

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 than 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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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 cannot be underestimated, as the successive waves of refugees rebuilt the Baklunish civilization. This treatise is chiefly concerned with its aftermath. Ghayar Khan and Ozeff the Warrior emerged from the multitudes of charlatans termed the Imperial Pretenders

Ghayar Khan conquered the coastal regions of the Drawmidj Ocean, the Bakhoury Coast (being the eastern coast of the Gulf of Ghayar) and the Sultanate of Zeif. However, the recruitment of orcish mercenaries proved woefully misguided. Ozeff the Warrior condemned this loathsome act, and thereby secured the loyalties of the Ekbiri and Tusman.

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

Countless victims were trod underfoot, whilst the traumatized inheritors care not to tabulate the actual cost.

The uneducated inhabitants of the Flanaess oft-times believe that the Baklunish lands end with the Sultanate of Zeif and the Plains of the Paynims. That beyond lies the Drawmidj Ocean and nothing else. They are ignorant of the Gulf of Ghayar, and that the lands of the Bakluni spread to the west of that great body of water. They know only of the eastern Baklunish realms, even if that includes the greatest successor of the Baklunish Empire in the form of the Sultanate of Zeif from whom many of the current realms descend or pay homage to. And even those they know little enough of.

Thus, many overlooked achievements shall be further explored within these 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. The larger moon, Righteous Proselyte, on a 28-day cycle defines the twelve months. Meanwhile the smaller moon, Lecherous Profligate, heralds portents from the Lady of Fate.

Baklunish Calendar: The Baklunish Hegira, abbreviated as BH, is the most common calendar in the Baklunish West. It is named for Padishah Hegira, who requested the hero Azor'alq to confront the minions of Darkness. By its calculations Common Year (CY) 1 in the Flanaess is equivalent to 2660 BH.

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

Oeridian Calendar: The diaspora of Oeridian houses fled ahead of the humanoid hordes that claimed their lands to the west, nowadays known as Darak Urtag. They emigrated through the Baklunish Basin in pursuance of the prophecies of Johydee.

Sacrificial Calendar: The *Caliphate of Eternal Darkness* on the *Ataphad Islands* employs this abhorrent chronology. Its sadistic celebrations praise creatures from the lower planes.

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

CHAPTER 2: PEOPLES AND LANGUAGES

Humans are the predominant 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 are preferred, whereas the common man must be content with coarse robes.

Flan: Bequeathing copper skin and dark eyes. The 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 tend to 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, and boasting 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: With long beards and tenacious loyalties, they seldom exceed four feet tall. Belted tunics, with hooded leather mantles, is common attire. Finely crafted items, like brooches, belts, rings and bracelets, are prized possessions if not familial heirlooms.

Elves: With ethereal beauty and extreme longevity, usually approximately five feet tall. Males prefer 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 abound, whereas females choose modest blouses and bright skirts.

Half-Elves: Oftentimes resembling the elven parent of the union. Their 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 wear knee-britches and embroidered vests. Meanwhile, matrons choose checkered blouses with long skirts.

Humanoids

Half-Orcs: Oftimes perceived as hulking brutes, sometimes reaching seven feet tall. The Sultan's Uruzary Corps, the Ojak, are conspicuous in brown cloaks and turbans. Elsewhere, exiles huddle within the *Amber Hills* as well as survive on the *Ataphad Islands*.

Languages

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

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

Flannaë: A debased tongue in these lands, as its native speakers in the Gulf are the cultists of the *Caliphate of Eternal Darkness*. Corsairs sailing beneath the symbol of the black oar dare not learn it.

Shinyu: 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

The 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 conti-

nunity with the glorious heritage of the erstwhile empire. Moreover, mainland mosques routinely lionize the previous “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 elsewhere to contain an enormous slave population. In truth, the actual ratio hovers around 10%.

Nevertheless, sentient merchandise like nothing else indicates social status and is a constant reminder of the responsibilities expected from its wealth-

iest citizens. However, the sale of slaves remains essential, as its monarchical heirs are conceived in royal harems since the renouncement of intermarriage between the dynasties.

Termed 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, as 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 - the *zajal*.

Resources and Trade

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

Notwithstanding, the Mouqollad Consortium apportions Celestial luxuries to ensure 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 export throughout the Basin and Gulf.

Common conveyances are the 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 and Gulf. Even the naval captains (*reis*) stay within the confines of the Dramidj Ocean and the Gulf, 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 their fortunate students as the finest elementalists on Oerik, if not Oerth.

In contrast the 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 their 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 baffle 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. The continental courts have modified the methodology to suit themselves, confronted by cutthroat corsairs and nefarious cultists who seek to prey on them.

Head of State

Regardless of the actual title, Baklunish monarchies tend to be constrained. The restraints can be legislatures, like the Risayli Peoples' Chamber or the Zeifan Diwan, or elsewhere a martial consensus manifests in the *Janasibs Isles* and *Mur*. Meanwhile, obscure omens from the state faith are evinced within *Komal* and *Ket*.

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

Court Etiquette

Generally certain courtiers are considered essential. Ritualized behaviors of time delineate court influence.

Grand Vizier: Prime Minister of Governmental Ministries

Chamberlain: Manages the Royal Household

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 throughout civilized realms. Court mints produce a perforated design, practical for the steppes. Foreign coinage is routinely devalued by 5-30%. However, 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, monarchs have become increasingly reliant on Celestial luxuries' taxes and revenues, which enables fiscal burdens to remain comparatively minimal. Nowadays 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 citizens as well as entertain them.

Monarchs believe the legal system should protect society rather than ascertain guilt. Obviously, corsairs choose violence without even this pretence 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.

Mainland courts are intensely invested in retaining cordial relations with the Celestial Imperium. Caravans arrive at Kanak, and 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.

The westernmost realms still worry about Darak Urtag, epitomized by the Alcazaba of *Dar-Zulaf*. Meanwhile, Ket and Tusmit remain interested in Thornward. Nonetheless, 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

Mainland 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, with excellent conditions for schisms. For instance, the loss of the Cup and Talisman incited a sectarian crisis in the Faith of Al'Akbar.

Spiritual Schisms

The Caliph of Ekbir stubbornly asserts the absolutism of his bloodline but the revered scholars, the Qudah, remind him that the Marid of the Waters, not lineage, confers 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 Coast 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 Ozeff 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. Besides Exalted Ones (Paladins) and (Qadi) Priests, more studious adherents train as ancient historians. Retrieval of the Cup and Talisman would embolden the Qudah and their patron, the Sultan 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 as 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. For Der-vishes (Paladins) and Imams (Priests) recovery of



the Cup and Talisman will confirm the Mahdi as the true son of Al'Akbar.

State Sponsored

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

While a heretical interpretation of Mouqol thrives among the corsairs, conventional converts reside amid the merfolk.

A small minority of residents of the *Janasibs* remain intrigued by Zuoken. Meanwhile Incabulos in the guise of Sevelkhar the Waster, Master of Famine and Drought, and 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

Non-humans choose to remain within their favored terrains, where observances can be conducted without human interference.

Hanali Celanil is emulated by the elves of the *Lar-essea Forest*, whilst Fenmarel Mestarine and Rillifane Rallathil influence the mindset of the wood elven clans of the *Marsala Rainforest*.

Dwarven strongholds revere a localized patron. Human rulers ensure spiritual courtesies are extended to the guild ghettos and trade dorfs, lest the cantankerous mountain monarch of the *Golden Caverns* 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

The Sultan's Uruzary Corps, the 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, or aquatic ogres, near the *Janasibs*. Demogorgon may soon receive sacrifices from the vampiric tyrant of the *Ixitxachtitl*...

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

The Mouqollad Consortium is an association of regional regulators, who act 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, the Union of Slave Traders lacks societal credibility outside of Ull. Nonetheless, its crass representatives have been welcomed in Ket, which is a significant accomplishment.

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

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

Bazaars and Souqs

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

In contrast, the souq espouses an equitable exchange - fair prices are posted, and 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*.



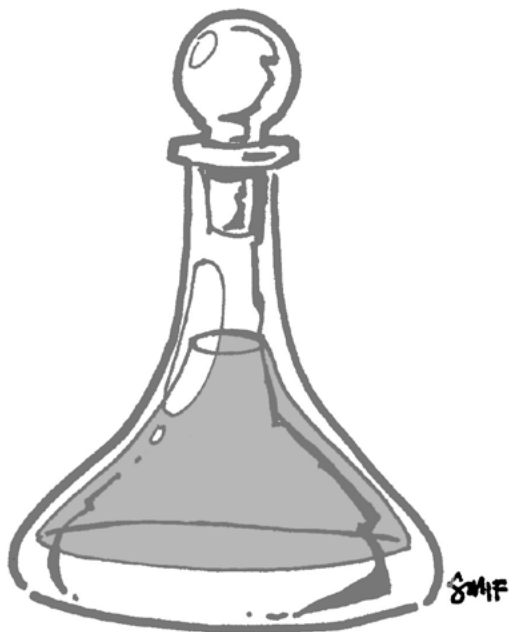
CHAPTER 7: MERCANTILE ENDEAVORS

Avarice continues to motivate ambitious individuals regardless of societal attempts to encourage conformity. Illegal activities provide 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* on the largest of the *Janasib Isles* there 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* available. Subsequently supplied, the darker elements of the *Janasib Isles* have restored their *Bakhoury Coast* criminal connections to distribute it illicitly.

A secret known to the Mosque of Xan Yae, the golden blossom can be concentrated into a magical substance - the *Aroma of Dreams* (see *Tome of Magic*



sourcebook). The *Dusk Lash* (See *Covert Activities*) utilizes this coveted extract to compromise individuals through threatening their reputation, which 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. A *Decanter of Endless Water* (See *Magical Items*) enables the creation of an ephemeral oasis as needed.

He has hired a bard, "Mehid the Magnificent", and a trio of dancers to entertain visitors. Success has its own concerns, and he is occasionally contracted to hold a bride meet - but sullen suitors make contrarian customers.

DMs are encouraged to use and adapt this movable trade and meeting place as needed, to be found as required on the otherwise often featureless steppes, and provide a source of rumors and adventure books.

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*, the *Bliss Flower*, it was unknown before the reign of *Kanduz Orakhan*, and is 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. They are an association of unscrupulous merchants, underhanded exiles and other sundry villains. Retired gladiators conduct brutal beatings to maintain the operation, whilst *paynim* mercenaries patrol the mountain meadows.

The *Yorodhi*, the native mountain tribes, sell the lucrative harvest to the Cartel's roving agents. Prices paid remain inadequate, but enables the otherwise impoverished cultivators a comparatively comfortable lifestyle.

Initially *Draske the Ferocious* was conciliatory toward the Cartel, but became overly greedy. Thus the Cartel leadership permitted a bloodstained coup to succeed him. Now *Bruzharag Orakhan* stubbornly refuses to reward the Cartel, nor solicits their counsel, anymore...

Demand and Distribution

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

Trade flourishes within *Zeif* and *Tusmit*. Meanwhile, *Ekbir* has banned opiates as contraband, enacting a no tolerance policy towards offenders. The *Worthy Elders* of the *Mouqollad Consortium* have pledged 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*', the stench of the *Bliss Flower* wafts ever eastwards.

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



The *Mouqollad Consortium* futilely scrutinizes 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 is employed to research teleportation spells to increase shipments. If successful, its taint will be hard to wash away.

Medicinal Uses

The *Book of Vile Darkness* sourcebook is recommended reading to adapt these narcotics to your individual campaigns as an evil to be stamped out.

Otoghul (Opium Wine)

This potent potable is produced through dissolving opium resin into strong spirits. Its popularity increases among the *paynim*, and gains acceptance in the clergies of *Olidammara* and *Lirr*. Moderately addictive, it is rumored to lower inhibitions.

Zharkat (Pleasure Herb)

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

Kadzur-Ruz (Blackstones)

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

CHAPTER 8: GAZETTEER

Perceived as the bastard offspring of the Baklunish Basin, persistent sages contend the true center of Baklunish civilization rests around 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 that lie to the west of the Gulf, and in the waters to the north of the Basin. 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 format for realms in the *Living Greyhawk Gazetteer*. New additions to the classes roster are: Monks of Xan Yae and Zuoken; Specialist Wizards Sha'ir, and Mechanician (See *New Classes*). Further interesting lore and character kits are 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)

The Bakhoury Coast, chastised by the mainland nations, sits on the eastern side of the Gulf of Ghayar. Huddled around the Salakesh Cove, it comprises 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, bearing lance and shield, and bolstered by paynim renegades, wielding 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, armed with chain mail, lance and composite short bows.

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

Its crushing poverty is 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) in the aftermath of 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 gave rise to his geographical namesake - the Gulf of Ghayar. He installed his comrades-in-arms in power - 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. The 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), during the Battle Beneath the Waves, the Komali-Merfolk decimated the Zeifan fleet. Emboldened, the Bakhoury Emirs declared independence. Moreover, a propitious partnership with the Janasibs provided the maritime muscle to ensure 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) the 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 their subjugation. Resentment remains, but its residents lack the resources to successfully resist.

The Sultan's Uruzary Corps, the Ojak, symbolize the Zeifan intervention. An Orta, or orcish warband, 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, but 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. However, illicit activities still supplement their meager incomes.

Locations and Settlements

Oum al-Ghayar: Open small city of 5,200. Capital of the Bakhoury Coast. It also serves as the western end of the coastal caravan route that connects to *Beit Castan*, its Zeifan criminal counterpart and 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, actually 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), hp 23, AL LN (LE)

Hero of the coastal campaign, and celebrated within the Ojak, he was a cross-eyed recruit (-1 to hit). Elevated to Odabashi of Oum-al-Ghayar, he is indoctrinated into Daoudism. He remains astonished that the coastal scum insult the Sultan, while rebels raid the coastal caravans.

Uruzaries are orcish heavy infantry, with banded mail and medium shield. He was 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), hp 22, AL CE (NE).

Emir of a Coastal Town. In his youth he was considered a "ladies man". Little remains of those days, but he 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 a Fishing Village. A hideous scar snakes across her throat, but it goes unremarked unless bashed by a belaying club. She cruises the coastal waters reputedly salvaging shipwrecks.

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

Fanatical servant of the *Fortress of Perversion*. Safe-guarded 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 and treasure hunters. Tortures these trespassers into subservience, thus becoming submissive songbirds and trusted eunuchs. On his return, the master will be pleased...

Ichond ibnt Cote: Ftr 2; AC 10 (none), hp 11, AL CN (CE)

Precise and malicious, and 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 Malikhah, (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%, Merran 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)

Komal, the faithful of Geshtai, whose fortunes ebb and flow. Sandwiched on the central western coast of the Gulf between northern Muri pacifists and south-

ern Risayli lawlessness, its Geshtai Council congregates at Lake Nain to consult with the native nereid.

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

Its local militias employ slingers and spearmen whilst lancers, with lance and small shield, traipse about the countryside. Even so, the private guard of the Malikhah are superb medium cavalry, bearing composite short bows, scimitars and chain mail. They ride a herd of (30) elephants, each with a driver, archer, and pikeman. These roam happily, neither compromised by the cold nor suffering 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* rely on the goodwill of the wereboars.

The sounders (leaders) 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. The presence of these reviled humanoids has 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 are still considered essential to its maritime aspirations. Pashaliks, *Bureis* and Yif Qayah were seized to project its naval clout. Unfortunately occupation outrages instigated mass riots, and Bureis was lost.

History: Established in 1116 BH (-1520 CY) and reputedly founded by Unogondur, Imperial Pretender and blessed of Istus. He was ambushed in the *Amber Hills* by the Priestesses of Geshtai, who 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 Malikat, a placation to Ghayar Khan, was agreed to remain unmolested.

In 2353 BH (-306 CY) at the Bloody Battle of Nafiq, Ghayar Khan was slain by Ozef the Warrior. Thereafter the orcish Malikat was banished to the *Amber Hills*, and otherwise confined to his capital chambers while conducting his ceremonial duties.

In 2811 BH (152 CY) the Sultanate of Zeif hired privateers to sail the central island chain, and provoked naval skirmishes with the locathah.

In 2813 BH (154 CY) Sultan Beroz announced 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 was focused on its coastal cities, another threat emerged. The 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, allowing renewed Komali resistance to Zeif.

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

Beyond the Capital

Its coastal cities evolved into commercial centers. Meanwhile, the foothill mines yield copper ore. Elsewhere, the 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 of their history. Even so, its shipyards throb with activity as seaside establishments host aquans without comment.

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

Ishda: Open large city of 12,200. An important industrial center. Its substantial demi-human 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 becoming a coastal backwater. Nevertheless, its commercial harbor still welcomes xebecs that haul sacks of wheat. It craves permission, without success, to establish a naval shipyard to revitalize its flagging circumstances.

Qalubir: Fortified large city of 15,700. Initial hopes for local mines were high, but the sustainable veins proved to be copper ones. Hazardous to excavate, the authorities resort to the conviction of its diminutive citizens - halfling 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 lumber 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

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

Chief of the *Amber Hills*, he lacks formal authority beyond the hills besides ceremonial duties such as to receive the annual oath of allegiance. A 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, her sable tresses streaked with iron tufts. Possesses a ruthlessness, which none-

theless conceals a genuine tenderness toward the guard elephants. She worries over 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, she 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) although socially awkward. She is a heroine to the aquans especially the nereid, but scorned by others as an obvious instance of racial nepotism.

Perceived as compassionate but weak, subsequently criminal activities have soared. Behind the charming smile resides a leader, and these criminals will soon confront a shortspear.

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

Possessing a visage that never smiles, she is entrusted with the copper mines. Her stern sermons continue to ensure martial morale.

She 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 are harvested from the *Sumtab Forest*, lashed into makeshift rafts and sent on to *Nusiz*. She petitions the *Elvenholme* of the *Laressea Forest* to avoid encirclement.

She sheds "blood tears", a miraculous malady, so citizens revere the "matriarchal martyr". Her 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) and 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. She is 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*. He resents the amber trade, and thus encourages the racial tensions. Of late his pranks have turned vicious and he possesses 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 he was attacked by a slaving animal, and so still worries about lycanthropes. Carries a *short sword* +1, +3 vs. lycanthropes and shape changers.

Vanhilda 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. She has embittered the humans, and it is claimed 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, which reveals a burial cache. Purchased a dagger, and has stolen (2) healing potions. He seeks adventurers.

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

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

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

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

Rebblo, Liberator-In-Chief: Illusionist/Thief2/2; AC 9 (none), hp8, AL NG (CG).

Declared leader of the *Liberators-In-Chief*, the moniker of the leader of the resistance is essentially eternal. The latest incarnation is highly intelligent (Int 17) and rather elusive (Dex 15). He is 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 important 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, ALN (CN).

Bachelor boar who 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)

Mur is the northernmost of the realms on the west coast of the Gulf of Ghayar, and the furthest outpost of Zeifan civilization. A Khedivate, or 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, one 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.

The Baklunish encountered the native herder Oeridians, who welcomed them to curtail orcish raids. Proselytizing proved successful, and most embraced the Baklunish beliefs.

The Qadi harangued the inhabitants to loathe the siblings, Hextor and Heironeous. Consequently these new Oeridian converts repudiated violence, notwithstanding a sinister burst of rebellion by the Brazen Horde. Unsurprisingly, most of Mur's 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 who withstand the humanoid hordes. Elsewhere long-bowmen barrack the cities, which enables spahis (with chain mail, lance and composite short bows) to traverse the heights. Resources are still exported to *Beit Castan* via Mur's coastal cities. However, the sea route is tenuous ever since the Zeifan loss of its island Pshaliks. 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 any military. Thus martial campaigns require a broad consensus, which is unlikely because of the constant threat of an orcish onslaught (See *Gazetteer: Domain of Darak Urtag*).

History: Elephants and later woolly mammoths, roamed the Verdured Heights. To those Oeridians fleeing the Domain of Darak Urtag it must have seemed a woodland wonderland, with seemingly endless rabbits and leaping stags to fill 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 who burned and pillaged the entire length of the Baklunish West.

In 2958 BH (299 CY) these ruthless opportunists traveled eastwards at the behest of the Sultan, following the Battle of the Council Mounds. As a result, the Risayli cities combined their 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 the 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, Mur's envoys received little welcome.

Beyond the Capital

Mur's spahis restrain its ambitious neighbors. Internal enemies, treants and wereboars reside in terrain unsuited to mounted warfare. Mariners even risk the Hyperboria Sea en route to Bountiful Bay - seal skins and walrus tusks fetch better coin than a haul of fish...

Locations and Settlements

Mur: Fortified large city of 17,900. It boasts interwoven moats, hastily excavated following eman-

cipation. 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. This fortress safeguards the *Kibudah Pass*, and holds the humanoid hordes at bay. Its terracotta golem is a symbol of defiance. Its foundries crave charcoal, instigating conflict with the treants and wereboars.

Kfeya: Coastal Ruin. Overrun with *Mountain Stranglers*. A *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 that dominates the central plains. Long ago the woodland werewolves were hunted into extinction, which enabled the wereboars to thrive. Nowadays mammoth herds lumber through the outskirts, and 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 who receives furtive glances whenever attired in his mail to train with his *scimitar +2 of speed*. Nevertheless, the terracotta golem stands motionless within the coastal courtyard.

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

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

A pile of corruption with a lugubrious voice, but mountain stranglers seem rather enamored of him. *Kfeya's* 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, he handles his *scimitar +1* with real panache. Refuses to trespass into *Indatirum*, and instead trade overtures are extended to its temperamental wereboars.

He 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, although the merchants claim hardship.

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

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

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

An Exalted One who 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*).

His primary concern remains the charcoal allotments needed to stoke the fortress forges that maintain martial readiness. Of late rumors spread of an orcish threat, 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 take *Zusip*. 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, a family of hill dwarves, who 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).

The Sounder (leader) 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, he 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 Imperium (sometimes), Paynim (mistrusted)
Risayli Fleet: Coastal Xebec, Coastal Coracle (fishing boats)
Magical Items: *Apparatus of Namkin Jebdar*
Risay, borne out of the historical frustrations of its disparate peoples, lies at the southern end of the

Gulf of Ghayar. Encompassing a coastal port, kasbah town, trade nexus, southeastern hills and the southwestern steppes.

Its geographical position, astride *The Silk Road*, necessitates a robust military to safeguard the Celestial caravans essential to international commerce - distributed from Kanak, via the Mouqol Consortium, and destined for the marketplaces of the Flanaess.

The constant threat of the Komali and the Paynim contributes to a sense of apprehensiveness. Risay's 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, and infantry garrison the cities. Risay parades (20) elephants, each with a 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 believes 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: History: In 2262 BH (-397 CY) countless refugees fled the Twin Cataclysms, which 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 settlement was razed by the Brazen Horde until the southern cities shared martial resources to confront these northern plunderers.

In 2958 BH (299 CY) the Brazen Horde was halted northeast of *Chosroes*, at the Council Mounds. It thereafter migrated eastwards at Zeifan invitation, and good riddance to them.

In 3192 BH (533 CY) earnest invitations were sent forth, and the assembled representatives reached a resolution forming a new nation - Risay. Sharif Vam-



il Ghamir Roxana conferred with the grey elves of the *Laressea Forest*, then suspended the Celestial caravans until formal recognition was achieved.

Paynims contest Risay's claims to the southeastern steppes, and assert that the tribal sheikhs of the Bediyan Desert bestowed 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. This included a proposed matriarchal merger to unite Komal and Risay via a ceremonial union between the Malikah and the Sharif. The realms would be unified as Unogondur, blessed of Istus, a fateful symbol of this inevitable union. Lastly, the naval shipyard of *Chosroes* foreshadows maritime aspirations...

Beyond the Capital

Risay 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 to most, the halfling farmsteads of the Kina River invite their 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. Its centralized location has shaped its destiny. Keen to enhance its regional prestige, grandiose renovations are debated. Goldsmith Ghetto is home to a guild of mountain dwarves who refuse to welcome the hill dwarven masons into their mansions. The city's 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*). The city is a destination for the fleeing forest gnomes before resettlement within the *Nasati Woodlands*, and whose heartbreaking testimonials incite heated debates in the Risayli Peoples' Chamber.

Chosroes: Open small city of 9,500. Petitions have been made to erect a battle memorial to the 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 *Demi-human 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, so 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 are seldom welcomed beyond the commerce chamber of the trade dorf. Since the mercantile uprising, mountain dwarves have emigrated to this artisan outpost of the *Kingdom of the Golden Caverns* (See *Demi-human Communities*).

Personalities

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

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

She evades the dervish, but soon must issue a concise statement. The 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 who strives to stabilize a contentious court. Slanderous rumors swirl that the half-elf is the par amour of *Siani Mehani Roxana*.

He disdains the meddlesome rock gnomes who 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).

Of short stature, but warm brown eyes, melodious

tones and quick wits makes him welcome at social gatherings. He styles 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).

A disciplinarian who strives to contain a volatile situation. Racial tensions spiral as 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 the naive forest fugitives.

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

Tormented by visions (See *Complete Paladin's Handbook*; *Holy Swords*). Bored by the trivial matters of the naval shipyard, he 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 as a latent psionic talent awakens. She 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. His latest acquisition is a bronze jambiya, but he is 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 Marauders*. Additionally, he 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 his 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. His 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. He dislikes the Sha'ir of Tashbul Tower, worried that a confrontation will reveal the secret. Nonetheless, he 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*) whose high elven tree towns and tallfellow thorps 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 (buck-

ler), hp40, AL NE (LE).

Dubbed the Patriot of Pinbar, his ambushes become increasingly lethal especially since the acquisition of a gnomish crossbow (See *Demi-human 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) wielding the 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, for a royal visit to espy the royal plate mail (See *Demi-human 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)

The Ataphad Islands lie north of the Baklunish Basin, beyond Zeif and Ekbir in the Dramidj Ocean. There sadists sail beneath the broken black oar. Sahaugin ensure navies seldom pursue these vicious corsairs.

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

The 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, but the Defeat of Dezbat sent them back to the barren rocks. Murensht Island was liberated, and Atios Island cleansed of the corsair scum - thereafter known as the Isle of Blood.

The dark renaissance of Karzaphon, an infernal cultist, corrupted an earthen node. So *Khargeg*, Isle of Darkness, shelters the cruellest 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. There, 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 loom over the island. Its necromancers enthrall the morose citizens, promising to intervene with Nerull at the moment of death.

The *Ruins of Khavak* sit on the Isle of Blood, a rocky outcrop that still bears the scorched scars of righteous retribution. Nevertheless, the mainland merchants embark for the illicit seasonal contra-

band bazaars. Its Worthy Elder proposes tentative trade overtures to the continent...

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History: Settled by Flannae exiles content to hide, the infamous corsair Farid Erol then claimed them. Under his leadership corsairs terrorized the sea lanes, and 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 parlours and perverse spectacles remain popular. Necromancers who 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

While the cultists' negotiate with the Yugoloth, the southern corsairs crave continental recognition, and 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. On the Isle of Darkness, infernal cultists have corrupted an earthen node which enables a sheltered harbor. Countless slaves have perished to cobble its boulevards, while more expire to raise its envisaged walls.



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

Ruins of Khavak: Island Ruins. On the Isle of Blood, famed for its successful assault on Murensht Island. Ekbiri retaliatory raids razed its crowded shanties. It now thrives as a seasonal contraband bazaar, where corsairs sell captives and cargoes to continental buyers.

Corvee Camps: The Ataphad central islands manifest elemental ruptures, where the corsairs use transient camps to obtain construction materials. *Khargeg* receives the lion's share, as it subsidizes the slingers who torment the Broken Ones. Recently less stone is sacrificed to the sahaugin, causing tension with 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 ambition 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).

The Prince of *Dhara*, for the skeletons and zombies need a taskmaster, gathers the fallen stalks of the *Reaper* and sends them forth.

Dharma's Damned Fleet, comprised of ghost ships manned by the undead, is recognized by blue sails. 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* on *Atios Island* - the Isle of Blood. He advocates the redistribution of wealth. Corsairs who hoist its green sails relate to this fellow, unlike the cultists and necromancers.

He has rebuilt the Harbor of *Khavak*, and has ambitions to restore the island to settlement. Nowadays, longbowmen are sighted behind its sea wall. Contraband bazaars are 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, who 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, who exudes a stench akin to a stinking cloud whenever enraged. Skippers the *Bleeding Wound*, a dromond conspicuous by 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) who craves vengeance against *Qadr Halfscar* and skips the *Graceful Ghoul*, a Quinquireme Great Galley, which 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), he dreams of the “big score” to enhance his reputation. In his cups, he reveals ambitions towards *Bureis*. Skippers the *Bloody Gale*, a Trireme Merchant Galley, and is reckless but brutal.

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

Supplies specimens to the necromancers, procuring them via adventurers who rarely realize the actual customers. Established a network of contacts to keep him abreast of exotic creatures. Skippers the *Silver Anchor*, a Trireme Merchant Galley, which 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, she has spent much of her existence as a recluse. Hearing tales about *Khargeg*, she obtained passage there...

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, and 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)

The Janasib Isles lie in the Gulf of Ghayar between *Mur* and the *Bakhoury Coast*, and their corsairs strive to reclaim a lost empire. Settled by those satraps unwilling to abide beneath the paynim yoke, they expelled the native merrow (aquatic ogres) and became the corner-stone of island colonization.

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

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

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

It has reestablished relations with the *Dusk Lash* (See *Covert Activities*). Furthermore, an emissary proposal from *Komal* has also revived confidence.

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

Ozef the Warrior fomented a successful paynim resistance. In the wake of a resounding rout, the coastal survivors recognized the inevitable and conceded. However, an obstinate remnant 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, which embargoed slave transportation to these islands - a coercive sanction for its piratical pursuits.

By 3158 BH (499 CY) a corsair campaign contested the *Ikayal Strait*, 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) the Sultanate of Zeif swiftly crushed the Janasibs, leaving its inhabitants humiliated. Modelled after the *Bakhoury Coast* conquest, its proud heritage was erased. The Emir of the Isles maltreated its embittered inhabitants to satisfy the excessive annual tribute, and gave up the dromonds.

Nowadays its merchant class has 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, and 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. Its once impressive stone walls remain collapsed. Rubbish heaps litter its outskirts, often scavenged for construction materials, whilst its wrecked naval shipyard has deteriorated into a sewer. Yet the southern commercial wharves welcome mainland merchants.

Janasib: The largest island, covered by the *Marsala Rainforest*. Its most notable landmark, *Belching Mountain*, is a dormant volcano and lair of the Emer-

ald 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, the 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. He espouses a conciliatory mainland stance, but continues secret rearmament (See *Raneh Hertoura*). He has ceased all tribute to the Sultan, and Komali assurances have restored a measure of swagger. Exports of scented oils create the revenues needed to rebuild, albeit slowly. He dreams of brandishing his scimitar on the forecastle of a dromond.

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

A snivelling worm who constantly snuffles. With bloodshot blue eyes through lack of sleep, he worries that the Komali talks will instigate another invasion. He is intimidated by men of action. Involved in the restoration projects, but 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, and beats those individuals that snicker. Has reached a mutual accord with the last of the merrow, the aquatic ogres, and is a collector of bizarre weapons.

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

A plump fellow that reaches for the tankard a bit too much. As a mercantile voice, he 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).

She commands respect throughout the islands, has a benevolent reputation, and supports the wood elves. The golden balm ensnares the vain, like a net. She mobilizes the mob, and 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 new dromonds. He was elated to realize the naval shipyard is operational, and its deterioration is an elaborate hoax. Lost his son to an executed corsair, and 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*, and supplies prisoners to an illicit auction block. Unlucky convicts serve as test subjects for innovative torture devices.

A spider in his web who blackmails Rashne Sastrap 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, and has even forged a *harpoon +1*. His battered trireme, *Sea Song*, hunts the abomination. His 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, the 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), and 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, but 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*. A passionate relationship whose violent arguments provide amusement to the regulars.

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

Rumored to sell convicts to the corsairs, and conducts death matches as entertainments for lavish feasts. The 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, and hides familial sylvan keepsakes in a seaside cave. Employs a *ring of disguise* to hunt 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)

On the southernmost of the *Qayah-Bureis Islands*, off the northwestern coast of Zeif, lies Bureis. Here

the strong take what they want and the weak suffer what they must. The continental courts heartily condemn this anarchy, but seem unwilling to commit to rectify the situation. Shortsighted and insidious, this means mere survival is the main concern of most of its abused residents.

Gangs have erected improvised strongholds that control urban neighborhoods. Presently the Silsilat Alhamra, the El Berkant and the Sayira Niqaba exert the most influence. Contingents of spearmen, whose padded armor is emblazoned with a crude red chain, patrol the southern wharves. Meanwhile longbowmen guard the northern estates, scene of 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. Strwn 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. They barter foodstuffs to the masses, which ensures a measure of respect from the inhabitants.

Northern estates have been converted into extensive vegetable gardens. A 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 he 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)

Yif Qayah lies on the northernmost island of the Qayah-Bureis Islands, between the Gulf of Ghayar and the wider Drawmidj Ocean. Here a cool drink and a soothing prayer will refresh you. Pragmatically switching allegiances to whichever navy is offshore, it realizes that any claims are temporary.

Yif Qayah is a provisioning port, whose resources are coveted by maritime nations - citrus fruits, usk-fruit and a yarpick grove. Its sacred springs, blessed by 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 Ardashi's 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) the 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 Ardashi incited religious riots because of his confiscation of the sacred springs. Eventually he was replaced by *Pasha Dariush Khwaja*, who strives to restore cordial relations between these Geshtai-loving peoples.

Brightly attired spear men patrol with padded armor. A 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. 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. Ardent romances *Niusha Parvana*, but respects her strict sense of decorum.

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

A lovely woman (Char16), and more than a fair face as evidenced by her "shortspear" sermons. She advocates senior positions within the mosque be set aside for islanders. She is embarrassed by the overtures of *Pasha Dariush Khwaja*, and 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*) who believes that the mainlanders must be removed. Cleansing continues with the burning of the local brothels. The 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)

The Isra Corsairs lurk in the Qayah-Bureis Islands. They heed the complaints of merchants, but refuse to heed the wail of the mothers. Natives of these islands have always sought sustenance from the Dramidj Ocean. Corsairs would oftentimes raid them for provisions and spoils. However, the sea routes, not its islands, remain the concern of most. 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, the 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 plunder 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. A shipwreck has been pillaged of a shipment of longbows, and the natives strive to understand them....

Gafoy: Open small town of 342. Cruel corsairs slaughtered the native men and older women. The 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 who 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, the 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, he 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 and herbalism. They embrace the path of wisdom, becoming clerical acolytes. Bashful, and requires a drift wood cane to hobble around.

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

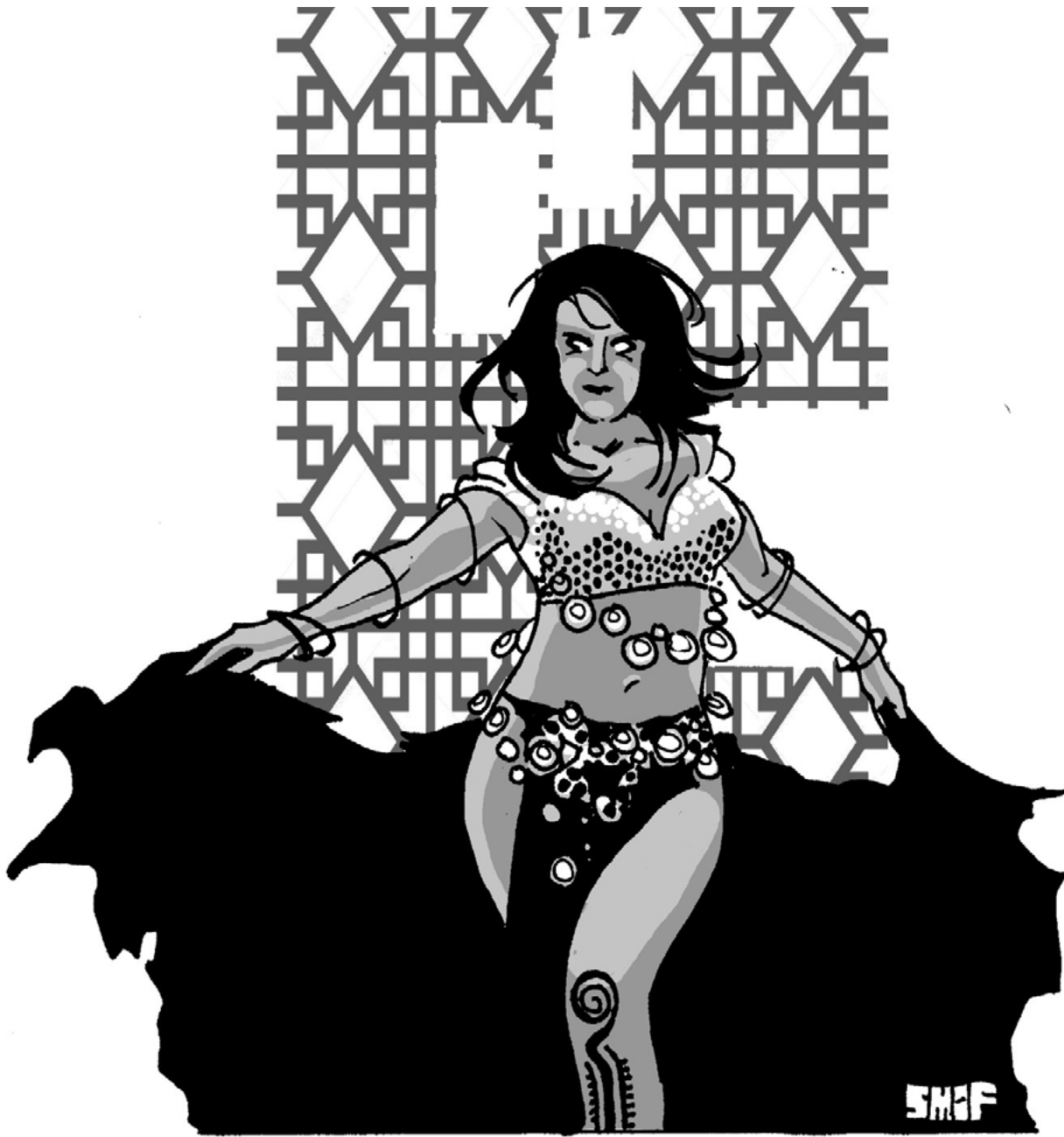
Crone of *Bidah*, concerned the tall ship would be welcomed. Causing the attentions of the locathah to turn towards them. Therefore ensured the elder's sudden sickness proved fatal. Pleased that fool, *Awni*, relies on her advice so much...

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, he 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. Her share of the spoils supports her family.



CHAPTER 9: AQUAN CIVILIZATIONS

Sages claim genuine authority in the Gulf and Basin resides under the waves, as its aquan species wield tremendous influence and are 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 Vinegar-tongue

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? No. The Sea Hags seek no territorial expansion. Instead the Trinity's ruling Bluewater Covey craves chaos until the bloodshed washes ashore.

Of late the malevolent sea hags have turned their sinister intent toward the Caliphate of Ekbir, but lack a reliable means to harm them. However, ambition threatens the Trinity's unity. *Agatha Brineheart* (See *Underwater Atlas*) argues with *Lauin Vinegar-tongue* 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 was the slaughter of sea peoples which weakened both the Komali and the merfolk.

In 3121 BH (462 CY), the covey was 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 the Covey 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. The Trinity of sea hags seeks 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. Watches the merrow, aquatic ogres, of the *Janasibs*. Opportunities abound to create chaos, providing 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, as a little conflict stirs the creative cauldron.

Ixitxachtli

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: Ixitxachtli

Alignments: CE

Religions: Demogorgon

Allies: Nomad Ixitxachtli (sometimes)

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

Come visit the ixitxachtli, and never see the surface again. Once they controlled the Dramidj Ocean, but are now reduced to a single remote northern coral reef as well as scavengers who survive as nomads.

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

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

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

Fleeing the sahaugin triumph, a greater vampiric ixitxachtli claimed a northernmost outpost and the sacred tyrant now 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, the ixitxachtli inhabitants have 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

These imposing aquatic humanoids enforce a seclusion zone around the Great Northern Reef that keeps away southern interlopers. Meanwhile, their hunters stalk the Giant Squids and Dragon Turtles.

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

Its leader the Legu convenes the tribal council, wary of involvement in the squabbles of the Dramidj Ocean. Even so, trade exists with the tritons of the Hyperboria Sea which enables access to narwhals.

The *kna* features include a large back fin, clawed hands, and bulging eyes. Ten to twelve feet tall, of muscular build with orange rubbery skin, alchemists covet the *kna* blood for *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”. The *kna* established a seclusion zone around the Great Northern Reef while the locathah were entangled in the southern waters.

In 3095 BH (436 CY) in 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 to act as mercantile intermediaries for the reclusive communes to deal with the *Bazaar of Bureis*.

Beyond the Capital

Relations with the locathah and tritons have encouraged a population boom, which 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 the Legu has been elected from this commune.

Eastern Coral Commune, Great Northern Reef: Fortified small city. The commune has suffered an attack by the menacing dragon turtle, *Xoshur*. As a result 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, so its hunters seek out the Giant Squids of the northern waters. This contributes calamari to the coral communes, thus their own concerns are taken seriously.

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

Western Coral Commune, Great Northern Reef: Fortified small city. Inhabitants travel to the Hyperboria 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 are bereft of ornamentation. Concealment is its chief concern...

Personalities

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

Elected by the Central Commune, he supposedly mediates issues that arise between the coral communes. His clandestine duties include feeding the wounded leviathan. An 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, and experiments with a *dragon turtle shell shield*, +4 vs fire and steam based attacks. During these bouts his narwhal playfully 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 due to successful hunts of the northern calamari which 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, who 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 who 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, who enjoys visiting the tritons. Imports from the Hyperboria 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: Ixixachitl, 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. The locathah, also known as fishfolk, have secured the central isles of the Qayah-Bureis Islands and extort a passage toll to ships and travellers to conduct business in Bureis. Consequently, the Brine Clans strive to maintain cordial relations with the mainland courts.

Meanwhile their commercial clout includes their trade in pearl beds, coral adornments and art objects. A tradition of service as marine mercenaries also exists.

They tend to engage in swarm attacks to overwhelm their foes, employing lances (spears) and light crossbows, while their chieftains mount giant eels. Portuguese man-o-war jellyfish also serve as undersea companions.

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

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

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

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

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



Beyond the Capital

Increased tensions could present commercial and territorial opportunities for these undersea mercenaries. Clan Chieftain *Enilimba* is unaware that some locathah survived in the south-western reefs.

Locations and Settlements

Coral Reef of Arzera: Open large coral city of 19,500. Interconnected enclosed ponds culminating in the cultivated pearl beds. Essential to the commercial survival of Bureis. Clan Chieftain *Enilimba* strives to create a cartel with the merfolk, which would provide both with 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”. They plan 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 nearby 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. A rally point for the clan warriors before heading off to confront the enemies of the Brine

Clans. Otherwise they content themselves warding the islands against dragon turtle and giant squid incursions.

Coral Reef of Yif Qayah: Open large coral town of 2,300. Fallen into sloth, and 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*.

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”, and its enraged warriors lash out at the “surface breathers” (See *Risay*).

Personalities

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

Cultivated pearl production within the Coral Reef, the high becomes critical to the Brine Clans. A fresh infusion of air spores (See *Tome of Magic*) is needed to rehabilitate the revolutionary infiltration system. A pearl cartel is under discussion. Wields a lance (*spear*) +1, and mounts an aggressive giant eel (HD 5; hp 35).

Chieftain Etanis: HD 2; AC 6, hp19, AL N (CN). Elected as the chieftain of the Coral Cavern of

Bidah. Chases scavenging nomad *ixitxachitl*, and conducts martial maneuvers. He brandishes a lance (spear), and mounts a giant eel (HD 5; hp 39).

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

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

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

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

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

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

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

Elected as the chieftain of the Coral Spiral of *Ghayar*. Frustrated at hiding, its warriors are contemptuous of the surface breathers. In truth few wish to reunite with the Brine Clans. Known to flourish a lance (spear), while 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*, *Ixitxachitl* Nomads, Caliphate of *Eternal Darkness*, *Zeif* (sometimes), *Janasibs* (sometimes)

Magical Items: Collection of Prime Pearls

Come visit the merfolk, but commerce requires friendship. Merfolk society is strongly patriarchal, as personified by the Sidi. Until recently merfolk merchants monopolized the pearl trade, and several of them choose to venerate the Bakluni god *Mouqol*.

Mercantile influence revolves around control of the pearl beds. Rumors about an aquan pearl cartel alarm the continental courtiers.

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

Embittered by the Slaughter of the Sea Peoples, the merfolk warriors train for sophisticated campaigns - divided into ship interdiction units with tridents and nets, and coral garrisons with light crossbows and daggers - while barracudas serve as companions.

The merfolk 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*, which prospered as *khedivates*.

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 resulting in *The Slaughter of the Sea People*. The *locathah* then seized the south-eastern reefs as payment for the massacre.

In 3095 BH (436 CY) a *Komali-merfolk* ambush was staged, the *Battle Beneath the Waves*, that obliterated the Zeifan *dromonds* and enabled the reclamation of the south-eastern reefs. Completion of the *Sovorn Palace* also restricted 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. By the subsequent non-aggression agreement, sealed with a token tribute, the merfolk received the status of a *Mersheikdom* which restored a measure of trust.

In 3124 BH (465 CY) corsairs seeking to extract pearl bed concessions from the merfolk for the *Dusk Lash* besieged a coral reef via a “no swim zone”. Elsewhere, *Beit Castan* accused merfolk of raiding its own coastal pearl beds.

Beyond the Capital

The merfolk dominate the southwestern waters, where their coral spirals function as fortified towers to which the mermaids can stream. Moreover, kelp forests shelter the undersea villages as 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. Overcrowding means food shortages are commonplace, but a magnificent theater entertains the multitudes. Citizens are still concerned about Risayli naval aspirations, as the narrow confines of the Gulf of Ghayar means *Risay* relies on nimble coastal xebecs.

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, as the Sidi seeks to avoid a military assault. Of late mysterious xebecs run the blockade, tossing supplies overboard.

Coral Spiral of Mur: Fortified large coral city of 24,200. The pearl beds have inspired a religious exchange with *Mur*, where local celebrities prompted construction of aquan amenities. Its mercantile coral spiral stimulates special interest in the worship of Mouqol.

Coral Spiral of Oum al-Ghayar: Fortified large coral city of 15,900. Observes the nearby locathah clans carefully. Its broken coral spiral lends a sinister atmosphere, and its embittered warriors spread cruel tales about the surface (-1 reaction adjustment for surface dwellers dealing with inhabitants).

Personalities

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

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

His collection consists of *prime pearls* (See *Magical Items*). Woe betide those that challenge the Submerse Sodality, as these merfolk have suffered traumas and become battle-hardened.

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

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

Nonetheless, enforces the “no swim zone” with a trident and companion barracuda (HD 3; hp 23). 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, he promotes business with the mainland. Coral adornments become increasingly available within the bazaars of Mur. Rumors of a pearl cartel are applauded.

Wields a *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 is a barracuda (HD 3; hp20).

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

Avenger of the Sea Peoples. A graceful merman renowned for his prowess 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 admire his thrilling exploits, but they threaten negotiations with the Brine Clans. His refusal of amnesty has exasperated the courtiers, but his 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%, Scraggs 66%)
Undersea Companions: Scraggs, Saltwater Trolls
Languages: Ogre and Baklunish
Alignments: CE
Religions: Panzuriel
Allies: None (Janasibs)
Enemies: Janasibs and Merfolk

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

As a result, its chieftain has reached an accommodation with the humans, which they regards as a humiliation. Merrows are armed with lances (spears), and rarely take prisoners. Saltwater trolls (scraggs), once mere slaves, have lately joined them on raids.

History: Savage warriors beneath the waves, such conflicts still rage to retain their domains. The merrow procure plunder and resources to sustain the tribe. They revel in the sheer terror they inspire.

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

The merrow raided the sea lanes surrounding the *Janasibs* for generations, but no more. Their deeds have 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. However, 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, scraggs raid isolated vessels. Oftentimes he claims the scant spoils, and 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: Ixixachitl, Locathah (sometimes), Ekbir (sometimes), Zeif (sometimes)
Magical Items: Coral Crown

Come visit the sahaugin, where surface slaves fetch a good price. Each sahuagin community 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, for 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 in-

habitants enjoy witnessing the demise of its slaves.

Interestingly they remain diligent hunters of the *ixitxachitl*, preying on all shipping entering the eastern sea lanes. Their coral adornments and art objects are sought by coastal connoisseurs that admire the viciousness expressed.

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

The 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 their martial forces.

History: Conflict erupted between the *aquan* races before the *Baklunish* even set sail with their first ships. Bloodiest of these battles were those between the *sahaugin* and *ixitxachitl*. Genocidal vendettas churned the eastern waves, and only 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 losses. Compliant barons within these conscripted villages envisage elevation as reward for loyalty.

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. He understands the weakness of the realm, hence the conscription of the villages.

Stone Stockade of Dhara: Fortified small stone city of 7,200. Once at 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 confront 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. Enconced within a kelp forest, it 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, and 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 while cleansed *ixitxachitl* temples await colonization.

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

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

Prince of the *Stone Stockade of Dhara*. Cunning, and believes the crown prince can be weaned from the surface alliance via the northern colonization. Nevertheless, a fortuitous shipwreck contained significant spoils from which he 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. Meanwhile his southern patrols interdict continental shipping. Meanwhile, he 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 who 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 the crown prince vulnerable. Ambitious since the acquisition of a lance (*spear*), *non-magical* +1.

CHAPTER 10: DEMIHUMAN COMMUNITIES

Each species has substantial populations, but far less when compared to their human counterparts. However, they 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. 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 and hence trade is conducted via surface dorfs and guild ghettos. However, the prideful intolerance of the mountain dwarves complicates relations (See *Gazetteer Legend: Population*).

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

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

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

Shockingly, the revolutionary council reversed the royalist heraldry, Golden Axe on a Red Field, to better reflect Baklunish sensibilities. In addition, it propositions for 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, appearing like waddling cauldrons, but offers superior protection. Consider these exceedingly stout suits, equivalent to +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, it 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.

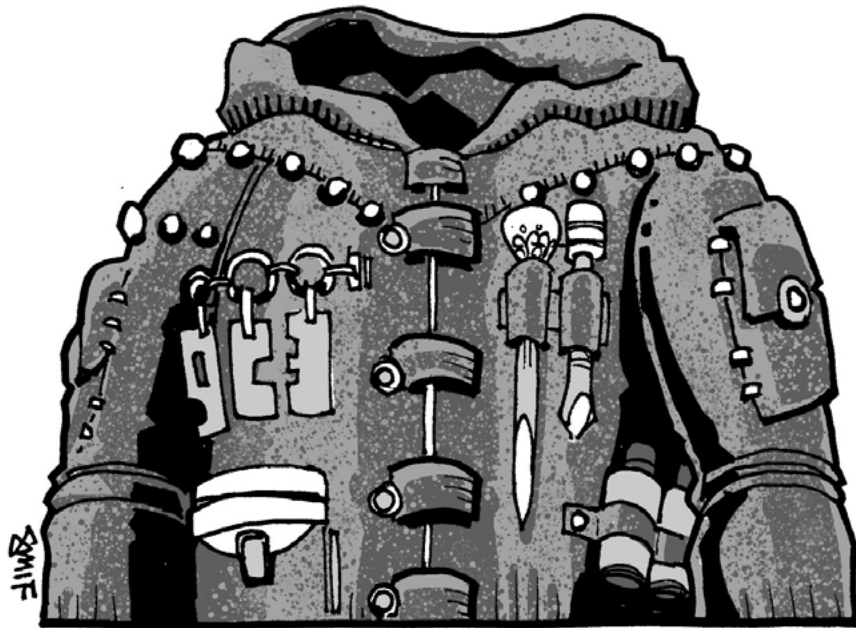
Dwarven War Axe: 10 gp, 10 lbs, 1d10/2d8

Elven Dwellings

The grey elven citadel, Azati, is the 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, who maintain the commercial connection between the Risayli Shari-fate and the sylvan realm.

Golden Fissure

In the *Laressea Forest* (See *Geography*) exists an arcane fissure around which a grey elven citadel was constructed. The fissure excretes a shimmering se-



cretion, with magical properties akin to a potion of heroism.

Elven Chain Mail (AC 5): Forged in a secret process involving mithril, which 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

noxious substance to coat bolts (+1d4 damage). Its complicated release mechanism has reliability issues, with a 25% failure rate (each shot), that is 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. Worn without tools it enhances its protection to studded leather. Maximum capacity is restricted to 10 lbs

Gnome Grottoes and Warrens

Gnomes are elusive but wily, whether rock or forest. Nonetheless, sages have discerned that the forest clans employ the term "warren gnomes" to describe themselves, while the rock clans use the term "grotto gnomes".

Local animals are treated as comrades. Their 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, with a truncated stock, which reduces penetration and damage by 50%. An internal reservoir contains a

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

Such is usually of little importance to the big folk, but nimble fingers and culinary expertise brings them some small acclaim.



Burrows are dug into 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 and hairfoot villages cultivate the banks of the *Kina River* with a fertile swathe of cereal crops. A bread-basket that feeds the major cities of *Komal* and *Risay*.

Tallfellow thorps (See *Gazetteer Legend: Population*) nestled beneath cherished cedars and colossal redwoods maintain a trusted relationship with the *Elvenholme* and *Risayli Court*.

Sultan's Uruzary Corps aka Ojak

Distinctive in brown cloaks and turbans, these elite orcish heavy infantry are split into *Ortas* - warbands of four hundred warriors - indoctrinated in *Daoudism*, and extremely loyal to the sultan.

Bashi (Cooks) are monarchical proxies on campaign beyond the Sultanate of *Zeif*. The zonal liberated the *Bakhoury Coast*, butchered the slavers of *Iko Island*, as well as crushed the *Janasibs*. They were billeted in *Oum al-Ghayar* to extinguish coastal dissent.

Bajji (Gardeners) curb sedition in *Zeir-I-Zeif*, and intimidate troublemakers that seek monarchical reforms. They receive coin from the entrance fees.

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

Sekban (Teachers) are a retired reserve, who indoctrinate recruits in the traditions of the *Ojak*. They garrison the *Fortress Dar-Zaribad*, in the suburbs of *Mukhazin*.

Cevirmek (Youths) are humanoid hopefuls, who march into *Dar-Zaribad* whenever recruitment is announced. They receive extensive combat training and religious indoctrination in *Daoudism*.

CHAPTER II: OCEANIC PHENOMENON

The warm current 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, they pique the interest of the surface dwellers. Hazardous to obtain, they exhibit magical properties in the form of *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, are classified either black or white by the color of the columns. Black smokers contain precious minerals, but treasure hunters endlessly seek the mythical mithril column (whose noxious fumes result in 2d4 damage, unless a save vs breath weapon).

Meanwhile, white smokers concentrate esoteric compounds coveted by spellcasters. They are dangerous to harvest and 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 current of the Dramidj Ocean is a consequence of unwise elemental experimentation. Of course, suspicious courtiers ruminate that merfolk activities to enhance their surface relations could merely be a concerted effort to distract from 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. Until now, 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 of the main Janasib Island, its sylvan inhabitants consider this dormant volcano a blessing and a curse. The Lair of the Emerald Dragon, *Gylzrisdos*, contains a white smoker (See *Oceanic Phenomenon*). This is a fortuitous occurrence for its wood elven mages, as it enables the elves to thwart rather than succumb to corsair colonization.

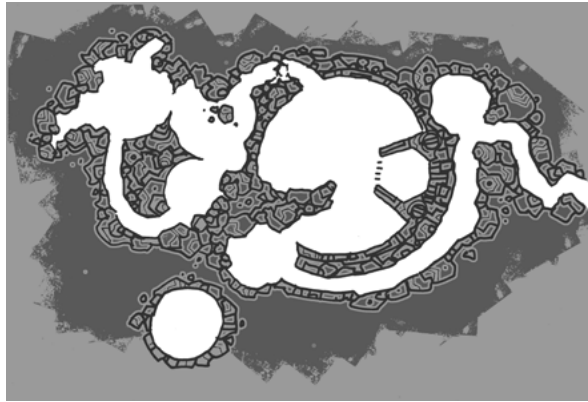
Crystal Cathedral: Ensnconced within the *Baklhaut Mountains*, this Ancient Cathedral of Pelor is the spiritual inspiration for the Distinguished Order of the Crystal Dawn (See *Paladin Handbook*). Its crystal rose window on the Midsummer's Day Summer Solstice, bathes the nave in the healing rays of 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. The Cult of Sehanine seeks to claim it, but the Clergy of Corellon Larethian rejects such hubris.

Lake Nain: *Komal* has forbidden any investigation here. The lake 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, who anoints the imperial sovereign when 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) slumber 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 as sea predators swarm these waters, while flights of



rocs playfully chase each other around the towering stones.

Storm Vale: Remnant of an empire in the *Verdure Mountains* to the west of the *Amber Hills*, 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, and thus 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 often 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

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

Armies

Regular military forces are generally comprised of mounted lancers, augmented by sundry infantry garrisons. Fortunately, the paynim tribesmen take martial service for coin. Regardless, loyalties are uncertain at best.

Speciality units include Elephants and the Sultan's Uruzary Corps.

Elephants (African)

These resemble the African elephants of Earth.

Severe climate change, the chaos of the mass mi-

grations, and the depredations of the mountain rocs, have encouraged the herds to roam southwards. Initially of tremendous interest, these beasts have become status symbols beyond the Gulf of Ghayar...

HD 11; AC 6; Attacks 5, Damage 2d8×2, 2d6×3

Sultan's Uruzary Corps aka Ojak

(Based on the work of the *Living Greyhawk*, *Zeifan Triad*; *Uruzaries v1.0*)

The Uruzary Corps (or Ojak) are elite orcish heavy infantry, indoctrinated in Daoudism and known to be extremely loyal to the Sultanate of Zeif. Distinctively dressed in brown cloaks and turbans. They are somewhat of 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, Baklunish 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. These coracles grant access to Baklunish citizens to the coastal fishing grounds and riverine travel. Often 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

Their overhanging bow provides excellent maneuverability, a useful feature within the confines of the Salakesh Cove and the Gulf of Ghayar. As a result, 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

The 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

A refinement of the mercantile model, augmented with a ballista and enhanced hull protection. They ply the hazardous sea lanes, and are sufficient to confront most corsairs.

Dromond (Warship)

Base Design (*propulsion*): sail and oar; speed 2/9

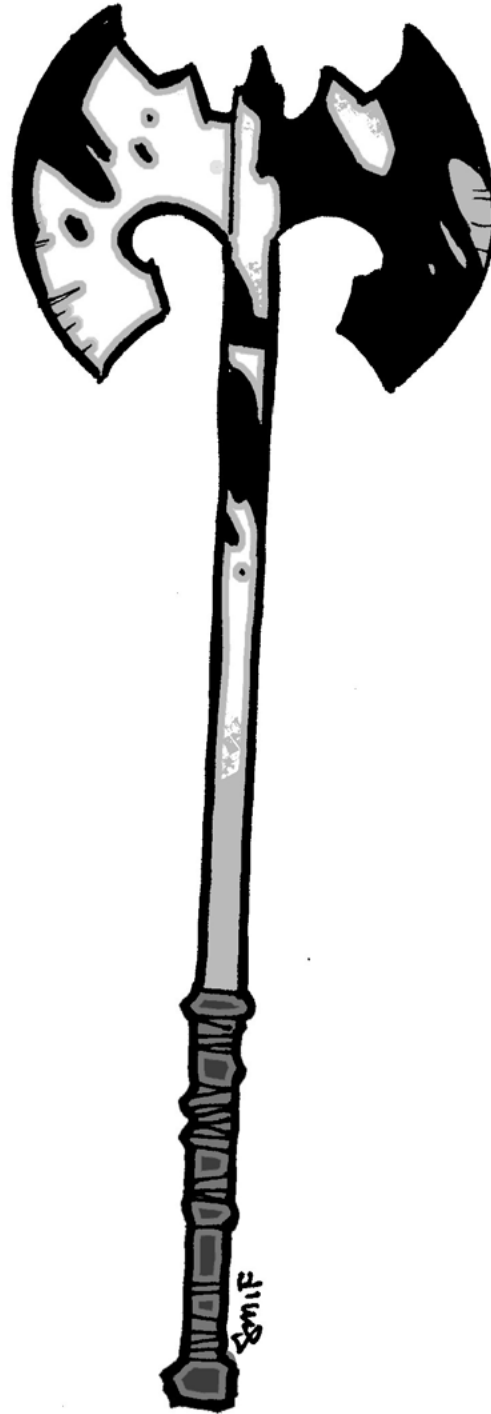
Attacks (*damage*): ram (8d6), 2 light ballistae (2d6/3d6) and 2 medium ballistae (3d6/3d8)

Seaworthiness (*armor class/hull points*): 40% (AC0/hp90)

Crew: 7-200 (100 rowers); 50% (magical assistance)

Cost: 25,000 gp

Their distinctive crenelation renders them virtually impregnable to boarding parties. Sacrificing its mercantile role makes them cost prohibitive. They are the pride of the fleet within the continental courts.



Fortifications

Baklunish nations typically scorn siege warfare, consequently civil ramparts within the Basin tend to be haphazard measures.

Fortifications detailed in the Gazetteer Chapter fall into the following categories:

Open: Lacking formal defenses, these settlements are the most vulnerable to hostile assault. Generally, merchants appreciate its welcoming inhabitants.

Fortified: Usually features palisades, watchtowers, and barred gate. Such requires a motivated labor force to build, and demands a sizable assault with a ram to surmount.

Walled: Usually features stone walls and wooden watchtowers, and boasts a manual portcullis (with murder holes). A stone mason and a large labor force are needed to construct such. A determined assault with ballistae toys required to overcome.

Alcazaba: Usually features stone walls, stone towers, and stone gatehouses, and boasts a mechanical portcullis (with boiling oil). Stone masons, numerous artisans and an enormous workforce are needed to construct, and a coordinated assault with a substantial siege train to threaten.

Kasbah: A squat tower surrounded by a rubble barricade. Such symbolizes Risayli ambitions toward the paynim. Its martial worth is highly dubious, surpassed by its administrative value.

Siege Knowledge

Siege knowledge is essential to the arsenal of the field forces wherever confronted with fortifications. However, this is 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) are 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 version, 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, who seduced a noble efreet 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 a harem amusement, insolent courtiers and boorish merchants were humorously humbled. Of late its victims have been slain. Its Supreme Mistress of the Veils has established safe houses in the major cities of the Sultanate. However, its success ensures the eventual notice of the Grandfather of Assassins, leader of the , *Fellowship of the Everlasting.*

Criminal Concerns

While the corsairs brazenly conduct their 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 the headquarters of the Dusk Lash. The importation of island beauties remains as lucrative as forbidden fruit. Rumors swirl about its hatred of the Mouqollad Consortium, and an obscure relationship with the Mosque of Xan Yae. They 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. Long-standing allies of the Janasib Isles, they are resentful of the crime lords of *Beit Castan* - the *Dusk Lash*.

"Blood and muscle, blade and coin.": Drunken Dogs

Petty thugs who 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

The Basin's nations share much, including a rampant paranoia. Thus extensive espionage institutions thrive in the Baklunish West.

"Nothing cannot be bought": Sensulla Marauders

These paynim renegades, marauders and moles are ultimately subservient to the Grandfather of Assassins. They employ bribery and violence to sow chaos, and often hire adventurers to obtain information.

"Spread terror among our enemies, fear among our allies." - The 'Isam





Ataphadi cultists who spread terror to the mainland. Its head is Daud Jabril, a half-orc assassin who eliminates his rivals. Senseless murders are its hallmark. Greater Broken Ones are often mistaken for monsters rather than the 'Isam.

Elementalist Cabals and Fiendish Cults

Surrounding nations will suffer for their 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 elementlists possessing a *Ring of Elemental Metamorphosis* (*Tome of Magic*). They plan to utilize this item to terrorize Ishda and then overthrow the Komal Malikate, as they believe 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 that subsists on scruffy goats and winter wheat. Little commerce is conducted, but the inhabitants seem prosperous. For from here the Grandfather of Assassins manipulates the Baklunish Basin. The *Fellowship of the Everlasting* and the *Sensulla Marauders* serve as his tools to accomplish these wicked aims.

Order of the Crystal Dawn: The last remnant of the Lords of Sol, ensconced within the *Baklhaut Mountains* to the north of the Silk Pass. The Cathedral of Castle Dawn witnesses a miraculous spectacle on Midsummer's Day, the 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 the heartland of the Baklunish Empire, nowadays these 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. It contains a splendid tower that thrusts skyward, the 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 in the *Baklhaut Mountains*. Its tyrant, Lord Haria Galev, mounted on his nightmare exploits the stone scar to raid the Celestial caravans. The Mouqollad Consortium endeavors to hire adventurers to track these brigands (See *Gazetteer: Tale of Three Kingdoms*).

CHAPTER 15: GEOGRAPHY

The variations within 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: Located between Risay and Komal. 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, such as fruit liqueurs and medicinal herbs, to the Risayli.

Edhegion Woodland: Once this Komali wood echoed with much laughter, but no longer. Nowadays its forest gnomes, hunted and sentenced to hard labor in the hazardous mines of *Qalubir*, become either “liberators” or “runners”. Of late, they have been ambushing the bounty hunters.

Etribia Woodland: Provides charcoal for *Dar-Zulaf*. Regrettably, irresponsible Komali burners routinely consume more acreage than can be restored to satisfy the needs of the fortress foundries.

Ferrannan Woodland: Composed of twisted stunted conifers in Mur, as the coastal storms consistently break branches. Furthermore, its wereboar bachelors are extremely vicious, and squealing challenges reverberate throughout the woodlands.

Gisrab Woodland: Plentiful stands of birch and maple trees in Komal are 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: The Sounder (leader) of the wereboars has chosen to create cultivated clear-

ings here in Mur. Culinary and medicinal herbs earn considerable coin in the Bazaar of *Mairber*.

Marsala Rainforest: On the main *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*, is the lair of the *Emerald Dragon*, *Gylzrisdos*.

Molardya Woodland: Numerous treants shelter beneath its tall conifers. Enconced within is the *Tomb of Neebeh* (See *Sacred Sites*). The woodland seems unaffected by the hyperboreal storms that otherwise lash Mur.

Nasati Woodland: Inspired by the injustice of the *Edhegion Woodlands*, forest gnomes and wood elves of this Risayli wood send supplies and volunteers to confront the bounty hunters.

Rasha Woodland: Swept by ocean storms, this Komali wood’s pine trees are bent and misshapen - doused by saltwater and buffeted by sea winds.

Senzadaea Orchards: The *Geshtai* sacred springs of *Yif Qayah* nourish citrus orchards, as well as cherished uskfruit and yarpick groves.

Sumtab Woodland: Pine trees are harvested by the Komali 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 from Mur have arrived, many willing to conduct illicit burns, and conflict seems inevitable.

Utietona Woodland: On the eastern edge of the *Verdure Mountains*. Heavily exploited by charcoal burners, its wereboars have migrated elsewhere rather than risk a confrontation. Its southern stands evolved to thrive in the moist conditions, caused by the *Nereid of Lake Nain* being too boisterous...

Hills

Amber: Half-orcs barter amber beads within *Ishda*, while others are tithed to the *Storm Vale* overlords. The humanoid tribes of *Darak Urtag* have little interest in its cowardly inhabitants.

Quarries of the Damned: Transient workcamps collect the stone debris of the elemental ruptures. Comprised of worthless captives and lesser Broken Ones who obtain these valuable construction materials for the construction projects within *Khargeg*.



Islands

Ataphads: This easternmost island chain was colonized over a millennium by criminal elements of the Baklunish Empire and the Ur-Flan. Nowadays it is claimed by the *Caliphate of the Eternal Darkness*.

Janasibs: A chain of tropical islands that shelters corsairs. A dormant volcano - the *Belching Mountain* - rises from the main island, Janasib. Heavily forested, it is inhabited by hostile wood elves whilst humans have successfully settled the surrounding islands.

Qayah-Bureis: This temperate central island chain was 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*, it 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*, while 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 trod by the Suloise armies that mortally wounded the Baklunish Empire.

Tyurzi: The *Silk Pass* separates this weathered range from the *Baklhaut Mountains* to the north. It contains the headwaters of the *Rumikadath River*, and shelters the *Grandfather of Assassins* as well as the Kingdoms of *Sa'han* and *Behow* (See *Gazetteer of Three Kingdoms*).

Verdure: Also known as the *Verdured Heights*. North of the *Amber Hills*, the 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 as 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 on it. Elsewhere, hazardous encounters such as maritime puddings and icebergs are seasonal presents from the *Sea of Hyperboria*.

Ghayar, Gulf of: Relatively shallow appendage to the *Dramidj Ocean*, it separates the *Baklunish Basin* and the western *Baklunish* nations. Populated by both merfolk and locathah, it is believed somewhat hazardous as coastal xebecs have been known to vanish.

Nain, Lake: Sacred site to *Geshtai*. *Komal* forbids 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* who 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, and create a breadbasket that feeds

the Komali and Risayli cities. Logs are lashed into makeshift rafts, and 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. The Priestess of Komal believes these waves are a summons from the nereid.

Wadi Adab: Known as the Sultana of the West, this 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, it nonetheless provides the inhabitants of Ull with access to Celestial luxuries.

Kibudah Pass: In ancient times Oeridian tribes and humanoid hordes trod this passage to migrate from their homeland (See *Gazetteer: Domain of Darak Urtag*).

Sea Routes: These enmesh the mainland nations and the islands, as well as the aquan civilizations. Never intrepid explorers, the Baklunish mariners remain cautious seafarers.

Steppe Trails: The Paynims of the Dry Steppes continue to roam wherever they will. As a result, roads are unwelcome but tribal trails traverse this featureless grassland. The nomads extort tolls from the merchants who are unfortunate enough to cross their path.

Stone Scar: KiThe Kingdom of Sa'han exploits 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, which maintains the lavish lifestyle of the Baklunish courts.

Unique

Great Nothern Reef: Coral thrives in the Dramidj Ocean, as its bizarre currents seem to accelerate its growth. Curiously, the southern reefs fail to compare to this sprawling northern mass.

Ikayan Strait: This strait separates the *Janasibs* from the *Bakhoury Coast*, and was the location of the massacre known as the "Battle Beneath the Waves".

Pinnacles of Azor'Alq: Concealed by a perpetual swirling mist, these enormous stone spires thrust forth from the Dramidj Ocean and are lashed by frequent storms. Dragons and rocs have been sighted here, whilst beneath the waves megalodons (giant sharks) swarm.

Volcanoes

Belching Mountain: A dormant volcano, but within its crater is a white smoker (See *Oceanic Phenomenon*). It is the Lair of *Gylzrisdos*, *Emerald Dragon*, and countless clusters of stirges also nest in its many crevices. A mutually beneficial arrangement 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, who vehemently extend kinship to its tribesmen, whereas the Risayli assert the authority of *Sharif Vamil Ghamir Roxana* as the caravan tolls contribute considerable revenues.

Celestial Chasm: A mountain cleft through which the Celestial caravans enter the Baklunish Basin. That they do so despite dangers like blood hawks and bonesnappers, as well as the extreme hardship of the Silk Pass, speaks rather eloquently of its importance.

CHAPTER 16: WHISPERS AND VENTURES

The Gulf of Ghayar and the Corsair Isles are a big place and mostly unexplored. Of course, maritime adventures with a corsair (pirate) theme are 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 there are possibilities for this. 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 for adventures and campaigns.

Battle and Combat

For players who enjoy good ol' fashioned hack-'n-slash, the region offers several potential enemies for any party. The humanoids of Darak Urtag seem an obvious foe for bloody battles, while the giants of Storm Vale could also serve as adversaries.

Alternatively, travelling PCs could be hired to protect caravans or hunt corsairs. Its aquan races provide undersea encounters, although this watery environment would need magical assistance.

Cry Freedom...

Harsh conditions within the copper mines and impossible production schedules result in workers desperate to escape the lash. These 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...

The region's 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 who enjoy hunting criminals. The region's secretive syndicates can be infiltrated, tempting the curious into exploring the Baklunish societal underbelly.

All a Paynim Needs is His Pony...

Paynims resent the kasbah town, whose 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 in *Beit Castan*. One clue exists that the original shipment was re-packaged and then street children were hired to distribute them.

Dungeon Crawling

A dungeon crawl is a staple of fantasy role-playing games, and there are such 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 than pleasant...

Time to Clean House...

A gigantic pack rat bewilders a mountain giantess, often purloining precious items. Initially amused at the boldness of her adversary, unfortunately this persistent pest has absconded with a ring...

Espionage and Intrigue

Many possibilities exist, 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. Ram-bunctious rather than malicious, but raised on past glories, he becomes restless...

I Dream of Genies...

The Sha'ir (See *New Classes*) summon djinni, efreeti, marid or dao, acting 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, and lycanthropy are all capable of giving a scare.

Let Sleeping Hillmen Lie...

Few tombs remain undisturbed, and the motive matters little to the desecrated. A new burial mound has been uncovered within the *Amber Hills*, but the orcish 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, the survivors have disguised their true nature. Many werewolves have become itinerant traders...

Politics and Diplomacy

Rivals exist at all levels, from familial feuds to racial genocide. Thankfully these conflicts are mostly conducted with whispered innuendo, rather than warfare.

Silks, We Need No Fancy Silks...

A 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...

The 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 the adherents of Xan Yae, the Dai'Shatain, pursued an intensive spiritual and physical training regime to emulate the Lady of Perfection. This fostered the evolution of a specialist in unarmed combat - the martial artist.

Conflict with the Suel Imperium intruded into these reclusive communities. The martial artists protected the Mosques of Xan Yae, and served as trusted messengers. These monks would be acknowledged as the Order of the Black Lotus and Order of the Twilight Shadow.

A monk named Zuoken, sponsored by Xan Yae, ascended to divine status by 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 and 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.

An ancient Baklunish order that is highly prestigious, with seven hundred members that maintains a madrasa to spread the teachings of Xan Yae. They train in an understated style, Twilight Embrace, which highlights evasion.

Monasteries are located in Ekbir City, Fashtri, Greyhawk, Kofeh, Sefmur, Ulakand and Zeir-I-Zeif.

Their formal attire consists of lavender robes with the symbol of a black lotus. Members shave their heads and tattoos are forbidden, whilst members must tithe 10% to the Mosque of Xan Yae.

The Grandmaster and the elders of the Lotus Council encourage its members (Makhfi) to foil the machinations of the Scarlet Brotherhood.

The Makhfi (or lotus flowers) believe that knowledge must be sought in 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.

An ancient Baklunish order in steady decline, as recruits are attracted to the lucrative opportunities of the continental thieves and assassin syndicates rather than selfless service.

Nevertheless, it teaches the shadowy elements of Xan Yae. Monks train in a subtle style, the Twilight Song, which highlights stealth. Its numbers are 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 (El'malel) swear a suicidal oath, tattoos are forbidden, and they must tithe 10% to the Mosque of Xan Yae.

The Shadowmaster heads the order, advised by a Council of Elders. However, feminine radicalists lobby for a Shadowmistress.

The El'malel (lotus flowers) believe radical reform

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 |

creates discord. Radically, a concubine of Sultan Murad has reputedly established an assassination syndicate, the *Order of the Silken Veil*, within the royal harem (See *Covert Activities*). Such is bound to attract the attention of the Order.

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.

An offshoot of the Order of the Black Lotus, these devotees of Zuoken emphasize the confrontational style of Falling Hail.

Its six hundred members searched for their imprisoned patron. Monasteries are in Falla-nil and Azor-Khem, situated in the Ullsprue Mountains. Elsewhere in Ekbir City, Sefmur, Ulakand and Zeir-I-Zeif. D'ar-es-Shalim, or sacred seekers, founded Flannae-tel within the Cairn Hills, and aided the adventurers who released Zuoken. Consequently, Mistress Li Hon has achieved celebrated status.

Formal attire is blue and grey robes, and 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.

The Supreme Iron Fist contemplates a manifestation of Zuoken, while 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.

This chapter provides an alternative to the 1st Edition class as well as the fighting-monk kit in the Complete Priest Handbook. Fortunately enthusiasts have refused to relinquish the martial artist over the years, as it has come and gone from editions. This innovative interpretation is tailored to the Baklunish lands.

A 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% to their order, they are limited to a handful of clerical magical items and 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.

They are not allowed armor or shields, and forbidden magical items that enhance natural abilities - for example a girdle of giant strength. However, they receive the normal strength and dexterity bonuses for combat abilities.

Monks advance according to the following ways:

* Hierarchical Trials.

Sacred Seeker/Lotus Flower.

Hierarchical Trials

Positions within an order’s uppermost echelons are strictly limited. An incumbent exists for each rank above 8th level, and that incumbent must be vanquished in ritual combat or the challenger will be relegated to the previous level.

All challenges between the aspirants must conform to strict rules, conducted within monasteries and witnessed by its residents. Combatants are restricted to their mandatory weapon(s) and those “chi powers”, exclusive to their respective style. Upon attainment of 11th level, monks must choose whether to continue the hierarchical trials or renounce them. By renouncing them they embark on either the path of D’ar-es-Shalim via the Sacred Seeker path, or D’ar-es-Makhfi and D’ar-es-El’malel via the Lotus Flower path, to pursue the highest levels of spiritual enlightenment and physical perfection.

Chi Powers

Instead of clerical spells, monks manifest superhuman feats. Even so, each “slot” feat requires a “focus time” like casting time. However, comparable benefits are not “stackable”. In the event that similar bonuses apply, then the largest bonus is applied. Continuous duration effects apply until the next meditation session, whereupon a new selection of chi abilities are randomly endowed except for Lotus Flower and Sacred Seeker.

Upon attainment of 11th level, the Lotus Flower or Sacred Seeker paths can be selected and announced. Monastic leadership is denied, but further level advancement is unobstructed. Thereafter, a 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 require 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 clair-sentient 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: N/A

Duration: Permanent

Description: At 11th Level a monk may forego Hierarchical Trials for further advancement and choose to follow the Lotus Flower path. Choosing such permanently uses a feat "slot" for a 6th level chi power. Hereafter, they are denied leadership status and responsibilities. Outraged by the plight of feminine injustice, the monk strives for the perfection of Xan Yae through the techniques of the Black Lotus or Twilight Shadow techniques.

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: N/A

Duration: Permanent

Description: At 11th Level a monk may forego Hierarchical Trials for further advancement and choose to follow the Sacred Seeker path. Choosing such permanently uses a feat "slot" for a 6th level chi power. Hereafter, they are denied leadership status and responsibilities. Consumed with the liberation and manifestation of Zuoken, they become obsessed with the Falling Rain techniques.

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...

Sha'ir sorcerers were introduced in the *Al-Qadim* campaign setting, via *Arabian Adventures* and the *Sha'ir Handbook*. This innovative interpretation is tailored for the Baklunish lands, and omits the granted powers and streamlines the class. Genie-kind interaction is conducted via new spells to highlight its unusual nature. The randomness of the condensed spell roster, available within the aforementioned sources, means these alterations promote role-playing opportunities absent in the previous versions.

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 for hit dice, THACo, saving throws, starting funds, and proficiencies.

Permissible Weapons: Dagger, Darts, Jambiya, Knife, Light Crossbow, Sling, Staff

The sha'ir materials and unusual spells are suited to the Baklunish West. They gain specialist benefits through the bonus spell, *Summon Gen*. Unlike other wizards, charisma not intelligence is paramount. They procure their spells through persuasion and negotiation, rather than libraries and laboratories. Those magical items that replicate the traditional schools are considered anathema. Sha'ir sorcerers assert an inherent connection is a superior means to pursue the arcane arts.

They possess a repertoire of specialized spells, tailored to interact with genie-kind and the elemental planes. Nevertheless they are restricted to the elemental province of each familial - Flame Gen (*Efreetikin*), Sand Gen (*Daolani*), Sea Gen (*Maridan*) and Wind Gen (*Djinnling*) - who serve like living spellbooks. Consequently a charisma check occurs whenever a sha'ir casts a spell. Failure means a miscommunication and an ineffectual spell.

Fanciful folktales about wishes arouse interest among the aristocrats and the masses. Such are 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 tiresome supplicants. However, the retreat into isolation facilitates an infantile regression: resulting in -1 Constitution Per Level Advancement. Pleasure abodes do however 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, and its components are consumed whether successful or not.

Ritual Calculation: (Level x 10%) minus (Enhancement Rating per Gen Ritual Table) = Success Chance % Example: Fazil (6th Level) conducts the Gen Ritual of Spell Conduit (Gen Ritual Rating 25 per Table, as %) on his *Efreetikin*. 60% - 25% = 35% Chance of Success.

Failure indicates a tortured familiar, which suffers 1d6 HP permanent damage but recovers 1 HP for every Gemstones worth 1,000 GP used in a further enhancement ritual.

Once retired to a pleasure abode at 10th Level, a sorcerer's interest turns to the elemental courts rather than these petty rituals.

Genie-kind Interaction

Djinn are independent and judgmental; *Efreet* are imperialistic and oppressive; *Dao* are shrewd but greedy; *Marid* are capricious and volatile; *Jann* are bitter and forlorn. Only 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, being bestowed the position of ambassadorial status in the elemental courts is viewed as a career capstone.

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 |

Many choose instead to shackle or enslave genies to avoid this negotiation. Unsurprisingly, shackled genies twist tasks to achieve their 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)
 Sun Dazzle (L2)
 Sun Torch (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)

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, with a black line across the face. Deemed an accusation, the Baklunish treat such a person as a pariah: -2 reaction to 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 the popularity of the conduit ritual among these malicious adversaries, which 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 or wind) as a familiar and companion. It acts as a "living spell book", by acquiring the required arcane energies from its elemental plane. Without such familiars a sha'ir cannot cast spells. Once summoned, it 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 their master or mistress. 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), Armor Class 7. Causes 1d4 damage. Rites can enhance its own abilities. Use the table or choose the best result for the campaign.

A captured Gen deprives its master of 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, with no saving throw.

The material component of this spell is a *ruby-emerald-sapphire-diamond* (as applicable for fire-earth-water-air) *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, but this spell compels them into service. It produces a mystical sound which summons an unfortunate jann that hears the call within its radius unless the jann makes a successful saving throw vs spell. The jann becomes enraged towards the enemies of the sha'ir.

The material components of this spell are *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, which 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, and extends an invitation for a genie to enter into terms

of service (minimum 1,000GP/HD). Genies enjoy haggling, and 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

This spell seeks to shackle and enslave the will of a summoned genie, via a domination/trap of the soul variation. The focus of the compulsion is a *pair of golden shackles* and an *enchanted gemstone* (See *Spell Elemental Maze*). The summoned genie is immediately aware and seeks to resist (saving throw vs. spell) to avoid the compulsion, which shatters the shackles and enchanted stone if it succeeds.

Genies despise enslavement, and this natural resentment can be quashed through a successful wisdom check by the caster on the anniversary of its enslavement. The spell requires the solitude of a pleasure abode at 10th level then intensive preparation, and can be considered being accomplished outside such at 12th level.

The 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*, this is an innovative interpretation tailored to the Baklunish lands. It 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
Then 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. The 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 at Zeir-I-Zeif.

Some gnomes have been infected with the mania of invention, and seek a similar immortality as that achieved by the celebrated tinker - Namkin Jeb-

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 |

dar. It is not uncommon to witness a delegation of mechanics from the Order of Kwalish fawning over a disheveled gnome that is a celebrated tinker.

The goal of the clockwork mage is the creation of contraptions to achieve a technological civilization. Far-sighted 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): This scuttling submersible (30 Feet/Swim/Walking) resembles a portly iron lobster. It functions to a depth of 900 Feet. It accommodates two man-sized individuals, and contains breathable air for 1d4+1 hours

until it must resurface. Pincers snap shut for 2d6 damage, with a 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 that resembles a crouching copper badger. A small contraption whose gemstone eyes illuminate with continual light to 60 feet. Its twitching nose behaves as a *Wand of Metal and Mineral Detection* to 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, which 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*) which circulates via a multitude of copper pipes to its claws and nose.

Value: 50,000 GP; *Size:* Small; *Weight:* 100 lbs; *Rarity:* Unique

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 |

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 at 10th Level are bestowed with the ability to Read Magic, to pursue scrolls inscribed with infusion spells.

Contraptions can contain the arcane energies of a single spell - Saving throw vs spell whenever activated; a critical fail (1) results in an arcane accident with spell level d10.

Note: The *Legendary Apparatus of Kwalish* exceeds theories and the calculation charts, hence the various painstaking reproductions of Kwalish as no mechanician truly understands the contraption.

Meanwhile, tales of the badger *Apparatus 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)

The majority of clockwork contraptions are tiny trinkets and toys, whilst aristocratic patrons commission extravagant mechanical marvels to enthrall the masses. Regardless, the *Legendary Apparatus of Kwalish* and *Apparatus of Jebdar* remain examples of remarkable successes. Nowadays clockwork mages at the highest levels (19-20) strive to leave a legacy - the creation of a mechanical masterpiece that expands the technological boundaries. But such an achievement necessitates the exploration of the unknown.

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: A source of elemental convergence of little interest to the continental courts. Zashassar, the Ekbiri Keeper of Past Secrets, believes 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. It is a *Battle Axe +1, +2 vs. Evil Aquatic Creatures*. Presented to the inhabitants of Murensht Isle by the Caliph of Ekbir - a natural 20 causes an additional 1d6 brine damage.

Collection of the Prime Pearls: This collection underscores the merfolk presence in the pearl trade. In the Sovorn Palace rumors swirl, but its prime pearl collection contains magical *pearls of power* (1d4).

Coral Crown: This rests on the head of the sahaugin crown prince. Prominently displaying a black *pearl of power* (9th Level), it was salvaged from a shipwreck.

Decanter of Endless Water: Tainted by Sevelkhar the Waster, Master of Famine and Drought, Poisoner of Wells, and an Aspect of Incubulos. It inflicts nightmares (See *Commercial Establishments*).

Hag's Eye: Normally solitary creatures, a trinity of ambitious hags can form a covey. A Gemstone (500 GP) embodies this union, known as the Hag's Eye. It enhances arcane abilities but also binds the fates of the three hags (See *Monstrous Manual*). Functions as a crystal ball to monitor its minions. Destruction of this Gem shatters the covey and blinds its members.

Lost Grimoire of Qadi In'mee: A clerical subversive blended faerie folklore and golem creation



(See Monsters: Terracotta Golems). This rotted transcription still lies forgotten somewhere in Kfeya. It will be consumed in the creation of a terracotta golem. Requires Baklunish Priest of 17th Level to do so. Cost 50,000 GP.

Trathar (tree friend): The monarchical blade of the Laressea Forest Elvenholme Realm. It is a staunch adversary of the mysticism of Sehaine, and 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: The orcish exiles of the Amber Hills are accustomed to sightings of giant animals within the Verdure Mountains, who are the prey of the giant overlords of Storm Vale. Rocs also nest in its isolated peaks, and flights sometimes assemble flying enmasse to frolic amid the Pinnacles of Azor'alq.

Blood Hawk: These bloodthirsty raptors pester the caravans that traverse the Celestial Chasm. Mogok (See Celestial Imperium) sentences criminals to the

Hangman Hills to satiate their visceral fondness for human flesh. Swift and tenacious, the fledglings are sold within Qurim. The paynim covet them as hunting hawks, and are callous to its viciousness.

Bonesnappers: Ravenous reptiles lair within the subterranean caverns scattered throughout the southern areas of the *Baklhaut Mountains*. Often they ambush 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 the Emerald Dragon, and Xo-shour the 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 woolly mammoth, fearful of the rocs that 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 *Ataphad Isles*.

Genies, (All Types): These elemental beings have evolved a complicated relationship with the Baklunish civilization. Such inspire awe and dread, as its sovereigns seek validation from these creatures. Specialist wizards, the sha'ir, have been established that are dedicated to the interaction between man and geniekind.

Giants, Storm and Mountain: From a secluded vale, *Storm Vale*, within the *Verdure Mountains* these giants hunt the giant animals and tame the rocs that nest amongst the highest peaks.

Kna: Aquatic humanoids who are a memorable sight with orange skin, standing 10-12 feet tall, and with muscular physiques. Their prominent features include a large back fin, clawed hands and bulging eyes. They communicate via sign language. Highly territorial, they react violently toward trespassers that seek to investigate the Great Northern Reef.

Lycanthrope (All Types): Many types of lycanthropes exist within the Baklunish West. Its north-

ern 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: The downfall of the *ixitxachitl* and the colonization of the southern islands enabled the giant squid to thrive in the northern expanse of the Dramidj Ocean. The cephalopods share these same waters with Dragon Turtles and Kna Coral Communes of the Great Northern Reef.

Trolls, Scraggs: Maritime trolls, the scraggs, are lackeys of the merrow (aquatic ogres) (See *Undersea Civilizations*).

Zaratan: Enormous turtles that spend much of their existence in a profound slumber. Its shell acquires vegetation and so 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.



Bureis Islands

Bidah

Arzera

Bureis

Arzera

Ikayal Strait

Nafiq

Beit Castan

Sultanate of Zeif

Barakhat

Vaar Highlands

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

Sultanate of Zeif

Zeir-I-Zeif

Ull



JOTHUNHEIM SEA

The Frozen Plains

SEA OF HYPERBORIA

CELES

Dragons
Circle of Ethar Ardul

Mountain Giants

Nanidilugh
Fire Giants

Frost Giants

Sinderig

Pitch-pine Forest

Frosthold

Winterha

Frost Giants

Stone Giants

Cloud Giants

Domain of the Despotic Giant King

Tarkad

Uusata

Whitestone Hills

Kalcvala

CLASHING ROCKS

Viitasaari

Kuusankosk

Anjalankosk

Stone Giants

Iron Claws

Rapar

Bothararg

Agrorak

Formorian Giants

Harjavalta
Imperial Fleet

Tarus

Verbeeg Giants

Nulusumbrus

Northern Plains of Dikar

Southern Plains of Dikar

Ishtwar Forest

Plains of Pavlek

Strait of Omarra

The Emperor's Reach

Dvorichna

Pavlobrad Hills

Prefecture of Kunxue

Lake Ostrog

Xiaopen

Ogre Tribes

Nizhyn Hills

Nindil Forest

Assemblage of Koryatyn

Xingxia

Tyendandil Forest

Dominion of Suhfang

Pangyi

Dragonspine Mountains

Estates of Ling

Kolab

Ansu

Estates of Anhui

Qinghai

Juefeng

The Winding Syvykama

Aram

Vinh

Imperial Court of Shaofeng

Xinsiang

Chengdu

Lands of Lishou

Lishou Tower

Fuyang

Carundil Forest

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