyperboreal winds emerge to create violent storms.

CHAPTER 2: PEOPLES AND LANGUAGES

Humans are the predominate species, but attitudes vary as Baklunish blood might be crucial to social mobility on the mainland but is meaningless within the isles. Nevertheless, bigotry is condemned, especially towards the aquan civilizations as maritime trade, requires their goodwill.

Humans

Baklunish: Golden skin with green or hazel eyes. Pastel shirts combined with short trousers. Whereas, the common man must be content with coarse robes.

Flan: Bequeathing copper skin and dark eyes. Cultists of the Caliphate of the Eternal Darkness are obvious representatives. Corsairs sailing beneath the broken black oar, clothe themselves in mismatched spoils, instead of the flowing robes of a cultist.

Oeridian: Olive skin with cold grey eyes. Usually; muscular and athletic. Rather than be true to the Prophecies of Johydee, some houses renounced violence and became peaceful settlers.

Shaofeng: Inhabitants of the Celestial Imperium, sallow skin as well as warm brown eyes. Renowned for impeccable decorum in social situations. Fine silk capes, bestow a flamboyant elegance.

Suel: The fairest skinned, boasts albinos. Even so; blue eyes, combined with pale locks, tend to arouse a latent prejudice, especially among the paynim tribes of the southern steppes.

Demihumans

Dwarves: Long beards and tenacious loyalties, they seldom exceed four feet tall. Belted tunics, with hooded leather mantles, is common attire. Finely crafted items, like broaches, belts, rings and bracelets are prized possessions, if not familial heirlooms.

Elves: Ethereal beauty and extreme longevity, approximately five feet tall. Laced shirts and fitted leggings, whilst ladies tend towards frocks replete with woodland themes.



Gnomes: Prodigious noses and practical jokes, standing three feet tall. Padded shirts with leather leggings, whereas, females choose modest blouses and bright skirts.

Half-Elves: Oftentimes resemble the elven parent of the union. Lithe physique betrays them, but still standing five-six feet tall. Invariably, they choose suitable garments for the circumstances.

Halflings: Pleasant folk, barely three feet tall. Respectable individuals, knee-britches and embroidered vests. Meanwhile; matrons choose checkered blouses with long skirts.

Humanoids

Half-Orcs: Bestial brutes, sometimes reaching seven feet tall. Sultan's Uruzary Corps aka the Ojak; conspicuous in brown cloaks and turbans. Elsewhere; exiles huddle within the Amber Hills as well

as survive on the Ataphad Islands.

Languages

Baklunish, Ancient: Ancestor of the international common, exclusively used in religious studies and court proceedings.

Common: Patois of Ancient Baklunish and Old Oeridian. Enables commerce between the successor states and the Flanaess.

Flannae: Debased tongue, as its native speakers are the cultists of the Caliphate of Eternal Darkness. Corsairs sailing beneath its auspicious, dare not learn it.

Shinyu: Its the mandated vernacular of the Celestial Imperium, See *Gazetteer: Celestial Imperium*. Linguists theorize the syntax, suggests a conglomeration of tongues.

CHAPTER 3: OVERVIEW AND SOCIAL STRUCTURES

Preeminent culture remains Baklunish but Oeridian and Flannae influences exist within the northwest and the eastern isles. Nonetheless, its continental courts are restrained by suffocating etiquette, whereas the corsairs, choose bloodshed.

Social Order

Survivors of the twin cataclysms, promote continuity with the glorious heritage of the erstwhile empire. Moreover; mainland mosques routinely lionizes this "Golden Age".

Conformity extends beyond the aristocrats, to the lowliest of slaves. Fatalism, espoused by the Lady of Fate, Istus, tends to suppress progress. Subversives; suspect the corsairs, refusal to submit to these prevailing attitudes, is the reason for the vitriol, toward its island inhabitants.

Slavery

Harem tales, present a skewed perspective to foreigners. Hence; the Baklunish nations, are rumored to contain an enormous slave population. In truth; the actual ratio, hovers around 10%.

Nevertheless, sentient merchandise like nothing else, indicates social status. Constant reminder of the responsibilities expected from its wealthiest citizens. However; sale of sentient, remains essential, as its monarchical heirs are conceived in royal harems, since the renouncement of intermarriage between the dynasties.

Songbirds of the harem, as the term concubine is considered somewhat crass, these pampered slaves reside in a gilded cage. Thus; corsair captives, plead for a palace auction, at least the women, men seldom volunteer to become a eunuch...

Artistic Contributions

The historical repository of the Baklunish civilization resides not within its written literature but rather in its distinctive dance, the bedlah, as well as evocative tales, the nasheed and zajal.

So intense is the appreciation for the salacious dancers and spoken verse, performances have eased political tensions on occasion. Embellished tales of the bedlah, travel the caravan routes, arousing tremendous interest within the Flanaess.

Meanwhile; courtly bards, continue to pierce the heart with the sorrowful stories, nasheed. However; the common folk, admire those irreverent rascals, that triumph in the poetic duels, zajal.

Resources and Trade

Bazaars, continue to endorse risk and reward. Whereas; Komal and Risay; mandate souqs, that sanction an equitable exchange.

Notwithstanding; Mouqollad Consortium, apportions celestial luxuries, ensures astronomical sums. Greed binds its contentious courts into a tacit agreement, that this interaction be maintained.

Furthermore; precious pearls and coral art objects, continue to be prized on the mainland. Auction blocks, are crowded with the enslaved, oftentimes obtained via cutthroat corsairs.

Transport and Travel

Rivers, remain an important method of transportation. Coracles and rafts, ply the interior waterways. Resources tend to flow to the coastal cities for exportation throughout the basin.

Common conveyances; camel and the steppe pony. Few roads have been constructed, as the paynim, believe such endeavors, constitute a cultural threat to their traditional lifestyle.

Therefore; a network of caravan trails, permit luxuries to reach the bazaars. The Silk Road, ensures trade between the Celestial Imperium and the Baklunish Basin.

Exploration is not forbidden but it is discouraged. Other than the paynim, hardly any citizens, wander beyond the basin. Even its naval captains (*reis*), stay within the confines of the Dramidj Ocean, as little incentive exists to venture elsewhere.



Mages and Magic

Rivals, Zashassar of Ekbir City and the Sign of the Red Talisman of Zeir-I-Zeif. Compete to educate its fortunate students into the finest elementalists on Oerik, if not Oerth.

Whereas; Order of Kwalish, struggles to attract talented pupils, as most mechanics, are commonly mocked as absentminded intellectuals. Nonetheless; the clockwork mages, invite gnomish tinkers, to visit its modest workshop, located within Zeir-I-Zeif.

Meanwhile; sha'ir sorcerers of the hinterlands, mentor selfish sycophants. Whether the initial impetus is curiosity towards genie-kind or a lifestyle of endless ease, matters little to them.

Names

Hyphenated compound names of the Baklunish, routinely baffles foreigners, as variations derived from local tribal traditions seem incomprehensible. Prefixes; al, bin, el, ibn, ibnt and ibt, are all fairly common.

CHAPTER 4: GOVERNMENT AND POLITICS

Many successor states claim, a tenuous connection with the imperial lineage. Its continental courts, have modified the methodology to suit themselves. Confronted by cutthroat corsairs and nefarious cultists, whom seek to prey on them.

Head of State

Regardless of the actual title, Baklunish monarchies, tend to be constrained. Be the restraints; legislatures like Risayli Peoples' Chamber or the Zeifan Diwan. Elsewhere; a martial consensus, manifests among the Janasibs and Muri. Moreover; obscure omens from the state faith, are evinced within Komal and Ket.

Seemingly; the most unconstrained, Caliph of Ekbir and Pasha of Tusmit, must carefully balance cultural expectations to retain their contentious claims within the basin.

Court Etiquette

Heretofore; certain courtiers are considered essential. Ritualized behaviors, oftentimes delineates court influence.

Grand Vizier: Prime Minister of Governmental Ministries

Chamberlain: Manages the Royal Household

Chief Executioner: Punishment and Intelligence

Matron (Sovereign Title): Mother of the Monarch

Chief Eunuch: Procurer of the Harem

Kadin: Adored Concubine (male offspring)

Gozde: Favored Concubine (female offspring)

Ikbal: Chosen Concubine (no offspring)

Otherwise; typically Amirs, Beys, Emirs, Maliks, Pashas, and Sheikhs, administer the lesser fiefdoms.

Basin Coinage

The standard conversion rate is upheld. Court mints, produce a perforated design, practical for the steppes. Foreign coinage is routinely devalued by 5-30%. Furthermore; corsair contraband bazaars of

the islands, waive this mainland fee.

Taxes and Tithes

No set amounts exist within the entries. However, the aristocrats seek to extract as much revenue as possible. Additionally; state sponsored mosques, receive a nominal tithe from the sovereign.

Proceeds from the trail tolls and caravansary maintenance, are considered local revenue. However, its monarchs have become increasingly reliant on celestial luxuries, enables fiscal burdens to remain comparatively minimal. Nowadays; basin citizens, murmur ominously, whenever "tax increases" are threatened.

Crime and Punishment

Penalties tend to be harsh, and brutally enforced. Especially, whenever the crimes, are committed by foreigners. Spectacles, reassure basin citizens as well as entertain them.

Its monarchs; believe the legal system, should protect society rather than ascertain guilt. Obviously, corsairs choose violence without even this pretense of adjudication.

Foreign Relations

Remembrance of the Twin Cataclysms, continues to haunt the successor states. Nowadays; Baklunish doctrine espouses swift raids to coerce negotiation, rather than protracted campaigns.

Its mainland courts, are intensely invested in retaining cordial relations with the Celestial Imperium. Caravans arrive at Kanak, thereafter merchants scramble to disperse a veritable mountain of allotments to the boisterous bazaars and supervised souqs.

Courtiers become concerned about the chaos, holding sway within the Flanaess. Consequently; astute merchants have reduced eastern involvements, confident that ambitious competitors, will overextend themselves.

Meanwhile; the westernmost nations, still worry about Darak Urtag, epitomized by the Alcazaba of Dar-Zulaf. Whereas; Ket and Tusmit, remain interested in Thornward. Nonetheless, its monarchs, claim to crave an imperial restoration but refuse to sacrifice their own thrones to achieve it...



CHAPTER 5: RELIGION

Magnificent mosques display the importance of faith as slender minarets rise above the skylines of many towns and cities. Priests; Imams, Mullahs and Qadi, in rich vestments harangue the populace to solicit donations.

Baklunish Pantheon

Its citizens are encouraged to pursue the cultural touchstones of Honor, Generosity, Family and Piety. Unsurprisingly; sermons, continue to extol the erstwhile empire. Nonetheless; the clergy, lacks a regional representative, excellent conditions for schisms. For instance; loss of The Cup and Talisman, incited a sectarian crisis in the Faith of Al'Akbar.

Spiritual Schisms

The Caliph, stubbornly asserts the absolutism of his bloodline but revered scholars, Qudah, remind him, Marid of the Waters, not lineage confreres legitimacy. Of course; his regional rival, the Sultanate of Zeif, seized on this statement to renounce the spiritual supremacy of the Caliphate of Ekbir.

Ekbiri, traveled into the Tusman Hills, whilst the Sultanate, colonized the bakhoury shoals. Elsewhere; fundamentalism, swept the Yatil Mountains, whereas the latest Mahdi, preaches to the paynim,



haranguing them to eschew coastal comforts.

Exalted Mosque of the Lineage of Al'Akbar

Doctrinal Interpretation: Exalted Faith: LG (NG)

Theological Authority: Ekbiri Caliph

Influence: Ekbir and Southern Tusmit

Heraldry: Eight-Pointed Star of Al'Akbar

Sermons emphasize the spiritual inheritance of Oze the Warrior and a modest lifestyle. Exalted Ones; Paladins and Qadi; Priests, behave as living virtues. Restoration of the Cup and Talisman, hopefully instigates a religious reconciliation.

Exalted Mosque of the Community of Al'Akbar

Doctrinal Interpretation: Exalted Faith: LG (LN)

Theological Authority: Qudah, In Exile Zier-I-Zeif

Influence: Bakhoury Coast, Mur and Zeif

Heraldry: Luminous Cup and Star of Al'Akbar

Sermons emphasize social decorum and societal consensus. Exalted Ones; Paladins and Qadi; Priests, studious adherents train as ancient historians. Re-

trieval of the Cup and Talisman, would embolden the Qudah, and their patron, Sultanate of Zeif.

True Mosque of Al'Akbar

Doctrinal Interpretation: True Faith: LN

Theological Authority: Grand Mufti of the Yatils

Influence: Ket and Northern Tusmit

Heraldry: Cup and Talisman of Al'Akbar

Sermons emphasize strict discipline to maintain a moral society. Dutiful Ones; Paladins and Mullahs; Priests, view themselves, the vanguard for spiritual restoration. Repatriation of the Cup and Talisman, embodies the means to supplant the Exalted Faith.

Covenant of Al'Akbar

Doctrinal Interpretation: Chosen Ones: LG (CG)

Theological Authority: Mahdi of the Steppes

Influence: Plains of the Paynim

Heraldry: None

Believers await the arrival of the Mahdi. Dervishes; Paladins and Imams; Priests. Recovery of the Cup and Talisman, will confirm the Mahdi, the true son of Al'Akbar.

State Sponsored

Geshtai has become the state faith of Komal. Furthermore; Istus claims such status within the Sharifate of Risay. Elsewhere; Xan Yae, receives significant support within the Bakhoury Coast.

Whereas, a heretical interpretation of Mouqol, thrives among the corsairs, but conventional converts, reside amid the Merfolk.

Moreover, a small minority of residents of the Janasibs, remain intrigued by Zuoken. Furthermore; Incabulos under the guise of Sevelkhar the Waster, Master of Famine and Drought, Poisoner of Wells, is placated by the paynim of the Dry Steppes.

Minor Faiths

The religious landscape is unquestionably subservient to the Baklunish pantheon, but other beliefs are represented, as well.

Demihuman Pantheons

Choosing to remain within their favored terrains, therein observances can be conducted without human interference.

Hanali Celanil, is emulated by the elves of the Laressea Forest, whilst Fenmarel Mestarine and Rilifane Rallathil, influence the mindset of the wood elven clans of the Marsala Rainforest.

Dwarven strongholds, revere a localized patron. Its spiritual courtesies, extend to the guild ghettos and trade dorfs, lest the cantankerous mountain monarch, withdraw from commerce.

invariably; gnomes and halflings, feign naivete to avoid insult. Oftentimes; employed as mediators to maintain cordial relations with the more reclusive dwarves and elves.

Humanoid Deities

Sultan's Uruzary Corps; aka Ojak, have been converted to the teachings of Daoudism. Meanwhile; the aquan civilizations, worship their own deities. Sekolah, is worthy of appeasement by the corsairs of the Ataphad Islands, to assuage the sahaugin.

Infernal Cults

Panzuriel, receives offerings from the merrow, aquatic ogres, near the Janasibs. Demogorgon, may soon receive sacrifices from the vampiric tyrant of the Ixixachitl...

CHAPTER 6: COMMERCE SYSTEM

Mainland nations thrive as the middlemen between the Celestial Imperium and the Flanaess. Providing monetary stability while encouraging intense competition.

Mercantile Concerns

Mouqollad Consortium is an association of regional regulators, whom behave as an international adjudicator. Its Worthy Elders, coordinate the distribution of the celestial allotments that travel the Silk Road between Mogok and Kanak.

Small familial merchant clans, remain the backbone of Baklunish trade, but increasingly conglomerations of ambitious individuals, seek to monopolize aspects of commerce. Organizations, that could threaten the stranglehold of the Mouqollad Consortium.

For instance; Union of Slave Traders, lacks societal credibility, outside of Ull. Nonetheless; its crass representatives, have been welcomed in Ket, a significant accomplishment.

Nevertheless; legitimate enterprises, sometimes encounter criminal competitors, Dusk Lash and The Yellow Cartel, See Mercantile Endeavors. Elsewhere; Sensulla Marauders, a cat's-paw of the Grandfather of Assassins. Regardless; the corsairs, are hostile to mainland regulation, this constant tension provides the creative impetus to prevent continental stagnation.

Whereas; Monarch of the Golden Caverns, compels the Sharif of Risay, to recognize the superiority of dwarven artisans. Moreover; its trade dorfs and guild ghettos, are recognized by the Mouqollad Consortium. Gnomes, are renowned jewelers, whilst elves and halflings, conduct business on an ad hoc basis.

Bazaars and Souqs

Buyer beware, epitomizes the bazaar. Hagglng is held as a sacrosanct tradition. Generally; a mad scramble ensues for the most coveted tents in the marketplace. Yet; its citizens anticipate the cacophony of sensation and the thrill of the hunt for bargains.

Whereas; the souq, espouses an equitable exchange. Fair prices are posted. Random tokens ensure an impartial stall assignment.

This revolutionary innovation, has been implemented within Komal and Risay. Patriarchal adversaries, especially the paynim, claim its endorsement by the matriarchal courts, is a mercantile means to subdue the avarice, exemplified by the silk road.

CHAPTER 7: MERCANTILE ENDEAVORS

Avarice continues to motivate ambitious individuals regardless of societal attempts to encourage conformity. An accessible avenue for social advancement, unhindered by birthright. Statistics are absent, tailor them to individual campaigns.

Dusk Lash: Golden Blossom

In the Marsala Rainforest, exists a precious blossom, that creates a marvelous scented oil. Beloved by Baklunish aristocrats, native wood elven clans, restrict the amount of Golden Blossom Balm. Subsequently; buoyed the Janasibs, have restored its Bak-houry Coastal, criminal connections.

A secret known to the Mosque of Xan Yae, the golden blossom, can be concentrated into a magical substance, *Aroma of Dreams* (ToM). Dusk Lash, utilizes this coveted extract to compromise individuals, through reputation annihilation. Ensures; political protection and economical clout for the organization.



Shaded Respite: Bride Meets and Relaxation

An entrepreneur, Ardin Razwin, roams the Dry Steppes, bartering with the paynim. *Decanter of Endless Water*, See *Magical Items*, enables the creation of an ephemeral oasis.

Hired a bard, "Mehid the Magnificent", and a trio of dancers. Success has its own concerns, occasionally contracted to hold a bride meet, but sullen suitors, make contrarian customers.

Elder Guard (1): Rarveen Izhan

Camp Guards (8): Paynim Renegades

Animal Handlers: Mahmeh and Ismir

Cooks: Himel and Surreed

Musician: Mehid the Magnificent

Dancers: Shudyah, Saghdeh and Sujad

Bill of Fare

Baked Loaves and Goat Cheese

Porridge and Dried Fruit

Roast Goat

Honeyed Spice Cake

Roast Camel (Bride Meets)

Black Wine (Ekbiri Kofeh)

Hong Cha (Celestial Red Tea)

The Yellow Cartel: Flowers and Foundations

Within lawless Ull, exists an organization of wealth that rivals the Pit Masters of Kester. In a land of poverty and social ills, a new commodity, has taken root in the last decades.

Concealed within the Ulsprues Mountains; fields of flowers have been planted, and painstakingly tended. Called Hul Zil, Bliss Flower, unknown before the reign of Kanduz Orakhan, believed to have been brought across the Dry Steppes, from beyond the Sea of Dust, See *Gazetteer: Sunlea Coast*.

In 567 CY; the Yellow Cartel, seized control of these areas. An association of unscrupulous merchants, underhanded exiles and other sundry villains. Retired gladiators conduct brutal beatings, whilst paynim mercenaries patrol the mountain meadows.

Yorodhi; the native mountain tribes, sell the lucrative harvest, to its roving agents. Prices, remain inadequate, but enables the impoverished cultivators, a comparatively comfortable lifestyle.

Initially; Draske the Ferocious, behaved conciliatory toward the cartel, but became overly greedy, thus its leadership, permitted a bloodstained coup to succeed. Bruzharag Orakhan, stubbornly refuses to reward them, nor solicits their counsel, anymore...

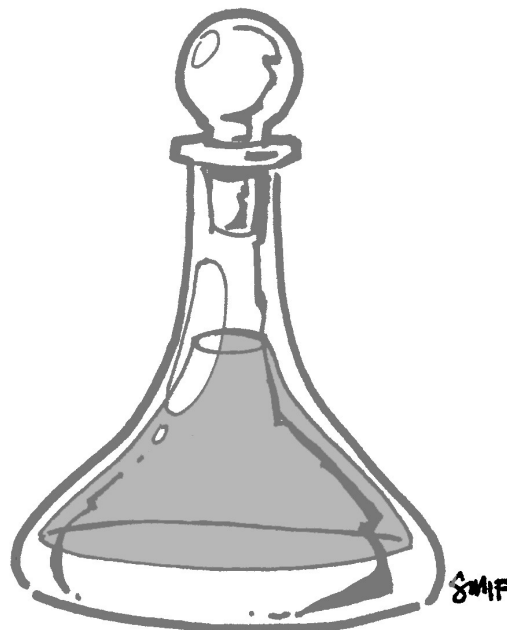
Demand and Distribution

Introducing opiates to Kanak, Ket and the successor states. Full of ambition; the Yellow Cartel, strives to spread its evil influence throughout the Flanaess.

Its flourishing within Zeif and Tusmit. Meanwhile, Ekbir has banned opiates as contraband, enacting a no tolerance policy towards offenders. Moreover; The Worthy Elders of Mouqollad Consortium, pledges substantial sums to eradicate the nefarious narcotics, before it becomes entrenched.

In metropolises like Gradsul and Greyhawk City, within the crowded cultural neighborhoods like 'Little Ket', its stench wafts ever eastwards.

Many religions, now seek them out. Hextorian templars use them as painkillers whilst clerics of Olidammara, for pleasure. Cultists of Ralishaz and





among the paynim, but gains acceptance in the clerics of Olidammara and Lirr. Moderately addictive, rumored to lower inhibitions.

Zharkat (Pleasure Herb)

Blend of a small amount of opium and stimulant herbs, burned and inhaled. Pleasure dens, offer this highly addictive substance in Kester. Enthusiasts claim it eases anxiety, cheap and portable.

Kadzur-Ruz (Blackstones)

These black pellets, are sold in scandalous shops, surreptitiously owned by the Yellow Cartel. Highly addictive, a foul concoction of toxic plants and purest opium. Serves as a powerful painkiller, creates a euphoric sensation of flight.

Tharizdun, crave visions even as the Poets of Lirr, seek creative inspiration.

Insidiously tangled, the web of caravan routes that intersect Ull and the Plains of the Paynims, permits such contraband to travel relatively unhindered into the international markets.

Mouqollad Consortium, futilely scrutinize the mundane modes of transportation such as camels and horses. Increasingly; the cartel, employs magical means, like flying carpets. Of late; an entire cadre of wizards, research teleportation spells to increase shipments. If successful, its taint will be hard to wash away.

Medicinal Uses

The *Book of Vile Darkness*, is recommended reading to adapt these narcotics to your individual campaigns.

Otoghul (Opium Wine)

Potent potable is produced through dissolving opium resin into strong spirits. Popularity increases

CHAPTER 8: GAZETTEER

Perceived as the bastard offspring of the Baklunish basin. However; persistent sages' contend the true center of Baklunish civilization rests beyond the Gulf of Ghayar. Corsairs, whilst vicious seem to possess a vibrancy that is absent within the mainland nations.

This section details the diverse states within its boundaries. The information cannot be considered wholly accurate. Rumors abound concerning distant frontiers and even reliable accounts of the islands can be untrustworthy as most lack knowledge of events, outside of their local areas.

Entries use the 2nd Edition statistical structure and the roster in the *Living Greyhawk Gazetteer*. New Additions to the classes roster: Monks; Xan Yae and Zuoken, Specialist Wizards; Sha'ir and Mechanician, See New Classes. Moreover; interesting lore and character kits, gleaned from the *Complete Handbook Series*.

Table 1: Abbreviations

Alignment

C=Chaotic
E=Evil
G=Good
L=Lawful
N=Neutral
()=Tendencies

Classes

Ari=Aristocrat
Brd=Bard
Clr=Cleric
Drd=Druid
Ftr=Fighter
Mnk=Monk
Pal=Paladin
Psi=Psionicist
Rgr=Ranger
Rog=Thief
Wiz=Mage

Table 2: Monetary

Coinage Exchange (1 pp = 10 gp = 20 ep = 100 sp = 1,000 cp)

Gems: I (10 gp), II (50 gp), III (100-500 gp), IV (1,000 gp)

Table 3: Population Figures

Dorf	0-20
Thorp	20-60
Village	60-200
Small Town	200-2000
Large Town	2000-5000
Small City	5000-10000
Large City	10000-25000
Metropolis	25000+

Table 4: Demihuman Settlements

Dwarven Mine	100-1000
Dwarven Outpost	1000-4000
Dwarven Minor Stronghold	4000-10000
Dwarven Major Stronghold	10000-20000
Gnome Rock Grotto	40-400
Gnome Forest Warren	10-100
Grey Elven Citadel	5000-15000
High Elven Tree Towns	500-5000
Sylvan Encampments	50-200

Bakhoury Coast, The

Proper Name: Emirates of the Bakhoury Shoals

Heraldry: Golden Seahorse Recumbent on a Red Field

Ruler(s): Bakhoury Coastal Emirs (Odabashi-Zugbu)

Government: Tributary Vassals (Zeif)

Rulership: Oum al-Ghayar (Low); Elsewhere (Very Low)

Capital: Oum al-Ghayar (5,200)

Major Towns: Fortress of Perversion (Ruins)

Coinage: As Zeif

Population: 35,600 (Human 99% (B), Others 1%)

Languages: Baklunish

Alignments: CN, NE, CE, CG

Religions: Baklunish Pantheon

Resources: Slaves, Salvage, Caravan Tolls, Privateer Licenses

Cost Multiplier: 200%

Allies: Zeif (sometimes), Janasibs (sometimes)

Enemies: Caliphate of Eternal Darkness, Ekbir (sometimes), Komal (sometimes), Janasibs (sometimes), Zeif (sometimes)

Emirates Fleet: Coastal Xebec, Coastal Coracle (fishing boats)

Come visit, the Bakhoury Coast; chastised by the mainland nations. Huddled around the *Salakesh Cove*; encases a sun-baked coastline and assorted islands within the *Ikayal Strait*.

Notorious for its treacherous sandbars and illicit slave auctions. Slovenly slingers and spearmen, seem reluctant to constrain the coastal citizens. Highwaymen, lance and shield, bolstered by paynim renegades, composite short bow and scimitar, stalk the coastal caravans. Previously; a nuisance, these brigands, have rehabilitated themselves as “freedom fighters”. Shamefully; the Orta, orcish heavy infantry, sent a request for the intervention of the Zeifan spahis, chain mail, lance and composite short bows.

Moreover; *Dusk Lash*, See *Covert Activities*, with the coastal smugglers, control the local rackets. Lady of Perfection, Xan Yae, overshadows religious veneration, and condones criminal activities to supplement the meager incomes.

Its crushing poverty, blamed on the sea routes, that suppress the coastal caravan route. Nonetheless; a trickle of trade, still crawls between Oum al-Ghayar and Beit Castan. Restricted to coastal xebecs, rather than seafaring galleys. Thus; the endless cycle of Zeifan intervention and withdrawal continues...

History: In 2237 BH (-422 CY), aftermath the Twin Cataclysms, Ghayar Khan, promptly claimed a small settlement, that evolved into his coastal capital, Oum al-Ghayar.

Ultimately; the boundaries of his coastal empire, entrenched a geographical namesake, Gulf of Ghayar. Installed comrades-in-arms, Human Satraps and Orcish Maliks.

Ozef the Warrior, instigated a paynim resistance to overthrow the Imperial Pretenders. In the battle of Nafiq, Ghayar Khan, was slain. Orcish Maliks, were

then removed, and the coastal region, reinvented as Emirates. Several satraps, refused to bow down, and instead colonized the Janasib Islands.

In 3095 BH (436 CY), Battle Beneath the Waves, wherein the Komali-Merfolk decimated the Zeifan fleet. Emboldened; these Bakhoury Emirs, declared independence. Moreover; a propitious partnership with the Janasibs, ensured the maritime muscle to receive begrudging respect.

Consequently; Sultan Muktar enacted the Corsair Consignment Edict of 3114 BH (455 CY), which prohibited the transportation of slaves to the Janasibs. Revenues plummeted, as the island slave trade upheld the coastal economy.

By 3158 BH (499 CY), Mouqollad Consortium, financed a seafaring revival to restore the sea lanes. Regardless; the coastal towns and fishing villages continued to support the corsairs. In response; Sultan Kamuran ordered its subjugation. Resentment remains but its residents lack the resources to successfully resist.

Sultan's Uruzary Corps; aka Ojak, symbolize the intervention. An Orta, an orcish war-band, tours its settlements to terrorize the inhabitants; Consequently; the coastal highwaymen, have been lauded as folk heroes.

Political tensions will continue to escalate as expansionists in the Zeifan Diwan, recommend annexation. Whereas; the Grand Vizier, counsels the continued ambiguity of the current situation.

Beyond the Capital

Its coastal towns and fishing villages, are tasked with capturing corsairs. Illicit activities still supplement their meager incomes.

Locations and Settlements

Oum al-Ghayar: Open small city of 5,200. Capital of the Bakhoury Coast. Moreover; serves as the western end of the coastal caravan route that connects to Beit Castan, its Zeifan criminal counterpart, suspected stronghold of the *Dusk Lash*.

Initially; its orcish occupiers, sought to win hearts and minds, but insults to the sultan, soon soured them. Nowadays; brown turbans tromp through the streets, and spitefully harass these coastal cowards.

Coastal Town: Open small town of 240. One of the unnamed coastal settlements that thrive then

shrivel. Ramshackle houses, surrounded by an earthen ditch. Revenue comes from smuggling as well as fishing the shoals.

Fishing Village: Open village of 164. Crowded seaside village, known as a backwater of a backwater. Its purported shipwreck hunters, coastal corsairs, constitute much of the local revenues.

Fortress of Perversion: In the shadow of Point Harrow on Iko Island, stands a charred ruin. Once; notorious slavers entertained coastal corsairs. Nowadays; treasure hunters, search these ruins, enticed by tall tales of hidden wealth.

Personalities

Odabashi-Zugbu: HD 3; AC 3 (banded mail & shield), hp23, AL LN (LE)

Hero of the coastal campaign, and celebrated with in the Ojak, a cross-eyed recruit (-1 to hit). Elevated to Odabashi of Oum-al-Ghayar. Indoctrinated into Daoudism; astonished that the coastal scum, insult the sultan, while rebels raid the coastal caravans.

Uruzaries are orcish heavy infantry; banded mail and medium shield. Presented with a *masterwork falchion* (+1 hit), when promoted to the Chief Cook of the Orta.

Emir Shabouh ibnt Maki: Ftr 4; AC 5 (brigandine & shield), hp22, AL CE (NE).

Emir of a Coastal Town. In his youth; considered a "ladies man". Little remains of those days, but still pursues attractive visitors.

Collaboration has its rewards, beyond his scimitars' scabbard (100 gp), suspected corsairs continue to be sighted in the Ikayal Strait. Subsequently, privateer licenses are issued to eradicate them, for a modest gift...

Turhan ibnt Tayyib: Rog 5; AC 10 (none), hp 20, AL NE (N).

Reis of the Fishing Village. Furthermore; a hideous scar snakes across her throat, but unremarked, unless bashed by a belaying club. Cruises the coastal waters, reputedly salvaging shipwrecks.

Chief Eunuch: Unknown; AC 10, hp (?), AL (?).

Fanatical servant of the Fortress of Perversion. Safeguarded the harem of his master, when the Zeifans arrived. Awaits the blood of Iko, secure in a concealed chamber carved into Point Harrow.

Arouses to punish interlopers, treasure hunters. Tortures these trespassers into subservience, be-



coming submissive songbirds and trusted eunuchs. On his return, the master will be pleased...

Ichond ibnt Cote: Ftr 2; AC 10 (none), hp11, AL CN (CE)

Precise and malicious, more than meets the eye. Born in a fishing village to a humble but loving family. Sent forth at 15 years old, to survive in an unkind world. Abandoned a maiden, claiming he loves coastal liberation too much...

Komal

Proper Name: Malikate of Komal

Heraldry: Golden Spindle on a Red Field

Ruler(s): Ceremonial Orcish Malikah, (Priestesses of Geshtai)

Government: Matriarchal Theocracy

Rulership: High (Komal); Medium (Southern Cities), Low (Island Pashalik: Yif Qayah), Very Low (Northern Contested Lands), Anarchy (Island Pashalik: Bureis)

Capital: Komal (pop. 19,700)

Major Towns: Fahmil (pop. Unknown), Ishda (pop. 12,200), Nusiz (pop. 9,100), Qalubir (pop. 15,700), Sarid (pop. 12,400), Liberation Warren (pop. 70), Island Pashaliks (Individual Entries); Bureis (pop. 5,800), Yif Qayah (pop. 6,400)

Coinage: Maelstrom (pp), Whirlpool (gp), Wave (sp), Dewdrop (cp)

Population: 230,000 (Human 61% (B), Gnomes 17% (forest), Halfling 11% (hairfoot), Orc 7%, Meran 3%, Other 1%)

Languages: Baklunish and Merman

Alignments: NG*, N, CN, LN, CG, NE

Religions: Geshtai*, Baklunish Pantheon, Tsolorandril

Resources: Foodstuffs (fish and wheat), Gems I-II (amber and pearls), Timber, and Copper

Cost Multiplier: 100%

Allies: Merfolk, Wereboars (sometimes), Bakhoury Coastal Emirs (sometimes), Risay (sometimes), Janasibs (sometimes)

Enemies: Zeif, Janasibs (sometimes), Risay (sometimes)

Komali Fleet: Dromond, Quinquireme Great Galley, Trireme Merchant Galley, Coastal Xebec, Coastal Coracle (fishing boats)

Come visit Komal, the faithful of Geshtai, whose fortunes ebb and flow. Sandwiched between north-

ern pacifists and southern lawlessness. Its Geshtai Council, congregates at *Lake Nain*, to consult with the native nereid.

Few of its citizens claim ancient ties to the Shah of the Waters. Merrans, recognized by a glossy black mane and vivid blue eyes. Its superstitious reis, captains, posit these blessed births, possess innate maritime abilities such as weather prognostication.

Its local militias, employ slingers and spearmen, whilst lancers, lance and small shield, traipse about the countryside. Even so; the private guard of the Malikah, are superb medium cavalry, composite short bows, scimitars and chain mail. Herd of (30) elephants, a driver, archer, and pikeman. Roam happily, neither compromised by the cold nor suffer the scorching steppes.

Expansion has stretched the nation to the breaking point. Focus on the islands, means neglect at home. Thus; the contested lands beyond the *Amber Hills*, relies on the goodwill of the wereboars.

Sounders of the northern wereboars, covet solitude, unlike the rambunctious adolescents. Eventually; instinct compels the feral bachelors to return to the woodlands.

Its orcish exiles, have integrated into the souq, and occasionally export polished amber beads to Ishda. Presence of these reviled humanoids, have enraged the forest gnomes but the orcs remain confined to the hills, unless recruited as mercenaries.

Of late; the southern exodus of the "little ones", the insulted forest gnomes, creates tremendous embarrassment. Liberators within the *Edhegion Woodlands*, receive support from forest warrens within the *Nasati Woodlands*. Nowadays; relentless bounty hunters, prowl the southern woodlands to capture these seditious troublemakers.

Tensions within the "Baklunish breadbasket", could rekindle the ancient ambitions of the Komali to subjugate the Sharifate. Hence; the resolve to retain, Sarid, as a toehold across the Kina River. Dreams of a matriarchal western empire; that restricts access to the Silk Pass, would overturn the equilibrium within the Baklunish basin.

Elsewhere; relations with the Mersheikdom is still considered essential to its maritime aspirations. Pashaliks, *Bureis* and *Yif Qayah*, were seized to project its naval clout. Unfortunately; occupational outrages, instigated mass riots. *Bureis*, was lost.

History: Established in 1116 BH (-1520 CY); reputedly founded by Unogondur, Imperial Pretender, blessed of Istus. Ambushed in the *Amber Hills*; Priestesses of Geshtai, thereafter established a matriarchal council.

In 2237 BH (-422 CY), Ghayar Khan, dispatched emissaries to demand obeisance. Confronted with a refusal by the matriarchal council, the bewildered ambassadors, withdrew.

In 2246 BH (-413 CY), a nominal tribute and ratification of a Malikate, a placation to Ghayar Khan, to remain unmolested.

In 2353 BH (-306 CY), Bloody Battle of Nafiq; Ghayar Khan, slain by Ozeff the Warrior. Thereafter; Orkish Malikah, banished to the *Amber Hills*, otherwise confined to his capital chambers, while conducting his ceremonial duties.

In 2811 BH (152 CY), Sultanate of Zeif; hires privateers to sail the central chain, provokes naval skirmishes with the Locathah.

In 2813 BH (154 CY), Sultan Beroz, announces his intention to colonize the Qayah-Bureis Islands.

In 2872 BH (213 CY), Flush with victory; a triumphant Zeifan fleet occupied the Komali coastal cities. Desperate to sustain the liberation struggle, entreaties were sent to the demihumans.

As Komali, attention resided on its coastal cities, another threat emerged. Brazen Horde, burst forth from the Verdured Heights, to plunder the mines of the western foothills.

In 2958 BH (299 CY), these northern raiders migrated into the Baklunish basin, rehabilitating Komali resistance.

In 3095 BH (436 CY), Battle Beneath the Waves, a Komali-merfolk ambush, decimated the Zeifan fleet. Reclaimed the Komali coastal cities, culminating in the seizure of the Zeifan island possessions. Following mass riots; Bureis was abandoned, but Yif Qayah, has been retained. Elsewhere; the rising regional tension, have convinced the Komali, to support the Janasibs.

Beyond the Capital

Its coastal cities, evolved into commercial centers. Meanwhile, foothill mines, yield copper ore. Elsewhere; halfling farmsteads of the Kina River, are acknowledged as the "breadbasket of the Baklunish west".

Locations and Settlements

Komal: Fortified large city of 19,700. Its slender spires, and sparkling fountains bespeak ancient elegance whilst liberation memorials remind the citizens. Even so; its shipyards throb with activity as seaside establishments host aquans without comment.

Fahmil: Coastal Ruins. Its rubble shelters rival packs of ghosts and ghouls. Endeavors to cleanse these ruins, provide sufficient meals for the inhabitants.

Ishda: Open large city of 12,200. An important industrial center. Its substantial demihuman population has created artisan monopolies, relegating most humans to mere menial laborers.

Nusiz: Open small city of 9,100. It has lost its luster, to the capital, slowly became a coastal backwater. Nevertheless; its commercial harbor, still welcomes xebecs that haul sacks of wheat. Craves permission, without success, to establish a naval shipyard to revitalize its flagging circumstances.

Qalubir: Fortified large city of 15,700. Initial hopes were high, but the sustainable veins proved to be copper ones. Hazardous to excavate, the authorities resort to the conviction of its diminutive citizens, halflings thieves and gnome troublemakers, because of the cramped shafts of these murderous mines.

Sarid: Fortified large city of 12,400. Hotly contested by the Risayli court. Makeshift rafts are launched into the *Kina River*, destined to feed the ravenous coastal shipwrights. Meanwhile; its woodworkers claim leftovers, harvested from the *Sumtab Forest*.

Liberation Warren: Fortified Forest Warren of 70. Located in the Edhegion Woodland, normally forest gnomes, wish to avoid confrontation but the bounty hunters, care little about innocence.

Personalities

(Malikah) Spoguk the Rancid - HD 3; AC 4, hp20, AL LE (CE).

Chief of the Amber Hills, lacks formal authority beyond the hills, besides ceremonial duties, such as to receive the annual oath of the allegiance. Private guard, arrives to escort him to the coastal capital and imprisonment in his ceremonial chambers.

Priestess Hain il Komal: Clr 9 (Geshtai); AC 5 (scale mail +1), hp33, AL N (NE).



Pudgy matron, sable tresses, streaked with iron tufts. Possesses a ruthlessness, nonetheless, conceals a genuine tenderness toward the elephants (30). Thus; the Komali island stratagem, she is hesitant about a southern confrontation, notwithstanding the assurances of the empire-builders. However; seizure of Afyal, would solve the exodus of the forest gnomes...

Unkind toward subordinates, brandishes a tasseled *shortspear* +3. Nevertheless; the elevation of a Merran, pleases the nereid of Lake Nain.

Priestess Bayn il Ishda: Clr 3 (Geshtai); AC 6 (scale mail), hp17, AL N (NG).

Lovely merran, Char17, socially awkward. However; a heroine to the aquans, especially the nereid. Nonetheless; scorned as an obvious instance of racial nepotism.

Perceived as compassionate but weak, subsequently criminal activities have soared. Behind the

charming smile, resides a leader, these criminals will soon confront a *shortspear*.

Priestess Etfer il Qalubir: Clr 10 (Geshtai); AC 6 (scale mail), hp47, AL LN (N).

Possessing a visage that never smiles, but is entrusted with the copper mines. Stern sermons; continue to ensure martial morale.

Routinely; brandishes a *shortspear* +2, with intent to achieve the copper allotments. Unsurprisingly; punishments toward the convicts, sustain a subterranean rebellion, See Anili Duerack.

Priestess Alzir il Sarid: Clr 9 (Geshtai); AC 6 (scale mail), hp61, AL NG (N).

Situated on the southern bank of the Kina River, pine trees, harvested from the *Sumtab Forest*, lashed into makeshift rafts and sent on to Nusiz. Petitions the *Elvenholme* of the *Laressea Forest*, to avoid encirclement.

Sheds "blood tears", a miraculous malady, citizens revere the "matriarchal martyr". Attendant carries a *shortspear* +1, whilst she "suffers for their sins".

Priestess Wamjih il Nusiz: Clr 10 (Geshtai); AC 6/10 (scale mail/none), hp39 (16), AL CN (N).

Extremely sickly, Con4, a compassionate appointment. Unable to heft a *shortspear*, death seems very near, indeed.

Grateful to the fellers of Sarid, the crude pine rafts sustain the commercial shipyard. Resentful of the arrogance of the capital.

Barskor Gaer: Wiz 4 (Illusionist); AC 8 (none), hp12, AL CN (CE).

Due to his arcane abilities, this mischievous gnome represents his kinfolk in Ishda. Resents the amber trade, thus encourages the racial tensions. Of late; pranks have turned vicious. Hence; a *wand of magic missiles* (4 charges).

Hartmut Puddlefoot: Rog 5; AC 10 (none), hp23, AL CG (CN).

Represents halfling interests within Ishda. Exploits humans but is baffled by Barskor Gaer. As a youth; attacked by a slaving animal, still worries about lycanthropes. Carries a *short sword* +1, +3 vs. lycanthropes and *shape changers*.

Vanihilda Blackstone: Ari 4; AC 10 (none), hp15, AL LE (NE).

Dwarven Matron of Ishda. Consumed by greed, but through sheer personality, dominates the artisan guilds. Embittered the humans, claim she browbeats, Priestess Bayn il Ishda, as well.

Altin Mikil: Wiz 2 (Sha'ir); AC 9 (none), hp6, AL N (CN).

Cowardly squeals; betrays his utter unsuitability to the perils of the wilderness. However; rituals require funds, and his maridan gen, is tired of its current form, See *New Classes: Sha'ir*.

Possesses a treasure map, reveals a burial cache. Purchased a *dagger*, and has stolen (2) *healing potions*, seeks adventurers.

Auduin Mamid: Ftr 4; AC 8 (leather armour & buckler), hp36, AL NE (LE).

Erstwhile bandit, aspiring to greatness. Driven from the urban haunts by ruthless rivals into the countryside. Recently; looted a *light lance*, whilst his comrades are less enthused, as most are thieves, pickpockets.

Baer Rast: Wiz 5 (Tinker); AC 5 (Gnomish Workman's Leather Armour), hp13, AL NE (CE).

Rock Gnome outcast, an "undesirable", carries a *dagger*. Forced to sell trinkets, willing to finance a gnomish burglar, to retrieve his renderings, left behind in the Grotto of Pinbar.

Rebblo, Liberator-In-Chief: Illusionist/Thief 2/2; AC 9 (none), hp8, AL NG (CG).

Declared the Liberators-In-Chief, claims the moniker of Rebblo. Hence; the leader of the resistance is essentially eternal. Latest incarnation is highly intelligent, Int 17, and rather elusive, Dex 15. Heartened by the cooperation of the forest gnomes and the wood elves of the *Nasati Woodlands*. If the wild sylvan elves, rally to the cause, surely the chivalrous elves of the *Laressea Forest*, must soon act...

Prisoner Zivock: Ftr 3; AC 10 (none), hp10 (22), AL LN (CN).

Resistance hero, and expert miner. Accidents in the murderous mines of Qalubir, are common. However; the woodland convicts become organized, thanks to his leadership.

Claims to be a renowned warrior with impotent contacts in the Grotto of Pinbar. Sadly, it is a falsehood, but this stubborn rock gnome, can swing a *mining pick*, better than most.

Abbaad al-Abdulla - HD 5+2; AC 4, hp32, AL N (CN).

Bachelor boar, wanders throughout the contested northern lands. Rarely behaves with malicious intent but craves excitement...

Mur

Proper Name: Protectorate of the Verdured Heights

Heraldry: Gold Chalice and White Star on a Green Field

Ruler: Khedive Sohrasul Wadnir (Male Ftr9; AL LN (LE))

Government: Protective Federation

Rulership: Medium (Mur); Low (Elsewhere)

Capital: Mur (pop. 17,900)

Major Towns: Dar-Zulaf (pop. 15,900), Kfeya (pop. Unknown), Mairber (pop. 14,000), Ras-Khande (pop. Unknown), Tuarziq (pop. 10,300), Zusip (pop. 12,280)

Coinage: Zeifan Currency

Population: 227,000 (Human 89% (Ob), Orc 9%,

Half-Orc 2%)

Languages: Baklunish, Orcish, Merman

Alignments: LN*, LG, LE, NE, NG, N

Religions: Baklunish Pantheon

Resources: Foodstuffs (fish and barley), Livestock (goats), Luxuries (seal skins, pachyderm and walrus ivory),

Cost Multiplier: 110%

Allies: Zeif

Enemies: Darak Urtag, Treants and Wereboars, Risay (sometimes), Komal (sometimes), Janasibs (sometimes)

Muri Fleet: Coastal Xebec, Coastal Coracle (fishing boats)

Come visit Mur, an outpost of Zeifan civilization. Khedivate; court colony, established at the mouth of the Wadi Adab, to explore commercial opportunities. Elephants, wander the lush interior. Hyperboreal storms, push the beasts, ever southwards, rather than confront the cold. Nonetheless; an extremely cold winter, enabled the migration of the woolly mammoth, into the Baklunish basin. Unfortunately; these polar pachyderm, seldom survive the sweltering summers of the steppes.

Baklunish encounters with its native herdsman, Oeridians, whom welcomed them to curtail orcish raids. Proselytizing proved successful, most embraced the Baklunish beliefs.

Qadi, harangued the inhabitants, to loathe the siblings, Hextor and Heironeous. Consequently; these new converts, repudiated violence. Notwithstanding; a sinister burst of rebellion, Brazen Horde. Unsurprisingly; most of its martial forces, are recruited from the Baklunish citizens.

Granted autonomy; the emancipated court colonies, claimed the lands, colloquially known as the Verdured Heights. Inhabitants rely on the Zeifan navy to retain ties with the mother country, reassured by the *terracotta golems*, See *Monsters*.

Nowadays: Exalted Ones; Paladins, Qadi; Priests and paynim mercenaries, billet Dar-Zulaf. Hailed as national heroes, whom withstand the humanoid hordes. Elsewhere; long-bowmen, barrack the cities, which enables spahis; chain mail, lance and composite short bows, to traverse the heights.

Resources are still exported to Beit Castan, via its coastal cities. However; the sea route is tenuous, ever since the Zeifan loss of its Island Pashaliks. Hence;

the timid solicitation of Komal and Risay, to explore trade beyond the transportation of elephants.

Mur retains the title of Khedivate; whilst the other colonies, assumed the lesser title of Bey. In theory, its foreign policy is supposedly conducted by the Khedivate, but the Beys, must mobilize. Thus; martial campaigns require a broad consensus, unlikely because of the constant threat of an orcish onslaught, See *Gazetteer: Domain of Darak Urtag*.

History: Elephants and later woolly mammoths, roamed these Verdant Heights, those Oeridians, fleeing the Domain of Darak Urtag, it must have seemed a woodland wonderland, seemingly endless rabbits and leaping stags, filled the stew pots.

Paradise, seldom remains peaceful as the *Kibudah Pass*, still vomited forth violence. Eventually; Baklunish colonists landed on its shores, seeking converts and riches.

However; an unexpected threat took prominence, The Brazen Horde. Resentful raiders, burned and pillaged, the entire length of the Baklunish west.

In 2958 BH (299 CY), these ruthless opportunists, then traveled eastwards at the behest of the sultan, following the Battle of the Council Mounds. Wherein the Risayli cities, combined its militias to blunt the momentum of these heartless plunderers.

In 2993 BH (334 CY), rumors of fabulous mineral wealth within the *Amber Hills*, prompted the khedivates to mount an exploratory expedition. Orcish exiles; refused to confront the massed spahis, but ambushed those that entered the hills.

In 2996 BH (337 CY), the sultanate chose to enter into trade agreements with these humanoids. Elephant transportation and orcish recruits, kindled the ambitions of the Komali and Risayli.

In 3133 BH (474 CY), the Zeifan court, summarily emancipated the khedivates, and encouraged the liberated colonies to coalesce into a new nation. Elsewhere; its envoys, receive little welcome.

Beyond the Capital

Its spahis, restrain its ambitious neighbors. Internal enemies, treants and wereboars, reside in terrain unsuited to mounted warfare. Mariners, even risk the Hyperborea Sea, en route to Bountiful Bay. Seal skins and walrus tusks, fetch better coin, then a haul of fish...

Locations and Settlements

Mur: Fortified large city of 17,900. Boasts interwoven moats, hastily excavated following emancipation. Its terracotta golem, is elevated on a stone pedestal. Nowadays; wealthy citizens are infatuated with the merfolk. Seaside amenities, win converts to Mouqol, among the merman merchants.

Dar-Zulaf: Alcazaba of 15,900. Fortress; safeguards the *Kibudah Pass*, and holds the humanoid hordes at bay. Its terracotta golem, is a symbol of defiance. Foundries crave charcoal, instigating conflict with the treants and wereboars.

Kfeya: Coastal Ruin. Overrun with Mountain Stranglers. Verdant Gloom, relinquished a cerebral strand, that cautiously consumes the stranglers and matures, See *Monsters: Mountain Stranglers and Verdant Gloom*.

Mairber: Open large city of 14,000. Dominates the central plains. Long ago, the woodland werebears were hunted into extinction, this enabled the wereboars to thrive. Nowadays; mammoth herds, lumber through the outskirts, its ivory traders are known throughout the region.

Ras-Khanda: Coastal Ruins. Razed several times in the past. Rumored to be the decaying domain of a master spectre and its many minions.

Tuarziq: Open small city of 10,300. Pearl buyers, arrive from throughout the basin, whenever an auction is scheduled. Lavish amenities, amuse the Merfolk, to the detriment of its citizens.

Zusip: Fortified large city of 12,280. Illicit charcoal burners incite the wraith of the wereboars. Unfortunately; the fortress' forges must be supplied, so hostile encounters seem inevitable.

Personalities

Khediye Sohrasul Wadnir el Mur: Ftr 9; AC 0 (*banded mail +1 & shield +2*), hp64, AL LN (LE).

Distinguished warrior; receives furtive glances, whenever attired in his mail to train with his *scimitar +2, of speed*. Nevertheless; terracotta golem, stands motionless within the coastal courtyard.

Covets the lands north of the Nain River, whilst the annexation of Ishda, will anchor the new boundaries. However; sightings of orcish corsairs, is worrying...

Bey Rubah Nahar el Kfeya: Brd 4; AC 6 (leather armour), hp17, AL CN (N).

Pile of corruption with a lugubrious voice, moun-

tain stranglers, seem rather enamored of him. Its crazed survivors, continue to scavenge the rubble.

Interestingly, this reprobate claims new possibilities exist, via strangler cohabitation. Citizens, cheer his ridiculous decision to send an envoy to the stranglers, unaware of the cerebral strand.

Bey Hasriq Alin el Mairber: Ftr 7; AC 3 (*banded mail & shield*), hp45, AL LG (NG).

Obsessed with tales of martial glory, handles his *scimitar +1*, with real panache. Refuses to trespass into Indatirum, instead trade overtures are extended to its temperamental wereboars.

Experiments with barge men, to patrol the southern tributaries of the Sultana of the West, *Wadi Adab*. Overall; living standards have risen as most citizens applaud his peaceful stance, albeit the merchants claim hardship.

Bey Qusan Rassoar el Tuarziq: Brd 11; AC 10 (none), hp46, AL NE (CE).

An accomplished poet that renders his audiences speechless. Believes that stability relies on closer commercial ties with the Merfolk. Exceedingly cruel, seemingly content to crush riots.

Bey Fahesh Falakee el Zulaf: Pal 6 (Al'Akbar); AC 2 (*banded mail & shield +1*), hp51, AL LG (NG).

Exalted One, whom recovered a *scimitar +1, +2 vs orcs*, which catapulted him to command before his time. Scorns the paynim, that scout the *Kibudah Pass*, but has infiltrated the Blood Mage Inn, See *Gazetteer: Darak Urtag*.

Primary concern remains the charcoal allotments needed to stoke the fortress forges, that maintain martial readiness. Of late; rumors of an orcish claimant, Warmonger of Carnage...

Bey Madeh Zasris el Zusip: Ftr 12; AC -3 (*banded mail & shield +2*), hp97, AL LN (LE).

Fears the humanoid hordes that seek to kill them. Considers the exalted ones, as idealistic dreamers but the fortress, must stand. Therefore; he turns a blind eye to the illicit charcoal burners, while a family of indentured hill dwarves, forged his shield.

Eron of Glorfik: Ftr 2; AC 8 (leather apron), hp18, AL LN (LG)

Patriarch of the Glorfik, family of hill dwarves, believed Madeh Zasris, was honorable. Indentured to the anvil, lest his children, forevermore be tainted by his contemptible conduct.

Saleem al-Raad: HD 5+2; AC 4, hp37, AL N (LN).

Sounder of the Woodlands of Indatirum, a lycanthrope wereboar, still in his prime. Sired a litter of offspring, and considers trade with Mairber. Confident in his woodland traps, bid adieu to a wandering bachelor that challenged him, for the woodlands.

Elder Acorn: HD 12; AC 0, hp93, AL CN (CG).

Elder treant of the *Molardya Forest*. Respected in the moots. Advocates isolationism towards the *Tomb of Neebee*. Inspires, saplings to confront trespassers. Unfortunately, a handful have rotted CN (CE), too fond of their duties.

Risay

Proper Name: Sharifate of Risay

Heraldry: Red and Brown Field, Golden Hammer

Ruler: Sharif Siani Mehani Roxana (Female Ftr/Clr 5/4; AL CN (CG))

Government: Feudal Monarchy (The Peoples' Chamber)

Rulership: Low (Risay); Very Low (Elsewhere)

Capital: Risay (pop. 31,000)

Major Towns: Afyal (pop. 15,700), Chosroes (pop. 16,500), Qurim (pop. 1,500), Sassan (pop. Unknown), Azati (pop. 16,900), Pinbar (pop. 330), Valdar (pop. 3,820)

Coinage: Oasis (pp), Spindles (gp), Palms (ep), Spires (sp), Shells (cp)

Population: 154,800 (Human 48% (B), Dwarf 12% (hill and mountain), Elf 21% (grey and high), Gnomes 8% (forest and rock), Halfling 7% (hairfoot, stout and tallfellow), Half-Elf 2%, Genie-kind 1% (janni), Other 1%)

Languages: Baklunish, Oeridian, Shinyu (Celestial Imperium), Demihuman Races

Alignments: CN*, N, LN, CE, NE, CG

Religions: Istus*, Baklunish Pantheon and Demihuman Pantheons

Resources: Gold, Gems (I-III), Trade Nexus, Foodstuffs (fish and wheat), Livestock (camels and steppe ponies), *Laressea Luxuries* (fruit liqueurs and medicinal herbs)

Cost Multiplier: 150%

Allies: Centaurs of the Dry Steppes, Dwarven Kingdom of the Golden Caverns, Elvenholme of the *Laressea Forest*, Komal (sometimes), Celestial Imperium (sometimes)

Enemies: Zeif, Komal (sometimes), Celestial Im-

perium (sometimes), Paynim (mistrusted)

Risayli Fleet: Coastal Xebec, Coastal Coracle (fishing boats)

Magical Items: *Apparatus of Namkin Jebdar*

Come visit Risay, borne out of the historical frustrations of its disparate peoples. Encompassing a coastal port, kasbah town, trade nexus, southeastern hills and the southwestern steppes.

Geographical position, astride *The Silk Road*, necessitates a robust military to safeguard the celestial caravans, essential to international commerce. Distributed from Kanak, via Mouqol Consortium, destined for the marketplaces of the Flanaess.

Constant threat of the Komali and the Paynim, contributes to a sense of apprehensiveness. Its medium cavalry, has proven effective against the hit and run tactics of the paynim tribes, especially when augmented by longbowmen. In contrast; its northernmost boundary, is secured by light infantry, whilst infantry, garrison the cities. Risay, parades (20) elephants; driver, archer and spearman, through the wide streets, to celebrate monarchical births.

Halfling slingers and dwarven heavy infantry, can be raised in a national crisis. Obviously; the risayli court, believe the elves of the *Laressea Forest*, and the bediyan tribes, will also send assistance. Furthermore; completion of a naval shipyard at Chosroes, could indicate maritime aspirations.

By all accounts; Sharif Siani Mehani Roxana, is a shrewd sovereign. Friendship with the Centaurs of the Dry Steppes, causes mistrust with the latest "Mahdi". Regardless; centaurs, escort the celestial caravans across the sweltering steppes.

History: In 2262 BH (-397 CY), countless refugees fled the Twin Cataclysms. Escalated into violence on the Dry Steppes.

Elsewhere, emigrants managed to gain concessions from the inhabitants. Summoned genies enabled the survival of these isolated hamlets. Once the situation stabilized, Oeridians and humanoid hordes, descended on them, plundered and then moved on.

In 2917 BH (258 CY); One after another; isolated settlements were razed. Until the southern cities, shared martial resources to confront these northern plunderers.

In 2958 BH (299 CY); northeast of Chosroes, at the Council Mounds, The Brazen Horde was halted,

thereafter migrated eastwards at Zeifan invitation, and good riddance to them.

In 3192 BH (533 CY); earnest invitations were sent forth, the assembled representatives, reached a resolution, a new nation.

Sharif; Vamil Ghamir Roxana, conferred with the grey elves, *Laressea Forest*, then suspended the celestial caravans until formal recognition was achieved.

Paynim, contest its claims to the southeastern steppes, whom assert that the tribal sheikhs of the *Bediyan Desert*, bestows on them, proprietary rights to the trade nexus.

Marauders, raid the celestial caravans, but the kasbah, and its long-bowmen, as well as the friendship pact with the centaurs, preserves the Risayli grasp on the silk road.

Merchants complain about the increased caravan tolls, since the adoption of the philosophy of the souq, but the traditional bribes, still expedite custom inspections. Dervishes, request an audience to proclaim the "Mahdi's Message".

Since her accession, *Siani Mehani Roxana*, has been beset by marriage proposals. Including a pro-

posed matriarchal merger to unite Komal and Risay, via a ceremonial union between the Malikah and the Sharif, as Unogondur, blessed of Istus, a fateful symbol of this inevitable union. Lastly; the naval shipyard of Chosroes, foreshadows maritime aspirations...

Beyond the Capital

Struggles to maintain its extensive territorial claims. Essential to its cohesion are the celestial caravans, but the Elvenholme of the *Laressea Forest* and Dwarven Kingdom of the *Golden Caverns*, also wield considerable influence. Unbeknownst; the halfling farmsteads of the *Kina River*, invite its northern bank relatives to celebration feasts. Known as the "breadbasket of the Baklunish west", these cheerful little farmers, can cause serious shortages, via procrastination of the cereal shipments.

Locations and Settlements

Risay: Fortified metropolis of 31,000. Centralized location has shaped its destiny. Keen to enhance its regional prestige, thus grandiose renovations are debated. Goldsmith Ghetto, a guild of mountain



dwarves, whom refuse to welcome the hill dwarven masons into their mansions. Moreover; its studs, sire superior steeds, but cost twice the standard amount. However; these rare equines, enabled the creation of its medium cavalry.

Afyal: Walled large city of 15,700. Dwarven masons have provided their expertise but its narrow gates create problems. Forgotten in a subterranean storeroom, lies the *Apparatus of Namkin Jebdar*, See *Technical Inventions*. Destination for the fleeing forest gnomes, before resettlement within the Nasati Woodlands. Heartbreaking testimonials, incite heated debates in the Risayli Peoples' Chamber.

Chosroes: Open small city of 9,500. Petitions to erect a battle memorial, Council Mounds, but the Sharif, refuses to consider the expenditure. Its newly constructed naval shipyard could birth Risayli dromonds, but needs to secure a source of timber.

Qurim: Kasbah town of 1,500. Relinquishes the caravans to the Centaurs of the Dry Steppes. Its sordid merchants, tempt travelers to indulge their vilest vices. Longbowmen, billet in a squat tower, to restrain the sensulla marauders. Nevertheless; paynim, still frequent its souq, buying fledgling blood hawks (5,000 GP).

Sassan: Coastal Ruins. Overwhelmed in a surprise assault by the Locathah. Its residents have been transformed into drowned ones, sea zombies.

Azati (Life Sight): Walled Citadel of 16,900. Court of the Chivalric Elvenholme of the *Laressea Forest*, See *Demihuman Communities: Elves*. Rumors; proclaim the stones pulse with arcane energies. Sweet smelling cedars, brace high elven tree towns, whilst the tangled ancient roots conceal tallfellow thorps. Isolation is impractical, trustworthy halflings, act as mercantile liaisons, to the Sharifate of Risay.

Pinbar (Free Shadow): Fortified Grotto of 330. Its livid rock gnomes, shelter harried woodland gnomes. Fervent liberators, aid the "runners", to cross the Kina River, whilst impassioned representatives raise the issue in the Peoples Chamber...

Valdar (Magical Hearthplace): Fortified Outpost of 3,820.

Non-dwarves; seldom are welcomed beyond the commerce chamber, Trade Dorf. Since the mercantile uprising; mountain dwarves, immigrated to this artisan outpost of the Kingdom of the Golden Caverns, See *Demihuman Communities*.

Personalities

Sharif Siani Mehani Roxana: Ftr/Clr 5/4; AC 10 (none), hp29, AL CN (CG).

Astute stateswoman, balances the racial constituents to retain regional relevance. Spurns the Risayli suitors and the Komali matriarchal merger, unwilling to surrender her autonomy and become a ceremonial sovereign. Nevertheless; has adopted the souq, to soothe the rising tensions between the matriarchal courts.

Evades the dervish, but soon must issue a concise statement. Exodus of the forest gnomes, is most unwelcome, as Komali attentions may turn southwards...

Grand Vizier Nenande: Wiz 5; AC 9 (*cloak of elvenkind*), hp14, AL NG (CG).

Enigmatic and charming, a consummate politician, strives to stabilize a contentious court. Slandorous rumors swirl, that the half-elf, is the paramour of *Siani Mehani Roxana*.

Disdains the meddlesome rock gnomes, whom aid liberators and runners of the *Edhegion Woodlands*. Controversy creates unnecessary tensions between Komal and Risay.

Celestial Ambassador Jheng Shui: Clr 8 (Bai Huan: Cultural Worship); AC 8 (*cape of protection +2*), hp42, AL N (CN).

Short stature, but warm brown eyes, melodious tones and quick wits, makes him welcome at social gatherings. Fine silks, including an exquisite silk cape, *cape of protection +2*, and a polished violet staff, See *Gazetteer: Celestial Imperium*.

Emir Hireh al Afyal: Ftr 3; AC 7 (ring mail), hp24, AL LN (LE).

Disciplinarian, whom strives to contain a volatile situation. Racial tensions spiral, Komali forest gnomes stream over the Kina River. Sympathizers, especially its gnomish inhabitants, threaten riots, if the gates are sealed. Moreover; halfling cereal imports, seem conditional. Regardless; substantial bounties, entice the local criminals to snatch these naive forest fugitives.

Emir Pahun al Chosroes: Pal 8 (Azor'Alq); AC 3 (banded mail & shield), hp69, AL LG (CG).

T

ormented by visions, *See Paladin's Handbook*; *Holy Swords*. Bored by the trivial matters of the naval shipyard, craves a quest. Patrols with a *masterwork scimitar* +1, non-magical, and medium lance, on his bonded medium warhorse.

His wife, Aarifa (Ari 1/ Psi 1), suffers nightmares, a latent psionic talent awakens, takes *black pellets*, to relieve the pain, *See Mercantile Endeavors*; *The Yellow Cartel*.

Humai al Qurim: Rog 11; AC 10, hp30, AL NE (CE).

Crime Lord of Qurim, raised from the ranks of the Sensulla Marauders. Loyal to the Grandfather of Assassins; caravan contraband is transferred to the Al-Ill Thuffi and the Attimal, then Baklarran. Latest acquisition; a bronze *jambiya*, unaware its *ruby pommel stone*, grants +1 save vs fire spells.

Semra Irgulvar: Rog 4; AC 10, hp16, AL N (NE).

Innkeeper of Qurim, a marauder mole, that betrays the caravan schedules to the *sensulla*. Additionally; trades information to the *Order of the Crystal Dawn*, for fledgling blood hawks, *See Gazetteer: Tale of Three Kingdoms*.

(Pasha) Charol Sernka: Ftr 6; AC 8 (leather armour), hp43, AL CE (NE).

Leads the *Sensulla Marauders*. Schemes to seize the Kasbah of Qurim. Infamous for his cunning, but the ambitions exceed these renegades, however success ensures loyalty, for now...

Sheikh Ofar Dabir: HD 9; AC 5/2 (padded robes/chain mail), hp61, AL NG (LG).

Tribal Sheikh of the Eljo, this tribe are Janni, *See Genies*. An adversary of the marauders, as these paynim raids attract the unwanted interest of the Risayli court. Prize possession is an ancient bejeweled bronze *scimitar* +3.

Sheikh Humshan Makur: HD 8; AC 5/2 (padded robes/chain mail), hp58, AL NG (CG).

Tribal Sheikh of the Alleri, this tribe are Janni, *See Genies*. Battling ennui; his *scimitar* +2, rusts in its scabbard. Dislikes the Sha'ir of Tashbul Tower, worried that a confrontation will reveal the secret. Nonetheless; encourages the steppe centaurs to petition for Risayli recognition of representative rights.

Highness Sel Arythki: Rgr 13 (racial enemy: Orcs); AC -1 (*elven chain mail & shield* +4), hp62, AL CG (NG).

Grey Elven Monarch of a chivalrous court, *See Demi-*

human Communities: Elves. Elvenholme, encloses the Laressea Forest, *See Geography*, high elven tree towns and tallfellow thorns, assert its territorial boundaries.

Enthralled by courtly love as exemplified by *Hanali Celanil*, source of the Golden Fissure. Meanwhile; the snide abrasive remarks of Trathar (*tree friend*), *See Magical Items*, reminds the elven royals of the hazards of mysticism.

Chief Janvan Fensegchik: Ftr 8; AC 10/9 (buckler), hp40, AL NE (LE).

Dubbed the Patriot of Pinbar. Ambushes become increasingly lethal, especially since the acquisition of a gnomish crossbow, *See Demihuman Communities*. Meanwhile; the rock tinkers, propose outlandish contraptions to aid the "forest liberators", but instead its inhabitants send support via a cache of potions.

Lord Bazerl, Son of Yuro: Ftr 7; AC 3 (banded mail & shield), hp81, AL LN (LG).

Brawny but laconic hill dwarf; Str 18/28. Hammer of Valdar, *war hammer*. Subsidized the influx of mountain dwarves, but these mountain artisans, resent the hill ironmongers. Receives a missive from Kul Beldan, monarchical stronghold, a royal visit, espy the *royal plate mail*, *See Demihuman Communities*.

Arcemus Tramplehoofs: HD 5; AC 4, hp35, AL NG (CG).

Centaur Chieftain of the Dry Steppes, entered into a friendship pact with the Sharifate of Risay, to escort celestial caravans to Kanak. Charges with a medium lance and shield, as well as employs a composite short bow.

Ataphad, Islands

Proper Name: Caliphate of Eternal Darkness

Island Pennant: Blue, Purple, Green Tricolor; Broken Oar

Ruler: Caliph of Darkness; Dasr Rulah (Male Clr13 (Infernal Cultist); AL NE (LE))

Government: Cultist Totalitarianism (Coalition of City-States)

Rulership: Medium (Khargeg); Very Low (Elsewhere)

Capital: Khargeg (pop. Unknown)

Major Towns: Dhara (pop. Unknown), Ruins of Khavak (pop. Varies), Corvee Camps (pop. Broken Ones); fishing villages

Coinage: Various and barter

Population: 26,000 (Human 63% (Bf), Orc 16%,

Broken Ones 9%, Half-Orc 7%, Other 5%)

Languages: Ancient Flannae (cultists), Baklunish and sahaugin

Alignments: NE* LE, CE, CN

Religions: Xan Yae, Mouqol (Heretical Sect), Nerull, Sekolah, Diabolical Cults (Yugoloth Contracts)

Resources: Fishing, Piracy and Stone (Elemental Ruptures)

Cost Multiplier: 50% (Whenever Available)

Allies: Infernal Contracts, and Sahaugin Natatorial Principality

Enemies: Ekbir, Komal, Zeif, Qayah-Bureis Isles, Janasibs

Corsairs: Dromond, Quinquireme Great Galley, Trireme Merchant Galley, Coastal Coracle (fishing boats)

Magical Items: Earthen Elemental Node (Corrupted)

Come to the Ataphads, sadists sail beneath the broken black oar. Sahaugin, ensure navies, seldom pursue these vicious corsairs.

Caliphate of Eternal Darkness, is the delusion of the infernal cultists of Kazurka, retain dreams of continental conquest. In truth; a coalition of city-states, Khargeg, Dhara, and the Ruins of Khavak, claim tribute from the island fishing villages.

Tricolor pennant: emphasizes the three factions; corsairs, cultists and necromancers. Its corsairs are formidable, while the militias, serve as little more than a city watch.

Farid Erol; rallied these corsairs, to assail the Caliphate of Ekbir. Murensht Island; was overwhelmed, Defeat of Dezbat, sent them back to the barren rocks. Murensht Island, liberated and Atios Island, was cleansed of the corsair scum, henceforth known as the Isle of Blood.

Dark renaissance; Karzaphon, an infernal cultist, corrupted an earthen node. Khargeg, Isle of Darkness, shelters the cruelest of the corsairs. Infernal acolytes, brandish wicked hooks, as they stroll the cobblestone boulevards, to ensure civil compliance.

Yet, its most chilling innovation remains the Bazaar of Worlds. Therein, emissaries of Gehenna, conduct nefarious negotiations with a myriad of cultists. Rumors persist of elaborate infernal contracts with the Yugoloth.

Dhara, Isle of Death, is shrouded in mystery. Saltworks, looms over the island. Its necromancers, enthrall the morose citizens, promising to intervene with Nerull, at the moment of death.

Ruins of Khavak, Isle of Blood. This rocky outcrop, still bears the scorched scars of righteous retribution. Nevertheless; the mainland merchants, embark for the illicit seasonal contraband bazaars. Its Worthy Elder, proposes tentative trade overtures to the continent...

History: Settled by *Flannae* exiles, content to hide. Infamous corsair, Farid Erol, then claimed them. Under his leadership; corsairs terrorized the sea lanes, even invaded the mainland.

Cultist Karzaphon, corrupted an earthen elemental node to sustain a sheltered anchorage, Khargeg. Unfortunately; this elemental corruption, causes random ruptures. Enraged; Dao and Earth Elementals, seek to seize the blemished node.

Carousing and gambling, are commonplace entertainments. For these sadistic scum; torture parlous and perverse spectacles, remain popular. Necromancers; whom revere the Reaper, animate skeletons and zombies, to serve as tireless rowers.

A heretical interpretation of Mouqol, gains corsair converts as its Worthy Elder, Knygath Zhaum, promotes piratical pursuits, as a means to redistribute continental wealth.

Beyond the Capital

Whereas, the cultists' negotiate with the Yugoloth, the southern corsairs crave continental recognition, while the necromancers are content in seclusion. Meanwhile; Broken Ones; condemned to the corvees, transient labor camps, roam the central islands.

Locations and Settlements

Khargeg: Fortified small city; population unknown. Isle of Darkness, infernal cultists, have corrupted an earthen node, enables a sheltered harbor. Countless slaves have perished to cobble its boulevards, more expire to raise its envisaged walls.

Dhara: Open large town; population unknown. Isle of Death, inhabitants revere Nerull, necromancers animate undead rowers. Thus; its massive saltworks, contain numerous skeletons and zombies, that can be released to swarm invaders.



Ruins of Khavak : Island Ruins. Isle of Blood, famed for its successful assault on Murensht Island. Ekbi, retaliatory raids, razed its crowded shanties. Thrives as a seasonal contraband bazaar, corsairs sell captives and cargoes to continental buyers.

Corvee Camps: Its central islands; manifest elemental ruptures, transient camps, thus the corsairs obtain construction materials. Khargeg; receives the lion's share, as it subsidizes the slingers, whom torment the broken ones. Recently; less stone is sacrificed to the sahaugin, causing tension between these erstwhile allies.

Personalities

Caliph of Darkness, Dasr Rulah: Clr 13 (Infernal Cultist); AC 4 (splint mail), hp72, AL NE (LE).

Masterful politician, rather than a sadist. Hopefully; his ascent heralds moderation. Grandiose ambitions, stimulates a building boom, that exceeds available resources. Nevertheless; lancers, train within a newly constructed tilt yard.

Concerned with the commercial success of Khavak, Atios Island, receives reports from *Assistant Muirgin*. Yugoloth; respect his intuition and guile, no fool this one.

Harvest Gleamer, Gimjin the Gloom: Wiz 8 (Necromancer); AC 6 (*bracer of defense*), hp44, AL LE (NE).

Prince of Dhara. Skeletons and zombies, need a taskmaster. Gathers the fallen stalks of the reaper and sends them forth.

Its Damned Fleet, comprised of ghost ships, manned by the undead, is recognized by blue sails. Nonetheless; its fatalistic corsairs, have become a bane to the northern islands.

Worthy Elder Knygath Zhaum: Clr 9 (Heretic of Mouqol); AC 7 (studded leather), hp46, AL N (NE).

Prince of Khavak, Atios Island aka Isle of Blood. Advocates the redistribution of wealth. Corsairs, whom hoist its green sails; relate to this fellow, unlike the cultists and necromancers.

Rebuilt the Harbor of Khavak, and has ambitions to restore the island to settlement. Nowadays; long-bowmen, sighted behind its sea wall. Contraband bazaars, supplemented by the corsairs, chainmail, spear and shield, to control the continental crowds.

Assistant Muirgin: Wiz 2 (Necromancer); AC 10 (none), hp3, AL CE (LE).

Clever but sickly child. Grateful to the cultists, whom realize his worth. Sent to Atios Island, ostensibly to supervise the undead. Increasingly, troubled about its popular prince...

Corsair (Albay) Qadr Halfscar: HD 5; AC 3, hp40, AL CE (CN), SA; superior brawn, enhanced girth and musk.

Greater broken one, exudes a stench, akin to a *stinking cloud*, whenever enraged. Skippers the Bleeding Wound; Dromond, conspicuous with its bloodstained sails. Gleefully hacks priests, with a boarding axe (*hand axe, superior brawn, +3 damage*).

Corsair (Albay) Anghis: Ftr 4; AC 5 (studded leather), hp33, AL CE (NE).

A successful albay, captain. Craves vengeance against Qadr Halfscar. Skippers the *Graceful Ghou*; Quinquireme Great Galley, hunts trireme merchant galleys' en route to Yif Qayah.

Corsair (Albay) Yusun: Ftr/Rog 4/4; AC 5 (studded leather), hp52, AL CE (LE).

Considered a competent albay, captain. Dreams of the "big score" to enhance his reputation. In his cups, reveals ambitions towards Bureis. Skippers the *Bloody Gale*; Trireme Merchant Galley, reckless but brutal.

Corsair (Albay) Taimjut: Rog 11; AC 6 (brigandine), hp56, AL NE (CE).

Supplies specimens to the necromancers. Procures; adventurers, whom rarely realize the actual customers. Established a network of contacts to keep him abreast of exotic creatures. Skippers the *Silver Anchor*; Trireme Merchant Galley, hoists false pennants, and is currently berthed in Beit Castan.

Vampiric Representative Thelan Fazz: HD 8+3; AC 0 (*cloak of protection* +1), hp61, AL CE (NE).

Seemingly in her late thirties, spent much of her existence as a recluse. Hearing tales about Khargeg, she obtained passage...

Daud Jabril: Asn 7; AC 8 (leather armour), hp28, AL NE (LE).

Heads the 'Isam, *See Covert Activities*. Unusually shrewd, Int 14, for a half-orc. Strives to coerce the continent, through terror campaigns. Often; selects "Greater Broken Ones", to enhance the trauma of these senseless events.

Janasib, Isles

Proper Name: Emirate of the Janasib Isles

Island Pennant: Golden Blossom on a Red Field

Ruler(s): Emir of the Isles (Satrap Council)

Government: Tributary Emir (Military Junta)

Rulership: Low (Zirat); Very Low (Elsewhere)

Capital: Zirat (pop. 24,400)

Major Towns: Ruins; penal camp and fishing villages

Coinage: Various

Population: 61,000 (Human 66% (B), Wood Elves 29%, Half-Elves 4%, Other 1%)

Languages: Baklunish and wood elven

Alignments: LE*, LN, N, NE, CN, CE

Religions: Baklunish Pantheon and Elven Pantheon

Resources: Foodstuffs (fruit and fish), Seafaring Knowledge, Rare Plants (Golden Blossom)

Cost Multiplier: 200%

Allies: Dusk Lash, Mosque of Xan Yae, Bakhoury Coastal Emirs (sometimes), Komal (sometimes), Merrow (sometimes)

Enemies: Zeif, Merrow (sometimes), Komal (sometimes), Mur (sometimes), Risay (sometimes), Merfolk (sometimes)

Corsairs: Quinquireme Great Galley, Trireme Merchant Galley, Coastal Coracle (fishing boats)

Magical Items: Aroma of Dreams (ToM)

Come visit the Janasib Isles, corsairs strive to reclaim a lost empire. Settled by those satraps, unwilling to abide beneath the paynim yoke. Expelling the native merrow, aquatic ogres, became the cornerstone of island colonization.

Previously; its corsairs, constituted a serious challenge to the mainland navies, culminating in the Zeifan invasion. Plunged into poverty; slaves seized and settlements razed, except Zirat.

Its embittered residents still simmer with resentment because of this humiliation. Nevertheless; commerce has returned, reinvigorating its mercantile wharves.

Emir of the Isles, a continental puppet, scavenged enough arms to reconstitute its garrison; spear, ring mail and shield. Regardless; its citizens have organized themselves into an amateurish militia; javelins and shield.

Reestablished relations with the *Dusk Lash*, *See Covert Activities*. Furthermore; an emissary proposal, *See Komal*, further revives confidence.

History: In 2237 BH (-422 CY), in the aftermath of the Twin Cataclysms; Ghayar Khan, soon installed, Human Satraps and Orcish Maliks; within the Bakhoury Coast.

Ozef the Warrior, fomented a successful paynim resistance. In the wake of a resounding rout; coastal survivors, recognized the inevitable. Notwithstanding; an obstinate remnant, whom hastily evacuated to the Janasibs.

Overwhelming the native merrow. Lucrative plantations, arose as the mainland desired tropical luxuries, while the corsairs, imported slaves, to tame the islands.

In 3114 BH (455 CY); Sultan Muktar, enacted the corsair consignment edict, embargoed slave transportation to these islands, a coercive sanction for its piratical pursuits.

By 3158 BH (499 CY), a corsair campaign, contested the *Ikayal Straight*, and threatened the coastal continental cities.

In 3185 BH (526 CY); Sultan Selim, initiated negotiations with the corsairs. Notoriously; the corsair envoys, breached the royal harem in the Palace of Peh'reen.

In 3205 BH (546 CY), Sultanate of Zeif, swiftly crushed the Janasibs, leaving its inhabitants humiliated. Modeled after the Bakhoury Coast, its proud heritage erased. Emir of the Isles, maltreats its embittered inhabitants to satisfy the excessive annual tribute and repudiates dromonds.

Nowadays; its merchant class, supplanted the tropical fruit plantations, through contact with the elven clans. In gratitude; the inhabitants, endorsed the Golden Blossom, as its emblem.

Since the coronation of Sultan Murad in 3213 BH (554 CY), commerce has somewhat resumed. Its official status remains ambiguous, as late as 3241 BH (582 CY), the annual tribute was collected. Thereafter; the occupational forces withdrew, leaving the islands' to an uncertain fate.

Beyond the Capital

Its islands, produce coveted exotic fruits. Oppressive climate and rampant disease, provides sufficient incentive for sentient chattel to remain viable. Plantations, reclaimed by the tropical vegetation. Nowadays; three of the islands, are inhabited. Its corsairs have been scattered across the Dramidj Ocean.

Locations and Settlements

Zirat: Open large city of 24,400. Once impressive stone walls, remain collapsed. Rubbish heaps, litter its outskirts, often scavenged for construction materials. Yet; the southern commercial wharves, welcome mainland merchants. Whilst; its wrecked naval shipyard, has deteriorated into a sewer.

Janasib: Largest island, covered by the *Marsala Rainforest*, but its most notable landmark, *Belching Mountain*, a dormant volcano. Lair of the *Emerald Dragon*, *Gylzrisdos*. Its sylvan wood elven clans, murderously resist the corsairs. However; its golden blossoms, produce extraordinary scented oils.

Omid: This sandy speck, evolved into a brutal penal camp, a convenient workforce, for the reconstruction efforts. Of late, corsairs have clandestinely returned, seeking strong arms.

Personalities

(Emir) Massoud ibt Sher: Ftr 6; AC 5 (ring mail), hp43, AL LE (CE).

A slight man with black crooked teeth. Espouses a conciliatory mainland stance; but continues secret rearmament, *See Raneh Hertoura*. Ceased all tribute to the Sultan, Komali assurances, have restored a measure of swagger. Exports of scented oils, creates the revenues needed to rebuild, albeit slowly. Dreams of brandishing his *scimitar*, on the forecask of a dromond.

(Satrap) Rashne ibt Daryush: Ftr 3; AC 6 (brigandine armor), hp24, AL NE (LE).

A sniveling worm, constantly snuffles. Bloodshot blue eyes, lack of sleep, worries that the Komali talks, will instigate another invasion. Intimidated by men of action. Involved in the restoration projects, and is a henchman of *Izzura Hamah*.

(Satrap) Kianoush ibt Parwiz: Ftr 4; AC 10 (none), hp31, AL CE (NE).

Less than 5' feet tall, but strong, Str17. Especially; sensitive about his lack of stature, beats those individuals that snicker. Reached a mutual accord with the last of the *merrow*, *aquatic ogres*, and is a collector of bizarre weapons.

(Satrap) Alborz ibt Navid: Ari 5; AC 10 (none), hp13, AL CN (N).

Plump fellow, that reaches for the tankard, a bit too much. As a mercantile voice, advocates for expansion of the blossom business with the wood elves. Of course; it never occurs to him, that the elven clans are content.

Priestess Sawfiq Riyya: Clr 11 (Xan Yae); AC 10 (none), hp36, AL N (NG).

Commands respect throughout the islands. Has a benevolent reputation; supports the wood elves. Golden balm ensnares the vain, like a net. Mobilizes the mob; promotes the needs of the common man, rather than a return to piracy.

Shipwright Raneh Hertoura: Ftr 2; AC 10 (none), hp22, AL CN (CE).

Summoned from retirement to birth dromonds. Elated to realize the naval shipyard is operational, its deterioration, an elaborate hoax. Lost his son; an executed corsair, these new warships, will be his revenge. Lashes out with a *walking stick*, treat as club.

Chief Executioner Izzura Hamah: Rog 12; AC 8 (leather armour), hp33, AL NE (CE).

An outcast among the outcasts. Long time, partner of *Murana Yumeril*, supplies prisoners to an illicit auction block. Unlucky convicts, serve as test subjects for innovative torture devices.

Spider in his web, blackmails *Rashne Satrap ibt Daryush*, whilst *Murana Yumeril*, is merely a useful dupe and *Loose Skirt Mazzieh*, is a protege, to what end, remains a mystery...

Corsair Horeh Rujayn: Ftr 10; AC 5 (studded leather), hp64, AL LE (CE).

Fixated on the Dragon Turtle Xoshur, even forged a *harpoon* +1. His battered trireme, *Sea Song*, hunts the abomination. Obsession, precludes interest in other endeavors, like piracy.

Corsair Shahzad Shahriar: Ftr 1; AC 10 (none), hp11, AL NE (LE).

Provides information on dragon slayers, fools that seek to steal the hoard. Grudgingly; wood elves, barter the golden blossom to be turned into blossom balm. Confused by the hesitant attitude of *Karad Duskleaf*, towards the corsair propositions.

Emtin Qilid: Drd 7; AC 8 (none), hp27, AL N (CN).

Purchased a rambunctious halfling, *Sheel Sunfoot*, Rog 3, sent him to contact the wood elves. Astounded by the beauty of the *Marsala Rainforest*. Plans to establish a sacred grove.

Fazid The Hermit: Mnk 1 (Zuoken); AC 8 (none), hp8, AL LN (CN).

Reclusive misanthrope. Nevertheless; residents are enthralled by his amazing skills. Drunken brawlers, often seek to match his feats, it usually ends badly.

Fire Gut Mindim: Ftr 3; AC 6 (None), hp23, AL LE (NE).

Makes the best home-brew. Rarely; has to resort to violence because of his stout club, and strong arm, Str16. In a volatile romantic relationship with *Loose Skirt Mazzieh*.

Loose Skirt Mazzieh: Rog 5; AC 10 (none), hp22, AL CN (CE).

Buxom and pretty, Cha15, but missing an ear, because of a drunken brawl. Mothers, orphan children, and shamelessly flirts with *Fire Gut Mindim*. Passionate relationship, whose violent arguments, provides amusement to the regulars.

Murana Yumeril: Ari 3; AC 7 (none), hp9, AL LE (CE).

Rumored; sells convicts to the corsairs and conducts death matches, as entertainments for lavish feasts. Mosque of Xan Yae, condemns such obscene spectacles, but fails to halt them.

En'Myet: Ftr/Wiz 6/4; AC 10 (none), hp58, AL CN (CE).

A solitary wood elf, stalks the Penal Camp of Omid. Hides familial sylvan keepsakes, in a seaside cave. Employs a *ring of disguise*, hunts the human vermin with a *short sword* +1.

Karad Duskleaf: Ftr/Wiz 4/5; AC 6 (bracers of defense), hp50, AL N (CN).

Prominent foliage mother. Coordinates the murderous sylvan resistance to human colonization. Reluctantly, barter balm, to remain isolationist, and avoid a concerted corsair campaign.

Bureis, Bazaar of

Proper Name: Free City of Bureis

Island Pennant: Golden Seashell on a Red Field

Population: 5,800 (Human 99% (B), Locathah 1%)

Ruler: None (Criminal Gangs)

Government: Criminal Bosses (Anarchy)

Rulership: Very Low (Bureis); Anarchy (Elsewhere)

Capital: Bureis (pop. 5,800)

Major Towns: None; fishing villages

Coinage: None (Barter)

Languages: Baklunish and Locathah

Alignments: CE*, NE, CN, LE

Religions: Xan Yae, Istus and Fiend Cults

Resources: Foodstuffs (fish), Gems I-III: Pearls (Locathah)

Cost Multiplier: 50% (Whenever Available)

Allies: Locathah Clans, Caliphate of Eternal Darkness (sometimes) and Zeif (sometimes)

Enemies: Komal, Caliphate of Eternal Darkness (sometimes), Zeif (sometimes)

Bureis Fleet: Coastal Coracle (fishing boats)

Come visit Bureis, the strong take what they want, the weak suffer what they must. The continental courts, heartily condemn this anarchy, but seem unwilling to commit the wherewithal to rectify the situation. Shortsighted and insidious, mere survival concerns most of its abused residents.

Gangs have erected improvised strongholds that control urban neighborhoods. Presently; Silsilat Alhamra, El Berkant and the Sayira Niqaba, exert the

most influence. Contingent of spearmen whose padded armor, emblazoned with a crude red chain, patrol the southern wharves. Meanwhile; long-bowmen of the northern estates, the last stand of the trapped Komali garrison. Thereafter; these cherished long bows, would secure the victual gardens...

History: Colonized by Zeif, mainland interest waned as conflict erupted with the Komal Matriarchy. In 3095 BH (436 CY), the Battle Beneath the Waves, shattered Zeifian naval supremacy.

Afterwards, all semblance of civil authority was utterly lost. Ultimately, the criminals realized that a modicum of commerce was needed and so declared themselves, a free city. Fortunately; the locathah clans arrived with pearls for sale...

Beyond the Capital

Its simple fishing villages, live in dread. As these criminals take whatever they wish, even women. The fisher-folk feel trapped as the locathah have promised to sink coracles that "sail away".

Locations and Settlements

Bureis: Open small city of 5,800. Strewn with rubble from the endless riots. Nonetheless; the central bazaar and southern docks remain uncluttered. Moreover; its famed flower beds, have been tilled under, becoming gardens to feed its citizens.

Personalities

Ibrahim: Ftr/Rog 10/1; AC 9 (shield), hp82, AL LE (NE).

"Pasha" of the Silsilat Alhamra. Standing, 7'1 tall, few recognize the intellect of this brooding behemoth but the southern wharves need a strong hand, Str18/48.

Pick pocketing, is an amusement. Easy victims, infuriate him, enough to swing a *length of chain*, that symbolizes his criminal gang. Escorts merchants to the central bazaar for a small fee.

Coskun: Ftr 8; AC 6 (ring mail), hp49, AL CN (LN).

"Pasha" of the El Berkant. Its members consider themselves, genteel gentlemen rather than criminals. Barter foodstuffs to the masses, ensures a measure of respect from the inhabitants.

Northern estates, have been converted into extensive vegetable gardens. Chest of *potions*, lies beneath the altar of a demolished shrine of Al'Akbar.

Labyrinth Lord: Unknown Stats.

This criminal mastermind, has consolidated the eastern warrens, into the Sayira Niqaba. Only "trusted henchmen", have met this mysterious crime boss. Disease runs rampant within the warrens.

"Al'Akbar Star" Mefebah Yibar: Ftr/Clr 3/2 (Al'Akbar); AC 10, hp26, AL LG (CG).

Yet, another thug, until the "miracle". Nowadays; strives to liberate the abused citizens from the yoke of these criminals.

Yif Qayah, Port of

Proper Name: Provisioning Port of Yif Qayah

Island Pennant: Golden Seashell on a Red Field

Ruler: Pasha Dariush Khwaja (Male Ftr11; AL LG (NG))

Government: Martial Occupation (Komal)

Rulership: High (Yif Qayah); Medium (Elsewhere)

Capital: Yif Qayah (pop. 6,400)

Major Towns: None; fishing villages

Coinage: As Komal

Population: 6,400 (Human 99% (B), Other 1%)

Languages: Baklunish and Locathah

Alignments: LN*, LG, N, NG, LE

Religions: Geshtai*, Istus, Mouqol, Al'Akbar

Resources: Foodstuffs (fish, citrus fruits, uskfruit and yarpick nuts), Freshwater Springs (water casks)

Cost Multiplier: 150%

Allies: Komal and Locathah Clans (sometimes)

Enemies: Caliphate of Eternal Darkness and Zeif (sometimes)

Port Fleet: Coastal Coracle (fishing boats)

Come visit Yif Qayah, a cool drink and a soothing prayer will refresh you. Pragmatically switching allegiances to whichever navy is offshore, realizing that any claims are temporary.

Provisioning port, whose resources are coveted by maritime nations. Citrus fruits, uskfruit and a yarpick grove. Its sacred springs, blessed be Geshtai, enable such abundance.

Local architecture is extremely stark, especially the communal mosque, as cramped conditions, compel compromises. Initially; its citizens, reacted clumsily towards the Komali occupation.

Pasha Alborz Ardashir, sacrilegious seizure of the springs, sparked religious riots, until his recall to the mainland.

History: Settled by the Sultanate Zeif, in 3095 BH (436 CY), Battle Beneath the Waves, overthrew Zeifan naval supremacy. Afterwards; the triumphant Komali, then seized the prosperous maritime possessions. Significantly; Komal, has relinquished Bureis, but seems resolved to retain, Yif Qayah.

Unfortunately; Pasha Alborz Ardashir, incited religious riots, because of his confiscation of the sacred springs. Eventually; replaced by Pasha Dariush Khwaja, whom strives to restore cordial relations between these Geshtai-loving peoples'.

Brightly attired spear men, with padded armor. Gesture, that has relieved tension and the likelihood of future riots.

Nonetheless; most residents, continue to passively resist the occupation and pray for Zeifan liberation. Moreover; a zealot, schemes to launch a cleansing campaign to save the virtuous from corruption. In recent times; bold corsairs, prey on the merchant convoys, sent to assuage the island inhabitants.

Beyond the Capital

Comparatively prosperous because of the excess agricultural surplus. The locathah clans, sometimes sabotage its fishing endeavors to remind its residents of the hazards of isolation.

Locations and Settlements

Yif Qayah: Open small city of 6,400. Spotless streets and an immaculate mosque serve as a counterpoint to the thicket which surrounds the sacred springs. Whilst, its residents seem content, if somewhat humorless.

Personalities

Pasha Dariush Khwaja: Ftr 11; AC 5 (scale mail & shield), hp97, AL LG (NG).

Sent to redeem the soiled Komali reputation. Surprised by the ease of transition and strict pious nature of its residents. A principled warrior, his *scimitar*, resides on the wall. Ardently; romances, Niusha Parvana, respects her strict sense of decorum.

Qadi Niusha Parvana: Clr 8 (Geshtai); AC 10 (none), hp32, AL N (NG).

A lovely woman, Chari6. More than a fair face as evidenced by her "*shortspear*" sermons. Advocates senior positions within the mosque, be set aside for islanders. Embarrassed by the overtures of Pasha

Dariush Khwaja, secretly conducts an amorous affair with an acolyte.

Qadi Khodadad Arash: Clr 10 (Geshtai); AC 6 (scale mail), hp46, AL N (LN).

Eager to establish a cordial relationship with Pasha Dariush Khwaja, as these island reformers need to be crushed. Formerly; mainlanders have habitually held the spiritual leadership, and so it must remain. Scandalized that the "common man", elevated a woman to spiritual spokesman...er...spokeswoman.

Qadi Nousha Mahine: Clr 5 (Geshtai) AC 10 (none), hp24, AL N (CN).

Seeks independence of the islands, through passive resistance. Supporters stage impromptu silent strikes. Merely; a minority, but the righteous saboteur, Malmud Munah, becomes a hero.

Malmud Munah: Ftr 2; AC 9 (none), hp22, AL CN (CG).

Zealot, See Qadi Nousha Mahine, whom believes that the mainlanders must be removed. Cleansing continues with the burning of the local brothels. Furloughed garrison; sorely miss the intoxicating thrill of authority without consequence.

Isra Corsairs

Proper Name: Fellowship of the Oppressed

Island Pennant: Golden Seashell on a Red Field

Ruler: Native Elders and Shipwreck Strongman

Government: Gerontocracy and Autocrat

Capital: None

Major Towns: Arzera (pop. 2,100); Bidah (pop. 520), Gafoy (pop. 342)

Coinage: None (Barter)

Population: Unknown

Languages: Baklunish and Locathah

Alignments: Unknown

Religions: Baklunish Pantheon

Resources: Salvage and Plunder

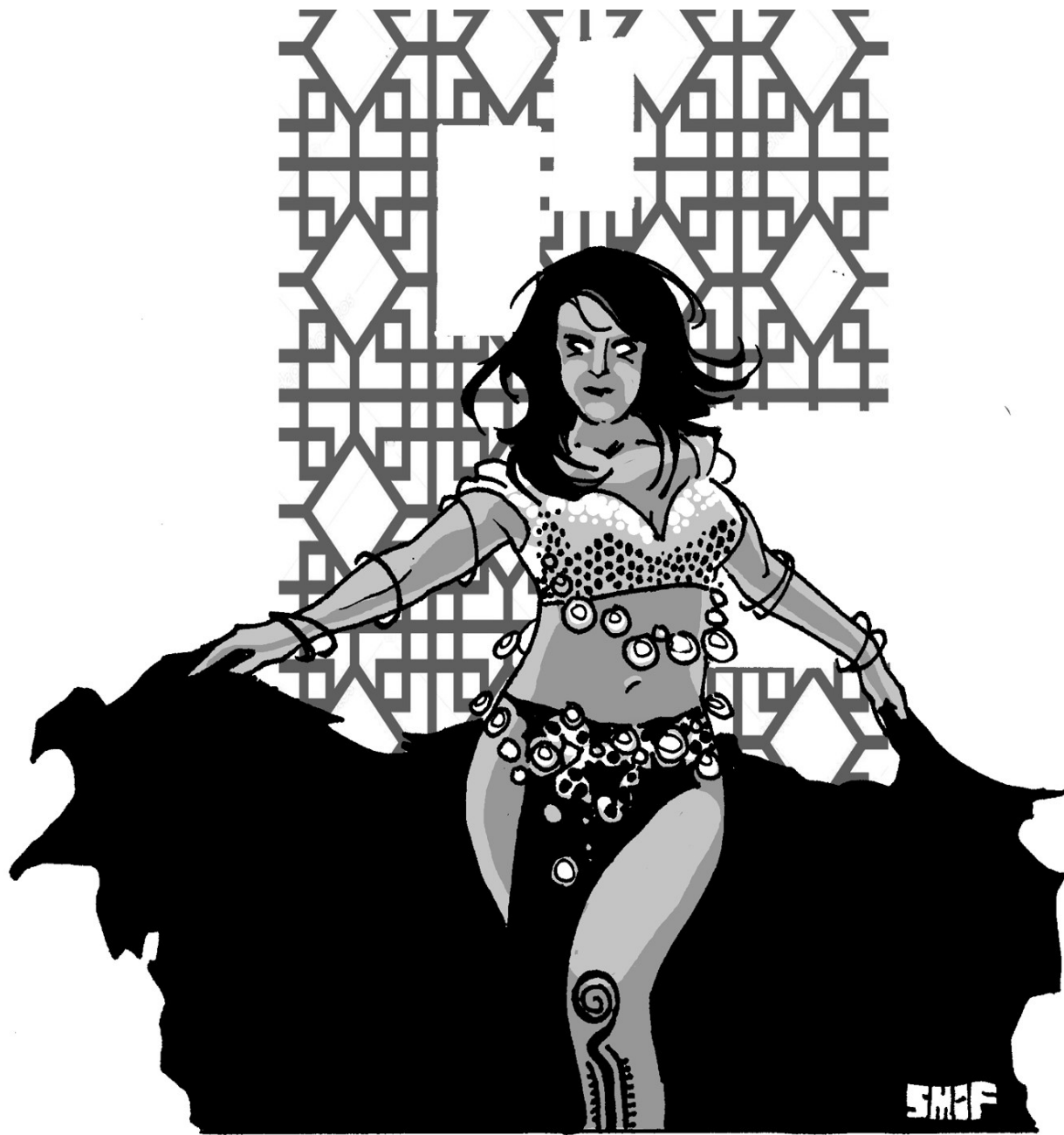
Cost Multiplier: N/A

Allies: None

Enemies: None

Island Natives: Coastal Coracle (fishing boats)

Come visit,... please, I will tell no one. Complaints of merchants, but refuse to heed the wail of the mothers. Natives have always sought sustenance from the Dramidj Ocean. Corsairs would oftentimes raid them for provisions and spoils. Sea routes, not its islands, remain the concern. Nonetheless; sailors



relate tall tales about vanished vessels and sacrificial victims...

History: Formerly; fisher-folk, these clandestine corsairs seek to ascertain cargoes worthy of a maritime expedition. Islanders still seek seafaring berths in Arzera, to serve as moles.

Suspicious, Mouqollad Consortium, has contacted courtiers to request an investigation. Whether such a court action will doom the charade, remains to be seen...

Beyond the Capital

A triad of towns, struggle to subsist on fishing, if the locathah permit such activities. Unlike the northern and southern cities, these island settlements lack the resources or else the continental proximity to truly thrive and flourish.

Locations and Settlements

Arzera: Fortified large town of 2,100. Centrally situated, and always affable to visitors. However; regional rapine has created anxious nights. Hence; the construction of a haphazard palisade.

Bidah: Open small town of 520. Natives survive by fishing and collecting clams. Scarce resources prevents growth. Shipwreck has been pillaged, a shipment of longbows, the natives strive to understand them....

Gafoy: Open small town of 342. Cruel corsairs slaughtered the native men and older women. Influx of these pirates has proven disastrous to the island. Mass starvation, now stalks its hungry inhabitants. Cannibalism is considered...

Personalities

Elder Hud: Ftr 5; AC 10 (none), hp41, AL N (CN).

Respected within Arzera. Balding fellow; conceals a *boarding axe* (*hand axe*), under his sleeping mat. However; a rogue grell, worker variant, lies beneath the town. Its natives throw curious visitors to the monster, keeping it torpid. Helplessness is behind them; but they need allies...

Elder Awni: Ftr 1; AC 10 (none), hp10, AL CN (CG).

New to the position, loss of the previous elder of Bidah, was a tremendous blow. Lacks the ease of conversation, but is much more cautious concerning the tall ships. Relies on the wisdom of the crone, til he becomes comfortable with the leadership.

Strongman Naaji el-Fayad: Ftr 4; AC 7 (ring mail), hp26 (36), AL LE (CE).

Fled with his household as the Ojak, breached the walls of Zirat. Arrayed in ring mail, scimitar and shield, went forth into the Dramidj Ocean. Locathah; have severely damaged, his seized trireme, marooning the corsairs.

Herb Woman Fiaq: Clr 4; AC 10 (none), hp17, AL CN (N).

Crone of Arzera, the natives seek her out for local medicines, herbalism. Embrace the path of wisdom, becoming clerical acolytes. Bashful; requires a *driftwood cane*, to hobble around.

Herb Woman Nahla - Clr 3; AC 10 (none), hp18, AL CN (CE).

Crone of Bidah, concerned the tall ship, would be welcomed. Causing the attentions of the locathah to turn towards them. Therefore; ensured the elder's sudden sickness, proved fatal. Pleased that fool, Awni, relies on her advice, so much...

Native Daleel Meeda: Ftr 1; AC 9 (none), hp10, AL NE (N).

Survived his maiden voyage, anticipates his next berth. Pinched; a small pot of *magical oil*, but can not discover its magical traits. Nowadays; receives smiles from those maidens that previously avoided his gaze. Often; struts around with his *spear*, but trains hard to be chosen as a mole.

Native Fisherman Pashtirin Rarin: Ftr 4; AC 8 (none), hp32, AL CN (CG).

Haunted by nightmares, loathes the slaughter, but craves its thrill. Death stalks him, borne by the memories of murdered men. Of late; his woman catches him staring at a decorative horn, a memento, actually a *horn blade* + 1, scimitar sized.

Pleasant Girl Sain Imirr: Rog 1; AC 10 (none), hp6, AL N (NG).

Enjoys hoodwinking the corsairs, carries a *dagger*. Chosen as a pleasant girl, Cha14. Flirts with lecherous corsairs to entice them to imbibe home brew. Share of the spoils, supports her family.

CHAPTER 9: AQUAN CIVILIZATIONS

Sages claim genuine authority resides under the waves. As its aquan species wield tremendous influence, surely the match of the surface navies. These sentient races have instigated bloody conflict and established thriving mercantile enterprises. Thus, its ambassadorial communiques are seriously considered within the mainland courts.

Hags, Sea Trinity

Proper Name: Bluewater Covey

Government: Hag Trinity

Ruler: Agatha Brineheart and Lauin Vinegartongue

Capital: Reef of Murensht Isle

Resources: Foodstuffs (fish and seaweed)

Coinage: None

Population: 687 (Sea Hags 20%, Minions 35%, Slaves 45%)

Languages: Hag, Sahaugin, Ixixachitl, Locathah and Baklunish

Alignments: CE, NE

Religions: Unknown

Allies: Sahaugin (sometimes), Ixixachitl Nomads (sometimes), and Locathah (sometimes)

Enemies: Ekbir, Merfolk, Locathah (sometimes)

Magical Items: Hag's Eye and Axe of the Briny Deep

Come visit the hags, let you leave, silly slave. Sea Hags, seek no territorial expansion. Instead; the covey, craves chaos until the bloodshed washes ashore.

Of late, the malevolent sea hags have turned its sinister intent toward the Caliphate of Ekbir, but lacks a reliable means to harm them. However; ambition threatens its unity, Agatha Brineheart, *See Underwater Atlas*, argues with Lauin Vinegartongue, but the third sister, Marishka Screechclaw, supports Agatha, convinced the recovery of the *Axe of the Briny Deep*, heralds bloodshed.

History: Conspiracies abound but the most satisfying victory of the sea hags, the slaughter of sea peoples, which weakened both the Komali and the merfolk.



In 3121 BH (462 CY), crestfallen at the ascendance of the infernal cultists of the Ataphad Islands. Even so, the bluewater covey has shown remarkable patience but its regional aspirations remain obscure.

Beyond the Capital

Recently; shown considerable interest in the activities of the Janasib Islands. However; the sea hags squabble amongst themselves over the proposed path of the trinity.

Locations and Settlements

Coral Reef of Murensht Isle: Open small coral town of 600. Camouflaged to remain hidden from its many enemies. Trinity of sea hags, seek chaos throughout the islands, but its recent machinations are directed towards Murensht Isle.

Personalities

(Sea Hag) Agatha Brineheart: HD 3; AC 7, hp19, AL CE (LE).

First Sister of the Bluewater Covey. Sent to Murensht Isle and returned pregnant. Craves a terrible vengeance on the island. Recovered the *Axe of the Briny Deep*; *See Magical Items*.

(Sea Hag) Lauin Vinegartongue: HD 3; AC 7, hp16, AL CE (NE).

Second Sister of the Bluewater Covey. Watching the merrow, aquatic ogres, of the Janasibs. Opportunities abound to create chaos, a path for a rebellious

corsair to seize authority.

(Sea Hag) Marishka Screechclaw: HD 3; AC 7, hp14, AL CE (LE).

Third Sister of the Bluewater Covey. Drawn to the passionate personal revenge of Agatha, rather than the cold calculus of Laurin. Nonetheless; taunts her sisters, especially Laurin, a little conflict stirs the creative cauldron.

Ixitxachitl

Proper Name: The Sacred Tyranny

Ruler: Greater Vampiric Tyrant

Government: Sacred Tyrant

Capital: Coral Temple (pop. 1,220)

Major Towns: None

Resources: Fish and Coral

Coinage: None

Population: 4,560

Languages: Ixitxachitl

Alignments: CE

Religions: Demogorgon

Allies: Nomad Ixitxachitl (sometimes)

Enemies: Sahaugin, Locathah, Merfolk, Caliphate of the Eternal Darkness, Ekbir, Janasibs, Zeif

Come visit the Ixitxachitl, never see the surface again. Once, they controlled the Dramidj Ocean, reduced to a single remote coral reef, but scavengers survive as nomads.

Universally hated; but nonetheless still fearsome predators, especially whenever inspired by a vampiric specimen, revered as sacred tyrants, by the lesser breed.

Even the aquan civilizations remain unaware of this northern outpost. Its survivors are determined to avoid detection until they have sufficiently recovered. Whereas, its inhabitants retain some optimism, little remains to the nomads, but they prove a useful distraction.

History: No enmity is as persistent as that between ixitxachitl and sahaugin. Both committed atrocities and suffered terrible casualties as savage raids devolved into genocidal fury.

Fleeing the sahaugin triumph, a greater vampiric ixitxachitl claimed this northernmost outpost, the sacred tyrant, ensures its isolation. Elsewhere; the nomads merely scavenge in small numbers. Infiltrators have been dispatched to reorganize them into useful proxies.

Beyond the Capital

If the nomads could be concentrated, they would constitute a considerable threat. Most have descended into a feral state.

Locations and Settlements

Coral Temple, Northern Ataphad Isles: Open small coral town of 1,220. Invigorated by the Greater Vampiric Tyrant. Ixitxachitl, inhabitants become confident in its maritime manifest destiny.

Personalities

Greater Vampiric Tyrant: HD 8+8; AC 6 (natural), hp66, AL CE (CN).

Determined to recover the southeastern outposts and revenge itself against the sahaugin. Its patron, Demogorgon, seems supportive of its aspirations. Sacrifices have been offered, which surely pleases the Lord of All That Swims in Darkness.

Kna

Proper Name: Coral Communes of the Great Northern Reef

Ruler: Reef Legu

Government: Tribal Council

Capital: Great Northern Reef

Major Towns: None; seabed villages

Resources: Foodstuffs (fish and shellfish), Narwhal Ivory

Cost Multiplier: 300%

Coinage: None (Barter)

Population: Unknown

Undersea Companions: Narwhals

Languages: Kna, Locathah, Triton

Alignments: NG, NE

Religions: Unknown

Allies: Locathah and Tritons

Enemies: None

Come visit the Kna, keep away southern interlopers. Imposing aquatic humanoids, enforce a seclusion zone around the Great Northern Reef. Nonetheless; its hunters stalk the Giant Squids and Dragon Turtles.

Immense interconnected communal community, encompasses the Great Northern Reef. Platforms; carved into coral shelves, whilst the sea bed villages, constructed from the shells of the giant squid.

Its Legu, convenes the tribal council. Wary of in-

volvement in the squabbles of the Dramidj Ocean. Even so; trade exists with the tritons of the Hyperborea Sea, enables access to narwhals.

Features include a large back fin, clawed hands and bulging eyes. Ten to twelve feet tall, a muscular build, orange rubbery skin, alchemists covet the kna blood, *potions of water breathing*.

History: In 2871 BH (212 CY), the locathah clans massed, Sultan Kouroz; met with the merfolk, offering aid. Appallingly, the Zeifan navy betrayed their merman allies, culminating in "The Slaughter of the Sea Peoples". Kna, established a seclusion zone around the Great Northern Reef, whilst the Locathah, were entangled within the southern waters.

In 3095 BH (436 CY), The Battle Beneath the Waves, the Komali-merfolk, decimated the Zeifan fleet whilst a merfolk assault reclaimed the Gulf of Ghayar. Traumatized locathah survivors, acknowledged kna interests in the northern waters.

In 3121 BH (462 CY); Sultan Turuvez and the Sidi, brokered the Dramidj Peace Agreement. Concerned the Kna, approached the locathah, hereafter to act as mercantile intermediaries for the reclusive communes within the Bazaar of Bureis.

Beyond the Capital

Relations with the locathah and tritons, encouraged a population boom. Increases competition for leadership and resources.

Locations and Settlements

Central Coral Commune, Great Northern Reef: Fortified large city. Oldest of the communes, its internal coral caverns, connect to the exterior communes via a web of coral tunnels. Traditionally; Legu, has been elected from this commune.

Eastern Coral Commune, Great Northern Reef: Fortified small city. Commune has suffered, an attack by the menace, the dragon turtle, Xoshur. Henceforth; its shaken hunters, embrace an innovation, shields, crafted from the shells of dragon turtles.

Northern Coral Commune, Great Northern Reef: Fortified small city. Lifestyle seems a tedious routine, its hunters seek out the Giant Squids of the northern waters. Contributes calamari to the coral communes, thus their own concerns are taken seriously.

Southern Coral Commune, Great Northern Reef: Fortified small city. Deeply enmeshed into a mercantile relationship with the locathah. Garish exhibitions of surface oddities, considered status symbols, encourages its hunters to prey on those vessels, whom enter into these northern waters.

Western Coral Commune, Great Northern Reef: Fortified small city. Inhabitants, travel to the Hyperborea Sea, and interact with the tritons to obtain narwhals to train as companions and beasts of burden. Tritons, strive to persuade the Kna, to take an active rather than a passive role in the fate of the Dramidj Ocean.

Squid Shell Village, Sea Bed: Open village. Representative of the sea bed villages that fan out from the Great Northern Reef.

Unlike the coral communes, these familial shell shelters, bereft of ornamentation. Concealment, its chief concern...

Personalities

Reef Legu: HD 7; AC 5, hp54, AL NG (N).

Elected by the Central Commune, supposedly mediates issues that arise between the coral communes. Clandestine duties, includes feeding the wounded leviathan. Immature creature hibernates at its heart, whilst the civilizations of the Dramidj Ocean, remain blissfully unaware of the horror.

Exercises with a *bone spear* and *light crossbow*, experiments with a *dragon turtle shell shield*, +4 vs fire and steam based attacks. During these bouts his narwhal playful charges him.

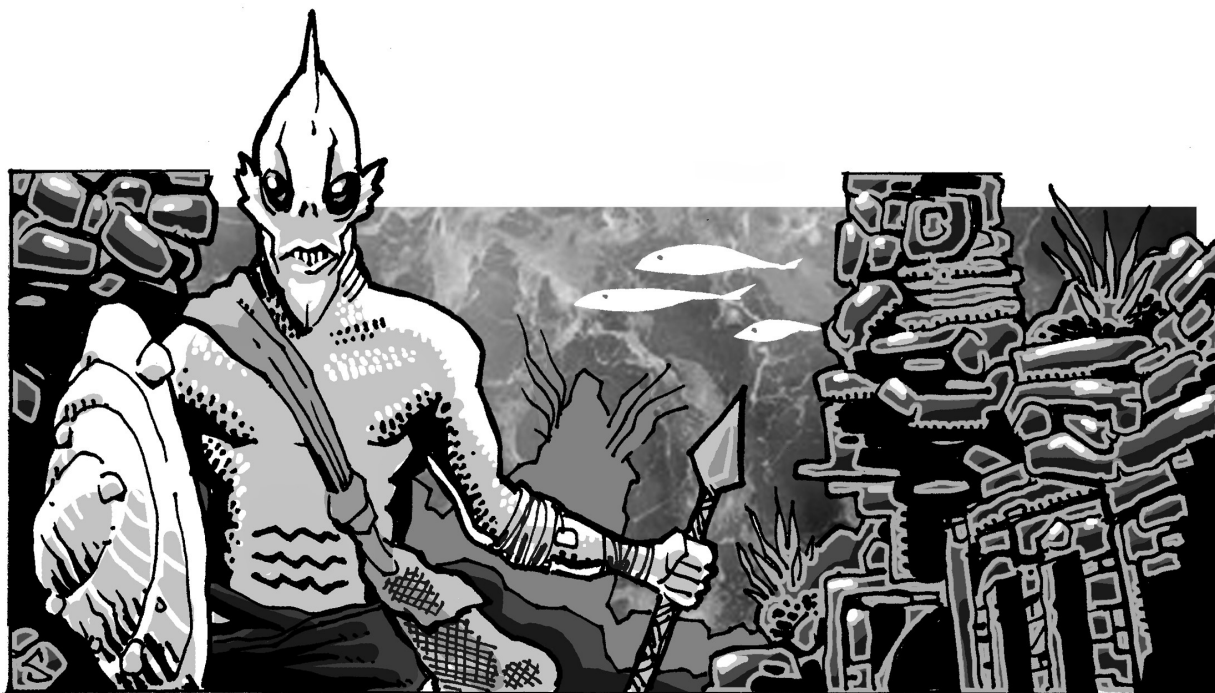
Eastern Commune Chief: HD 7; AC 5, hp48, AL NG (N).

Grateful for the assistance of the council, especially the Legu, in the aftermath of an assault by the dragon turtle, Xoshur. Hunters have broken with tradition and instituted a vendetta against the dragon turtles.

Trains with *bone spear* and *dragon turtle shell shield*, +4 vs fire and steam based attacks. Mourns the loss of his narwhal and refuses to visit the western commune to choose a companion.

Northern Commune Chief: HD 7; AC 5, hp33, AL NG (N).

Lacks the sheer muscle of his council compatriots, but survives through intelligence. Elevation to



the council, successful hunts of the northern calamari have skyrocketed. Recklessly; charges forth to claim the kill with his *bone spear*, hence his companion narwhal, bears numerous scars.

Southern Commune Chief: HD 7; AC 5, hp56, AL NE (N).

Contrarian voice on the council, seeks to broaden the activities of the communes. Developed a taste for finer things, and willing to overlook the indiscretions of the kna corsair hunters, whom interdict ships that stray into the northern waters.

Curious about the *shell shields*, but more comfortable with a *light crossbow*, his pampered narwhal rarely leaves the confines of the commune.

Western Commune Chief: HD 7; AC 5, hp38, AL NG (N).

Newcomer to the tribal council, enjoys visiting the tritons. Imports from the Hyperborea Sea, have increased as a result.

Proud of his *dragon turtle shell shield*, +4 vs fire and steam based attacks. A terrifying sight with a bone spear, beside his swift narwhal.

Locathah

Proper Name: The Brine Clans

Ruler: Clan Chieftain Enilimba

Government: Clan Confederacy

Capital: Coral Reef of Arzera (pop. 19,500)

Major Towns: Coral Cavern of Bidah (pop. 4,400), Coral Cavern of Bureis (pop. 5,300), Coral Reef of Gafoy (pop. 12,900), Coral Reef of Yif Qayah (pop. 2,300), Coral Spiral of Ghayar (pop. 9,000); Undersea Villages

Resources: Foodstuffs (fish and shellfish), Gems I-III: Pearls (Bureis), Mercenaries, Passage Toll and Coral Art (Bureis)

Cost Multiplier: 100%

Coinage: None (Barter)

Population: 68,700

Undersea Companions: Portuguese Man-o-War Jellyfish

Undersea Mounts: Giant Eels

Languages: Locathah, Merman, Baklunish and Sahaugin

Alignments: N

Religions: Eadro

Allies: Zeif (sometimes), Janasibs (sometimes), Sahaugin (sometimes), Ekbir (sometimes), Komal (sometimes)

Enemies: Ixitxachitl, Merfolk, Caliphate of Darkness, Komal (sometimes), Janasibs (sometimes), Sahaugin (sometimes), Zeif (sometimes), Ekbir (sometimes)

Magical Items: Air Spores (ToM)

Come visit the Locathah, perhaps an agreement can be reached. Secured the central isles, Qayah-Bureis, extorts a passage toll to conduct business in Bureis. Consequently, the clans strive to maintain cordial relations with the basin courts.

Meanwhile; its commercial clout includes pearl beds, coral adornments and art objects. Tradition of service as marine mercenaries also exists.

Engaging swarm attacks to overwhelm; whilst employing lances (spears), and light crossbows. Whereas, its chieftains, mount giant eels. Otherwise; Portuguese man-o-war jellyfish, serve as undersea companions.

Nevertheless, heightened regional tension, offers potential opportunities for contracts. Of late; envoys have been sent, and receive warm welcomes...

History: In 2813 BH (154 CY), establishment of Bureis and Yif Qayah, provided access to the continental courts. Zeifan courtiers requested that the merfolk, blockade the Komali coastal cities but was summarily refused.

In 2871 BH (212 CY), the locathah massed for war, Sultan Kouroz; met with the merfolk, offering aid. Appallingly, the Zeifan navy betrayed their merman allies, culminating in The Slaughter of the Sea People, which expelled the merfolk from the south-western coral reefs.

In 3095 BH (436 CY), The Battle Beneath the Waves, the Komali-merfolk, decimated the Zeifan fleet whilst a surprise assault reclaimed the south-western reefs, even the locathah nurseries were not spared.

In 3121 BH (462 CY); Sultan Turuvez and the Sidi, brokered the Dramidj Peace Agreement, acknowledged a Mersheikdom.

Beyond the Capital

Increased tensions could present commercial and territorial opportunities for these undersea mercenaries. Clan Chieftain Enilimba, is unaware that locathah, survived the merfolk.

Locations and Settlements

Coral Reef of Arzera: Open large coral city of 19,500.

Interconnected enclosed ponds; culminating into the cultivated pearl beds. Essential to the com-

mercial survival of Bureis, *See Entry*. Clan Chieftain Enilimba, strives to create a cartel with the merfolk, which would countenance commercial influence.

Coral Cavern of Bidah: Fortified large coral town of 4,400.

Enclosed coral corrals ensure the giant eels, remain contained. Curious about the arrival of a "tall ship". Hunting the sailors on its return, with the eels as a training exercise.

Coral Cavern of Bureis: Fortified small coral city of 5,300.

Since the merfolk have become more aggressive, they have commenced the enlargement of the coral cavern. Recently; caught a coracle that wandered away from the island...

Coral Reef of Gafoy: Open large coral city of 12,900.

Rally point for the clan warriors before heading off to confront the enemies of the Brine Clans. Otherwise; content themselves warding the islands, dragon turtle and giant squid incursions.

Coral Reef of Yif Qayah: Open large coral town of 2,300.

Fallen into sloth, pursues artistic endeavors. Even the Komali seizure of the provisioning, port failed to provoke a response.

Considers approaching the Komali about a coral exhibition, rather than sending the artwork to Bureis, *See Entry*, Bureis.

Coral Spiral of Ghayar: Fortified small coral city of 9,000.

Avoided the merfolk reclamation and restored its coral spiral. Nowadays; embraces a "siege mentality", its enraged warriors, lash out at the "surface breathers", *See Entry*, Risay.

Personalities

Clan Chieftain Enilimba: HD 3; AC 6, hp22, AL N (NG).

Cultivated pearl production within the Coral Reef, becomes critical to the Brine Clans. A fresh infusion of *air spores*; *See Tomb of Magic*, is needed to rehabilitate the revolutionary infiltration system. Pearl cartel is under discussion. Lance (spear) +1, mounts an aggressive giant eel (HD 5; hp35).

Chieftain Etanis: HD 2; AC 6, hp19, AL N (CN). Elected as the chieftain, Coral Cavern of Bidah. Chases scavenging nomad ixitxachitl, conducts mar-

tial maneuvers, brandishes a *lance (spear)*, mounts a *giant eel* (HD 5; hp39).

Chieftain Vooyru: HD 2; AC 6, hp20, AL N (LN).

Elected as the chieftain, Coral Cavern of Bureis. Restless, but the Pinnacles of Azor'alq, best avoided. Revenues have dived, as pearls are hoarded. Exercises with a *lance (spear)*, mounts a corpulent *giant eel* (HD 5; hp21).

Chieftain Illarnis: HD 2; AC 6, hp16, AL N (CN).

Elected as the chieftain, Coral Reef of Gafay. Excited by the regional tensions, its warriors tried to interdict a trireme merchant galley. Aware of the slaughter, await the humans to venture forth to sink them. *Light crossbow*, mounts an aged *giant eel* (HD 5; hp30).

Chieftain Ciofynne: HD 2; AC 6, hp15, AL N (NG).

Elected as the chieftain, Coral Reef of Yif Qayah. Famed for its artisans. However; specialization leaves few warriors to patrol the northern sea lanes. Sends a reconnaissance force, wielding a *light crossbow*, rides a surly *giant eel* (HD 5; hp39).

Chieftain Oulia: HD 2; AC 6, hp18, AL N (NE).

Elected as the chieftain, Coral Spiral of Ghayar. Frustrated; its warriors are contemptuous of the surface breathers. In truth; few wish to reunite with the Brine Clans. Known to flourish a *lance (spear)*, mounted on a vicious *giant eel* (HD 5; hp32).

Merfolk

Proper Name: Mersheikdom of the Submerse Sodality

Ruler: (Sidi) Ezudele

Government: Monarchical Federation

Capital: Sovorn Palace (pop. 26,000)

Major Towns: Spiral of Ghayar (2,300), Spiral of Mur (pop. 14,200), Spiral of Oum al-Ghayar (pop. 15,900); Undersea Villages

Resources: Foodstuffs (fish, seaweed, oysters, shellfish), Gems II-IV: Pearls and Coral Art

Cost Multiplier: 100%

Coinage: Primarily barter but various currency

Population: 81,760

Undersea Companions: Barracudas

Languages: Merman, Baklunish and Locathah

Alignments: N

Religions: Tsolorandril and Mouqol

Allies: Komal and Zeif (sometimes)

Enemies: Locathah, Ixixachitl Nomads, Caliphate of Eternal Darkness, Zeif (sometimes), Janasibs (sometimes)

Magical Items: Collection of Prime Pearls

Come visit the Merfolk, commerce requires friendship. Its society is strongly patriarchal, personified by the Sidi. Until recently; merman merchants, monopolized the pearl trade, several of whom choose to venerate Mouqol.

Mercantile influence revolves around its pearl beds. Rumors about an aquan pearl cartel, alarms the continental courtiers.

Coral adornments and art objects, remain in demand within continental bazaars as the coastal connoisseurs, appreciate the whimsy expressed.

Embittered by the Slaughter of the Sea Peoples. Its warriors, train for sophisticated campaigns. Divided into ship interdiction; tridents, nets and coral garrisons; light crossbows, daggers, whilst barracudas serve as companions.

Its Sidi; negotiated a non-aggression agreement with the Sultan, in exchange for a token tribute, recognized as a Mersheikdom.

History: In 2813 BH (154 CY), the Zeifan court established Bureis and Yif Qayah; prospered as khedives.

In 2871 BH (212 CY), Sultan Kouroz met with the Sidi, requesting aid against their mutual enemy, the locathah. Once; the merfolk entered the fray, the Zeifan navy betrayed them, The Slaughter of the Sea People. Locathah; then seized the southeastern reefs, as payment for the massacre.

In 3095 BH (436 CY), Battle Beneath the Waves, a Komali-merfolk ambush, that obliterated the Zeifan dromonds, enabled the reclamation of the southeastern reefs. Completion of the Sovorn Palace, restricts corsair access to the Gulf of Ghayar.

In 3121 BH (462 CY), Sultan Turuvez and the Merfolk Sidi brokered the Dramidj Peace Agreement, normalizing relations between the belligerents and the subsequent non-aggression agreement, sealed with a token tribute, thereafter receives the status of a Mersheikdom, which restored a measure of trust.

In 3124 BH (465 CY), besieges a coral reef, via a "no swim zone". Elsewhere; Beit Castan, accuses merfolk of raiding its own coastal pearl beds.

Beyond the Capital

Dominates the southwestern waters; coral spirals function as fortified towers to which the mermaids can stream. Moreover; kelp forests, shelter the undersea villages, thus mass assaults will likely dissolve into a confused nightmare.

Locations and Settlements

Sovorn Palace of Komal: Fortified coral metropolis of 26,000. An enormous mottled coral spiral looms over its pearl beds. Overcrowded; food shortages are commonplace, whilst a magnificent theater entertains the multitudes. Citizens are still concerned about Risayli naval aspirations as the narrow confines of the Gulf of Ghayar, relies on nimble coastal xebees.

Coral Spiral of Ghayar: Fortified small coral city of 2,300.

Despoiled by the foul locathah, its fortifications have been strengthened, albeit in a haphazard manner. Labors beneath a quarantine, the Sidi, seeks to avoid a military assault. Of late; mysterious xebees, run the blockade, toss supplies overboard.

Coral Spiral of Mur: Fortified large coral city of 24,200.

The pearl beds, have inspired a religious exchange with Mur. Local celebrities, prompted construction of aquan amenities. Its mercantile coral spiral, stimulates especial interest in Mouqol.

Coral Spiral of Oum al-Ghayar: (Fortified) large coral city of 15,900.

Observes the Locathah Clans. Its broken coral spiral; lends a sinister atmosphere and its embittered warriors, spread cruel tales about the surface, -1 reaction adjustment.

Personalities

(Sidi) Ezudele: HD 6; AC 7, hp41, AL N (LN).

Riots are narrowly averted through the *trident of submission* +1, while a “playful display” from his companion *barracuda* (HD 3; hp20), disperses the crowd. Opening the martial food stores have eased these shortages. Merfolk influence has broadened, but the Sidi, strives for economical advantage rather than campaigns.

Collection consists of *prime pearls*, See *Magical Items*. Woe betide, those that challenge the Submerse Sodality, as these merfolk have suffered tra-

vails and become battle-hardened.

(Shaykhah) Amaeta: HD 4; AC 7, hp22, AL N (CN).

Loss of the Coral Spiral of Ghayar. A rebellious mermaid, that inherited “backwater reef”. Despondent over rumors of a pearl cartel, instead advocates for an assault to restore her birthright.

Nonetheless; enforces the “no swim zone” with a *trident* and companion *barracuda* (HD 3; hp23). Suspects captive merfolk still survive. Gladiatorial contests; held in its arena...

(Mersheik) Filarnon: HD 4; AC 7, hp24, AL N (NE).

Entrusted with the Coral Spiral of Mur. Promotes business with the mainland. Coral adornments, become increasingly available within the bazaars of Mur. Rumors of a pearl cartel is applauded.

Masterwork trident +1, non-magical, recovered from a shipwreck with his companion *barracuda* (HD 3; hp21).

(Mersheik) Eiciel: HD 4; AC 7, hp29, AL N (NG).

Entrusted with the Coral Spiral of Oum al-Ghayar. Shipwreck salvage is restored and sold to the *Dusk Lash*, See *Covert Activities*. Resents the rumors of a pearl cartel, and the loss of revenues to restore the broken spiral.

Presents a martial mien; with his *beautiful bronze trident*, rumored to be an *ancient magical item*, but is actually *cursed* (-2 damage), his steadfast companion *barracuda* (HD 3; hp20).

(Chief) Anindira: HD 4; AC 7, hp27, AL N (CN).

Avenger of the Sea Peoples. Graceful merman, renowned with a *light crossbow*, and his companion *barracuda* (HD 3; hp21). Incensed with the Dramidj Peace Agreement, his small band, punishes both the surface breathers and the murderous locathah.

Even the Sidi; grudgingly admires his thrilling exploits, but they threaten negotiations with the brine clans. Refusal of amnesty, has exasperated the courtiers, but the band believes its actions are in service of the mermaid, *Shaykhah Amaeta*.

Merrow

Proper Name: The Calamity
Ruler: Chieftain Chuke
Government: Despotic Chieftainship
Capital: Reef of Omid (pop. 330)
Major Towns: None
Resources: Foodstuffs (fish and shellfish)
Cost Multiplier: 500%
Coinage: Barter
Population: 330 (Merrow 33%, Scrag 66%)
Undersea Companions: Scrag, Saltwater Trolls
Languages: Ogre and Baklunish
Alignments: CE
Religions: Panzuriel
Allies: None (Janasibs)
Enemies: Janasibs and Merfolk

Come visit the Merrow, our bellies are never full. Once, preyed on everything they encountered within the Janasibs. Ceaseless raids have reduced their numbers to near extinction and so the remaining merrow, aquatic ogres, struggle merely to survive.

Therefore, its chieftain has reached an accommodation with the humans, a humiliation. Merrows are armed with lances (spears), and rarely take prisoners. Saltwater trolls, scags, once mere slaves have lately joined them on raids.

History: Savage battles beneath the waves, these conflicts still rage to retain their domains. Procure plunder and resources to sustain the tribe. Revel in the sheer terror they inspired.

Initially; the merrow saw humans as more mere victims, but possessing a knowledge of fortifications and iron.

Over time, the corsairs pushed them out of the Janasibs. Thus; the humans waxed, whilst the aquatic ogres, invariably waned.

To survive; its chieftain has consented to an agreement with the corsairs. Merrow; must heed a single summons. Til then, the merrow, fish the coastal waters without interference. Forever shamed, many merrow, propose a magnificent slaughter as a mass sacrifice to Panzuriel.

Beyond the Capital

Raided the sea lanes, surrounding the Janasibs for generations, but no more. Faded into folktales to frighten corsair children.

Locations and Settlements

Coral Reef of Omid: Open small coral town of 330.

Somewhat isolated but heavily patrolled, its shamans continue to support the chieftain. Whereas, its sullen warriors crave the resumption of island incursions.

Personalities

Chieftain Chuke - HD 7; AC 4, hp34, AL CE (LE).

A clever but craven brute. Exasperated, he intimidates potential rivals. Of late; scrag raid isolated vessels. Oftentimes; claims the scant spoils, employs a *spear +1,+2 vs magic-users*.

Sahaugin

Proper Name: The Natatorial Deep

Ruler: Crown Prince Kisosi

Government: Competitive Principality

Capital: Crown City, Stone Stockade of Khargeg (12,800)

Major Towns: Stone Stockade of Dhara (7,200), Stone Stockade of Khavak (pop. 9,600), Coral Reef of Azor'Alq (pop. 1,700), Coral Reef of Bureis (pop. 1,500); Undersea Villages

Resources: Foodstuffs (fish and shellfish), Coral, Plunder, Slaves, Passage Tolls

Cost Multiplier: 200%

Coinage: Primarily barter but some currency

Population: 45,600

Undersea Companions: Sharks

Languages: Sahaugin and Baklunish

Alignments: LE

Religions: Sekolah

Allies: Caliphate of Eternal Darkness

Enemies: Ixitxachitl, Locathah (sometimes), Ekbir (sometimes), Zeif (sometimes)

Magical Items: Coral Crown

Come visit the Sahaugin, surface slaves fetch a good price. Mimics the mythical undersea realm believed to be ruled by an enormous sahaugin, destined to conquer the surface. Thus; the crown princes, compete to prove themselves, when this fabled king, eventually emerges from the depths.

Stone is the favored construction material. Nonetheless; the crown capital and major towns, conduct contests within an enclosed arena. Its sahaugin inhabitants, enjoy witnessing the demise of its slaves.

Interestingly, they remain diligent hunters of

the ixitxachitl, preying on all shipping entering the eastern sea lanes. Its coral adornments and art objects are sought by coastal connoisseurs that admire the viciousness expressed.

Tactics have been refined due to its long-standing campaigns, the ixitxachitl vendetta and then locathah raids. Garrisons, lance (spear) and dagger. Specialists; heavy crossbow and dagger, whom conduct shipping interdiction. Meanwhile; sharks are bred and reared as undersea companions.

Its crown prince, covets the locathah pearl beds, but has suffered terrible casualties in the Ixitxachitl Campaigns. Excessive conscription and exhaustive patrols, hides the weakness of its martial forces.

History: Campaigns erupted between the aquan races before the Baklunish set sail. Bloodiest of these battles, sahaugin and ixitxachitl. Genocidal vendettas, churned the eastern waves, ceased with the eradication of the Ixitxachitl Vampiric Tyrants.

Resources remain scarce, thus the sahaugin enforce transit fees on mainland merchants. Moreover, a formal alliance with the Ataphad Islands, provides a tribute of stone.

Beyond the Capital

Undersea villages, have suffered extreme loss. Compliant barons within these conscripted villages, envisage elevation.

Locations and Settlements

Crown City, Stone Stockade of Khargeg: Fortified large stone city of 12,800.

Heavy is the head that wears the coral crown. Crown Prince Kisosi, broods in silence. Understands the weakness of the realm, hence the conscription of the villages.

Stone Stockade of Dhara: Fortified small stone city of 7,200.

Once; the forefront of the Ixitxachitl Campaigns. Nowadays; this northern stronghold, has turned into a boring backwater. Proud warriors, patrol its territorial waters, for dragon turtles.

Stockade of Khavak - Fortified small stone city of 9,600.

Stronghold; whose patrols confronts the continental fleets, whenever in pursuit of the corsairs. Welcomes, unscrupulous merchants of the mainland, especially the corsair contraband bazaars of Atios Island.

Coral Reef of Azor'Alq: Open small coral town of 1,700.

Serves as a southwestern watchward. Ensconced within a kelp forest; observes the sea creatures, swarm the Pinnacles of Azor'alq.

Coral Reef of Bureis: Open small coral town of 1,500.

Serves as a western watchward, spies on the locathah clans. Otherwise; interdicts merchants, perhaps too much as most vessels avoid the eastern isles.

Personalities

Crown Prince Kisosi: HD 8+8; AC 5, hp63, AL LE (CE).

Crown Prince of the Stone Stockade of Khargeg. Paranoid, and not without cause, as the coral crown, rests uneasily. Nevertheless; its territories remain inviolate, whilst cleansed ixitxachitl temples await colonization.

Lesser princes; propose a Locathah Campaign, but the barons support northern colonization. Nonetheless; *lance (spear +4)*, cause ambitious usurpers to hesitate.

Prince Hwisko: HD 8+8; AC 5, hp70, AL LE (CE).

Prince of the Stone Stockade of Dhara. Cunning, believes the crown prince can be weaned from the surface alliance via the northern colonization. Nevertheless; a fortuitous shipwreck, contained significant spoils, claimed a *lance (spear +2)*.

Prince Elacalla: HD 8+8; AC 5, hp60, AL LE (NE).

Prince of the Stone Stockade of Khavak. Convinced that a Locathah Campaign will wound the crown prince, enough to make a bid for the coral crown. Otherwise; his southern patrols, interdict continental shipping. Meanwhile; trains with a *lance (spear)*.

Prince Aireri - HD 8+8; AC 5, hp61, AL LE (NE).

Prince of the Coral Reef of Azor'Alq. Its swarming sea creatures threaten to close the sea lanes. Contacted by the sea hags, whisper the liberation of these sea monsters. Practices with a *lance (spear)*.

Prince Bruacus - HD 8+8; AC 5, hp66, AL LE (LN).

Prince of the Coral Reef of Bureis. Hopes a western campaign will exhaust the crown forces, leaving him, vulnerable. Ambitious, since the acquisition of a *lance (spear)*, non-magical +1.

CHAPTER 10: DEMIHUMAN COMMUNITIES

Each species have substantial populations but far less when compared to their human counterparts but continue to wield remarkable influence within the Baklunish west. Several communities have been presented within the gazetteer entries. but the vast majority have not been identified on the regional map as most remain somewhat insular to escape prying eyes. However, those examples presented below are offered to allow ease of use within campaigns.

Dwarven Monarchies

Strongholds secure these subterranean realms. Nevertheless; monarchs realize societal seclusion, creates stagnation, hence trade is conducted via surface dorfs and guild ghettos, though the prideful intolerance of the mountain dwarves, complicate relations, *See Gazetteer Legend: Population.*

Kingdom of the Golden Caverns, is situated beneath the Baklhaut Mountains, consists of a monarchical stronghold, an artisan outpost, which encloses a commerce chamber, trade dorf, besides fortified mines and a Risayli ghetto. Kul Beldan, the royal



stronghold, work the richest gold mines.

Hatred of humanoids, especially the orcs, elevated Gendwar Argrim to a royal patron. King Khevout IX, of Clan Redbrand, once wielded the Red Axe. Nonetheless; Clergy of Vergadain, orchestrated a mercantile uprising within Kul Beldan.

Nowadays; artisans lead the royal council and the mountain monarch, reduced to a ceremonial role. However; the royalist cause survives in Prince Ruvrek, *See Gazetteer: Celestial Imperium; Gulzar; Snowbraid.*

Shockingly; the revolutionary council, reversed the royalist heraldry, Golden Axe on a Red Field, better reflects Baklunish sensibilities. In addition; propositions, like the establishment of guild ghettos and trade dorfs, throughout the basin.

Special Weapons and Armour

Royal Dwarven Plate Mail: It weighs; 50% more than normal suits, waddling cauldrons, offer superior protection. Consider these exceedingly stout suits, equivalent to plate mail +1.

Dwarven Plate Mail: 25,000 gp, 75 lbs, AC 2

Two-Handed Dwarven War Axe: Balanced for the broad stature of a dwarven warrior, enables a sweeping swing, that increases impact. Bestows status to the royal household and stronghold heroes, requires STR15. Masterworks, +1 non-magical, and the royal axes, tend to be enchanted, as well.

Dwarven War Axe: 10 gp, 10 lbs, 1d10/2d8

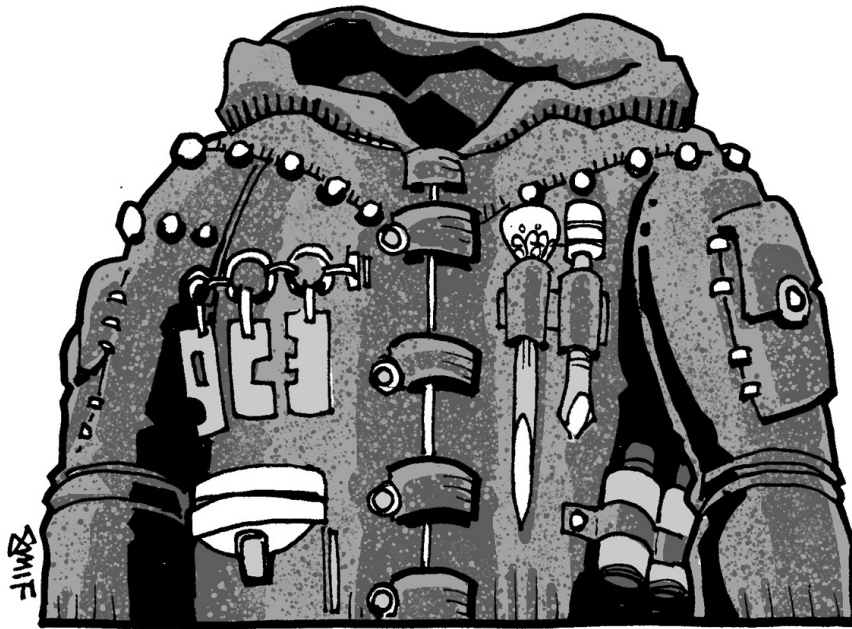
Elven Dwellings

Grey elven citadel, Azati, Elvenholme of the *Laressea Forest*. Nonetheless; chivalrous cavaliers, epitomize its lofty ideals of courtly love. Resplendent tournaments; entice the hinterleaves high elves from the tree towns to attend the citadel court. Concealed amid the tangled roots of the cedars, exist the thorps of tallfellow halflings, whom maintain the commercial connection between the Risayli Sharifate and the sylvan realm.

Golden Fissure

In the *Laressea Forest*, *See Geography*, exists an arcane fissure, around which a grey elven citadel was constructed, it excretes a shimmering secretion, magical properties, akin to a *potion of heroism*.

Elven Chain Mail (AC 5): Forged in a secret pro-



cess, involves mithril, creates a lightweight glistening suit. Familial treasures of those elven lineages, fortunate enough to possess them.

Magical Elven Chain Mail: Unthinkable, outside of the royal elven courts. Even so; rogues have reputedly lost their lives, investigating rumors of these weightless magical suits.

Gnome Grottoes and Warrens

Elusive but wily; whether rock or forest. Nonetheless; sages have discerned that the forest clans, employ the term, warren while the rock clans, grotto.

Local animals are treated as comrades. Inquisitiveness; results in technical achievements and martial innovations, such as the *Gnome Crossbow* and the *Gnomish Workman's Leather Armour*.

Special Weapons and Armour

Gnome Crossbow: Modified heavy crossbow, a truncated stock, reduces penetration and damage by 50%. Internal reservoir, contains a noxious substance to coat bolts (1d4). Complicated release mechanism, has reliability issues, 25% failure rate, still to be solved.

Gnome Crossbow: 85 gp, 7 lbs, small, speed 9, damage 1d3/1d2

Gnomish Workman's Leather Armour (AC 7): Adorned

with numerous leather loops for tools, Ofttimes; sundry of tools, enhances its protection to studded leather. Maximum capacity is restricted to 10 lbs.

Half-Elven Communities

Results of shameful indiscretions, cast forth. Perceived as romantic curiosities. Rumors of scandalous hideaways, if the tales be true.

Halfling Burrows, Farmsteads, and Thorps

Little importance to the big folk. However; nimble fingers and culinary expertise, brings them, some small acclaim.

Burrows are hacked within the southwestern foothills. Small communities of stouts, enjoy good relations with the dwarven artisans of Valdar, as suppliers of salted meat and pungent ale.

Farmsteads, hairfoot villages, cultivate the banks of the Kina River. Fertile swathe of cereal crops, a breadbasket, that feeds the major cities of Komal and Risay.

Tallfellow thorps, See *Gazetteer Legend: Population*, nestled beneath cherished cedars and colossal red-

woods. Maintains a trusted relationship with the Elvenholme and Risayli Court.

Sultan's Uruzary Corps aka Ojak

Distinctive in brown cloaks and turbans. Elite Orkish Heavy Infantry, split into Ortas. Warbands of four hundred warriors, indoctrinated in Daoudism, and extremely loyal to the sultan.

Bashi (Cooks), monarchical proxies on campaign beyond the Sultanate of Zeif. Liberated the Bak-houry Coast, butchered the slavers of Iko Island, as well as crushed the Janasibs. Billeted in Oum al-Ghayar, to extinguish coastal dissent.

Bajji (Gardeners), curbs sedition in Zeir-I-Zeif. Intimidates troublemakers that seek monarchical reforms. Receives coin from the entrance fees.

Kapish (Janitors), masters of siege craft, trained to punish recalcitrant vassals. Proclaim a swift surrender, or suffer slow starvation, then they loot the rebellious holdings.

Sekban (Teachers), a retired reserve, whom indoctrinates recruits in the traditions of the Ojak. Garrison of the Fortress Dar-Zaribad, suburbs of Mukhazin.

Cevirmek (Youths), humanoid hopefuls, march into Dar-Zaribad, whenever recruitment is announced. Extensive combat training and religious indoctrination, Daoudism.



CHAPTER II: OCEANIC PHENOMENON

The warm currents prevalent in the Dramidj Ocean, at least hints at magical activities. Its powerful aquan civilizations as well as the Baklunish interest in elemental forces makes arcane research highly likely within the region. Oddly, actual evidence of such experimentation is largely absent as even its aquan civilizations are profoundly silent on these geological phenomenon.

Like civilizations everywhere, the aquan races, harvest resources from the environment. Extracted from the Dramidj Ocean, pique the interest of the surface dwellers. Hazardous to obtain, exhibit magical properties, *Sunken Craters* and *Hydrothermal Vents*.

Sunken craters, contain a bluish substance liberated from the Oerth. Magical items; exposed to this fluid, become mundane.

Hydrothermal vents, colloquially, termed smokers, classified either black or white, by the coloration of the columns. Black smokers, contain precious minerals, treasure hunters, endlessly seek the mythical mithril column. Noxious fumes, result in 2d4 damage, unless a *save vs breath weapon*.

Meanwhile; white smokers, concentrate esoteric compounds, coveted by spellcasters. Dangerous to harvest; liable to explode, results in 4d4 damage.

Speculation is rife with conjecture as the aquan civilizations have been less than forthcoming. Scholars hypothesize that the unusually warm currents is a consequence of unwise elemental experimentation. Of course, suspicious courtiers ruminate that merfolk activities to enhance its surface relations could merely be a concerted effort to reduce this environmental impact.

No confirmed locations exist to harvest, but mere rumor is enough for most adventurers. Reputedly; the Ataphad Islands, possess numerous sunken craters, perhaps the oerth, strives to weaken the Caliphate of Eternal Darkness.

Elsewhere, an influx of minerals, hint that the aquan races, have harvested several black smokers. Heretofore, the sylvan elves of Janasib Island, are loathe to reveal the existence of an enormous white smoker, *See Sacred Sites*.

CHAPTER 12: SACRED SITES

The Baklunish culture cherishes devotion and tradition therefore sacred sites are common within the western lands. Events like the twin cataclysms reinforce the societal values so revered and causes righteous indignation toward any sacrilegious behavior. If anything, the native demihumans are even more protective of their own sacred sites.

Belching Mountain: Located in the interior on Janasib Island; its sylvan inhabitants consider this dormant volcano, a blessing and a curse. Lair of the Emerald Dragon, Gylzrisdos, contains a white smoker, See Oceanic Phenomenon. Fortuitous occurrence for its wood elven mages. Enables the elves to thwart rather than succumb to corsair colonization.

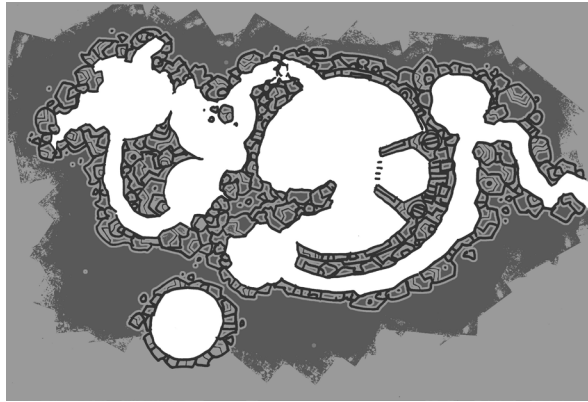
Crystal Cathedral: Ensconced within the Baklhaut Mountains, this Ancient Cathedral of Pelor, is the spiritual inspiration for the Distinguished Order of the Crystal Dawn, *Paladin Handbook*. Its crystal rose window, on the Midsummer's Day, Summer Solstice. Bathes the nave in the healing rays of Pelor, injured supplicants, receive the benefits of a random healing spell.

Golden Fissure: Situated within the Elvenholme of the Laressea Forest. Occasionally, expels a shimmering mist that possesses magical properties. Cult of Sehanine seeks to claim it, but the Clergy of Corellon Larethian, refutes such hubris.

Lake Nain: Komal, has forbidden any investigation. Harbors, a nereid, known to spawn rogue waves. Priestesses of Geshtai, believe such events are a spiritual summons, and convene to commune with the nereid.

Lake Udrukanar: Home to the Marid Shah of the Waters; anoints the imperial sovereign. Presented with the Jacinth of Inestimable Beauty, the Cup and Talisman of Al'Akbar.

Pinnacles of Azor'alq: Hero Azor'alq and a thousand Elder Spahi (Paladins), slumbers until the resumption of a righteous Baklunish empire. Its spires seem to sink beneath the waves, as others arise of their own accord. Examination is impossible, sea predators, swarm these waters, as flights of rocs, playfully chase each other around the towering stones.



Storm Vale: Remnant of an empire, its storm overlords, seem content to hunt the giant wildlife. Meanwhile; mountain giants tend flocks of mountain sheep, as rocs nest within the peaks. Its inhabitants, still command the surrounding mountains, thus they receive tribute from the fearful humanoids of the Amber Hills, to prevent pursuit from Darak Urtag, See *Darak Urtag Gazetteer*.

Tomb of Neebeh: An ancient mound, within the Molardya Woodlands. Long ago, the native treants resolved that pilgrims would be denied access to the tomb. Known to the eldest treants, a manacled monster resides therein, a beholder, spectator variant.

Tovag Baragu: Mystical nexus that exhibits temporal, spatial, dimensional and planar properties. Most credit its creation to the Baklunish Empire, but conspiracy theories, claim this mysterious structure predates that civilization.

CHAPTER 13: MARTIAL FORCES

Oerth is a game world which has elements of both the Middle Ages and the Dark Ages, rather than become overwhelmed in the minutiae. Use this section to add atmosphere to Baklunish military encounters. Note: its statistics are derived from the sourcebook, Combat & Tactics.

Military Traditions

Renowned for their sudden strikes, Baklunish warriors, become disheartened if swift victories are not forthcoming. Thus, small standing armies are maintained as massed infantry is considered somewhat impractical to secure oftentimes ambiguous borders.

Paynim tribesmen, are readily available for hire. Customarily, harassing the enemy, whilst the national reserves are mobilized.

Shipwrights continue to concentrate on galleys', as innovation is hindered, due to the maritime traditions of the Dramidj Ocean.

Armour and Weapons

Standard list; exists within the Baklunish west. Martial heritage and environmental conditions, plate mail becomes preposterous. In particular; paynim of the steppes, consider these outlandish suits, absurd as to encase oneself in metal, bespeaks cowardice.

Armies

Generally; mounted lancers, augmented by sundry infantry garrisons. Fortunately; the paynim tribesmen, take martial service for coin. Regardless; loyalties are uncertain, at best.

Elephants (African)

Initially of tremendous interest, severe climate change and the chaos of the mass migrations. Depredations of the mountain rocs, encouraged the herds to roam southwards. These beasts have become status symbols, beyond the Gulf of Ghayar...

HD 11; AC 6; Att 5; D 2-16×2, 2-12×3

Sultan's Uruzary Corps aka Ojak (Zeifan Triad; Uruzaries v1.0)

Elite Orcish Heavy Infantry, indoctrinated in Daoudism, known to be extremely loyal to the Sultanate of Zeif. Dressed in brown cloaks and turbans. Nevertheless; a blunt instrument, hence the contemporary admission of half-orcs into its privileged ranks.

Recruits receive instruction in the humble staff, favored by Daoud. However; the falchion, remains the primary armament.

HD 3; AL LE; AC3 (Banded Mail & Shield); Staff and Falchion.

Navies

Fleeing the twin cataclysms; balunish survivors settled in the northern coastal regions. Exploration of the islands, encouraged a situational rather than a navigational seafaring tradition.

Coastal Coracle (Fishing Boat)

Base Design (propulsion): oar; speed 1

Attacks (damage): none

Seaworthiness (armor class/hull points): 10% (AC9/hp10)

Crew: 1-2; 1% (magical assistance)

Cost: 5 gp

Hides are stretched over a simple frame. Grants to its Baklunish citizens, access to the coastal fishing grounds and riverine travel. Oftentimes; smugglers employ them to convey contraband ashore.

Coastal Xebec (Gulf Trader)

Base Design (propulsion): sail and oar; speed 3/1

Attacks (damage): none

Seaworthiness (armor class/hull points): 25% (AC4/hp40)

Crew: 5-50 (20 rowers); 5% (magical assistance)

Cost: 10,000 gp

Overhanging bow, provides excellent maneuverability. Useful feature within the confines of the Salakesh Cove, and the Gulf of Ghayar. Thus; coastal traders and smugglers, respect this vessel.

Trireme (Merchant Galley)

Base Design (*propulsion*): sail and oar; speed 2/4

Attacks (*damage*): ram (4d6)

Seaworthiness (*armor class/hull points*): 40% (AC3/hp60)

Crew: 10-200 (120 rowers); 15% (magical assistance)

Cost: 12,000 gp

Mainstay of the merchant marines. Relatively inexpensive and its reasonable cargo capacity ensures its commercial omnipresence throughout the sea lanes.

Quinquireme (Great Galley)

Base Design (*propulsion*): sail and oar; speed 3/6

Attacks (*damage*): ram (6d6), 1 light ballistae (2d6/3d6)

Seaworthiness (*armor class/hull points*): 45% (AC2/hp80)

Crew: 10-300 (160 rowers); 25% (magical assistance)

Cost: 30,000 gp

Refinement of the mercantile model. Augmented with a ballista and enhanced hull protection. Plies the hazardous sea lanes, and is sufficient to confront most corsairs.

Dromond (Warship)

Base Design (*propulsion*): sail and oar; speed 2/9

Attacks (*damage*): ram (8d6), 2 light ballistae (2d6/3d6) and 2 medium ballistae (3d6/3d8)

Seaworthiness (*armor class/hull points*): 40% (AC0/hp90)

Crew: 7-200 (100 rowers); 50% (magical assistance)

Cost: 25,000 gp

Distinctive crenelation; renders them virtually impregnable to boarding parties. Sacrificing its merchantile role, makes them cost prohibitive. Pride of the fleet, within the continental courts.

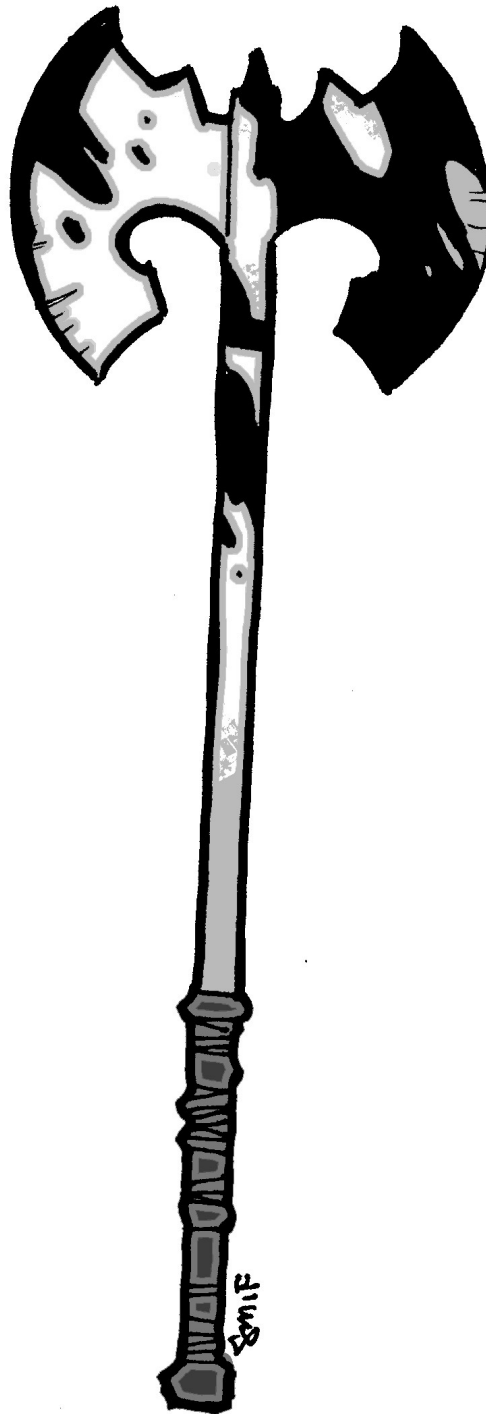
Fortifications

Baklunish nations, typically scorn siege warfare. Consequently; civil ramparts within the basin, relies on haphazard measures.

Open: Lacking formal defenses, these settlements are the most vulnerable to hostile assault. Generally; merchants appreciate its welcoming inhabitants.

Fortified: Palisades, watchtowers, and barred gate. Requires a motivated labour force to build. Demands a sizable assault with a ram to surmount.

Walled: Stone walls, and wooden watchtowers, boasts a manual portcullis (murder holes). A stone mason and a large labour force to construct. Deter-





mined assault with ballistae to overcome.

Alcazaba: Stone walls, stone towers, and stone gatehouses, boasts a mechanical portcullis (boiling oil). Stone masons, numerous artisans and an enormous workforce to construct. Coordinated assault with a substantial siege train to threaten.

Kasbah: Squat tower; surrounded by a rubble barricade. Symbolizes Risayli ambitions toward the paynim. Its martial worth is highly dubious, surpassed by its administrative value.

Siege Knowledge

Essential to the arsenal of the field forces, wherever confronted with fortifications. Hardly the acumen of the paynim tribesmen.

Standard Siege Train

Bolt of Fate (Ballistae)

Lance of Fate (Tripod Ram)

Palm Ropes (Grapple and Hook)

Bolt of Fate: Essentially an enormous crossbow, its flaming bolts (2d4), known to panic citizens and demoralize garrisons.

Lance of Fate: Tripod ram, that is highly mobile but unstable. Lacks the protective roof of the Flanaess, leaving its exposed crews, vulnerable to counter measures.

Palm Ropes: Grappling hook and scaling rope. Employed in naval engagements, as well.

CHAPTER 14: COVERT ACTIVITIES

Political and religious institutions strive to reinforce decorum and repress the disruptive impulses of the population. Nonetheless, strict etiquette merely masks the intense savageness of its assassination syndicates, criminal concerns, intelligence intrigues and other nefarious pursuits.

Assassination Syndicates

Life and death, is negotiable within the Baklunish basin. Thus; freelance assassins, abound in its back-alleys. Nonetheless; syndicates are seemingly scarce, but extremely competent.

"Slay no man, unless he injures us." - Fellowship of the Everlasting

Founded by the Iron Princess, whom seduced a noble efrete, to become the Grandest Of All Assassins. Nowadays; its tendrils, ensnare the Baklunish basin. Its infiltrators, strangle potential rivals, that threaten its own malign influence. Its leader is the Grandfather of Assassins. Further insight: *Al-Qadim; Assassin Mountain.*

"Beauty Fades, Shame Lasts." - Silken Veil

Conceived as harem amusement, insolent courtiers and boorish merchants, humorously humbled. Of late; its victims have been slain. Supreme Mistress of Veils, has established safe houses in the major cities of the Sultanate. However; its success ensures the eventual notice of the Grandfather of Assassins, *Fellowship of the Everlasting.*

Criminal Concerns

Whereas; the corsairs brazenly conduct its maritime activities, their mainland confederates, evolved sophisticated international networks, unlike the local thieves guilds of the Flanaess.

"Secrecy shrouds us." : Dusk Lash

Beit Castan, serves as its headquarters. Importation of island beauties, remains lucrative as forbidden fruit. Rumours, swirl about its hatred of the Mouqolad Consortium, and an obscure relationship with the Mosque of Xan Yae. Believe themselves the criminal elite of the underworld. Further Insight: *Living Greyhawk: Sultanate of Zeif; The Dusk Lash.*

"Copper before kindness, silver before friendship and gold before blood." : Coastal Smugglers

The coastal smugglers of the bakhoury shoals, circumvent the Zeifan consignment edict. Longstanding allies of the Janasib Isles. Resentful of the crime lords of Beit Castan, *Dusk Lash.*

"Blood and muscle, blade and coin." : Drunken Dogs

Petty thugs, propose a coalition with the *Coastal Smugglers*, to muscle the *Dusk Lash*, from the coastal rackets. Violence seems likely, as well as the Zeifan crackdown.

Intelligence Services

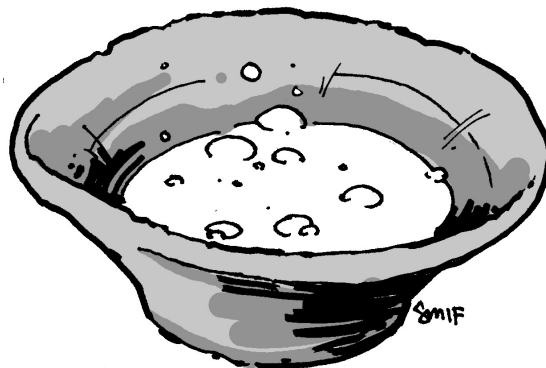
Its nations share much, including a rampant paranoia. Thus; extensive espionage institutions, thrive in the Baklunish west.

"Nothing cannot be bought" : Sensulla Marauders

Paynim renegades, marauders and moles, ultimately subservient to the Grandfather of Assassins. Employs bribery and violence, to sow chaos. Often; hires adventurers to obtain information.

"Spread terror among our enemies, fear among our allies." - The 'Isam

Ataphadi cultists, spread terror to the mainland. Its head is Daud Jabril, a half-orc assassin, whom eliminates his rivals. Senseless murders, are its hall-





mark. Greater broken ones, oft mistaken for monsters, rather than the 'Isam.

Elementalist Cabals and Fiendish Cults

Surrounding nations, will suffer for its smug ridicule. Power belongs not to blood nor wealth, but to those willing to seize it.

"Authority will flow forth to engulf the unworthy." - Cabal of the Deluge

Lurking in the Amber Hills, is the Cabal of the Deluge; Water Elementalist, possessing a *Ring of Elemental Metamorphosis* (ToM). Utilize this item to terrorize Ishda, and then overthrow the Komal Malikate, as women should not exercise authority.

"Guardians ensure survival." - Cultist Creed

Yugoloth, have taken a pronounced interest in the Bazaar of the Worlds. Foul creatures, negotiate contracts of service with those cultists, willing to meet their price, whatever that might be...

Nefarious Pursuits

Shadowy organizations; exist that strive to exercise influence through malicious means.

Baklarran: Isolated walled town; subsist on scruffy goats and winter wheat. Little commerce is conducted but the inhabitants seem prosperous. For the Grandfather of Assassins, manipulates the Baklunish

basin. Fellowship of the Everlasting and Sensulla Marauders, serve as his tools to accomplish these wicked aims.

Order of the Crystal Dawn: Last remnant of the Lords of Sol, ensconced within the Baklhaut Mountains. Cathedral of Castle Dawn, witnesses a miraculous spectacle on Midsummer's Day, Holy Day of Pelor; *See Sacred Sites*. Pelorian Paladins, tour its outlying manor houses. Nowadays; its seven regents, collect donations from celestial caravans, to combat the blood hawks and bonesnappers, *See Gazetteer: Tale of Three Kingdoms*.

Paynim: Once; heartland of the Baklunish Empire. Nowadays; nomads enlist as unreliable mercenaries, taking coin throughout the Baklunish basin. Its patriarchal tribes, resent matriarchal authority, hence the antagonism towards the Komali and Risayli.

Tashbul: A trade town, located in the Dry Steppes. A splendid tower, thrusts skyward, pleasure abode of an (in)famous sha'ir. Envoys of the Madhi and the Risayli Court, have been refused an audience...

Xinyji: Capital of the Kingdom of Sa'han. Its tyrant; Lord Haria Galev, mounted on his nightmare, exploits the stone scar, to raid the celestial caravans. Mouqollad Consortium, endeavors to hire adventurers to track these brigands, *See Gazetteer: Tale of Three Kingdoms*.

CHAPTER 15: GEOGRAPHY

The climatologist variation of such an immense area allows for the broadest of generalities. Only major geographical features are discussed herein, with many smaller features left up to the imagination. As usual, where no statistical information is given, it was impossible for the chronicler to properly evaluate the feature due to a lack of knowledge.

Forests

Laressea Forest: Elvenholme of the grey elves. Its inhabitants, view themselves as merely “allied” with humanity. Logging of its ancient sequoias and cherished cedars, the foundation of the tree towns, is strictly prohibited. Tallfellow halflings; transport sylvan luxuries, fruit liqueurs and medicinal herbs, to the Risayli.

Edhegion Woodland: Once it echoed with much laughter but no longer. Nowadays; hunted and sentenced to hard labour in the hazardous mines of Qalubir, its forest gnomes, become either “liberators or runners”. Of late; ambushing the bounty hunters.

Etribia Woodland: Provides charcoal for Dar-Zulaf. Regrettably, irresponsible burners routinely consume more acreage then can be restored to satisfy the needs of the fortress foundries.

Ferrannan Woodland: Composed of twisted stunted conifers, as the coastal storms, consistently break branches. Furthermore; its wereboar bachelors are extremely vicious, squealing challenges, reverberate throughout the woodlands.

Gisrab Woodland: Plentiful stands of birch and maple trees, tapped for their sweet sap. Its foresters, suspect forest gnomes, have infiltrated these woodlands, to feast on this sticky treat.

Granundaia Groves: On the Janasib Islands, exist tropical fruit trees. Formerly; tended by slaves, the harvest fetched high prices on the continent. Nowadays; its plundered plantations, have been abandoned by the island inhabitants.

Indatium Woodland: Sounder of the wereboars, has chosen to create cultivated clearings. Culinary and medicinal herbs, earn considerable coin in the Bazaar of Mairber.

Marsala Rainforest: On the Isle of Janasib, a thick tangled canopy, covers the island. Its wood elven clans; murderously resist incursions, but barter the Golden Blossom. Its volcano, The Belching Mountain, lair of the Emerald Dragon, Gylzrisdos.

Molardya Woodland: Numerous treants, shelter beneath its tall conifers. Ensconced within is the Tomb of Neebeh, See Sacred Sites. The woodland, seem unaffected by the hyperboreal storms.

Nasati Woodland: Inspired by the injustice of the Edhegion Woodlands; forest gnomes and wood elves, send supplies and volunteers to confront the bounty hunters.

Rasha Woodland: Swept by ocean storms; its pine trees are bent and misshapen. Doused by salt-water and buffeted by sea winds.

Senzadaea Orchards: Geshtai sacred springs of Yif Qayah, nourishes citrus orchards, cherished usk-fruit and yarpick groves.

Sumtab Woodland: Pine trees are harvested, then floated on the Kina River, to the shipyard of Nusiz. Envoys to the Elvenholme of the Laressea Forest, have been refused a royal audience.

Tasmetene Woodland: Its crowded conifer stands, break ankles, but rotten roots, conceal wild mushrooms. Thus; its wereboars, believe themselves gourmands. Charcoal burners have arrived, many willing to conduct illicit burns, conflict seems inevitable.

Utietona Woodland: Heavily exploited by charcoal burners. Its wereboars, migrated elsewhere rather than risk a confrontation. Its southern stands, evolved to thrive in the moist conditions, Nereid of Lake Nain, become too boisterous...

Hills

Amber: Half-Orcs, barter amber beads, within Ishda, others tithed to the storm overlords. Humanoid tribes of Darak Urtag, have little interest, in its cowardly inhabitants.

Quarries of the Damned: Transient work-camps, that collect the stone debris of the elemental ruptures. Worthless captives and lesser broken ones, obtain these valuable construction materials for the construction projects within Khargeg.



Islands

Ataphads: This easternmost chain; colonized over a millennium by criminal elements of the Baklunish Empire and the Ur-Flan. Nowadays; claimed by the Caliphate of the Eternal Darkness.

Janasibs: A chain of tropical islands, shelters corsairs. Dormant volcano rises from the main island, Janasib. Heavily forested, inhabited by hostile wood elves whilst humans have successfully settled the surrounding islands.

Qayah-Bureis: This temperate central chain, colonized by the Sultanate of Zeif. Regional tensions, sabotage its stability as the locathah extort the settlements.

Mountain Ranges

Baklhaut: Located between the Amber Hills and the Silk Pass. Encloses the Kingdom of the Golden Caverns as well as the Grotto of Pinbar. Its mineral wealth contributes considerable revenues to the coffers of the Sharifate of Risay. Whereas; its southernmost mountains contain bonesnappers and blood hawks.

Sulhaut: Divides the Dry Steppes from the horrors of the Sea of Dust. Rumors persist of ancient forgotten paths, were trod by the suloise armies that mortally wounded the Baklunish Empire.

Tyurzi: The Silk Pass, separates this weathered range, from the Baklhaut Mountains. Nonetheless; it contains the headwaters of the Rumikadath River. Shelters the Grandfather of Assassins as well as the Kingdoms of Sa'han and Behow, *See Gazetteer of Three Kingdoms.*

Verdure: North of the Amber Hills, rumored residence of storm and mountain giants, *See Storm Vale.* Rocs, have been sighted circling above these towering peaks. Its range is pierced by the Kibudah Pass, safeguarded by the Alcazaba of Dar-Zulaf.

Mountain Vales

Storm Vale: Misanthrope mountain giants, tend flocks of giant sheep, while storm giants, hunt its enormous wildlife. Rocs, nest in the surrounding peaks, and sometimes snatch a lone elephant. Nervously; orcish exiles of the Amber Hills, leave amber beads, the mountain tax.

Oceans and Lakes

Dramidj, Ocean: Curiously warm; its unusual currents plunge southwards, partitioned by the Pinnacles of Azor'Alq. Several established maritime civilizations exist. Elsewhere; hazardous encounters such as maritime puddings and icebergs, seasonal presents from the Sea of Hyperboria.

Ghayar, Gulf of: Relatively shallow appendage to the Dramidj Ocean, separates the Baklunish basin and the western nations. Populated by both merfolk and locathah, believed somewhat hazardous as coastal xebecs, have been known to vanish.

Nain, Lake: Sacred site to Geshtai. Komal, forbid all visitors, especially males, as its nereid, could harm the foolish males.

Udrukanar, Lake: Located within the southern steppes, this salt lake is the abode of the Marid Shah of the Waters. Possesses the authority to anoint the sovereign of a restored Baklunish empire.

Rivers

Kina: Essential to the southwestern cereal crops and resource transportation. Halfling farmsteads, crowd its banks, create a breadbasket, that feeds the Komali and Risayli cities. Logs are lashed into makeshift rafts, launched from Sarid, bound for the commercial shipyard of Nusiz.

Nain: Hazardous to travel as the playful antics of the Nereid of Lake Nain, spawn rogue waves that

endanger vessels. Priestess of Komal, believe these waves are a summons, from the nereid.

Wadi Adab: Known as the Sultana of the West. River still serves as a transportation conduit via the humble coracle. Hyperboreal storms, buffet the northernmost coast.

Mainland Trails and Maritime Routes

Bia Trek: Annually; tribesmen, visit the Kasbah of Qurim, to collect their share of the celestial luxuries.

Coastal Caravan Route: A series of caravansaries that connects Oum al-Ghayar, Beit Castan and Nafiq. Previously; essential to the mainland economies but as seafaring expertise increased, it has struggled to remain viable.

Dust Road: This winding path connects Kester to Kanak. Beset by mountain raiders, nonetheless, it provides the inhabitants of Ull, with access to celestial luxuries.

Kibudah Pass: In ancient times, Oeridian tribes and humanoid hordes tread this passage to migrate from their homeland, See Gazetteer: Domain of Darak Urtag.

Sea Routes: Enmesh the mainland nations and the islands, as well as the aquan civilizations. Never intrepid explorers, the Baklunish mariners, remain cautious seafarers.

Steppe Trails: Paynim of the Dry Steppes, continue to roam wherever they will. Thus; roads are unwelcome, but tribal trails traverse this featureless grassland. Nomads extort tolls from the merchants, unfortunate enough to cross their path.

Stone Scar: Kingdom of Sa'han, exploit this obscure trail to raid the celestial caravans en route to Kanak. Unfortunately; success has aroused the attention of the Mouqollad Consortium.

The Silk Road: Celestial luxuries; travel through the Celestial Chasm, en route to the Paynim, City of Kanak. Caravanserais sustain this tenuous link, maintains the lavish lifestyle of the Baklunish courts.

Unique

Great Northern Reef: Coral thrives in the Dramidj Ocean, its bizarre currents, seem to accelerate its growth. Curiously; the southern reefs, fail to compare to this sprawling northern mass.

Ikayan Straight: Separates the Janasibs from the Bakhoury Coast. Location of the massacre "Battle Beneath the Waves".

Pinnacles of Azor'Alq: Concealed by a perpetual swirling mist, lashed by frequent storms. Enormous stone spires thrust forth from the Dramidj Ocean. Dragons and rocs have been sighted, whilst beneath the waves, megalodons, giant sharks, swarm.

Volcanoes

Belching Mountain: Dormant volcano, but within its crater is a white smoker, See Oceanic Phenomenon. Lair of Gylzrisdos, Emerald Dragon. Countless clusters of striges, also nest in its many crevices. Moreover; a mutually beneficial arraignment with the murderous wood elven clans, ensures a blissful sleep.

Wastes

Bediyan Desert: Swathes of the southeastern steppes, suffer severe droughts. Hence; its boundaries fluctuate according to seasonal rainfall. Contested by the paynim, whom vehemently extend kinship to its tribesmen. Whereas; the Risayli, assert the resolution of Sharif Vamil Ghamir Roxana, as the caravan tolls, contribute considerable revenues.

Celestial Chasm: Mountain cleft through which the celestial caravans enter the Baklunish basin. Dangers like blood hawks and bonesnappers, as well as the extreme hardship of the Silk Pass, articulates rather eloquently of its importance.

CHAPTER 16: WHISPERS AND VENTURES

The Gulf of Ghayar as well as the corsair isles are a big place and mostly unexplored. Of course; maritime adventures with a corsair (pirate) theme is ideal for the region. Virtually any sort of adventure for any level, will fit in somewhere. If the players just want to bash monsters and collect their treasure, then that's a definite possibility. If they want to get involved in political intrigue and espionage, that's okay, too. Otherwise, this section is intended to provide a few ideas.

Battle and Combat

For players who enjoy good ol' fashioned hack-'n-slash, it offers several potential enemies for any party. Humanoids of Darak Urtag, seem an obvious foe for bloody battles, while the giants of Storm Vale, could also serve as adversaries.

Alternatively, traveling PCs, could be hired to protect caravans or hunt corsairs. Its aqua races; provides undersea encounters, though this watery environment would need magical assistance.

Cry Freedom...

Harsh conditions within the copper mines and impossible production schedules. Desperate to escape the lash, workers have fled into the underground recesses, forming a resilient resistance. Its leader is a rock gnome, named Anili Duerack.

I Shot an Arrow in a Corsair, Who He Was I Do Not Care...

Its elves; have not meekly accepted abuse, especially on Janasib Island. Humans are considered targets to be eliminated, whether male, female or even a child.

Crime and Investigation

A multitude of possibilities exist for players, whom

enjoy hunting criminals. Its secretive syndicates, can be infiltrated, tempting the curious into the Baklunish societal underbelly.

All a paynim needs is his pony...

Paynim, resent the kasbah town, its longbowmen are a threat to the traditional lifestyle. Subsequently; the relations between the Sharif and the Mahdi, have soured.

Free Samples...

Tainted samples of shellfish, arrived within Beit Castan. One clue exists as the original shipment was repackaged and then street children were hired to distribute them.

Dungeon Crawling

This classic adventure is a staple of fantasy role-playing games, and there are locations, ripe for exploration.

There's Gold in Them Hills...

A small clan of rock gnomes, has taken advantage of tales about the mineral wealth, within the abandoned mines. However, the reality of fungus cultivation is less then pleasant...

Time to Clean House...

Gigantic pack rat, bewilders a mountain giantess, often purloins precious items. Initially, amused at the boldness of her adversary. Unfortunately, this persistent pest, has absconded with a ring...

Espionage and Intrigue

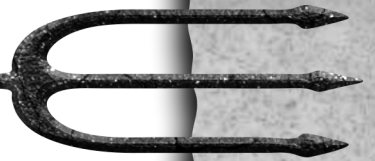
For instance; courtiers, criminals and merchants constantly seek out information to undermine their rivals.

A Storm is Coming...

An embittered mountain giantess of the Storm Vale, tells tall tales to an orphan, a storm giant. Rambunctious rather then malicious, but raised on past glories, he becomes restless...

I Dream of Genies...

Sha'ir, *See New Classes*, summon djinni, efreeti, marid or dao. Act as intermediaries between mortals and geniekind. Curiously; a djinni, entertained the inhabitants of Tashbul, then vanished...



Horror

Necromancy, thrives in the corsair cities, while ancient undead slumber in forgotten tombs. Additionally; demonism, evil spirits, lycanthropy, all capable of giving a scare.

Let Sleeping Hillmen Lie...

Few tombs remain undisturbed, as the motive matters little to the desecrated. New burial mound; has been uncovered within the Amber Hills, but the orkish exiles, fear to investigate...

What a Giant Boar...

A swine strain of lycanthropy, wereboars wander the woodlands. Feral bachelors, befoul the Sultana of the West, Wadi Adab...

Werewolf in Sheep's Clothing...

Hunted to the verge of extinction, survivors have disguised their true nature. Many werewolves have become itinerant traders...

Politics and Diplomacy

Rivals at all levels, familial feuds to racial genocide. Thankfully, these conflicts are mostly conducted with whispered innuendo, rather than warfare.

Silks, We Need No Fancy Silks...

Portion of the Baklunish population, has become radicalized and claim celestial luxuries have corrupted the basin. Of course, the aristocrats and merchants, refuse to countenance the loss of their luxurious lifestyles.

Timber...

Loggers of Chosroes, claim to have purchased the timber rights to the Laressea Forest and have a parchment to prove it. Its elven monarch is not amused...

Mysterious Places

Tales that enthrall sages and inspire bards still exist. Therefore; adventurers need not look far to find the stuff of legends.

Hot Stuff...

Elemental bleeds, cause environmental consequences, such as the tropical climate of the Janasib Islands...

A Sea Tale Chills the Blood...

Popular sea shanties claim the menace, Dragon Turtle Xoshur, roams the northern waters. Thus; Baklunish mariners are loathe to explore these islands, lest it be true...

Where There is Fog, There are Ancient Pinnacles...

Pinnacles of Azor'alq, remain an endless source of speculation. Mariners of all nations regard a mere sighting of them, as an ill omen. Closer examination is impossible, a shiver of megalodons swarm and flights of rocs, carouse among the spires.



CHAPTER 17: THE MARTIAL ARTS

It was the Baklunish that introduced the martial arts to the Flanaess. Following the spiritual teachings of their goddess Xan Yae and her companion Zuoken. Religious ecstasy and physical dedication have created a combat style from these teachings. Monastic orders affiliated with these priesthoods have become proficient practitioners of the martial arts.

Monastic Orders

Prior to the Twin Cataclysms; adherents of Xan Yae, Dai'Shatain, pursued an intensive spiritual and physical training regime to emulate the Lady of Perfection. Fostering the evolution of a specialist in unarmed combat, the martial arts...

Conflict with the Suel Imperium, intruded into these reclusive communities. Protected the Mosques of Xan Yae, and served as trusted messengers. Its monks would be acknowledged as the Order of the Black Lotus and Order of the Twilight Shadow.

Monk named Zuoken, sponsored by Xan Yae, ascended to divine status, passing the trials of the Pinnacles of Azor'alq. Inspired by his resolve and elevation, the devotees of Zuoken, established the Order of the Iron Fist, originated an aggressive style, Da'Shon, Falling Hail.

Order of the Black Lotus

Ability Requirements: Wisdom 13, Dexterity 9, Charisma 9

Prime Requisites: Wisdom and Dexterity

Races Allowed: Human

Alignment: Any Lawful

Prime requisites 16 or better receive a 10% experience bonus. Moreover; they use the clerical hit dice, THACo, saving throws, starting funds, and proficiencies, Religion (1st)*.

Permissible Weapons: Falchion (1st)*; short sword, staff, darts, spears, daggers, knife, club, slings.

Ancient Baklunish order; highly prestigious, with seven hundred members and maintain madrasa to spread the teachings of Xan Yae. Train in an understated style, Twilight Embrace, highlights evasion.

Monasteries; located in Ekbir City, Fashtri, Greyhawk, Kofeh, Sefmur, Ulakand and Zeir-I-Zeif.

Formal attire consists of lavender robes with the symbol of a black lotus. Members; shave their heads and tattoos forbidden, whilst members must tithe 10% to the Mosque of Xan Yae.

Grandmaster and the elders of the lotus council; encourages its members to foil the machinations of the Scarlet Brotherhood.

Makhfi, *lotus flowers*, believe that knowledge must be sought within the lands beyond the Baklunish Basin and the Flanaess, before a successful confrontation with the Scarlet Brotherhood.

Order of the Twilight Shadow

Ability Requirements: Wisdom 9, Dexterity 13, Charisma 9

Prime Requisites: Wisdom and Dexterity

Races Allowed: Human

Alignment: Any Lawful

Prime requisites 16 or better receive a 10% experience bonus. Moreover; they use the clerical hit dice, THACo, saving throws, starting funds, and proficiencies, Religion (1st)*.

Permissible Weapons: Falchion (1st)*; staff, spears, hand axe, daggers, short bow (flight arrows), knife, club.

Ancient Baklunish order, in steady decline. Recruits, attracted to the lucrative opportunities of the continental thieves and assassin syndicates, rather than selfless service.

Nevertheless; its teachings, the shadowy elements of Xan Yae. Monks train in a subtle style, Twilight Song, highlights stealth. Estimated at three hundred. Monasteries; exist in Ekbir City, Sefmur, Ulakand and Zeir-I-Zeif.

Formal attire consists of black robes with the symbol of a lavender lotus. Members; swear a suicidal oath and tattoos forbidden, Nevertheless, its members must tithe 10% to the Mosque of Xan Yae.

Shadowmaster, heads the order, advised by a council of elders.

However; feminine radicalists, lobby for a shadow mistress.

El'malel, *lotus flowers*, believe radical reform creates discord. Radical; a concubine of Sultan Murad, and reputedly established an assassination syndicate, Order of the Silken Veil, within the royal harem, *See Covert Activities*.

Table 5: Monk Advancement Table

Level	Falling Rain / Twilight Embrace / Twilight Song	XP Required	Hit Dice (d8)	Open Hand Attacks	Open Hand Damage	Effective Armor Class	Chi Powers (Level)
1	Brother/Sister	0	1	1	1d4	9	1
2	Brother/Sister	1,500	2	1	1d4	8	2
3	Brother/Sister	3,000	3	1	1d6	7	2/1
4	Brother/Sister	6,000	4	5(4)	1d6	6	3/2
5	Instructor	13,000	5	5(4)	1d8	5	3/3/1
6	Instructor	27,500	6	3(2)	1d8	4	3/3/2
7	Instructor	55,000	7	3(2)	1d8	3	3/3/2/1
8	Instructor	110,000	8	3(2)	1d10	2	3/3/3/2
9*	Master/ Mistress	225,000	9	2	1d10	1	4/4/3/2/1
10*	Master/ Mistress	450,000	9+2	2	1d10	0	4/4/3/3/2
11*#	Master/ Mistress	675,000	9+4	5(2)	1d10	-1	5/4/4/3/2/1
12*	Master/ Mistress	900,000	9+6	5(2)	2d6	-2	6/5/5/3/2/2
13*	Master/ Mistress	1,125,000	9+8	5(2)	2d6	-3	6/6/6/4/2/2
14*	Master/ Mistress	1,350,000	9+10	3	2d6	-4	6/6/6/5/3/2/1
15*	Master/ Mistress	1,575,000	9+12	3	2d8	-5	6/6/6/6/4/2/1
16*	Master/ Mistress	1,800,000	9+14	4	2d8	-6	7/7/7/6/4/3/1
17*	Grandmaster/ Grandmistress	2,025,000	9+16	4	2d8	-7	7/7/7/7/5/3/2
18#	Sacred Seeker/ Lotus Flower	2,250,000	9+18	5	2d10	-8	8/8/8/8/6/4/2
19#	Sacred Seeker/ Lotus Flower	2,475,000	9+20	5	2d10	-9	9/9/8/8/6/4/2
20#	Sacred Seeker/ Lotus Flower	2,700,000	9+22	5	2d10	-10	9/9/9/8/7/5/2

Order of the Iron Fist

Ability Requirements: Wisdom 9, Strength 13, Dexterity 9

Prime Requisites: Wisdom and Strength

Races Allowed: Human

Alignment: Any Lawful

Prime requisites 16 or better receive a 10% experience bonus. Moreover; they use the clerical hit dice, THACo, saving throws, starting funds, and proficiencies, Religion (1st)*.

Permissible Weapons: Staff, spears, hand axe, daggers, light crossbow, knife, club.

Offshoot of the Order of the Black Lotus; devotees of Zuoken, emphasize the confrontational style, Falling Hail.

Its six hundred members, searched for their imprisoned patron. Monasteries, Falla-nil, and Azor-

Khem, situated in the Ullsprue Mountains. Elsewhere; Ekbur City, Sefmur, Ulakand and Zeir-I-Zeif. D'ar-es-Shalim, sacred seekers, founded Flannae-tel, within the Cairn Hills, aided the adventurers, whom released Zuoken.

Consequently; Mistress, Li Hon, has achieved celebrated status.

Formal attire is blues and grey robes, council members enhance these robes with golden trim. Shaved heads are compulsory, but the forearm tattoo of the symbol of Zuoken, is restricted to its Supreme Iron Fist and the council of Iron Elders.

Supreme Iron Fist, contemplates a manifestation. However; the iron elders, are concerned about the notoriety of Flannae-tel. Regardless; members must tithe 10% to the Mosque of Xan Yae.

CHAPTER 18: NEW CLASSES

These supplemental classes are offered for use as possible PCs or NPCs within the Baklunish west and its borderlands.

Monk Orders: Xan Yae and Zuoken

Brother Hulah was aghast *"Abandon the seekers, never"*

Sister Nadeen sighed *"Not abandon, merely reassign"*

"To what end, sister?" inquired Hulah

"Liberate the women" postulated Nadeen

"The seekers combat evil, not delicate songbirds?" countered Hulah.

"It must begin somewhere, confront the injustice" urged Nadeen

"I think not, our seekers are needed to investigate unknown lands, not harems" smirked Hulah

An alternative to the 1st Edition class as well as the fighting-monk kit, *Complete Priest Handbook*. Poorly conceived, and neither were considered successful.

Fortunately; enthusiasts have refused to relinquish the martial artist. Innovative interpretation is tailored to the Baklunish lands.

Spiritual specialist in unarmed combat. Instead of praying for spells, they learn to harness their "inner chi," in order to perform superhuman feats. Such abilities make them dangerous foes, and ensure societal respect.

Restricted to the lawful alignments and obligated to tithe 10%. Limited to a handful of clerical magical items, excess items must be donated to a Baklunish monastery or mosque. Failure to abide by these conditions, denies access to the chi powers, until the penitent atones.

Not allowed armor or shields. Forbidden magical items that enhance natural abilities, IE: girdle of giant strength. However; receives the normal strength and dexterity bonuses.

Monks advance according to the following table:

* Hierarchical Trials.

Sacred Seeker/Lotus Flower.

Hierarchical Trials

Positions within its uppermost echelons are strictly limited. An incumbent exists for each rank above 8th, its incumbent must be vanquished in ritual combat or else be relegated to the previous level.

All challenges between the aspirants must conform to strict rules. Conducted within monasteries and witnessed by its residents. Restricted to its mandatory weapon and those "chi powers", exclusive to its respective styles. Upon attainment 11th, monks must choose whether to continue the hierarchical trials or renounce them. Embarking on the path of D'ar-es-Shalim via *Sacred Seeker* or D'ar-es-Makhfi and D'ar-es-El'malel via *Lotus Flower* to pursue the highest levels of spiritual enlightenment and physical perfection.

Chi Powers

Instead of clerical spells, monks manifest superhuman feats. Even so; occupying "slots", feats possess a "focus time", its casting time. However; comparable benefits are not "stack-able". In that event; the largest bonus is applied. Continuous duration; applies until the next mediation session, whereupon a new selection of chi abilities are randomly endowed, except for *Lotus Flower* and *Sacred Seeker*.

Upon attainment 11th, *Lotus Flower* and *Sacred Seeker*; can be selected and announced. Monastic leadership is denied, but further level advancement is unobstructed. Thereafter; 6th level slot is permanently sacrificed, and the monk is forevermore removed from the trials. Black Lotus and Twilight Shadow, retain evening meditations whilst the Iron Fist, maintain morning meditations to replenish "inner chi", both requires a successful wisdom check to receive the random chi powers, one check per session.

Universal Techniques

Axe Kick (L1)

Crushing Blow (L1)

Five Happiness Fist (L1)

Hands Without Shadow (L1)

Jump (L1)

No-shadow Kick (L1)

Prone Fighting (L1)

Circle Kick (L2)
 Inner Focus (L2)
 Iron Skin (L2)
 Iron Will (L2)
 Leap (L2)
 Fist of Steel (L3)
 Giant Leap (L3)
 Mantis Block (L3)
 Immovable Stance (L3)
 Iron Cloth (L3)
 Steady Step (L3)
 Drunken Stance (L4)
 Flower Petal (L4)
 Mind Over Body (L4)
 Mantis Strike (L5)
 Tortoise Shell (L5)
 Mind Bar (L6)

Da'shon "Falling Hail" Style

Edge of the Storm (L1)
 Spring Breeze (L1)
 The Rain Falls (L1)
 Flying Kick (L2)
 The Lightning Strikes (L2)
 Willow Step (L2)
 Flow Like Water (L3)
 Lightning Fist (L3)
 Natural Order (L3)
 Tornado Dodge (L3)
 Calm Pond (L4)
 Eye of the Storm (L4)
 Storm Wind (L4)
 Flying Windmill Kick (L5)
 Mountain Stream (L5)
 Sacred Seeker (L6)
 The Storm Reverses (L6)
 Thunder Kick (L6)
 One With Nature (L7)
 Torrent of Fury (L7)

Makhfi "Twilight Embrace" Style

The Shadow Passes (L1)
 Friend of Shadow (L2)
 Shadow Self (L3)
 Friend of Darkness (L4)
 Shadow Step (L5)
 Lotus Flower (L6)
 Shadow Walk (L7)

El'malel "Twilight Song" Style

Sparrow Palm (L1)
 Eagle Eye (L2)
 Raven's Cry (L2)
 Swallow's Dart (L3)
 Crane's Call (L4)
 Desperate Lark (L4)
 Lotus Flower (L6)
 Nightingale's Song (L6)
 Eagle Claw (L7)

Chi Powers

First Level Chi Powers

Axe Kick

Level: 1

Focus Time: 1

Duration: 1 attack

Description: The monk's kick attack, if it hits, automatically knocks down any target of Medium size or smaller.

Crushing Blow

Level: 1

Focus Time: 1 round

Duration: 1 attack

Description: After focusing for an entire round the monk's punch attack does double damage to non-living mundane materials and the object struck must make a save vs. crushing blow or be broken in twain.

Edge of the Storm

Level: 1

Focus Time: Continuous

Duration: 1 round

Description: The monk may execute blocks against missile attacks in a single combat encounter as if they were melee attacks, successful Dexterity check to avoid injury.

Hands without Shadow

Level: 1

Focus Time: 0

Duration: 1 attack

Description: The monk's first attack comes before any other attacks.

Jump

Level: 1

Focus Time: 1

Duration: Instantaneous

Description: The monk can use an attack to perform a jump, as the spell, (60 feet assuming a standard movement rate of 12").

No-shadow kick

Level: 1

Focus Time: 0

Duration: 1 attack

Description: The monk makes a kick attack and then immediately follows it with a free kick attack against the same opponent. Each successful kick knocks the target back 5 feet.

Prone Fighting

Level: 1

Focus Time: Continuous

Duration: 1 round

Description: The monk can attack and defend from a prone or kneeling position with no penalty.

Sparrow Palm

Level: 1

Focus Time: 0

Duration: 1 round

Description: The monk gains a +4 bonus to hit on sub-dual attacks this round.

Spring Breeze

Level: 1

Focus Time: 1 round

Duration: Instantaneous

Description: The monk instantly recovers from the effects of fatigue (encumbrance).

The Rain Falls

Level: 1

Focus Time: 1

Duration: 1 round/level

Description: Gives the monk's entire side in combat a -1 modifier on their initiative rolls, as the clairsentient psionic devotion *Combat Mind* (CPH p.33).

The Shadow Passes

Level: 1

Focus Time: 0

Duration: Instantaneous

Description: The monk may perform a withdraw maneuver, leaving melee without provoking an attack of opportunity.

Second Level Chi Powers

Circle Kick

Level: 2

Focus Time: 1

Duration: 1 round/level

Description: The monk's kick attacks do 1d8+3 points of damage.

Eagle Eye

Level: 2

Focus Time: 1 round

Duration: 1 round/level

Description: The monk may make missile attacks at +2 to hit, ignoring any negative cover or visibility modifiers.

Flying Kick

Focus Time: 2

Duration: 1 round/level

Description: The monk can perform fully effective kick attacks on an opponent of Large size.

Friend of Shadow

Level: 2

Focus Time: Continuous

Duration: 1 round/level

Description: The monk is able to fight in darkness or when blinded, with a -2 penalty to all attack rolls rather than the usual -4.

Inner Focus

Level: 2

Focus Time: 1 turn

Duration: Instantaneous

Description: The monk meditates for a full turn and then attempts a non-weapon proficiency check, receiving a +2 bonus to the roll.

Iron Skin

Level: 2

Focus Time: Continuous

Duration: 1 round/level

Description: The monk gains an AC +2 bonus against blunt weapons.



Iron Will

Level: 2

Focus Time: Continuous

Duration: 1 round/level

Description: The monk gains resistance to charms and hypnosis of all sorts, receiving a +4 bonus to saving throws versus such effects, and may roll a normal saving throw even when one is not normally allowed.

Leap

Level: 2

Focus Time: 2

Duration: 1 attack

Description: The monk can perform a jump, as the spell (120 feet assuming a standard movement rate of 12").

Raven's Cry

Level: 2

Focus Time: Continuous

Duration: 1 round/level

Description: The monk can hit creatures only harmed by +1 weapons.

The Lightning Strikes

Level: 2

Focus Time: 4

Duration: 1 attack

Description: The monk can make a single strike, ignoring the usual -4 penalty suffered by a called shot.

Willow Step

Level: 2

Focus Time: 0

Duration: 1 round

Description: The monk gains an AC +4 bonus for a single round.

Third Level Chi Powers

Fist of Steel

Level: 3**Focus Time:** 2**Duration:** 1 attack**Description:** Fist attacks do 1d10+5 points of damage

Flow Like Water

Level: 3**Focus Time:** Continuous**Duration:** 1 round/level**Description:** The monk takes only half damage (rounded up) from falling any distance.

Giant Leap

Level: 3**Focus Time:** 3**Duration:** Instantaneous**Description:** The monk can perform a jump, as the spell (240 feet, assuming a standard 12" movement rate).

Immovable Stance

Level: 3**Focus Time:** Continuous**Duration:** 1 round/level**Description:** The monk gets an additional save vs. paralyzation to avoid being lifted, knocked down, or thrown off their feet.

Iron Cloth

Level: 3**Focus Time:** 3**Duration:** 1 round/level**Description:** The monk can use any piece of cloth at least 6' x 4' or larger, using the cloth in all respects as a garrote.

Lightning Fist

Level: 3**Focus Time:** 0**Duration:** 1 round/level**Description:** The monk's initiative rolls get a +4 bonus for the duration of the power.

Mantis Block

Level: 3**Focus Time:** Continuous**Duration:** 1 round/level**Description:** The monk can entrap an opponent's weapon with a normal "to hit" roll, rendering it unusable. Such individuals lose both shield and dexterity benefits to their AC.

Natural Order

Level: 3**Focus Time:** 0**Duration:** Instantaneous**Description:** The monk can avoid damage from any single physical attack.

Shadow Self

Level: 3**Focus Time:** 0**Duration:** Instantaneous**Description:** Upon being struck by an opponent, the monk can declare the attack instead struck a "shadow self" of themselves which then disappears, like the second-level wizard spell *Mirror Image*.

Steady Step

Level: 3**Focus Time:** Continuous**Duration:** 1 round/level**Description:** The monk also receives a +2 bonus to Dexterity checks involving balance and stability.

Swallow's Dart

Level: 3**Focus Time:** 1 round**Duration:** 1 round**Description:** The monk can move three times the movement rate.

Tornado Dodge

Level: 3**Focus Time:** Continuous**Duration:** 1 round/level**Description:** The monk has an effective base AC 0, whilst parrying attacks.

Fourth Level Chi Powers

Calm Pond

Level: 4

Focus Time: 1 round

Duration: 1 round/level

Description: The monk is protected from spells and magical items, which read thoughts, as the telepathic psionic discipline *Conceal Thoughts* (CPH p.80).

Crane's Call

Level: 4

Focus Time: Continuous

Duration: 1 round/level

Description: The monk can hit creatures only harmed by +2 weapons.

Desperate Lark

Level: 4

Focus Time: 1

Duration: 1 round

Description: The monk can climb walls at twice their movement rate.

Drunken Stance

Level: 4

Focus Time: Continuous

Duration: 1 round/level

Description: The monk gains an AC +4 bonus against missiles.

Eye of the Storm

Level: 4

Focus Time: Continuous

Duration: 1 round/level

Description: The monk receives only half the damage from successful missile attacks.

Flower Petal

Level: 4

Focus Time: 0

Duration: 1 round/level

Description: The monk can distribute their weight to correspond with the surface upon which they are standing, allowing them to move normally across water and other liquids, and preventing any damage due to falling as the psionic psychometabolic devotion *Body Equilibrium* (*Complete Psionics Handbook*, p.55).

Friend of Darkness

Level: 4

Focus Time: Continuous

Duration: 1 round/level

Description: The monk can see without penalty in the dark or when blinded.

Mind Over Body

Level: 4

Focus Time: Continuous

Duration: 1 round/level

Description: The monk can suppress the need for food, water, and sleep, before suffering ill effects, as the psionic psychometabolic devotion *Mind Over Body* (*Complete Psionics Handbook*, p.62).

Storm Wind

Level: 4

Focus Time: 0

Duration: Instantaneous

Description: The monk can dispel any one spell or spell-like effect cast at them.

Fifth Level Chi Powers

Flying Windmill Kick

Level: 5

Focus Time: 3

Duration: 1 round/level

Description: When the monk succeeds in a kicking attack against a single opponent, they immediately gets another kick attack.

Mantis Strike

Level: 5

Focus Time: 4

Duration: 1 round/level

Description: The monk's fist attacks do 2d6+9 points of damage.

Shadow Step

Level: 5

Focus Time: 5

Duration: 1 round/level

Description: The monk is invisible, as the second-level wizard spell *Invisibility*.

Tortoise Shell

Level: 5

Focus Time: 5

Duration: 1 round/level

Description: The monk is immune to all missile attacks.

Sixth Level Chi Powers

Lotus Flower

Level: 6

Focus Time: Continuous

Duration: Continuous

Description: Outraged by the plight of feminine injustice, strives for the perfection of Xan Yae, through the techniques of the Black Lotus and Twilight Shadow. Hereafter; denied leadership status and responsibilities.

Mind Bar

Level: 6

Focus Time: 0

Duration: 1 round/level

Description: The monk is 75% immune to charm, confusion, ESP, fear, feeblemind, magic jar, sleep, and suggestion spells. This power also provides complete immunity to all forms of possession and protects the monk against all psionic powers except the five attack modes, as the psionic telepathic devotion *Mind Bar* (*Complete Psionics Handbook*, p.88).

Nightingale's Song

Level: 6

Focus Time: Continuous

Duration: 1 round/level

Description: The monk can hit creatures only harmed by +3 or better weapons.

Sacred Seeker

Level: 6

Focus Time: Continuous

Duration: Continuous

Description: Consumed with the liberation and manifestation of Zuoken, obsessed with the "Falling Rain" techniques. Hereafter; denied leadership status and responsibilities.

The Storm Reverses

Level: 6

Focus Time: 0

Duration: Instantaneous

Description: The monk can choose a new target for any spell cast at them.

Thunder Kick

Level: 6

Focus Time: Continuous

Duration: 1 attack

Description: The monk's kick attacks do a base of

2d8+11 points of damage.

Seventh Level Chi Powers

One With Nature

Level: 7

Focus Time: 1 round

Duration: 1 round/level

Description: The monk can alter their body to survive in any hostile environment as the psychometabolic psionic discipline *Body Control* (CPH p.55).

Shadow Walk

Level: 7

Focus Time: 7

Duration: 1 turn

Description: The monk can move from one shadow to another, as the seventh-level wizards spell *Shadow Walk*.

Sorrowful Shadow

Level: 7

Focus Time: 9

Duration: 1 attack

Description: This mournful wail, acts as a symbol of hopelessness, as the clerical spell.

Torrent of Fury

Level: 7

Focus Time: 5

Duration: 1 attack

Description: If the monk initially succeeds, he becomes a whirlwind of destruction and receives two free attacks provided the target(s) selected are within melee range.

True Fist of Zuoken

Level: 7

Focus Time: 8

Duration: 1 attack

Description: This devastating fist strike, does the tremendous damage of 2d10+14 points, if successful.

Wizard Specialist: Sha'ir Sorcerers

Rabi Shezban of Tashbul Tower, considered recalling the shackled genie, en route to eliminate a random child of an inconsiderate supplicant. Ultimately, an example, must be made, truly he had wished to sleep, late...

Introduced in the Al-Qadim campaign setting, Arabian Adventures and the Sha'ir Handbook. Innova-

tive interpretation, tailored to the Baklunish lands. Omits the granted powers and streamlines the class. Genie-kind interaction is conducted via new spells to highlight its unusual nature. Randomness of the condensed spell roster, available within the aforementioned sources, these alterations promote role-playing opportunities, absent in the previous renditions.

Ability Requirements: Charisma 9, Constitution 15

Prime Requisites: Charisma and Constitution

Races Allowed: Human

Alignment: Any

Opposition Schools: Restricted to Gen Province and Universal Spells

Prime requisites 16 or better receive a 10% experience bonus. A good wisdom score is highly desirable as well. Use the wizard tables, hit dice, THACo, saving throws, starting funds, and proficiencies.

Permissible Weapons: Dagger, Darts, Jambiya, Knife, Light Crossbow, Sling, Staff

Its materials and unusual spells, are suited to the Baklunish west. Specialist benefits; through its bonus spell, *Summon Gen*. Unlike other wizards, charisma not intelligence is paramount. Procures their spells through persuasion and negotiation, rather than libraries and laboratories. Includes those magical items that replicate the traditional schools are still considered anathema. Sorcerers, assert an inherent connection, is a superior means to pursue the arcane arts.

Repertoire of specialized spells, tailored to interact with genie-kind and the elemental planes. Nevertheless; restricted to the elemental province of its familial. *Flame Gen* (Efreetikin), *Sand Gen* (Daolani), *Sea Gen* (Maridan) and *Wind Gen* (Djinnling). Whom, serve as living spellbooks. Consequently; a charisma check, occurs whenever a sha'ir casts a spell. Failure; a miscommunication and an ineffectual spell.

Fanciful folktales about wishes, arouses interest among the aristocrats and the masses. Granted by the nobles of the genie-kind; unfortunately for the misinformed, a mere 1%, possess this lineage. Upon attainment of 10th level, sha'ir sorcerers, resolve to establish a pleasure abode to shun the tiresome supplicants. However; the retreat into isolation; facilitates an infantile regression, -1 Constitution Per Level Advancement. Pleasure abodes, attract 1d2 - 1st level apprentices.

Gen Rituals

Familiars, *See Summon Gen*, can attain enhancements through elaborate rituals. Expensive and hazardous, familiars must be in peak physical condition, Max HP, to undertake them. Each rite, can be attempted but once, its components are consumed whether successful or not.

Ritual Calculation: (Level x10): (Enhancement Rating). IE: Fazil 6th Level conducts the ritual of spell conduit on his Efreetikin $(60\% - 25\%) = 45\%$ Chance of Success. Failure indicates a tortured familiar, suffers 1d6 HP, recovers 1 HP/Gemstones 1,000 GP. Once retired to a pleasure abode, 10th Level, a sorcerers interest turns to the elemental courts, rather than these petty rituals.

Genie-kind Interaction

Djinn, independent and judgmental, Efreet, imperialistic and oppressive, Dao, shrewd but greedy, Marid, capricious and volatile whilst the Jann, bitter and forlorn. Alone; the jann reside upon the prime material plane rather than an elemental plane. Unwilling to negotiate agreements and impervious to a summons or shackles in the routine manner, *See Spell: Call Upon Jann*.

Genies are easily offended and have an exalted opinion of their own value within the multiverse. Prudent practitioners will hoard their wealth, as luxurious gifts, are necessary to entice the summoned genies into servitude. Lasting 1001 days, but the individual terms are negotiable. Ultimately, bestowed the position of ambassadorial status in the elemental courts, viewed as career capstones.

Many choose instead to shackle: enslave: genies to avoid this negotiation. Unsurprisingly; shackled genies, twist tasks to achieve its eventual release, whilst liberated genies are too overcome with shame to risk human interaction again.

See the al'Qadim and the Sha'ir's Handbook for further details.

Sha'ir Spell List

Universal

Honour Mark (L1)
 Summon Gen (L1)
 Call Upon Jann (L3)
 Elemental Maze (L5)
 Summon Genie (L5)
 Shackle Genie (L6)

Flame Province

Fire Truth (L1)
 Banish Dazzle (L2)
 Sundazzle (L2)
 Sunsorch (L3)
 Sunfire (L4)
 Sunwarp (L4)
 Fire Track (L5)
 Flameproof (L6)
 Flame of Justice (L6)
 Sun Stone (L7)
 Elemental Transmogrification (L8)
 Unleash Monolith (L8)
 Conflagration (L9)

Sand Province

Burning Sand (L1)
 Move Sand (L1)

Sand Jambiya (L1)
 Sand Slumber (L1)
 Sand Quiet (L1)
 Traceless Travel (L1)
 Dust Curtain (L2)
 Pillar of Sand (L2)
 Sand Shadow (L2)
 Hissing Sand (L3)
 Sand Seal (L3)
 Sand Sword (L3)
 Sand Tools (L3)
 Sandspray (L3)
 Whispering Sand (L3)
 Conjure Sand Lion (L4)
 Sandcone (L4)
 Desert Fist (L5)
 Move Earth (L5)
 Waves of Sand (L5)
 Part Sand (L6)
 Sand Shroud (L6)
 Create Shade (L7)
 Return to Sand (L7)
 Elemental Transmogrification (L8)
 River of Sand (L8)
 Sand Worm (L8)
 Unleash Monolith (L8)
 Sand Form (L9)

Table 6: Gen Rituals

Ritual	Rating	Enhancement	Component
Cloak of Gathering Shadows	12	Hide In Shadows; 5%/Level	Black Pearl 500 GP
Eyes of the Eagle	12	Locate Concealed Doors; 5 Ft/Level	Gemstone 500 GP
Eyes of the Owl	12	Detect Invisible; 5 Ft/Level	Gemstone 500 GP
Eyes of the Snake	12	Acquires Infravision; 5 Ft/Level	Gemstone 500 GP
Eye of Truth	12	Recognize Illusions; 5 Ft/Level	Gemstone 500 GP
Gentle Zephyr	12	Isolate Crowd Conversations; 5 Ft/Level	Gemstone 500 GP
Nose of the Bloodhound	12	Track Creatures; 5%/Level	Gemstone 500 GP
Scent of Danger	12	Recognize Poison; 5%/Level	Gemstone 500 GP
Sound of Lies	12	Recognize Falsehood; 5%/Level	Gemstone 500 GP
Whispering Wind	12	Understand Languages; 5%/Level	Gemstone 500 GP
Improved Armour Class	15	+1 AC Bonus	Gemstone 1,000 GP
Increased Damage	15	+1 Damage Bonus	Gemstone 1,000 GP
Falcon Wings	20	Sprout Wings 36 Ft/Round	Trained Falcon 1,000 GP
Touch of Opening	20	Open Mundane Locks	Golden Lockpicks 2,000 GP
Spell Conduit	25	Cast Spells Via Gen 100 Ft/Level	Gemstone 5,000 GP

Sea Province

Cool Strength (L1)
 Float (L1)
 Sea Sight (L1)
 Waterbane (L1)
 Depth Warning (L2)
 True Bearing (L2)
 Converse With Sea Creatures (L3)
 Stone Hull (L3)
 Shatterhull (L4)
 Shipshock (L5)
 Water Blast (L5)
 Command Water Spirits (L6)
 Ship of Fools (L6)
 Water Form (L7)
 Cleanse Water (L8)
 Elemental Transmogrification (L8)
 Unleash Monolith (L8)
 Life Water (L9)
 Maelstrom (L9)

Wind Province

Alter Normal Winds (L1)
 Wind Compass (L1)
 Flying Jambiya (L2)
 Wind Shadow (L3)
 Ghost Rigging (L4)
 Mirage Wall (L4)
 Wind Blade (L4)
 Death Smoke (L5)
 Shield of Winds (L5)
 Wind Carpet (L5)
 Summon Wind Dragon (L6)
 Create Soundstaff (L7)
 Elemental Transmogrification (L8)
 Unleash Monolith (L8)
 Windtomb (L9)

Sha'ir Spells

Universal

Honour Mark (Alteration)

Level: 1
Range: 10 Feet/Level
Components: V
Duration: Permanent Until Removed
Casting Time: 1 Round
Area of Effect: 1 Creature
Saving Throw: None

Marks a sha'ir, seen performing a dishonorable act by another sorcerer, black line across the face. Deemed an accusation, Baklunish treat such a pariah, -2 reaction rolls. Removal of the mark, requires an act of humility and a menial task. Sorcerers view its application as an amusement, but rivalries have deteriorated into running feuds. Hence; popularity of the conduit ritual among these malicious adversaries, enables them to torment their nemesis through enhanced familiars.

Summon Gen (Conjuration/Summoning)

Level: 1
Range: N/A
Components: V, S, M
Duration: Special
Casting Time: 2d12 hours
Area of Effect: 1 Gen
Saving Throw: Special

Enables a sha'ir to summon, an intelligent miniature genie: flame, sand, sea and wind: as a familiar and companion. Acting as a "living spell book", by acquiring the arcane energies from its elemental plane. Without such familiars; a sha'ir can not cast spells. Once summoned, subtly influences its master towards its own alignment. Unsurprisingly; these living spellbooks are shamelessly pampered to ensure continued compliance. Nonetheless; they will request enhancement rituals, supposedly to benefit its master. In truth; an enhanced familiar is rewarded on its return to the elemental court.

Gen Alignment

Air: Chaotic Good
Earth: Neutral Evil
Fire: Lawful Evil
Water: Chaotic Neutral

Gens; HD 1-1 (1-6 HP + 1 HP/sorcerer level), and an Armor Class of 7. Causes 1d4 damage, rites can enhance its own abilities. Use the table or choose the best result for the campaign.

Captured Gen; deprives its master from receiving spells, thus familiar ransom between sorcerers is surprisingly common. Gens will expire when reduced to 0 HP. Grief-stricken its master, must successfully roll an immediate system shock check as well as sacrifice a point of Charisma, no saving throw.

The material component of this spell is a *ruby-emerald-sapphire-diamond encrusted item* (16,000 GP).

Summon Gen Familiar Table

D100 %	Gen Familiar
01-19	Flame (Efreetikin)
20-39	Sand (Daolani)
40-59	Sea (Maridan)
60-79	Wind (Djinnling)
80-100	No Response

Call Upon Jann (Conjuration/Summoning)

Level: 3

Range: 10 mile/level

Components: V, S, M

Duration: One Battle

Casting Time: 2d12 hours

Area of Effect: 1 Jann

Saving Throw: Special

Janni are known to favor the secluded areas of the prime material plane, compels them into service. Produces a mystical sound, which summons an unfortunate jann that hears the call within its radius, unless a successful saving throw vs spell. Jann, becomes enraged towards the enemies of the sha'ir.

The material components of this spell is *burning incense* (500 gp) and a *carved miniature horn* (500 gp).

Elemental Maze (Conjuration/Summoning)

Level: 5

Range: One Genie

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: Gemstone

Saving Throw: None

Prepares the gemstone component of the shackle genie spell. Casting creates a mental maze within the selected gemstone. Renders the shackled genie compliant to commands. A shackled genie can liberate its own will or else the gem can be shattered thus releasing the enslaved, *see shackle spell*.

The material component of this spell is a *gemstone* (5,000 gp).

Summon Genie (Conjuration/Summoning)

Level: 5

Range: One Genie

Components: V, S, M

Duration: Special

Casting Time: 2d12 hours

Area of Effect: 1 Genie

Saving Throw: Special

Creates a random connection between the prime material plane and an elemental plane, extends an invitation for a genie to enter into terms of service, minimum 1,000GP/HD. Genies enjoy haggling, magical items also intrigue these creatures. Negotiations provide an excellent opportunity for role-playing.

The material component of this spell is a *gemstone* (5,000 gp).

Shackle Genie (Conjuration/Summoning)

Level: 6

Range: One Creature

Components: V, S, M

Duration: Special

Casting Time: 2d12 hours

Area of Effect: 1 Genie/Level 12+

Saving Throw: Special

Seeks to shackle: enslave: the will of a summoned genie, via a domination/trap the soul variation. Focus of the compulsion is a pair of golden shackles and an enchanted gemstone, *see spell*; elemental maze. Summoned genie is immediately aware and seeks to resist: saving throw vs. spell: to avoid the compulsion, which shatters the shackles and enchanted stone.

Genies despise enslavement, this natural resentment must be squashed, through a successful *wisdom check*, on the anniversary of its enslavement. Requires the solitude of a pleasure abode, 10th level, then intensive preparation, considered accomplished at 12th level.

Suspicion of a shackled genie, can provoke an elemental court investigation. Shackled subjects deprive elemental monarchs of their value. Therefore, these courts invariably assign investigators to verify rumors then enter into negotiations to ensure the release of the shackled: enslaved genies. If unsuccessful; political pressure and lavish bounties encourage the sorcerers to be reasonable.

The material components of this spell are a *pair of golden shackles* (5,000 gp), and an *elemental maze gemstone* (5,000 gp).

CHAPTER 19: TECHNICAL INVENTION

Sujah labored within the cramped confines of the storeroom alcove that had been converted into a makeshift workshop. Soon the creation would be complete and then the Order of Kwalish would summon him to study within Zeir-i-Zeif.

Introduced in the Al-Qadim campaign setting, Arabian Adventures and Sha'ir Handbook. An innovative interpretation, tailored to the Baklunish lands. Presents a plausible rationale for mechanical contraptions and the controversial arquebus, See Arms and Equipment Guide, within the gameworld.

Wizard Specialist: Clockwork Mage (Gnome Tinker / Human Mechanician)

Ability Requirements: Intelligence 14, Dexterity 16

Prime Requisites: Intelligence and Dexterity

Races Allowed: Gnome and Human

Alignment: Any

Oppositional Schools: Traditional Spells Other Than Comprehend Languages, Read Magic and Legend Lore

Prime requisites 16 or better receive a 10% experience bonus. Use the wizard tables, hit dice, THACo, saving throws, starting funds, and proficiencies.

Permissible Weapons: Dagger, Darts, Hammer, Jambiya, Knife, Sling, Staff

Continental courts seek to utilize those that possess magical talent, but not all candidates aspire to magical prowess. Nevertheless, a fascination exists amongst the Baklunish with mechanical contraptions. Premier organization of technical invention is the Aesthetic Order of Earthly Perfection, commonly known as the Order of Kwalish, located within the Sultanate of Zeif, Zeir-I-Zeif.

Gnomes have been infected with the mania of

invention and seek a similar immortality as that achieved by the celebrated tinker, Namkin Jebdar. It is not uncommon to witness a delegation of mechanicians from the Order of Kwalish, fawning over a disheveled gnome, a celebrated tinker.

Goal of the clockwork mage, the creation of contraptions to achieve a technological civilization. Farsighted wizards and parochial priests, consider this obsession a threat to the arcane arts and the foundations of faith.

Prodigies like Kwalish (L20), and Namkin Jebdar (L19), remain the apogee of invention. Granted the *Apparatus of Kwalish*; is best known, but beyond the *Gulf of Ghayar*, tales of the *Apparatus of Namkin Jebdar*, are told. Undeniably; the mechanical elegance of the submersible apparatus, permits reproduction with sufficient materials and acumen. Whereas; tinkers strive to locate the *Apparatus of Namkin Jebdar*.

Apparatus of Kwalish (AC 0 / 200 HP): Scuttling submersible 30 Feet/Swim/Walking, resembles a portly iron lobster. Functions to the depth of 900 Feet. Accommodates two man-sized individuals, contains breathable air 1d4+1 hours until it must resurface. Pincers, snap shut for 2d6 damage, 25% chance to clasp an adversary, successful bend bars/lift gates to escape.

Value: 90,000 GP: **Size:** Large: **Weight:** 500 lbs: **Rarity:** Very Rare

Apparatus of Namkin Jebdar (AC 4 / 24 HP): An excavation marvel, resembles a crouching copper badger. A small contraption, whose gemstone eyes, illuminate with continual light 60 feet, its twitching nose behaves as a Wand of Metal and Mineral Detection 60 feet. Stubby claws burrow as a Spade of Colossal Excavation, but rake for 1d6 damage. Its operator; gnome or halfling, monitors the breathable air, enables subterranean operation for 1d4 hours. Essential to its extraordinary abilities is the internal reservoir which contains a bluish fluid, See *Oceanic Phenomenon*; *Sunken Craters*, circulates via a multitude of copper pipes to its claws and nose.

Value: 50,000 GP: **Size:** Small: **Weight:** 100 lbs: **Rarity:** Unique

Table 7: Clockwork Mage Advancement Table

Level	Mechanical Function	Infuse Spell	Spell Acquisition
1	1	0	Comprehend Languages
2	2	0	
3	3	0	
4	4	0	
5	5	0	
6	6	0	
7	7	0	
8	8	0	
9	9	0	
10	9	1	Read Magic
11	9	2	
12	9	3	Legend Lore
13	9	4	
14	9	5	
15	9	6	
16	9	7	
17	9	8	
18	9	9	
19	9	9	Masterpiece Infusion
20	9	9	Masterpiece Infusion

Contraption Size

Tiny d4 HD
 Small d6 HD
 Medium d8 HD
 Large d10 HD
 Huge d12 HD
 Gargantuan d20 HD

Contraption Complexity (d100)

Attack Melee 5%
 Attack Ranged 5%
 Climb 10%
 Burrow 15%
 Entangle 15%
 Jump 20%
 Manipulate Appendage 25%
 Mechanical Power Source 30%
 Grasping Strength 35%
 Walking 40%

Swimming 45%
 Spell Infusion (Level %)

Contraption Competition

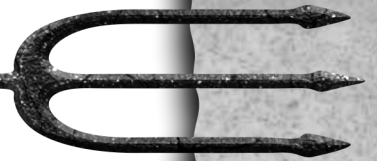
Percentage roll d100, throw must exceed the complexity total of the contraption. Failure results in a worthless prototype, funds and materials are forfeited in its construction.

Catastrophic Failure Table

Loss 10% Hit Points	Random Malfunction
Loss 50% Hit Points	Structural Threat
Loss 75% Hit Points	Inoperative
Loss 100% Hit Points	Destruction
Power Source; Grasping Strength, Walking and Swimming	

Mechanical Weaknesses

Ranged Dart, 1/Round
 Entangle, Dexterity Check (Dodges)



Damaged Power Source, Causes 4d6;

Ceases Grasping Strength, Walking and Swimming

Infusion Hazards

Clockwork Mages 10th Level; Bestowed Read Magic, to pursue scrolls inscribed with the infusion spells. Contraptions, can contain the arcane energies of a single spell. Saving throw vs spell, whenever activated. Critical fail (1), results in an arcane accident, spell level d10.

Note: Legendary Apparatus, exceed theories and the calculation charts. Hence; painstaking reproductions of Kwalish, as no mechanic, truly understands the contraption. Meanwhile; tales of the badger of Namkin Jebdar, sniffing treasure hordes, inspires the gnome tinkers...

Mechanical Functions

Attack Melee 1d4/1d3 (L1)

Attack Ranged 1d3/1d2 (L1)

Climb (L2)

Burrow (L3)

Entangle (L3)

Jump (L4)

Manipulate Appendage (L5)

Mechanical Power Source (L6)

Grasping Strength (L7)

Walking (L8)

Swimming (L9)

Infuse Spells

Light (L1)

Continual Light (L2)

Infravision (L3)

Solid Fog (L4)

Airy Water (L5)

Death Fog (L6)

Vanish (L7)

Glassteel (L8)

Crystalbrittle (L9)

Majority of clockwork contraptions are tiny trinkets and toys, whilst aristocratic patrons commission extravagant mechanical marvels to enthrall the masses. Regardless; the legendary apparatus, remain examples of remarkable successes. Nowadays; clockwork mages, at the highest levels 19-20, strive to leave a legacy. Creation of a mechanical masterpiece that expands the technological boundaries, such an achievement necessitates the exploration of the unknown.

Table 8: Contraption Material Table

Material	AC	Hit Dice	Weight (Lbs)	Material	AC	Hit Dice	Weight (Lbs)
Adamantite	-1	8	1	Gold	5	4	4
Bone	6	3	0.5	Iron	2	6	2.5
Brass	2	3	1	Jade	7	3	1
Bronze	3	3	1	Leather	8	2	0.5
Copper	4	4	2	Pottery	10	1	1
Crystal	6	2	2	Silver	4	3	2
Fine Steel Masterwork	1	5	1	Steel	0	6	2
Gemstones I-III	2	3	1	Wood	7	2	1
Gemstones IV-V	5	3	1	Masterpiece Material (L19)	N/A	N/A	N/A
Glass	9	1	3	Masterpiece Material (L20)	N/A	N/A	N/A

CHAPTER 20: MAGICAL ITEMS

The Baklunish west and the corsair isles have few artifacts compared to the Flanaess, as most sages conclude that many were lost in the destruction of the Invoked Devastation. Following the twin cataclysms, the survivors of the civilization had more immediate concerns.

Earthen Elemental Node: Source of elemental convergence, little interest to the continental courts. Zashassar, Ekbiri Keeper of Past Secrets, believe its rumored corruption by the Cultists of Eternal Darkness to be a serious threat.

Axe of the Briny Deep: Currently in the hands of the Sea Hag, Agatha Brineheart. *See Supplement: Underwater Atlas.* Its rune covered handle was carved from the branch of an ancient Deklo Tree, harvested within the Udgru Forest. *Battle Axe* +1, +2 vs. *Evil Aquatic Creatures*. Presented to the inhabitants of Murensht Isle by the Caliph of Ekbir; natural 20, causes an additional 1d6 brine damage.

Collection of the Prime Pearls: Underscores; merfolk presence within the pearl trade. Sovorn Palace, rumors swirl but its prime pearl collection, contains magical pearls of power (1d4).

Coral Crown: Rests on the head of the sahaugin crown prince. Prominently displaying a black pearl, pearl of power 9th Level, salvaged from a shipwreck.

Decanter of Endless Water: Tainted by Sevelkhar the Waster, Master of Famine and Drought, Poisoner of Wells, Aspect of Incabulos. Inflicts nightmares, *See Commercial Establishments.*

Hag's Eye: Solitary creatures, a trinity of ambitious hags, can form a covey. Gemstone (500 GP), embodies this union. Known as the Hag's Eye, which enhances arcane abilities but also binds the fate of the three hags, *See Monsterous Manual.* Functions as a crystal ball, to monitor its minions. Destruction of this Gem, shatters the covey and blinds its trinity.

Lost Grimoire of Qadi In'mee: Clerical subversive, blended faerie folklore and golem creation, *see monsters: terracotta golems.* Rotted transcription; still lies forgotten, somewhere in Kfeya. It will be

consumed in the creation of a terracotta golem. Requires Baklunish Priest; 17th Level, Cost 50,000 GP.

Trathar (tree friend): Monarchical blade of the Laressea Elvenholme Realm. Furthermore; a staunch adversary of the mysticism of Sehaine, snidely comments, whenever an elven mystic visits the chivalrous court.

Long sword +4: Intelligent (Int 15; Ego 9; Speech: NG; Detect evil 10' radius, Detect magic 10' radius and Detect traps 10' radius).



CHAPTER 21: MONSTERS

There have been excellent resources printed that detail literally thousands of monsters for use in the World of Greyhawk, so there is little need for more. Gamemasters are encouraged to plumb them to provide appropriate challenges for their players, preferably choosing creatures that reflect the cultural atmosphere of this particular region.

Animals, Giant: Orcish exiles of the Amber Hills, accustomed to such sightings within the Verdure Mountains. Prey of the giant overlords of Storm Vale. Rocs, nest in its isolated peaks, flights, sometimes assemble. Flying enmass to frolic amid the Pinnacles of Azor'alq.

Blood Hawk: Bloodthirsty raptors, pester the caravans that traverse the Celestial Chasm. Mogok, See Celestial Imperium, sentences criminals to the

Hangman Hills, to satiate its visceral fondness for human flesh. Swift and tenacious, these fledglings, sold within Qurim. Paynim, covet them as hunting hawks, whom are callous to its viciousness.

Bonesnappers: Ravenous reptiles; lair within the subterranean caverns, scattered throughout the southern areas of the Baklhaut Mountains. Often; ambushes the celestial caravans that traverse the Celestial Chasm. Occasionally; a bolder specimen, dares to wander the Hangman Hills, to feast on the condemned criminals.

Broken Ones: Survivors of cultist experimentation, conducted in the Ataphad Isles. Most believe 'the makers', work towards a cure. Others; choose to vent their resentment on the mainland.

Dragons: Gylzrisdos, Emerald Dragon and Xoshour, Dragon Turtle, have achieved celebrity status. Unremarked; a brass dragon, lairs in the Great Erg of Arir.

Elephants, African and Woolly Mammoths: Mostly confined to menageries, unless paraded as a

deterrent. In contrast; stranded specimens still roam the Wadi Adab. Hunters, rarely claim an elephant or wooly mammoth, fearful of the rocs, feast on them.

Fish, Giant: Shivers of megalodon sharks, swarm around the Pinnacles of Azor'alq. Numerous breeds, roam throughout the Dramidj Ocean, especially within the eastern isles, Ataphads.

Genies, (All Types): Elemental beings, evolved a complicated relationship with the Baklunish civilization. Inspires, awe and dread as its sovereigns, seek validation from these creatures. Established; a specialist wizard, the sha'ir, whom is dedicated to the interaction between man and genie-kind.

Giants, Storm and Mountain: From a secluded vale, storm vale, within the Verdure Mountains. Giants, hunt the giant animals and tame the rocs, that nest amongst the highest peaks.

Kna: Aquatic humanoids, a memorable sight with orange skin, 10-12 feet tall, and muscular physiques. Prominent features; a large back fin, clawed hands and bulging eyes. Communicates via sign language. Highly territorial, reacts violently toward trespassers that seek to investigate the Great Northern Reef

Lycanthrope (All Types): Many types of lycanthropes, exist within the Baklunish west. Its northern woodlands are inhabited by headstrong wereboars, while the werewolves, are believed to have been hunted into extinction.

Rays, manta and stinger: Rays are hunted as these creatures are seen as a fishing rival but also a useful resource as their stingers, constitute convenient resources for undersea armaments.

Squid, Giant: Downfall of the Ixixachitl and the colonization of the southern islands, enabled the giant squid, to thrive in the northern expanse of the Dramidj Ocean. Contemporaneously; the cephalopods, share these same waters with Dragon Turtles and Kna Coral Communes of the Great Northern Reef.

Trolls, Scraggs: Maritime trolls; scraggs, lackeys of the merrow, aquatic ogres, See Undersea Civilizations.

Zaratan: Enormous turtles, spends much of its existence in a profound slumber. Its shell, acquires vegetation and resemble islands. Mariners are sometimes bewildered as an island seems to move between voyages.

Aundor Beast

Climate/Terrain: Storm Vale

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Night

Diet: Scavenger

Intelligence: Low (5-7)

Treasure: N/A

Alignment: Chaotic Neutral (Chaotic Evil)

No. Appearing: 1 or 1-4

Armor Class: 4

Movement: 12

Hit Dice: 7

THACO: 12

No. of Attacks: 4

Damage/Attack: 1d10/1d10/2d8/1d4 + special

Special Attacks: Wounding Tail Slash (see below)

Special Defenses: Mottled Skin (see below)

Magic Resistance: Nil

Size: Large (10') - Huge (14')

Morale: Steady (12)

XP Value: 1,000

Specialized scavenger that lurks within the Storm Vale. Giant overlords, cherish hunting these beasts.

Combat: Carriage similar to a bear with mottled skin, provides a small measure of concealment, -1 to hit.

Crushing claw strikes and a powerful bite, but its most cruel attack resides in its tail. Anticoagulant, coats the scales of its lash-like length. Lacerated animals, suffer wounds that bleed heavily, 3hp/round.

Habitat/Society: Inhabits the Storm Vale, preys on the gigantic mammals, that reside therein. Solitary creatures, otherwise it is a breeding pair.

Gestation is roughly 1 year with 1-4 young born. Offspring, can survive after six months. Inherently vicious; all attempts to tame it, have failed miserably.

Ecology: Scavenger, an ambush involves tail strikes and trailing the wounded animal until it collapses. Specialized; this beast could not survive without the giant mammals of Storm Vale.

Genasi (Water Soul)

Climate/Terrain: Coastal Ports, Lakes and Rivers

Frequency: Uncommon

Organization: Any

Activity Cycle: Any

Diet: Omnivore

Intelligence: Very-High

Treasure: N/A

Alignment: Neutral (Good or Evil)

No. Appearing: N/A

Armor Class: 10

Movement: 9, Sw 30

Hit Dice: 1+1

THACo: 19

No. of Attacks: 1

Damage/Attack: By Weapon

Special Attacks: Water Leash (3/day)

Special Defenses: Divination Abilities

Magic Resistance: Water Affinity

Size: Medium (6 feet)

Morale: Steady (11)

XP Value: 300

Human descendants; blood of the elemental marids flowing through their veins, known as 'Merran' within the Baklunish basin. Distinctive blue eyes and an effortless grace, marks them.

Such offspring, have an inclination for weather prognostication. Sadly, these instincts are hardly accurate, merely 25%.

Combat: Weapons and armor, same as the sailors. Despite this normalcy, they possess certain inherent abilities.

A fondness towards the ocean, resulting in a natural resilience to spells, +2 save, based on the water element.

They can create (3/day), a strong tendril of water, that deals 1d6 in bludgeoning damage but acts as a ranged attack.

As well as breathe water at will and can swim at a movement rate 30 feet, both abilities are extremely useful for mariners.

Habitat/Society: Integrated themselves, even at the highest levels. Surprisingly; robust, +1 constitution, and thoughtful, +1 wisdom, but notoriously shy, -2 charisma.

Speculation suggests these offspring, remain a remembrance to the Baklunish of the ancient liaisons with the genie-kind, Marid.

Ecology: Merrans inflict no more environmental harm then the other sentient species. Require triple the normal amount of daily water or else, -1 strength. Once a week; necessitates a swim in a natural water source, restores health or else, -1 constitution.

Golem, (Terracotta)

Climate/Terrain: Any

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Nil

Intelligence: Non-(0)

Treasure: Nil

Alignment: Neutral

No. Appearing: 1

Armor Class: 6

Movement: 4

Hit Dice: 12 (55 HP)

THACo: 8

No. of Attacks: 4

Damage/Attack: 2d10+7

Special Attacks: None

Special Defenses: See Below

Magic Resistance: Nil

Size: Large (9 feet)

Morale: N/A

XP Value: 7,000

Presented as goodwill gifts to the Verdured Heights by the sultan's court. Golems reside in the cities of Mur and Dar-Zulaf.

Composed of red clay, its features have been sculpted into a serene smile. Whilst, its wardrobe consists of Baklunish robes.

Conceived by Qadi (Priest) In'mee, the exact process has been forgotten. Many interested individuals would pay handsomely to obtain the *Lost Grimoire of Qadi In'mee*, see *magical items*

Combat: A terracotta golem can not speak and walks with a clumsy gait. However, it stands 9 feet tall and possesses a strength of 19. In addition, certain spells function somewhat differently against them.

Move Earth, will drive the construct back 120 feet and deals 2d12 damage. Heretofore, a *shatter* spell raises it to AC10 and causes 1d12 damage. An *earthquake* spell, causes 4d10 damage.

Fire-based spells cause its exterior to retain heat, which heals the terracotta construct 1/2 damage of these attacks.

Unfortunately; its elemental spirit is not stable. Resulting in a 10% chance whenever activated; that the construct will become berserk, randomly attacks until a Qadi (Priest), casts atonement.

Habitat/Society: Golems are created constructs and have no habitat nor society.

Ecology: Golems are not natural creatures and thus have no role within the environment.

Mountain Strangler

Climate/Terrain: Subtropical and Temperate Mountains

Frequency: Rare

Organization: Solitary Outcast, Breeding Pair, Bachelor Gang (3-7), Patriarchal Tribes (8-15)

Activity Cycle: Any

Diet: Carnivores and Carrion

Intelligence: Low

Treasure: Nil

Alignment: Neutral Evil

No. Appearing: Varied

Armor Class: 7

Movement: Climbing (Cl)

Hit Dice: 4 (22hp); Patriarch 13 (100hp)

THACO: 8

No. of Attacks: 3 (2 tentacles and bite) / 7 (6 tentacles and bite)

Damage/Attack: 1d4+3/1d4+2; Patriarch 1d6+3/1d4+3

Special Attacks: Grapple and Constrict (19-20) x2 damage

Special Defenses: Camouflage Fur (-1 to hit; dense foliage)

Magic Resistance: Nil

Size: Small; Patriarch Medium

Morale: Unsteady; Patriarch Average

XP Value: 125 (strangler); 750 (Patriarch)

Short but stout, resembling a tentacled baboon. Emerging from the underdark; midst the mountains above the Kibudah Pass.

Like a choker, mountain stranglers have a normal skeletal torso but its lower limbs are tentacles. A heavy musculature ending in flexible pads on both its palms and soles. It weighs around 60 pounds and communicates in hisses and grunts. Patriarchs have been known to converse in a halting Baklunish.

Combat: Mountain stranglers prefer to attack from ambush. Whilst; its greenish-black fur serves as a natural camouflage within dense foliage. Anchoring its powerful legs while seeking to embrace its victim for a vicious bite.

Presence of a patriarch, enhances the confidence of the smaller stranglers. Patriarchs tend to avoid actual conflict, choosing instead to supervise elaborate ambushes.

Habitat/Society: Mountain stranglers that manage to survive the challenges of the other males, eventually become patriarchs and evolve additional limbs. Patriarchs and Bachelors; refuse to cooperate, whereas the outcasts, seek to avoid them. Confrontations, hone its fighting skills, but stranglers will retreat whenever seriously wounded.

Ecology: Confined to the lush foliage above the Kibudah Pass; impact on the environment has been negligible.

Verdant Gloom

Climate/Terrain: Any

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Omnivore

Intelligence: Semi-Intelligent

Treasure: Nil

Alignment: Neutral

No. Appearing: 1

Armor Class: 10 (4)

Movement: 2

Hit Dice: 31 (387 hp)

THACo: 9

No. of Attacks: 2

Damage/Attack: Slams 2d10

Special Attacks: Crush 2d10+15 (19-20) / Entangle as Spell

Special Defenses: Umbral Drain 1d6 Strength (Save Negates)

Magic Resistance: Nil

Size: Gargantuan Plant

Morale: N/A

XP Value: 10,000

At first glance, seemingly lush foliage, reveals its true nature as it crawls across the mountain slopes. Riotous mass of branches, leaves and vines that creep along seeking prey to sustain itself.

This strange hybrid creature combines the traits of an animal with those of a plant. Using its instinctive intelligence to track potential food sources which it ingests via countless pores.

A hardened cerebral shell (AC 4), situated in the central mass, protects its primitive brain, that can cast the spell entangle.

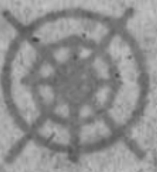
Approximately 40 feet wide and weighing some 6,000 pounds. Effectively; camouflaged by the surrounding vegetation, it stalks the *Verdure Mountains*.

Combat: Special abilities in concert with its physical bulk, overcomes recalcitrant prey. Entangled individuals, suffer the Umbral Drain. Its rotting vegetation; releases a foul haze, distance 30 feet. Drains 1d6 strength, unless a successful constitution save.

Its mundane attacks; gathers a small portion of its mass into an outstretched clump, a slam. Whereas; a concentration of its bulk, strikes an individual with tremendous force, a crushing blow.

Habitat/Society: The Verdant Gloom has no ambition, other than survival and obtaining sustenance. Gorged; it sacrifices a cerebral tendril. Few of them survive, besides it takes centuries for such tendrils to amass the bulk to rival its donor.

Ecology: The Verdant Gloom has no interest in its surroundings, other than camouflage and the sustenance to survive.





Arzera

Bureis Islands

Bidah

Bureis

Zirat

Ikayal Strait

Nafiq

Beit Castan

Sultanate of Zeif

Arzera

Vaar Highlands

Barakhat

Mukhazin
Dar-Zaribad



Dhara

Isle of Death

Empire of the
Eternal Darkness

Khargeg

Isle of Darkness

Ataphad Islands

Pinnacles
of Azor'Alq

Ruins of Khavak
Atios Island
aka Isle of Blood

Murensht

Murensht Island

Caliphate
of Ekbir

Ekbir City

Kofeh

Zeir-I-Zeif

Sultanate of Zeif

Ull





