THE DRAGONLANCE NEXUS

ADLATUM



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Adlatum

A Dragonlance Nexus Accessory

The tidal wave generated by the cataclysmic strike of the Fiery Mountain sent a third of Adlatum to a watery death. Intended by the gods or not, it changed the course of history on this distant shore.

Over four centuries later, new powers have arisen. Some claim to be the promise of security, others the force for freedom, and others the gods themselves. The true gods of Krynn have only just returned from a forty-year absence, and war is breaking out across the land.

The ancient Volumes of the Prophet contained the secrets of this continent's future, but those mythic tomes are lost. With the future unknown, souls from all over Adlatum are maneuvering themselves to grab at destiny... or simply survival.

The continent of Adlatum offers a new land to be explored and discovered on the world of Krynn. New nations. New faiths. New races. New conflicts.

The Adlatum Campaign Setting is set on a new continent in the world of Dragonlance. Legends and myth are ready to unfold, and players are able to make them their own.

Cover Art by Psycha Durmont

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Forewords

Dear Fellow Dragonlancers,

Back in June of 2005, I was introduced to a project that had been started back in late August of 2002. This project was of what was then termed "Krynn's third continent, Adlatum". I was excited to start trying things out that I had never done, nation building, race building, and other things involved with the continent. At the time, Sean Macdonald and Joe Mashuga were the only two that were involved primarily with the project, while most other members were deeply involved in doing things for Sovereign Press.

We went along with the project fine for a while, but by January of 2006, Sean would no longer be able to head up the project, and I took it over on top of the Lexicon project. The first thing we did was bring in a new cast of people to overhaul the project. Bret and Joy Sheeley, Chuck Martinell, and Neil Klopsch to name a few. The project really began to take shape, and we were off and running again. So much so, that we thought by the fall of 2007 we would be able to get a PDF out for the fans, but this proved to be unfounded.

Bret became the driving force behind the project, and I gladly gave it over to his capable hands to head it up. I was so glad to see that the project had gone from being inactive, to a group of people who had great ideas for this new continent on Krynn. Most of the time, we attempted to stay along the lines of the original creators, but as with most projects taken over by others, the continent changed from the original ideas.

I am hoping that people enjoy this Adlatum Campaign Setting, as much as we had putting it together. I would like to thank the founding members of the project: Trampas, Cam, Sean, Richard Connery, and Terry Doetzel. You all gave us the tools to start with, to finally bring Adlatum to the fans.

Ben Jacobson
March, 2008

Over a year and a half ago during a Dragonlance roleplay session I was DMing, my wife's character had a magical mishap. This was nothing new. The character was a kender wizard from the Fourth Age after all, and since characters like that were not supposed to exist (and for good reason), mishaps were common. Nothing serious was going on adventure-wise at the time, and stuff like that made the game fun.

This mishap occurred during a teleport, and to liven things up, I made the group's destination completely random. I estimated distance and direction off of die rolls, and her character ended up far far far off to Ansalon's northwest.

I sighed. I knew there was a third continent in that direction. It said so in the Map Pouches. So I hopped onto the Nexus and the Dragonlance Forums to get some details on this Adlatum place. Even though I was initially put off at having to learn about someplace new in so short a time, I came to like the idea of going somewhere off-Ansalon. Taladas, however, was in the other direction. Go fig.

After asking on the boards for the status of Adlatum, I found out it was still in development. There was a lot done already, but there was more than plenty of stuff left to do. Ben inquired if I would be interested in helping out. After getting some backstory, I started to fall in love with the land. I agreed and began tossing in some ideas for the Midland Guard.

I found my little corner to come up with ideas while trying to stay within the flavor of the notes and write-ups written by the original Adlatum staff. Other very talented people (Sean, Joe, Chuck, Neil, Ben, and more) had already been developing some pretty darn good stuff, and I was hoping I wasn't mucking things up too badly. I was also appreciative for my wife, Joy, who on occasion would spend time to create images for the setting.

Momentum for the project turned away from individual Nexus entries a year ago, and efforts to put together a PDF Sourcebook went full-force. Each of everyone's corners kept their own flavor, and yet everything slowly began to knit-together into a much larger picture as efforts unified.

A lot of us have been working through most of our formerly-known-as "free hours" to push this project to its completion. It is through the Herculean effort of that group of talented people I mentioned, in addition to the original creative staff and the rest of the Whitestone Council, that made this book reality. I really hope you enjoy the fruits of their labor.

Enjoy, for the War of the Prophet has only just begun.

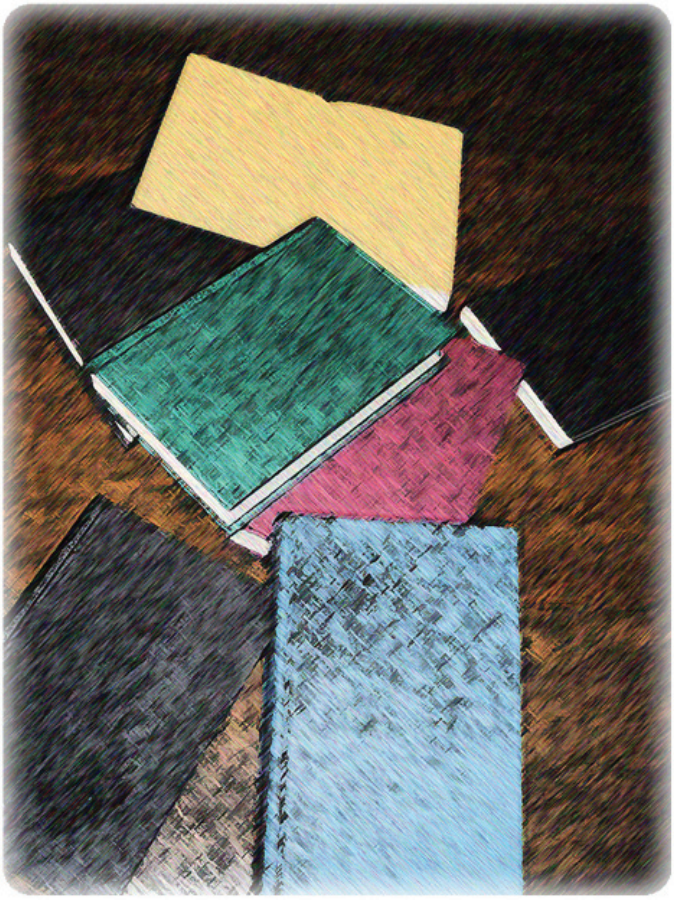
Bret Sheeley
March, 2008

P.S. The kender escaped. We'll get her next time.

Introduction

How shall I leave my people without a stirring of sorrow within my breast? The foreknowledge brought through the gift of the prophet has been a saving grace to the survival of our people, yet I cannot withdraw from those that remain without a burden and an ache. How I wish that the voices, of those just outside the walls, could carry the unlucky souls that give those voices wings."

Salindar Fe Larsandar
Circa 3450 PD



Volumes of the Prophet

The world of Krynn has largely treated the continent of Ansalon as its center stage. When one thinks of Krynn they usually imagine Solamnic Knights, Wizards of High Sorcery, curious kender, bumbling gnomes and xenophobic elves. Yet the planet of Krynn holds more than one large land mass. Along with Ansalon there are such locations as the wild continent Taladas with its powerful Minotaur League, industrious and competent thinker gnomes, withdrawn and sullen Marak Kender and a plethora of other racial and organizational differences. There is the subterranean land of Chorane, the Isle of Selasia and the Dragon Isles each with a unique set of races and monsters. Yet so little is known about these lands. Other than Taladas, none of the lands of Ansalon could match the size or majesty of the continent of Ansalon.

Until now.

Adlatum, the mysterious third continent of Krynn has been unexplored for centuries. Its existence only heard of in rumors, its tales untold waiting for a chance to unfold to a willing audience. From the cold and callous reaches of the noble ogres to the untamed southern jungles Adlatum sets itself apart from both Ansalon and Taladas. It is a land of exploration and intrigue where the gods have taken a personal interest in the people, where the touch of the fabled gray gemstone endowed the dragons of Adlatum with abilities beyond those of their brethren across the sea, and the races of Krynn have experienced cultural and physical changes that differentiate them from the other lands of the world.

A central theme of the continent of Ansalon is that of destiny and who holds the reigns. The legend of the Prophet who supplied the folk of Adlatum with miraculous Volumes from which they could study the past, the present, and even divine the future of their own race is known to the learned people of Adlatum. Was it the Volumes of the Prophet that brought about the Drowning that slew hundreds of thousands of people, or was it the actions of the warring races that called down the wrath of the gods? Was it the divined prophecies that drove the elves to the sea or was it the choice of the elven king that sent them into the waters of Adlatum? Now that the Volumes have been lost those questions may never be answered.

For as many differences Adlatum displays from other lands in its history and its people it is still closely tied to the world of Krynn. At their core, minotaurs are forever honorable, kender are curious and fearless, ogres are cruel and devious, dwarves are industrious, and gnomes are eternally tinkering. The wrath of the Cataclysm was felt around the world. The destruction of Chaos was not limited to the shores of Ansalon. The Age of Mortals and the War of Souls was experienced on every land of Krynn. Yet each culture of Krynn experienced these events and dealt with them in their own way, viewed through their own actions and based on their own experiences.

Hopefully the writings gathered together here piece by piece will assist you in familiarizing yourself with the prominent, people, places and storylines of Krynn's third continent.

Happy Wanderings.

Chapter 1: Races

The elf rolled to the left. The sheet of frost lifted up from the ground caused a cascade of snow and moisture to drift and sparkle through the air. The morning sunlight illuminated the frozen water, and Jace, leader of his troupe, gazed at the wonder before him. The elf pressed upwards onto all fours, before lifting his head.

For the first time, the troupe leader looked at the elf. He wasn't looking at the elf's eyes; he stared at the single angelic wing, partially raised and stretching a good six feet from the elf's back. Jace's eyes trailed down the appendage and saw that the other wing was missing. The start of a wing extended from the elf's back in a mirror image of the other, but it ended several inches later in a bloody mess. Wherever it was, it had been cut off.

Jace swallowed, dumb-founded. He'd heard legends of the winged Avanesti elves but never believed they were truly real, just tales from the distant east of Adlatum.

The Forests of Bhadlum,
Early Winter of 421 AD

At the birth of the world of Krynn, the continent of Adlatum rose above the waves. It was lifted through the divine works of the gods and populated by races they formed. The bakali lizardfolk believed that they were the first people, and considered themselves superior to the other races. The elves, humans, and ogres who held that they were created first in the image of Good, Neutral, and Evil quickly rejected this idea.

Regardless of which of Adlatum's races truly holds primacy, the lands over which they hold claim are home to dozens of different races, all trying to carve their own niche in history. Many of these new races—the dwarves, the Corinesti, the Avanesti, the kunda, and the minotaurs—are the result of other races being touched by the Graygem as it passed over the lands. The Graygem also infused certain dragons with Chaos magic, binding them to their lairs but also increasing their power.

With the creation of the new races many things began to change in Adlatum. No longer were elves, humans, and ogres the masters of their world. Instead, they were forced to share their lands. These new races battled to maintain their influence. Some of their histories became proud testaments of time and honor, while others showed the cruelty of their actions.

Change is a constant on Adlatum; the struggle for power continues through the years. No race remains ultimately in control, except for the dragons, which have discovered their own unique ways to control the course of Time's River. The races of Adlatum know little of the dragons' influences over their world and thus act as though they are their own masters.

The races of Adlatum are rich and diverse, and so are their histories. A Hartdar dwarf recites his family's history since the Great Rending. A Midlander, raised in city or country, explains the importance of the Midland Guard. A Sakkaran minotaur knows the importance of honor in conquest, glory, and blood.

A Dragonlance character understands the world around him and knows the existing politics and prejudices against the other races. This character then has the choice to carry on with these stereotypes, act against them, or simply ignore them. A character forms his own ideas of the other races and how people view his own race. Thus, the people of Adlatum are a vibrant collection of individuals with their own hopes, dreams, and struggles.

Bakali

Adlatum's bakali were once part of a great empire, said to have stretched across all of Krynn, though their history remains mostly unrecorded. Bakali tribes live in the ruins of ancient cities, located in the Vacant Lands or No Man's End. The bakali aren't the ignorant beasts they are said to be on other continents, but rather a people who have embraced a rich culture of devotion and endurance.

Personality: The bakali are suspicious and xenophobic. They are approachable and even-tempered when dealing with each other, or with outsiders in their own lands, but their mood changes with the mere mention of intruders. Bakali adventurers experience a closer relationship with something extraordinary, and learn to recognize the wonders that lay beyond their own lands.

Physical Description: The bakali of Adlatum average between seven and eight feet in height, with green or brown scales covering their entire bodies. Males are typically larger than females, and have larger mouths and blunt snouts. The bakali rarely wear clothes and can walk on all fours just as easily as on two.

Relations: For the most part, the bakali stay to themselves. If non-bakali come into their territory, they are considered hostile by the bakali and more than likely attacked. There are rare cases of tribes allowing very small groups or individuals to come to their tribal homes, where they are met with much curiosity. The Sekhnesti are the one exception—all bakali hate the Sekhnesti for the years of fighting between the races. Bakali attack any Sekhnesti venturing into their lands without asking questions.



Bakali of the Vacant Lands

Alignment: Most bakali are neutrally aligned, with a handful of tribes being chaotic or lawful neutral.

Bakali Lands: The bakali stick to their ancestral homes in the southwestern portion of the Vacant Lands, where they have lived in relative solitude for thousands of years. A large tribe of several thousand bakali dwells in No Man's Land, where they live similarly to their brethren in the Vacant Lands.

Religion: Bakali follow Sirr'ushush (Sirrion) or Krik'k lettz (Chislev), and have a deep hatred of both Tazhek (Takhisis) and Hizhek (Hiddukel) for their constant manipulation. Tribal cities are usually full of shrines and temples dedicated to Sirr'ushush and Krik'k lettz.

Language: Bakali are taught two languages beginning early in life: their ancient Draconic tongue, and the Common trade-speech found amongst so-called "civilized" races (which they use to spy on those near their borders). Some bakali learn Elven to better interrogate the Sekhnesti they capture.

Names: There is no distinction between male and female bakali names. All names are at least two syllables in length, and originate from Draconic.

Example Names: Drazhchok, G'aromel, Kigock, Thel'ock, Mithzok, Baccaneesh, and Xele'ku.

Clan Names: Dray'nec, Gre-tal, and Kralleek.

Adventurers: Bakali are rarely adventurers since most of them choose to remain within tribal lands and protect the territories claimed by their clans from the Sekhnesti. Once in awhile, a bakali may undertake a religious quest which requires them to leave the comfort of their home.

Bakali Racial Traits:

Bakali are identical to lizardfolk from the *Monster Manual* (except for the difference in languages noted below), and possess the following racial traits:

- +2 Strength, +2 Constitution, –2 Intelligence.
- Medium size.
- A bakali's base land speed is 30 feet.
- +4 racial bonus on Balance, Jump, and Swim checks.
- +5 natural armor bonus: Bakali have tough hides.
- Racial Hit Dice: A bakali begins with two humanoid levels which provide Hit Dice of 2d8, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0. A bakali character receives maximum hit points for his first humanoid Hit Die and rolls all other Hit Dice (including those gained from class levels). Bakali with class levels add their base attack and saving throw bonuses to their bakali base attack and saving throw bonuses.
- Racial Skills: A bakali's humanoid levels give skill points equal to 5 x (2 + Int modifier). Its class skills are Balance (Dex), Jump (Str), and Swim (Str). Bakali with class levels do not multiply their first-level class skill points by four.
- Racial Feats: A bakali's humanoid levels provide it with one feat. They gain Shield Proficiency and Simple Weapon Proficiency as bonus feats. Bakali characters may take the Scent special quality as the feat listed in the *Monster Manual*.
- Natural Weapons: 2 claws (1d4) and bite (1d4). As a full-round action, a bakali may make 2 claw attacks at his normal attack bonus and make one bite attack as a secondary attack (–5 penalty on the attack roll, and half Strength bonus on the damage roll). A bakali can also attack with a weapon at his normal attack bonus and make one claw or bite attack as a secondary attack (as described above).
- Hold Breath: A bakali can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Languages

Languages flow and change over the years and also vary from dialect to dialect as one travels from one location to another in distant lands. Also some words may be adopted from one language into another, and other words may disappear from use only to be replaced by a word that's meaning is not quite identical to its earlier counterpart. As such, to fully track the origins, development, and branching of languages would be an undertaking only worthy of the Mentoi.

For the other races only wishing to pay attention to the simplified listing of currently used tongues, the following should do.

Language	Spoken in...	Script
Trader's Common (Common)	Almost all Adlatum (trade language)	Trejori
Dwarven	Dwarven Lands, Midlands, Teusten	Dwarven
Elven (Valenesti)	Avanost, Sargassi Sea, Underwater	Valenesti
Etlarnic	Etlarn, Gildanesti	Magius
Gildanesti	Etlarn, Gildanesti, Onar	Valenesti
Gnome	Gnommorah	Trejori
Goblin	Goblinoid Lands	Goblin
Hammertalk	Sundalin, Teusten	Not Written
Hudieran	Southern Midlands	Hudea
Igurni	Terragrym	Igurni
Kundaspeak	Kundamarsh	Magius Variant (based off of Etlarnic)
Minotaur	Broken Lands	Igurni
Ogre	Broken Lands, Terragrym	Igurni
Onarian	Onar	Valenesti
Sylvan	Deep Forest, Vacant Lands	Not Written
Trejori	Northern Midlands	Trejori

For the more popular languages currently in use, some of them do have common derivations. Ogre is a highly corrupted form of Igurni, which itself is derived from an ancient ogre tongue that is long dead. The Minotaur language also has a distant relation to the ancient ogre language. Gildanesti has rooted in Valenesti and Etlarnic. Etlarnic has a connection to the language of magic, and was purposefully designed to avoid commonality with Trejori, the tongue of the northern Midlands. One thing to note is that if two languages have the same origins but they've had thousands of years to evolve, then the resulting current forms of the languages will likely have very little in common with each other.

Common has only recently become popular across many, but not all, of the lands. Before the Drowning, Trader's Common was developed with a blending of Trejori, Hudieran, Dwarven, and Elven in order to allow merchants from different lands to do business with less confusion. Influences from other lands were also included as the language evolved over time. After the Drowning, so many refugees moved to new lands, especially in the Midlands. Instead of diving into learning the foreign tongues from scratch, many found it easier to learn Trader's Common first since it likely had roots in their native tongue already.

It was not until after the Starfall when the night sky changed and Lord Montegron's unification of the Midland nations however that Common began to be used in an official capacity in order to give the numerous nations a common language to communicate (and bicker) with. When Montegron made Common the official language, its popularity in the west exploded. The nations in the east are more rooted in their own individual tongues. However those who have on-going relations with foreigners will likely have a working knowledge of the Common tongue.

It should be noted that the Common language in Adlatum in no way resembles the Common language of Ansalon or any other continent.

- Automatic Languages: Common and Draconic. Bonus Languages: Aquan, Elven, Goblin, Gnoll, and Hudieran.
- Favored Class: Druid.
- Level Adjustment: +1. Bakali are more powerful and gain levels more slowly than most other races of Adlatum. See Chapter 6 of the *Dungeon Master's Guide* for more information.

Dwarves

Adlatum's dwarves are divided into five clans, whose histories have diverged significantly since the race first appeared on the continent in the Age of Light.

Personality: All dwarves are known for their stern behavior and hard work ethic. If complete and total dedication cannot be put towards their aims, whether it be business, piracy, religion, their clan, or anything else, then dwarves tend to believe it wasn't worth the effort in the first place. With such views, dwarves often come across as overly serious and dour in most matters to other races.

Physical Description: As a race, dwarves typically stand about 4 feet tall and weigh about 150 pounds. They are usually broad shouldered, well muscled, and take great pride in grooming their beards.

Every clan has its own peculiarities, of course. *Coin dwarves* ("*Hartdar*") typically braid their long, dark hair so it may be easily gathered and tied back when working the forge. Their beards are often tucked into their belts, and many coin dwarves wear large belt buckles that display a family crest.

Deep dwarves ("*Adlar*") shave their heads in keeping with an old custom. They make one long braid of their white beards and wrap it around their neck or tie it to their chest. Devoted Adlar often have the symbol of Reorx branded on the back of their skulls. They usually wear bright loose-fitting clothing that reflects the harsh sunlight.

Mist dwarves ("*Neskudar*") are noticeably thinner than their cousins and possess an unhealthy yellow-green skin tone. Very few Neskudar have any discernible eye pigmentation.

The *reef dwarves* ("*Nordar*") and their *cliff dwarf* ("*Sundar*") cousins typically have wild, unkempt hair but short beards (at least compared to other dwarves). The vast majority of Nordar have sea-green eyes, a gift from their capricious goddess. The Sundar once shared this gift, but it was lost when they broke from the Nordar.

Relations: Dwarves generally get along with gnomes and humans. They have strained relations with aquatic elves, kunda, and Mahjoran minotaurs. Goblins and ogres are the dwarves' traditional enemies. Dwarves also are distrustful of other dwarf clans. The two clans of dwarves that are most compatible are the Nordar and Hartdar dwarves.

Alignment: Most dwarves, especially coin and deep dwarves, have a lawful demeanor, but the Nordar and Sundar clans possess a predilection towards chaos. Their morals concerning good and evil are more varied. Cliff dwarves are often neutral with good tendencies. Mist dwarves and reef dwarves are likely to pursue more heinous methods and are closer to evil.

Dwarven Lands: Ironvasser, Heskeram, Kedaltol, Tandarton, Sundalin, and Wa-Nax.

Religion: Reorx, Adlarism, and Moli (Zeboim). Members of the faith of Adlarism believe themselves to be worshippers of Reorx, but in truth their faith is based on visions originating with the Graygem.

Language: The dwarven language has changed little over the years, though each clan has developed its own accent and expression. Of course, every clan considers its own dialect to be the most pure.

Names: Dwarves have family names that are passed down from their father's side. All dwarves take part of their name from their clan and combine it with an ancestral name of their family. Children are given individual names at birth from their parents.

Male Names: Belaek, Argent, Pick, Thom, Doget, Jasper, Gran, Flint, Sledge, Chane, Calan.

Female Names: Jewel, Tera, Tila, Rose, Hildy, Jinna, Keldia.

Clan Names: Bladeender, Marblemolder, Earthslasher, Stonebellow, Firesmith, Hilldigger, Fateender, Giantbattler, Ogrecutter, Battleheart, Redquarrier, Copperforge.

Adventurers: Dwarves might choose the adventuring life for a variety of reasons. Coin dwarves may be searching for the ultimate get-rich-quick scheme. Deep dwarves could travel Adlatum seeking lost relics of Reorx. Mist dwarves might want revenge on their cousins or become "heroes" to prove the superiority of their own clan. A cliff dwarf or an exiled reef dwarf might seek a way to free the rest of the Nordar from Moli's influence.

Racial Traits: By clan, below.

Coin Dwarves [Hartdar]

The Hartdar dwarves are easily the most recognizable and influential dwarves of Adlatum. They abandoned the Pathweaving ways of the Adlar, seeing such mysticism as leading to oblivion. The Hartdar allied with human nations against the minotaur empire during the War of the Prophet, though they suffered great losses during the Drowning. Today they are well known as traders, merchants, and wanderers.

Coin Dwarf Racial Traits

Coin dwarves possess the dwarven racial traits listed in the *Player's Handbook* except as follows:

- +2 Constitution, –2 Dexterity. This replaces the dwarven ability score modifiers.
- Automatic Languages: Common and Dwarven. Bonus Languages: Elven, Etlarnish, Gnome, Hammertalk, Hudieran, Minotaur, and Trejori.

Deep Dwarves [Adlar]

The eastern dwarves known as the Adlar follow the ancient Paths to achieve enlightenment and solidarity with Reorx. Untouched by the Drowning, they suffered a severe spiritual crisis during the time of Chaos. Though shaken, they have begun reconstructing their damaged Path and repairing their own internal crises.

Deep Dwarf Racial Traits

Deep dwarves possess the dwarven racial traits listed in the *Player's Handbook* except as follows:

- Automatic Languages: Dwarven and Hammertalk. Bonus Languages: Common, Gnome, Hudieran, and Terran.
- Favored Class: Cleric.

Mist Dwarves [Neskudar]

Eastern dwarves who uncovered a terrible secret in the depths of the Path of Reorx, the Neskudar are a pale, albino clan that cannot bear the light of the sun yet fear the depths of the earth. They now live in a mist-shrouded land, guarding the truth of what they found.

Mist Dwarf Racial Traits

Mist dwarves possess the dwarven racial traits listed in the *Player's Handbook* except as follows:

- +2 Wisdom, –2 Charisma. This replaces the dwarven ability score modifiers.
- +2 racial bonus on Listen and Move Silently checks. Neskudar have learned the benefits of silence in their environment, while their hearing has improved as a result of their living conditions. This replaces the dwarven racial bonus on attack rolls.
- Light Sensitivity: Neskudar are dazzled in bright sunlight or within the radius of a *daylight* spell.
- *Mistsight*: Neskudar can see up to 10 feet in conditions of fog, mist, steam and vapor, including such spells as *fog cloud* and *obscuring mist*. Creatures 15 feet away have concealment (20% miss chance), and creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).
- Automatic Languages: Dwarven. Bonus Languages: Abyssal, Common, Etlarnish, and Kundaspeak.
- Favored Classes: Ranger.

Reef Dwarves [Nordar] and Cliff Dwarves [Sundar]

Once a part of the noble Tandar clan, the Nordar were stricken by the events of the Drowning and became victims of their own hubris and greed. Visited by the goddess Moli, the Nordar took to the Dwarfsea that had covered their ancestral empire and turned to plunder and piracy.

The western Sundar were once part of the seafaring Nordar clan but refused to take part in the Nordar's pillaging ways. They refused Moli and settled along the coast as fishermen, farmers, and reef-miners.

Reef and Cliff Dwarf Racial Traits

Reef and cliff dwarves possess the dwarven racial traits listed in the *Player's Handbook* except as follows:

- +2 racial bonus on Profession (sailor), Swim, and Use Rope checks. Reef and cliff dwarves have grown accustomed to the sea and are naturally adept with common seafaring skills. This trait replaces the dwarven trait of stonecunning.
- Seafaring Stability: When aboard a seagoing vessel, reef dwarves gain a +4 bonus on Balance checks and checks made to resist being bull rushed or tripped. This trait replaces the dwarven trait of stability.
- Automatic Languages: Common and Dwarven. Bonus Languages: Aquan, Elven, Hudieran, and Trejori.
- Favored Class: Rogue (if you use either the *Age of Mortals Companion* or *Legends of the Twins* sourcebooks, use the mariner instead of the rogue).

Elves

The elves of Adlatum were once a powerful force for good on the continent, seizing the Midlands from the ogres during the Age of Light and turning Tao-Shin away from evil. However, one of their sages found a reference in their Volume of the Prophet to a great Drowning that would drown their lands in terrible floodwaters. Some fled to the sea in great arks, while others took to the lofty peaks. The Graygem claimed both, transforming them forever into coral elves and winged elves.

Coral Elves [Corinesti]

Once nomadic and distant, the Corinesti returned to Adlatum after the Drowning, amazed to find so much wealth and riches lost to the rising seas. Since then their fortunes have swiftly risen, and they are now a powerful political entity in their own right. Unlike their Dimernesti and Dargonesti cousins, the Corinesti cannot assume other shapes, but their ruthlessness and cunning more than make up for it.



Elves of Adlatum: Females on Left, Males on Right. (From Center to Edge) Avanesti, Talonesti, Corinesti, Sekhnesti.

Personality: The Corinesti are a mercantile race that views the world above as a land of opportunity, an oyster to exploit and profit from. The Corinesti are accepting of outsiders who come with coins, regardless of race. With the Corinesti, appearance is everything.

Physical Description: Male Corinesti average 5 1/2 feet in height, with females standing about three inches shorter on average. They have pale green-blue skin and their eyes are various shades of blue or violet. Their hair can be white as well as a range of pastel colors. Corinesti have webbed fingers and toes; this webbing reduces in size after extended periods of time on land. Visible gills run from their shoulder blades to their ears, which are both larger and longer than those seen in other elves.

Relations: Corinesti view others by perceived worth and accept each person individually. However, Corinesti still harbor a sense of abandonment toward the Avanesti and will happily cheat and extort the highest possible amount from an Avanesti, citing the fall of Valenost and the forced sea going migration that lead to the origination of the Corinesti race.

Alignment: Business is business; this is the core ethic of Corinesti society. Most Corinesti are of neutral alignment, favoring neither law nor chaos.

Coral Elven Lands: Originally the Corinesti lived in the shallow inlets and estuaries that dotted the eastern seaboard of Adlatum; after the Drowning they settled and founded the city of Corinost near the center of the Sargassi Sea. There is another settlement known as the Coral Cauldron, where many Corinesti settled after the trade war that fractured Corinesti society.

Religion: The Corinesti favor Rosmera (Shinare) and Rig Mori (Habbakuk).

Language: The Corinesti speak a dialect of the ancient elven tongue Valenesti.

Names: Corinesti names follow the same naming conventions as Dimernesti in the *Dragonlance Campaign Setting*.

Adventurers: Many Corinesti take up the life of an adventurer as it is only through taking risks that a great profit can be made.

Coral Elf Racial Traits

Coral elves possess the following racial traits instead of the normal elven abilities and traits:

- +2 Dexterity, –2 Charisma.
- Medium. As Medium creatures, coral elves have no special bonuses or penalties due to their size.
- Coral elves have the aquatic subtype.
- A coral elf has a base land speed of 30 feet, and a swim speed of 30 feet. Coral elves gain a +8 racial bonus on Swim checks to perform a special action or avoid a hazard. They can always choose to take 10 on a Swim check, even if distracted or endangered. Coral elves

can use the run action while swimming, provided they swim in a straight line.
- Immunity to magic *sleep* spells and effects and a +2 racial saving throw bonus against enchantment spells and effects.
- Amphibious (Ex): Coral elves can breathe both air and water.
- Blindsense (Ex): A coral elf can locate creatures underwater within a 30-foot radius. This ability works only when the coral elf is underwater.
- Elvensight: As listed in the *Dragonlance Campaign Setting*.
- Seasense: Seasense grants coral elves a +2 racial bonus on checks to notice peculiarities about water, such as strange pollutants (including poisons or diseases), approximate depth, temperature, pressure, and the like. A coral elf can intuit depth, sensing his approximate depth underwater as naturally as a human can sense which way is up.
- Weapon Familiarity: Coral elves may treat tridents as simple weapons rather than martial weapons, and may treat nets as martial weapons rather than exotic weapons.
- Surface Sensitivity: Coral elves suffer a –1 penalty on all attack rolls, saves, and checks when they have spent more than 24 hours out of water. This penalty can only be mitigated by the coral elf spending at least one hour underwater during each 24-hour period.
- Automatic Languages: Common and Elven. Bonus Languages: Aquan, Dwarven, Etlarnish, Hudieran, Ogre, and Trejori.
- Favored Class: Rogue.

Feral Elves [Sekhnesti]

The feral elves of Adlatum, the Sekhnesti are at home upon the grassy plains and secluded woodlands of Adlatum. Also known as catfolk or the "forsaken elves", the Sekhnesti are all that remain of the elven clans that forsook the compact that formed the disparate elven clans into the Valenesti back in the Age of Dreams.

Personality: Sekhnesti are a reclusive and territorial as the great cats that they revere. Quick to anger and just as quick to laugh, the Sekhnesti are as volatile of mood and temperament as a summer rainstorm.

Physical Description: Sekhnesti have clearly elven features, yet even a casual glance reveals something feral about them. Their skin is typically bronze, deep tan, or a dusky hue compared to the typically fair skin of other elves. Their retractable claws are not often seen and usually denote anger or an imminent attack.

Relations: Sekhnesti view outsiders with extreme distrust and other elves as oddities. Since most Sekhnesti are extreme isolationists, they have few friends and many enemies.

Alignment: Wild is as wild does. The Sekhnesti are a part of the wilderness they claim. Almost all Sekhnesti are neutral in alignment with many favoring chaos over law.

Feral Elven Lands: The Sekhnesti have no cohesive homeland. Instead they claim isolated wildernesses, large tracts of grasslands or secluded mountain valleys as their homes, living in extended family clans. The region closest to being called a common home for the Sekhnesti is the eastern regions of the Vacant Lands.

Religion: Sekhnesti favor the goddess Nertos (Chislev). The Sekhnesti believe that the cat totems, spirit totems for each of the feral elven tribes, are Nertos's children. Their culture holds to the concept of worshipping her by honoring her children.

Language: Sekhnesti speak an archaic form of Elven, one that predates the language of Valenesti. Some feral elves learn the languages of bakali, humans, and other races simply so they can warn interlopers away from Sekhnesti territory.

Names: Sekhnesti names are descriptive, barbaric, and often unique to an individual. There is no distinction between male female names.

Example Names: Strong-Arm Flashing Eyes. Swift-Runner Many Kills.

Adventurers: Few Sekhnesti are adventurers since most feral elves choose to remain within tribal lands and protect the territories claimed by their clans.

Feral Elf Racial Traits

Feral elves possess the following racial traits instead of the normal elven abilities and traits:
- +2 Dexterity, –2 Intelligence, –2 Charisma.
- Medium. As Medium creatures, feral elves have no special bonuses or penalties due to their size.
- Feral elf base land speed is 30 feet.
- Immunity to magic *sleep* spells and effects and a +2 racial saving throw bonus against enchantment spells and effects.
- Elvensight: As listed in the *Dragonlance Campaign Setting*.
- Keen Smell: Feral elves can pick up the Scent special quality as though it were a feat.
- Natural Weapons: 2 claws (1d4). As a full-round action, a feral elf may make 2 claw attacks that deal 1d4 damage (plus Strength bonus). A feral elf can attack with a weapon at his normal attack bonus and make one claw attack as a secondary attack (–5 penalty on the attack roll, and half Strength bonus on the damage roll).
- +2 racial bonus on Climb, Hide, and Move Silently checks.
- +2 racial bonus on Listen, Search, and Spot checks.

- Automatic Languages: Common and Sylvan. Bonus Languages: Draconic, Elven, Hudieran, and Kundaspeak.
- Favored Class: Barbarian.

Fractured Elves [Talonesti]

Not a cohesive race like the Gildanesti (half-elves), the Talonesti are the descendants of Fallen Elves, born within exiled families. Not all Talonesti are evil, but many suffer no crisis of conscience when it comes to striking back at the descendants of the elves who exiled their ancestors long ago. Many Talonesti pretend to be Gildanesti, even living in the half-elven republic, in order to hide in plain sight.

Personality: Talonesti are survivors. While many see Talonesti as pessimists, a Talonesti knows that in order to survive one must see all that can go wrong so as to avoid it.

Physical Description: Talonesti are smaller than other elves such as the Corinesti, with a light build and large almond shaped eyes. Talonesti hair ranges from silver blonde to reddish mahogany with eyes that are almost always the blue of a summer sky.

Relations: Talonesti feel isolated yet grateful to their Gildanesti cousins who have given them a home and a place within their society. Their relations with the Corinesti are cool, if not outright hostile. Talonesti view Avanesti with utter contempt and obvious hatred. Some few Avanesti who have encountered a Talonesti have managed to survive the experience, but usually minus quite a few flight feathers. Talonesti see themselves as above the non-elven peoples of Adlatum, rarely mingling with outsiders unless as part of their service to Gildanesti.

Alignment: Many Talonesti are consumed by their anger towards the Avanesti and slip into evil, but a large proportion of the Talonesti are neutral and more concerned with the now than the past. Unlike other elves, Talonesti are very lawful in nature, a product of their long exile which has serve them well to survive.

Fractured Elven Lands: None. Nearly all Talonesti live within the Gildanesti republic, though some (typically adventurers) may be found in Etlarn, the Midlands, or possibly even Onar.

Religion: Talonesti favor Tannu (Sirrion) as the embodiment of elven spirit and the god most interested in their survival. Those who have let evil into their hearts are most likely to follow Tarvos (Sargonnas), the Lord of Vengeance.

Language: Talonesti speak the ancient elven language Valenesti and the common traders' tongue. Many Talonesti also choose to learn the half-elven parlance of Gildanesti, a rough dialect of Trader's Common.

Names: Talonesti follow the naming conventions of the Qualinesti and Silvanesti elves in the *Dragonlance Campaign Setting*.

Adventurers: Few Talonesti adopt the life of an adventurer; those that do are usually in the service of their adopted homeland.

Fractured Elf Racial Traits

Talonesti possess the Silvanesti racial traits listed in the *Dragonlance Campaign Setting* except as follows:

- +1 racial bonus on Disguise and Perform checks. This replaces the Silvanesti bonus to Knowledge (arcana) and Spellcraft checks.
- Automatic Languages: Common and Elven. Bonus Languages: Etlarnish, Gildanesti, Goblin, and Onarian.
- Favored Class: Rogue.

Winged Elves [Avanesti]

Aloof and mysterious, the Avanesti are the only race that currently possesses one of the Volumes of the Prophet. Living by a strict code of separatism on a floating island high in the mountains, they passed from all history until the night the Moons vanished and their island city fell from the heavens. Now they are forced to interact with the land-bound races they have long avoided.

The Fallen: The Fallen are those rare Avanesti whose actions and crimes against their brethren made them outcasts. Fallen elves have been magically stripped of their wings and usually live among the other races in secret. Many have banded together in small enclaves, either lost in grief or burning with anger. Only the most powerful magic can re-grow a fallen elf's wings.

Personality: "As arrogant as an Avanesti" is an epithet common to the Talonesti, and it is probably the most fitting. Avanesti see all the Wingless races as barbarous and uncivilized, particularly the Gildanesti, who they view as mongrels and usurpers to all that was once Lost Valenesti.

Physical Description: Just tall enough to be considered Medium creatures, the Avanesti are extremely fair skinned with large almost almond-shaped eyes and light hair. Eye color is almost universally blue of some shade. The main difference between the Avanesti and other elves are the large wings that each Avanesti sprout from their back and upper shoulders. The wings of an Avanesti are their pride. While Avanesti wings are some shade of white, it is not uncommon to see them bleached or pattern-dyed in subtle shades and patterns that mimic real birds.

The Fallen were once Avanesti, so they are physically identical to the Avanesti in ever way except in that they have had their wings magically amputated. Their backs are often heavily malformed where the wings used to be connected.

Relations: Avanesti relations with other elves are strained at best and outright hostile to the Talonesti, who they see as dark elves. They distrust the Gildanesti, who they see as mongrels of human descent and the children of former slaves. Avanesti considered all the other wingless races as lesser beings, ones fit only to be ruled or eliminated.

Alignment: While typically of good alignment, the Avanesti have a double standard on what is considered moral, especially in regards to what they consider "lesser creatures" (which, to them, is nearly everyone).

Winged Elven Lands: Avanesti are on the verge of extinction. After the destruction of Avanost, the Avanesti are struggling to rebuild a new flying city, which has been named Helionost. This new city is located upon an isolated mountaintop in the Little Condor Mountains.

Religion: Avanesti exclusively worship Argento Cant (Solinari) and depend upon mysticism for the casting of divine magic.

Language: Avanesti speak a pure form of Elven that echoes back to Lost Valenesti.

Names: Avanesti follow the naming conventions of the Silvanesti and Qualinesti found in the *Dragonlance Campaign Setting*.

Adventurers: Many Avanesti become adventurers to seek out rare spell components, unusual spells, forms of magic, or study other cultures in an attempt to secure the defense of their new home.

Winged Elf Racial Traits

Winged elves possess the following racial traits instead of the normal elven abilities and traits:

- +2 Dexterity, –2 Constitution, +2 Intelligence, –2 Charisma.
- Medium. As Medium creatures, winged elves have no special bonuses or penalties due to their size.
- Winged elf base land speed is 30 feet. A winged elf's wings give him a fly speed of 40 feet with Average maneuverability. Winged elves cannot fly with a heavy load or when wearing heavy armor.
- Immunity to magic *sleep* spells and effects and a +2 racial saving throw bonus against enchantment spells and effects.
- Elvensight: As listed in the *Dragonlance Campaign Setting*.
- Weapon Proficiency: All winged elves are proficient with the javelin, short sword, and spiked gauntlet ("raptor claw").
- +2 racial bonus on Listen and Search checks. A winged elf who passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.
- +4 racial bonus on Spot checks.
- Automatic Languages: Elven. Bonus Languages: Auran, Common, Dwarven, Magius, Ogre, Onarian, and Sylvan.
- Favored Class: Wizard.
- Level Adjustment: +2. Winged elves are more powerful and gain levels more slowly than most other races of Adlatum. See Chapter 6 of the *Dungeon Master's Guide* for more information.

Fallen Elf Racial Traits

Fallen elves possess the winged elf racial traits except as follows:

- Wingless: Fallen elves cannot regain their wings by any means short of a *miracle* or *wish* spell. (Fallen elves who somehow regain their wings, and thus become winged elves again, must "buy off" their new level adjustment before they may continue advancing in class levels.)
- Level Adjustment: +0.

Gnomes, Talker [Mentoi]

There are no tinker gnomes on Adlatum apart from those few who make their way there entirely by accident. Instead, Adlatum's talker gnomes descend from a small delegation of diplomats and politicians that the Graygem (or Reorx, depending on who you speak to) transformed into a race of obsessive social engineers.

The *talker gnomes* ("*Mentoi*") are everywhere in Adlatum. They are hyper-bureaucrats, political tinkers of exceptional skill who are nevertheless never satisfied with their results. Their own nation is a labyrinthine maze of plots, scandals, deals and partnerships, hopelessly deadlocked, so most gnomes take their skills elsewhere and serve as advisors to the rulers, kings and generals of the other races.

Personality: Gnomes are fixated on issues such as record keeping, government operations, diplomatic relations, business dealings, social engineering and the like. As such, Mentoi tend to behave professionally in most matters, no matter how mundane.

Physical Description: Talker gnomes are physically identical to their Ansalonian cousins—brown skin, white hair, and deep blue or violet eyes. Their garb usually suits their location or purpose. For example, a Mentoi sent to Etlarn will typically dress in Etlarnic fashion.

Relations: Mentoi tend to have better relations with those races who have a more civilized and structured society. Gnomes do not enjoy the company of the cat-folk, bakali, ogres, and Hoda kunda. Dwarves, Midlander humans, Corinesti, Gildanesti, and Mahjoran minotaurs are the races the Mentoi get along best with in most environments. For most others, the Mentoi have generally

neutral yet professional relationships, except for the Avanesti with whom they have little contact.

Alignment: Their stoic demeanor and their tendency to wrap themselves within issues of law, policy, and formal agreements lend most gnomes towards the lawful alignments.

Gnomish Lands: The city-state of Gnomorrah is recognized as its own nation, even though it technically resides within the borders of FyxZharar of the Midlands. The autonomy is granted due to the fact all non-gnomes would never want to deal with running the Mentoi bureaucracy. The main gnomish settlement comprises of a single area of 300 square miles in the Thunderhead mountain range.

Religion: Many gnomes have either a detached sense of the world they chronicle or they are so fixated on their roles as social agents such that religion does not enter into their lives unless they are actually working for or with a church.

The exceptions are the church of Melik Suud (Reorx) and Nekkarb (Shinare). In the past, Melik Suud had been honored as the founder of their race and thus the Chief Executive Founder of Mentoi society. However, beyond that, faith does not add much to the development and maintenance of society. In fact, the honor given to Melik Suud does not usually equate to actual worship.

The gnomes have similarly honored Nekkarb for her faith's teachings about communication and business management. However Nekkarb's church itself does support or influence communication, trade, and other methods of negotiation. For this, Nekkarb had established a majority hold of the pious within the Mentoi society.

A handful of pious Mentoi also follow the faiths of Thobit (Majere) as a god of industry, thought, and communication or of Folmhesta (Hiddukel) as a manipulator of agreements and law.

It is expected some Mentoi may return to these faiths with the return of the gods.

Language: The gnomish language is essentially a bastardized form of Common but so filled with double-talk and triple-talk that other races have trouble understanding it. Most talker gnomes study multiple languages to better understand the myriad of races they are sure to encounter in their lives, and they may pepper their own speech with key phrases or jargon from these languages.

Names: Mentoi names are lengthy strings of syllables, each being a shorthand contraction of names and words from a variety of languages. A name written out in full describes the complete listing of what the gnome's parents had hoped to be the child's fields of expertise later in life. Upon being of age, a Mentoi who knows what he will be doing in life will contract his name down to a shorter more accurate form. Rarely do parents name their children referring to so few fields of work and study that the child doesn't take up some of those fields as a career.

Mentoi do not have family names, but if a career path has been passed down from parent to child for several generations, common syllables referring to that career will be passed down within their names as well.

Male Names: Opheimus, Panorvesh, Scrivaln, Travresrec.

Female Names: Advichish, Hayglmarch, Polifince, Romrashalish.

Adventurers: Mentoi adventure in order to search for relics of interest, such as the Volumes of the Prophet, the lost weapons of the Midlands, or something more obscure uncovered during research. Others wish to uncover knowledge either in regards to ancient works or current political dirty laundry. If a gnome has an interest in social engineering, the gnome may journey to find those he could experiment his sociopolitical ideas on.

Talker Gnome Racial Traits

Talker gnomes possess the Krynnish gnome racial traits listed in the *Dragonlance Campaign Setting* except as follows:

- –2 Strength, +2 Intelligence, –2 Wisdom, +2 Charisma. This replaces the gnome ability score modifiers.
- +2 racial bonus on Bluff, Diplomacy, and Sense Motive checks. Talker gnomes are masters of the political scene. This replaces the gnome Craft (alchemy) and Guild Affiliation bonuses.
- Automatic Languages: Common and Gnome. Bonus Languages: Any, except secret languages such as Druidic.
- Favored Class: Noble (if you use the *War of the Lance* sourcebook, use the master instead of the noble).

Half-Elves [Gildanesti]

Rare in the west of Adlatum, the Gildanesti (as they call themselves) are the scions of human and elven unions that have over time created a true race and culture. All half-elves are considered Gildanesti, regardless of the elven parent's type, be it Corinesti, Talonesti, or even the rare Avanesti. Either way, each half-elf is considered a de facto member of the nation and suffers no social stigma in their country for the circumstances of their birth. However, like all half-elves everywhere, they are cursed with a shorter lifespan than their elven kin and the burning desire to be the masters of their own fates like those of humanity.

Personality: Gildanesti are unique when compared to the other half-elves of Krynn. A Gildanesti is not a person trapped between worlds but is instead a member of

a unified race. The Gildanesti are an open race that takes pride in their diversity.

Physical Description: Gildanesti are only slightly smaller than humans and slightly more heavily built than other elves. Gildanesti of Avanesti descent are typically very fair with dark hair and violet eyes, while Gildanesti of Corinesti heritage tend to have a slight blue-green tint to their skin and fair hair and emerald green eyes.

Relations: Gildanesti have fair relations with most of their neighbors but strong ties to the Talonesti and Corinesti who they view as cousins. Gildanesti relations with Avanesti are cool, as the Gildanesti have not forgotten that their ancestors were considered little more than slaves to the Avanesti's own ancestors. Gildanesti relations with the humans of Onar are strong, with Gildanesti mercenary companies providing most of the city-state's martial forces. To the north in Etlarn, Gildanesti mercenaries are prime commodities and mercenary contracts are frequently in much demand, even though the Etlarnic disdain the Gildanesti favoritism of primal sorcery.

Alignment: Gildanesti are a fair minded and peaceful people, regardless of the large number of mercenaries who call the republic home. Nearly all Gildanesti are of some form of good alignment.

Half-Elven Lands: The Republic of Gildanesti is the only half-elven homeland. Many half-elves consider it to be the homeland for all half-elves, including those who have never set foot upon its shores.

Religion: Gildanesti favor Rig Mori (Habbakuk) and Tannu (Sirrion) over most other gods, but shrines and priesthoods of all the good and neutral deities can be found.

Language: The Gildanesti speak their own language (also called Gildanesti) that is a mixture of Etlarnic and Valenesti.

Names: Gildanesti names are complex and are usually a combination of ancient elven and human names.

Male Names: Adair, Brannon, Tamsin, Llaerydd.

Female Names: Anise, Grian, Rhiannon.

Clan Names: Mar'troon, Del'atore, Ard'macha, HighSea, Three-Waves.

Adventurers: Adventuring is a pastime of many Gildanesti. Nearly all Gildanesti have traveled and adventured in the service of the legions at some point in their lives.

Half-Elf Racial Traits

Gildanesti possess the Krynnish half-elf racial traits listed in the *Player's Handbook* and the *Dragonlance Campaign Setting* except as follows:

- 1 extra skill point at each additional level (beyond 1st). Gildanesti are nearly as adaptable and quick to learn as their human heritage indicates.



Gildanesti Centurion

- Automatic Languages: Common and Gildanesti. Bonus Languages: Any, except secret languages such as Druidic.

Half-Ogres [Oguna]

The product of many centuries of human and ogre breeding, the Oguna are an accepted and widespread people renowned for their martial ability and fortitude. Ogre children deemed deformed were exiled from the ogre lands of Terragrym. Many of those exiled children survived and were raised by human tribes. In time the human and ogre blood mixed enough that the Ogun became a sustained race of their own. They are not as wild or passionate as their Igurna kindred, but they are nonetheless prone to unpredictable bouts of rage or depression.

Personality: The strain of exerting a human-like will upon ogre-like emotions is difficult for many Oguna. For some this results in an emotional instability ranging between rage and depression. Those who live in the harsher parts of Ogun or Sakkaras embrace their Igurna heritage while applying human cunning. Those few who try

to live normal lives in more civilized locations are able to keep a lock on their more violent urges. These Oguna feel the hardest strain over time, but under most circumstances they succeed in bottling their worst emotions.

Physical Description: Oguna are larger than humans, standing about seven feet tall on average. Their mottled blue-gray skin and slightly feral facial structure are obvious indicators of their Igurna heritage. Their style of dress largely depends on the individual Oguna's culture and upbringing.

Relations: Oguna prefer to be left to their own devices, which suits most dwarves and humans just fine. They fear the Igurna, who despise and occasionally hunt their kindred for sport. Sakkaran minotaurs have warred with the Oguna since the Drowning for land and the few precious natural resources of the Broken Lands.

Alignment: Most Oguna have a neutral outlook on life, especially those raised in the Broken Lands. They can be raised with other values, but the majority of Oguna simply don't have the drive to take up an extreme cause. Their primary concerns involve the survival and well-being of themselves and their families.

Half-Ogre Lands: Though they have small settlements elsewhere, most Oguna live a harsh existence in the Broken Lands. Etlarnic humans scorn and pity them, and few Oguna permanently live on eastern Adlatum.

Religion: For the Oguna of the Broken Lands, any power that can grant them the ability and strength to survive can garner their attentions. Only Ordrion (Sargonnas) is hated for his support of the vile Sakkaran minotaurs. Manrian (Chislev) and Pharlon (Sirrion) had Ogun worshippers in the past and may again. A rare few Oguna have been able to focus their inner fire towards more noble causes and follow Korolothe (Kiri-Jolith) for the betterment of their people.

Within the past few decades however, a number traveling into the Midlands have joined in with the militant forces of the Red branch of the Tashrama. Whether this is due to religious faith or a desire for combat is an individual matter.

Many Oguna have no faith in any holy power at all; they do not see any god truly willing to help them without trying to get something back in return.

Language: Oguna have no racial language, but learn the languages of their ancestors. Traveling Oguna, though rare, often pick up the languages of races that interest them.

Names: Oguna raised by humans are usually named according to human culture, while those raised by other Oguna have guttural-sounding names like other ogres do.

Male Names: Ankhar, Feriik, Kolaar, Golgren.

Female Names: Baroda, Druu, Lorni, Parra.

Adventurers: Oguna may be drawn from the Broken Lands out of curiosity or a desire to gain wealth for their communities. Their affinity for beasts may send them to other lands in search of strange new companions, humanoid or otherwise.

Half-Ogre Racial Traits

Oguna possess the Krynnish half-ogre racial traits listed in the *Dragonlance Campaign Setting* except as follows:

- +4 racial bonus on Handle Animal checks. Oguna have an inherent understanding of animals and beasts.
- +2 racial bonus on Survival checks. Having survived in the Broken Lands for so long, Oguna are adept at living in harsh environments.
- Automatic Languages: Common and Ogre. Bonus Languages: Any, except secret languages such as Druidic.

Humans

Whether Etlarnic or Midlander, humanity has given rise to some of the most noble of individuals in Adlatum's history, as well as some of the most wicked. Before the fall of the ogres in the Age of Light, humanity was enslaved. The elves wrested the Midlands from ogre control and freed the humans. When the elves fled, humanity was left alone and flourished, to the point at which the human-centric Tao-Shin was one of the key imperial players in the Canon War. With the Drowning, the church's religious power immediately collapsed, and many splinter nations formed among the Midlands.

Etlarnic Humans

The Kingdom of Etlarn is a nation founded by idealistic mages and sorcerers who sought a more idyllic life in a mountain region to the northeast of the Celestial Bureaucracy. At several points in their history they have clashed with and developed highly arcane and martial methods of dealing with dragons and dragonkin, and remain a shining beacon of nobility and courage in Adlatum's troubled Time of the Prophet.

Personality: The people of Etlarn are an open and trusting people. Any race, other than dragonkin, is welcomed into their lands to trade or even to set up on the land. The people are fiercely devoted to attempting to be a mage, cleric, or sorcerer, but if they are not able to attain that, they will find a new career in life with little regret.

Physical Description: Humans from Etlarn tend to be hardy and strong in magic. They shorter than other humans, standing on average about 5'6" in height, both males and females. Those that practice magic tend to be lean, and those who are paladins tend to be sturdy and strong. Most have blue or brown eyes and deep black hair.

Mountain-living folk have pale skin, while plains-living Etlarners have a darker nut-brown coloration.

Relations: For the most part, the people of Etlarn get along with most races, having a good standing with both the Gildanesti and Onarians to the south, and the kunda and Mahjoran to the west. The Etlarn people do have a strong hatred of dragons and dragonkin, mainly due to the fact that they have been at war with each other for so many years.

Alignment: The majority of the Etlarnic people are aligned with good, though neutral or even evil folk do live within the borders of Etlarn.

Etlarnic Human Lands: The Kingdom of Etlarn greatly increased in size following the Drowning, and is now one of the largest nations on the continent. Most of the population live in the Etlarn Mountains and Sky Seeker Mountains, but as the war with the dragonkin continues, more and more of the common people are leaving the mountains to populate the grasslands and hills that arose following the Drowning.

Religion: The major religions of the Etlarnic people are those of the Etlarnic Defenders, the mages and paladins that govern the nation. The major gods are Giustiza (Kiri-Jolith), Autenanima (Solinari), and Pietarde (Paladine). Vidu (Zivilyn) is also revered due to her involvement with the earth and mountains.

Language: When the people broke away from the original Midlands to found Etlarn, their language developed quickly into Etlarnish. Much of Etlarnish was created from the language of magic, to the point now that a person speaking Etlarnish cannot understand someone speaking a language of the Midlands. All Etlarnic folk learn Common to break down this barrier and communicate with other humans.

Names: The names of the Etlarnic people derive from their environment or what the family does for a living.

Male Names: Andoja, Ilaro, Roholda, Yugorv.

Maliaru Plainsmen

There is a small population (several thousand) of human plainsmen who have recently been found to live in the Broken Lands. The Maliaru Clan is made up of many scattered tribes located primarily in minotaur dominated Sakkaras with a few living in the disputed regions of Ogun. The origin of these humans are unknown, but there are a number of theories ranging from people who survived being washed northward during the Drowning to freed slaves of the minotaurs from the Canon War. Unfortunately there may be no way to verify the truth of any of these theories. Like the minotaurs they have no written history, and only the art of story telling preserves any scrap of the past. However since stories used to promote lessons and embellish myth are not treated any differently from tales of the history by either race, an accurate account of past events is a futile dream.

The Sakkaran minotaur tribes have been warring against the Maliaru for as long as either side remembers. They have battled for survival as often as the minotaur has done battle against their own kind or the Oguna. Many of the tribes are nomadic, struggling to find food, shelter, and water. This is a common life for any in the Broken Lands. As the centuries continued on, the Maliaru had begun to adopt more of the customs and practices of the minotaur (who they refer to as the Alnathmin). Several of the minotaur tribes occasionally now will trade with them, and some claim their blood lines have begun to mix. How well the few tribes in Ogun are getting along with the Oguna is not yet known.

The Maliaru tend to remain in regions towards the central and northern parts of Sakkaras. For these reasons the people of the Midlands had no idea of their existence until recently when a few of the Maliaru began assisting minotaur raiding parties from the southern regions of Sakkaras who invade Bhadlum from time to time. This alliance is a frustration to the Midland border nation since a Maliaru can walk among the Midlanders with less chance of being spotted as compared to their minotaur cohorts. Most Maliaru have no interest in assisting the bullmen in trying to retake the Bhadlum lands for their own, but a scattering of men and women from the clan have left their tribes to do just that. With most Maliaru remaining in their own in the north however, most Midlanders do not see those who wish to do the Midlands no harm.

Maliaru men and women have a paler complexion than people from the northeastern regions of the Midlands, but their skin is as thick and worn as any who live a harsh life in the wilderness. They tend to be taller than many other humans, ranging from 6'3" to 6'9" in height whether man or woman. Their eyes range through a variety of colors, but often the color appears much more sharp and bold than would normally be expected from a human race. Hair ranges from blond to soft brown, and Maliaru of both genders tend to sport strong jaw lines. Their bodies are well strengthened from a lifetime in the Broken Lands.

They speak their own language that has a heavy similarity to the minotaur tongue, but a few do know how to speak common with some difficulty. When not disguised to move among the Midlanders, they often are seen wearing leathers and hides from kills made in the north.

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Female Names: Bonafila, Gisella, Rosavel, Suza, Vittora.

Clan Names: Blackpeak, Bluelake, Highridge, Mana, NurVar.

Adventurers: Most adventurers from this human nation head into Etlarn's mountain ranges to seek out and eliminate the "dragons" lairing there. Others take up the defense of nearby settlements from the dragonkin, or seek out threats to the magocracy.

Etlarnic Human Racial Traits

Etlarnic humans possess the human racial traits listed in the *Player's Handbook* except as follows:

- Automatic Languages: Common and Etlarnish. Bonus Languages: Any, except secret languages such as Druidic.

Midlander Humans

The people of western Adlatum, the vast area known as the Midlands, come in a variety of cultures and appearances. After the Drowning, many humans fled from their homes in search of safety, often escaping with nothing but their cultural opinions and way of life. Thus, the Midlanders are far from culturally homogeneous. The last few centuries resulted in some mixing of blood from one part of the Midlands to another, but there are still centers of regionally specific cultures throughout the Sovereignties.

Personality: Midlanders tend to be stubborn and opinionated. Their exact views on things vary (whether to support Tashrama or the Sovereignties or neither, for example) but it is rare to find those who are truly tolerant or open to contrary viewpoints. This is not to say they are always fighting with each other, but it does tend to encourage building frustration. Those living closer to the north or south borders are more likely to be concerned with threats from abroad, whereas those at the center of the Midlands are more concerned with internal issues.

Physical Description: It is not always accurate to determine a Midlander's home nation by their appearance, due to the mass uprooting of homes after the Drowning, but it can help to play the odds. The dark haired, swarthy, gruff look points to a northwesterner, possibly from Trejor or Vjenor. The light hair and very pale skin was usually a sign of Solishairon heritage, until trade with the Oguna picked up in later times. Those from Dhu and southern Tashrama tend to have dark brown skin and black hair, while even the often red-haired Charant Arosan humans carry a faint blue or green tinge to their skin pointing to a very distant relation to the Corinesti. Humans from the southwestern Midlands tend to be broad-shouldered with narrower eyes, while those in the multi-cultural FyxZharar now have a mix of traits from a wide variety of regions.

Relations: With exception, Midlanders take an almost egotistical pride in how well they get along with other races, whether it is true or not. Shore-bound humans trade with the Corinesti as much as possible in order to broaden the reach of their currency. Those near dwarven territories rely on their stockier neighbors for a constantly reliable schedule of business. Usually, the Gildanesti and Hartdar citizens are so ingrained into the Midlands that most human neighbors don't see them as a separate group at all. Gnomes tend to behave far too differently to be seen as "one of us," but their usefulness in administrative matters has more than proven their worth. Oguna, bakali, and minotaurs are not looked at by many with tolerance due to the threat of the "uncivilized barbarians" across the borders.

Kunda are viewed with equal degrees of curiosity and distrust. The short folk's unpredictability, more than their other qualities, leads to many Midlanders keeping a healthy distance between themselves and a kunda.

Alignment: The humans of the Midlands cross all alignments. Some of a particular nation may lean in one direction, and another nation may lean another way. But overall there is a wide spread of outlook and behavior across all Midlanders.

Midlander Human Lands: The northern nations of the Midlands stretch from Bhadlum eastward to Solishairon, skipping the dwarven lands of Kedaltol. The southernmost nations include Mauritand, Hudiechia, and Dhu. Although other races call the Midlands home, humans hold a strong majority in just about all of the Sovereignties.

Religion: The strongest faith in the Midlands is known as Tashrama. Up until recently, the church was thought to be a means to worship the gods together in a progressive order (i.e. a cleric of Miraphayt could be promoted to a cleric of Erraii). However, with the exposure of the Elder Dragons as the true powers of Tashrama, many are leaving the church. With the gods just returning, some are finding new faith with them, and others have abandoned faith all together. At this point in time, religion in the Midlands is in upheaval. It is far too early to tell how the faith of the people will settle in the months and years to come.

Language: Centuries ago, the primary human languages of western Adlatum were Trejori and Hudieran, though each tongue had its regional dialects. Thousands of people were displaced because of the Drowning, and the bartering language known as Trader's Common became a much easier method of communication and even bridged the gap between the western and eastern landmasses. "Common" gained dominance over the next few centuries, but the older languages hold more sway in several regions, primarily the northwest and southernmost nations. When Montegron began to unify the Sovereignties, Common

gained even more popularity when he pushed that international treaties were to be written in the joint tongue.

Even with the prevalence of Common, local dialects and accents vary to such an extreme that nationalistic people may have trouble fully understanding those from other Midland nations, never mind foreign nations. Compounded by variations in local slang, traveling merchants and ambassadors tend to be the strongest versed in the nuances of regional dialect. Unlike the variations in physical appearance, accents and slang have become a much more accurate method of determining one's place of origin.

Names: Since the Drowning, the style of human names in the Midlands varies widely, and rarely has any set pattern. What used to be common names in Dhu may suddenly be popular in Trejor and vice versa. On occasion, human parents may use elven or dwarven names for their children purely because the name "sounds nice", often being ignorant to a name's true meaning or its accurate spelling. Even the family names have been muddled with the post-Drowning travels.

Male Names: Jermon, Vorn, Maggad, Glann.

Female Names: Noragaen, Judane, Seratain.

Family Names: Asha, Falecohvo, Holmestorm, Olen, Veliya.

Adventurers: Many humans choose to adventure close to their own homes, or head out into the world in order to make a better living for themselves. Others venture out for the purpose of benefiting whatever cause they believe in.

Midlander Human Racial Traits

Midlander humans possess the human racial traits listed in the *Player's Handbook* except as follows:

- Automatic Languages: Common and either Hudieran or Trejori. Bonus Languages: Any, except secret languages such as Druidic.

Onarian Humans

Onarians are the humans of far eastern Adlatum who prospered from the Drowning and advanced as a culture in their own right. Originally an ethnic minority distantly related to the Etlarnic peoples, the Onarians were a subjugated race relegated to a few mountain passes and relatively poor agrarian valleys of the Condor Range. Unlike most human societies, the Onarians are matrilineal.

Personality: Onarians are considered taciturn and somewhat pessimistic, always seeing the worst until proven differently. Onarians are very religious and superstitious, seeing great meaning in the most minor of natural occurrences.

Physical Description: Onarians are among the tallest humans found on Adlatum. Onarian skin tone ranges from an olive tan to black the farther south and east of the country one travels. Eye color is almost always dark with a few, usually of noble blood, having an amber or yellow color. Onarians have very fine dark hair, which is worn long on males and elaborately coifed and braided for women.

Relations: Onarians are normally distrustful of outsiders, but get along quite well with the Gildanesti to the west and the Etlarnic people to the north and west. Onarians have very limited contact with most of the other cultures of Adlatum, but have many conflicts with the goblinoids to the south and the evil water breathing hobgoblins who inhabit the shallow waters of the southern coasts of Adlatum.

Alignment: The humans of Onar encompass all alignments. Some of a particular tribe may lean in one direction, and another tribe may lean another way. Overall the spread of outlook and behavior is wide.

Onarian Human Lands: The Nhomarch of Onar stretches across the eastern sea plain of Adlatum, between the Kingdom of Etlarn to the north and the disputed territories to the south. The Condor Mountains and the Republic of Gildanesti make up the western border while the Eastern Ocean marks the end of Onarian territory.

Religion: Onarians practice a simple faith that is populated with a simple mystery cult made up of five deities. The Onarians revere Rig Mori (Habbakuk) as the god of the sky, Tannu (Sirrion) as the god of fire, Vidu (Zivilyn) goddess of the Earth, Veco Mori (Zeboim) goddess of the raging waters and Nertos (Chislev) the goddess of life. The Onarians do not believe in temples or elaborate shrines. Instead, simple stone steles may be erected near consecrated hilltops or pools; in some of the older areas neolithic stone circles are adopted as impromptu altars for simple religious practices.

Language: Onarians speak a language that has its roots in the same language that evolved into Etlarnic, and it is similar enough that simple concepts can be communicated between a speaker of Etlarnic and one of Onarian.

Names: Onarian names are rather simple and are considered backward by other cultures, with the family name coming first and the given name coming second.

Male Names: Anda, Preth, Darish and Coman.

Female Names: Alma, Loda, Tarmah and Zaharias.

Clan Names: Telsedrain, Sarasin, Lothario and Canaan.

Adventurers: Onarian adventurers are among that rare group who seeks to leave home and hearth to explore or bring service to the greater world.

Onarian Human Racial Traits

Onarian humans possess the human racial traits listed in the *Player's Handbook* except as follows:

- Automatic Languages: Common and Onarian. Bonus Languages: Any, except secret languages such as Druidic.

Teusten Humans

The origins of the Teusten people are muddled by the passing of centuries. Some believe they branched off from the earliest Midland humans; others believe they emigrated from whatever mysterious distant continent that the Corinesti are believed to trade with across the western ocean. Either way, they are generally seen as reclusive and dangerous.

Personality: Although most foreigners see the Teusten as violent fighters, angry drunkards, and ready brawlers, the truth is that the Teusten have a hardy love of life. A love of conflict and combat is what the Teusten live for, whether on land or at sea. They despise most cultures and will even go so far as to attack a few other races on sight, but their anger is not directed to the world in general—just those who they see do not have the right to exist in it.

Physical Description: The Teusten bloodlines remained almost completely separate from Midlander and other human bloodlines for centuries. As such, there is evidence that the Teusten humans are not as human as other humans anymore (or from their perspective, that other humans have weakened to something less than human). Teusten men and women are much larger than other humans. Grown men range in height from less than seven feet tall to just short of eight feet. Women on average stand a few inches shorter, but their shoulder and waist sizes are often just as wide as the men.

Their eye color ranges from pitch black to sparkling colors of blue, green, red, violet, orange, and rarely yellow. Their hair is long, and sometimes worn in braids by both men and women. Teusten men often sport beards as large and as proud as any dwarf, but noting this fact to them will often be replied with a blade to the gut. Their hair ranges in color between blond, fire-stroked red, and black. Upon aging, women often become completely bald (including eyebrows and other body hair) over a slow span of years while the men's hair commonly turns blue-tinted white or rarely a very faded light green.

The ears of the Teusten are very closely attached to their heads, unlike those of most other races, and they also have long, thick fingers. Many claim the Teusten have blood-ties to some unknown race from across the sea. The Teustens deny this, claiming them to be the proof of better breeding over the centuries.

Relations: The Teusten people are not fond of other races, especially not dwarves. Due to a long-standing history of conflict, any dwarf seen by a Teusten would be enslaved or killed on sight. They are at constant battle with the Nordar and Sundar at sea, and often fight the Sakkaran minotaurs who raid close to their border. They view the Corinesti traders as thieves, even though piracy and pillaging is conducted by many of their own kind.

A few Teusten humans respect the minotaurs for their strength, and enjoy the bloodshed between their people, seeing it as a competition between two worthy adversaries. This is a view the minotaurs do not share. Unknown to most outsiders, trade exists between Teusten and the Igurna of Terragrym, a sign the Teusten people respect the ogre strength.

Kunda are one of the few races to often be treated well by the Teusten. They see them as no threat, and so they don't bother combating them. They see their eccentricities as humorous, and take great enjoyment from their behavior. What would normally infuriate another race, a Teusten would find hysterical, even if they were the butt of the joke. On the other hand, the Teusten may be just as inclined to have some fun at the kunda's expense, believing that turnabout is fair play (often at the kunda's detriment). Above all, the Teusten love the tall and exciting tales of faraway lands the kunda bring to them—the more grandiose and unbelievable, the better. For this, the "child-race" is appreciated.

Alignment: The spontaneous and confrontational nature of the Teusten people indicates a chaotic alignment. Many Teusten claim to live by a long lasting set of traditions and ancient laws, but these rules are so contradictory and vague that often anyone can pervert their meaning into whatever they wish at the time.

Although the negative outlook on most other races does encourage most neutral and evil views and actions, many Teusten have had little contact with the other races, and spend much time assisting their family, friends, and community for the benefit of others. As such, the Teusten include people of good, evil, and between.

Teusten Human Lands: A vast majority of Teusten humans live in the nation of Teusten located to the west of the Broken Lands, between Lake Borlesko and Blight Bay. Some have ventured into the waters and live on various scant islands, often times claiming to be colonies of the so-called Teusten Empire. Others live their entire lives on ships and massive floating barges built out at fixed points in the middle of the western sea, shunning the "cursed" life of the land-dwellers.

Religion: Believed to primarily keep their faith with the gods of the sea, the Teusten faith is actually as diverse if not more than anywhere else within Adlatum. The Teusten believe their gods to be separate from pantheons of all others, due to the belief that no god worth its salt would waste time with other civilizations. But on occasion they will pay respect to the "Lesser Foreign Gods" while traveling in other lands.

Since the Starfall, they do not believe the gods had left them. Popular faiths claim that the gods were testing the people to see who had true faith, willing to worship and praise the gods based on the respect they desire for actions of old, rather than through the bribery of clerical spells. Even with the gods' return, it is not uncommon to meet a Teusten cleric who refuses to cast the spells gifted him, to further prove his devotion by denying temptation. The paths of the Tao-Shin have continued to exist for the Teusten, but they see their church as a separate entity called the Vroevadle, "The Currents of the Souls."

The Tashrama has no influence with the Teusten, but they wait to hear the tales of the coming war in the south. Many believe the Elder Dragons to truly be gods, but since they are Lesser Foreign Gods they have no inclination to give worship. Their belief that the dragons are deities may be purely based on the belief that if they are gods, it will make the stories of the war in the south more interesting.

Language: Another oddity of the Teusten people is the fact that their main language is a variation of dwarven and that many Teusten people are well versed in Hammertalk. Any respectable Teusten would claim that this is because they had once tried to educate the lowly race in the past out of pity, but that over time they "stole" the language and the art of Hammertalk and claimed it to be their own. According to them, the languages are properly named Wedoegla and tap-speak.

Rarely do the Teusten people bother with other languages, sans several choice and creative curse words and phrases. Some traders will likely know Igurni, and rarely will any bother with learning Common.

Names: There are no surnames used by the Teusten. Lineage is traced back by variations (often through alliteration) off of the names of the parents: boys off of the father, girls off of the mother. For example: a father named Rodvald may name his sons Rodmar, Rudvard, Rodbjarn, or Rodein.

Male Names: Bulverk, Elgrim, Gurdvaer, Iogsef, Kårsi, Nikorias, Oleif, Skoekr, Yngvard.

Female Names: Aeldris, Baegljot, Hrenfra, Melikorkra, Ogna, Singrid, Svalanya, Uenn.

Clan Names: The Teusten identify their hometowns or their lineage: Thorstald of Tullgrip, or Gordras daughter of Goedvo.

Adventurers: Many Teustens seek adventure in the northwest, anywhere from Blight Bay to the Broken Lands, but may be seen as far south as the Iron Isles. A brave few risk exploring the world further away, but stories are told of heroes who've sailed off the map to the west, daring to find the dark lands only the Corinesti are said to go. When adventuring most Teustens are in groups comprised of their own kind, but sometimes a slave of another race, or a kunda may be brought along as well to aggrandize their heroics into legends if they do not feel like exaggerating things on their own. It is almost unheard of to see a Teusten in a well-rounded group of adventurers comprised of an assortment of races.

Teusten Human Racial Traits

Teusten humans possess the human racial traits listed in the *Player's Handbook* except as follows:

- +2 Strength, -2 Wisdom, -2 Charisma. Teusten are known for muscle, but not for patience and good temper. The Strength bonus reflects their powerful build and size, while the penalties to Wisdom and Charisma reflect their rash and often anti-social behavior to other races.
- +2 to Charisma-based skill checks when dealing with other Teusten. Although Teusten do not often get along with others, there is a general camaraderie shared with each other (even though they are likely to brawl for fun as much as have a friendly drink). This bonus is only usable when the Teusten is not known to fraternize with "other sorts," meaning other races.
- Automatic Languages: Wedoegla (Dwarven) and Tap-Speak (Hammertalk). Bonus Languages: Any, except secret languages such as Druidic.

Kunda

Adlatum's kender are known as the kunda, a very spiritual and primal people, closely related to their Ansalonian cousins in appearance and cheerful demeanor. Unlike Ansalonian kender, they are not kleptomaniacs, but they still have a very liberal understanding of other people's rights. Once a single race, they have split into two clans since the Drowning, thereby guaranteeing they will never again be quite as prominent in Adlatum's political map.

Hoda

The Hoda tribe has close ties with the four basic elements of the world. They are worshipers of Antaeun (Sirrion), the Force of the Natural World. She is worshiped for the fury, chaos, exuberance and raw power of the natural world. To the Hoda, she is the one who provided the strength needed to forge the world. Thundering waterfalls, erupting volcanoes, devastating tornados, and epic earthquakes are all signs of her divine force being applied through the natural world. To the Hoda, the Drowning was seen as a sign from Antaeun that she was unhappy with their complacency for their lot in life.

Personality: The Hoda believe that every individual is born of one of the four elements and upon their twentieth gift of life day they are asked to declare the element they were born from. Sometimes it is easy to see the relationship between the individual and the element they

identify with, and other times it takes a Celebration of the Elements to discover their true link to the world. This ceremony involves the use of a sacred mushroom known as the "teonanácatl", which provides visionary experiences and frees the Hoda spirit to become one with the world and so discover their true element. Once an element has been declared, the kunda go through a ceremony to decorate their skin with a tribal tattoo representing their element and tribe. The tattoo must be placed anywhere from the neck up. This tattooing ceremony initially began with the warriors of the kunda, but the Hoda took on this ritual after the Parting to set themselves apart from their marsh-dwelling cousins.

Once the Hoda receives his tribal tattoo, he is free to leave the tribe and explore the world. This wandering, known as the Terratrek, is the time when a young Hoda will experience the world at large, discover the secrets of the natural world, and investigate the motivations of other races that try to bend nature to their will or build their own lands of stone and wood instead of dwelling among the mountains and forests.

The warriors of the Hoda are a fierce force to encounter. The warriors consider themselves not only protectors of the tribe, but also aspects of Antaeun. They are a cheerful, friendly people, but are committed defenders of nature and those who need help. To other races they can seem reckless, obnoxious, outspoken, and wildly emotional. A Hoda warrior may be laughing out loud one moment, and angrily threatening to kill someone in the next. Those who manage to make friends with a Hoda warrior know that the warrior will defend them with his life, because they form very strong bonds of friendship. Like all kunda they are curious and will look into pockets and pouches with the stealth of any trained rogue, and they are more than willing to explore dangerous looking places without hesitation.

Some Hoda warriors have the ability to fall into a trance known as Nature's Fury. This ability is said to be a blessing of Antaeun. They believe they embody one of the four elements and their battle rage is a result of that. A warrior of fire erupts like a volcano hurling insults and attacking wildly. A warrior of water rushes forth, flowing from one opponent to another. A warrior of earth shakes like an earthquake with rage, and a warrior of air will actually twirl like a tornado and make sounds like a thunderstorm. A tribe of Hoda defending itself is a terrible, yet fascinating, sight to behold.

Physical Description: Hoda and Voda are similar in appearance, but there are some noticeable differences. A Hoda's primary identifying factor is the facial tattoo that identifies his chosen element.

Hoda tend to have light brown or blond hair, while red-haired Hoda are considered blessed. It is traditional for Hoda warriors to keep their head clean-shaven, except for a topknot or series of topknots that are braided into a long tail. This hair is sometimes colored with dyes for concealment or decoration. Hoda have a dark tanned skin from their nomadic lifestyle and wear clothing comprised of hides and light leather. They are not opposed to other types of clothing, but find that most clothing sold in cities are not rugged enough for their constant wandering.

Relations: Hoda enjoy the company of humans and dwarves, who are capable of being just as rough as they are. Water-bonded Hoda are in awe of sea elves and spend their time hopping from reef to reef trying to make friends with them. Hoda utterly fail to understand gnomes who talk constantly about subjects they find a waste of time. They view the Voda with some arrogance, thinking that the other kunda are foolish for spending so much time dwelling on the next world rather than enjoying the current one.

Alignment: Kunda of the Hoda tribe are usually chaotic, though their shamans are more concerned with the community and thus more lawful. In either case, they always tend toward the concepts of good.

Hoda Lands: The small tribes of the Hoda follow different migrations of animals across the continent. Each tribe consists of an extended family. They do not stay in settlements, but instead designate meeting places where they gather from time to time to share news and trade. Quite often two tribes will designate the same area and share it happily. War among Hoda tribes is very rare, though non-fatal conflicts are a relatively common occurrence. A tribe may stay in one place for more than three months if a kundamaid is with child. The tribes mix freely and are not jealous if a couple decides to stay with one tribe or join another. They know they will meet their old tribe again some day, and they might even rejoin them at that time.

Religion: Kunda of the Hoda tribe revere Antaeun (Sirrion) as the Highest God. They see her as the mother of Krynn, constantly shaping and moving the world into perfection. Her brother and twin Danbhala (Zivilyn) controls the spirit world.

Part of their religious upbringing includes lessons in the natural world. Through the use of plant lore and geology they have learned to make many items such as healing pastes and herbal remedies. They have learned many secrets including the secret of the inner flame a technique of taking certain salts and minerals from the ground and combing them in various quantities to create many different types of powder, such as flash powder, dust of choking and sneezing, a deadly exploding powder, and other types of powders. The creation of these powders is a secret and considered divine knowledge among the Hoda.

Language: Kunda speak their own language, known as Kundaspeak, and most kunda also speak Common and Dwarven.

Names: A clan leader provides a kunda's given name to him at birth. On their travels the kunda give themselves a descriptive last name based on their chosen element or their adventures. The given name is almost always shortened down into a nickname.

Male Names: Brannock, Coltan, Graven, Kerchik, Monax, Nataraja, Romji, Terchok, Voltier and Zachar.

Female Names: Anatolia, Beyalla, Coradin, Ferrol, Fushia, Ranhala, Saharadin, Suasinia, Verazues and Whisteria.

Descriptive Names: Eesiah (Earthshaker), Eetemba (Earthdweller), Feshun (Firestar), Tressife (Goldenflame), Thuha (Waterfall), Hatempe (Stormcloud), Shetessic (Windtalker), Shekrak (Windrunner).

Adventurers: Those kunda from the Hoda tribe wandering the world and interacting with those of the settles lands will be those kunda on Terratrek. The Hoda perform a ceremony at the age of twenty for each kunda in their tribe in order to send them on their Terratrek. Kunda from the Hoda tribe usually become mercenaries, as they are known for their ferocious fighting styles and unwillingness to back down from an enemy.

Hoda Racial Traits

Hoda kunda possess the following racial traits:

- –2 Strength, +2 Dexterity, +2 Constitution, –2 Intelligence. Hoda are not as strong or intelligent as other races, but are naturally dexterous and tough from their rugged outdoor lives.
- Small: As small creatures, Hoda gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium characters.
- Hoda base speed is 30 feet.
- +4 racial bonus on Craft (alchemy) checks. Hoda are skilled at creating various poultices and medicines. Hoda may use this skill even if untrained.
- +2 racial bonus on Sleight of Hand checks. Hoda have a natural ability to get their hands on just about anything that is not locked away. Hoda may use this skill untrained.
- +2 racial bonus on Survival checks. Hoda are constantly on the move and hunt daily to sustain themselves and their tribes.
- Energy resistance (Su): Hoda gain a small amount of energy resistance depending on their chosen element. Fire-Hoda gain cold resistance 5, Water-Hoda gain fire resistance 5, Earth-Hoda gain electricity resistance 5, and Air-Hoda gain sonic resistance 5.
- Automatic Languages: Common and Kundaspeak. Bonus Languages: Auran, Aquan, Dwarven, Gildanesti, Goblin, Ignan, and Terran.
- Favored Class: Barbarian.

Voda

The Voda have a deep, strong sense of the spirit world around them. These kunda have no fear of death, because they have seen and spoken with the spirits of those who have died.

Like their Hoda cousins, the Voda believe Antaeun brought the Drowning down upon their loved ones. They turned to Danbhala (Zivilyn) for help, asking the god to reveal the ways of communicating with the spirits of those that had stepped out of this world and into the next. Danbhala shared his wisdom, and they became captivated with exploring not only this world, but also the spirit world through their newfound abilities. As time passed, the Voda tribe grew, and the rituals they performed took on a strange and sometimes morbid taint, but they remained cheerful and open to outsiders and were even enthusiastic to share their abilities. This only earned them the nickname of "death kunda."

Personality: Their philosophy is simple: live life free, enjoy it, and when you're done, hand over what you have to those who are still around to use it. Perhaps their blasé attitude towards threats and impending disaster give them their innate knack for reading the cards or the bones, but more than likely it is simply that their minds are less narrow than other races.

The lives of the Voda revolve around a curious mix of heavy folk spirituality and cheerful optimism. As such, they travel as fortune-tellers, folk healers, spiritual advisers, and ghost-hunters, though shunned for their casual disregard for the sanctity of corpses. In fact, kunda shamans (who bear the honorific Mama or Papa) have been known to animate the dead for various odd jobs. When challenged by humans and other races, they look truly surprised and say, "What, this thing? Well, he doesn't need it anymore, so I borrowed it." Being able to back it up by speaking with the dead unnerves still more people.

Their cheerful optimism and morbid contentment around the dead often leave people squeamish about the Voda. Their ability to "find" peoples' belongings and their seeming disregard for authority or dying makes them a deadly addition to any adventuring party.

Physical Description: Voda have dark hair and pale skin for they are not known for wandering extensively by day. Their hair is usually cut short so as not to get too messy from the places they explore, such as crypts, crawlspaces of abandoned houses, overgrown graveyards, and underground caverns. (The dead are not known to inhabit too many wide-open places.) They adorn



Kunda of the Two Tribes: Hoda (left) and Voda (right).

themselves with everything from colorful, flashy clothing to dark and somber attire and prefer to wear beads, small idols, ribbons, headscarves, earrings, multi-colored wooden bracelets and necklaces, and pouches filled with pungent-smelling ingredients and small esoteric bits and pieces.

Relations: Many races shun the kunda of the Voda tribe. Most humans consider them bad luck, whereas dwarves find them to be a nuisance and find their claims of speaking to long-dead relatives "creepy." Sea elves find them curiosities. Only the Mahjoran minotaurs seem to have patience enough to deal with them and listen to their strange prophecies. The Voda view their Hoda cousins with pity, thinking that they are missing the "bigger picture" about what life truly is.

Alignment: Voda kunda favor good thoughts and deeds. They are often chaotic in nature, though their shamans tend toward law.

Voda Lands: Voda live in a large, swampy valley known as the Kundamarsh, or Swamp of the Dead to outsiders. They dwell within the shattered ruins of their former homes. They believe that leaving the original structures makes the spirits feel more at home, so they live among rundown buildings and leaning towers, structures which could only have been built by the kunda before the Parting. Surrounding the city on all sides is the Kundamarsh, a beautiful, dark and deadly place. The Voda there are adept at traversing the swamp and avoiding its dangers. As a result, visitors are rare and invading armies are unheard of. "You want to assault the haunted city full of death kunda? Are you kidding me?"

Ceremonies are held every night in the Kundamarsh in honor of the dead. Each Voda must celebrate the annual death of loved ones and the loved ones of friends. Every evening, eerie chanting and rhythmic music can be heard drifting throughout the Kundamarsh.

Religion: The kunda of the Voda tribe revere Danbhala (Zivilyn) as the Highest God. They see Danbhala as the gatekeeper and overseer of the Spirit World. Enlightenment and inspiration are the keys needed to access the mysterious Beyond and communicate with those loved ones who have stepped out of the world. His twin sister

Antaeun (Sirrion) is a harsh mistress that controls nature through the use of force.

Language: Kunda speak their own language, known as Kundaspeak. Most Voda pick up the Common and Minotaur languages as well.

Names: The Mama or Papa of the clan provides a kunda's given name when they are born. On their travels the kunda give themselves a descriptive last name based on their chosen element or their adventures. The given name is almost always shortened down into a nickname.

Male Names: Dakarai, Faraji, Hasani, Matunde, Nangila, Nkrumah, Shaaboni, Silko, Ubani, and Vinza.

Female Names: Bahati, Chinelo, Dacia, Farisa, Ijaba, Karimu, Pamoja, Shakina, Wambui and Zahra.

Clan Names: Beyonder, Deathtalker, Gravedigger, Lifesend, Lovesblood, Mortalcoil, Rawheart, Sleepdancer, Soulskipper, and Spiritwalker.

Adventurers: When a Voda kunda becomes an adult she feels an urge to explore the world. On her twentieth gift of life day a ceremony is performed to call forth her ancestors to accompany her on her journey. Any Voda kunda adventurer will most likely be on Terratrek. They travel as spiritual advisers, fortune-tellers, ghost-hunters and folk healers.

Voda Racial Traits

Voda kunda possess the following racial traits:

- –2 Strength, +2 Dexterity. Voda are naturally dexterous, but their light frames lack strength.
- Small: As small creatures, Voda gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium characters.
- Voda base speed is 20 feet.
- +2 racial bonus on Open Lock and Sleight of Hand checks. Voda have a natural ability to get their hands on just about anything that is not locked away. A Voda may use these skills untrained.
- +4 racial bonus on Sense Motive checks. Voda have a sixth sense when it comes to dealing with others and can usually sense when they are not acting themselves.
- Shadow of Death: A Voda's close connection with the spirit world also means that their instinct to hold onto life is less than that of other races. They suffer a –2 penalty on all saving throws to resist death spells or spell-like effects. However, Voda add +1 to the Difficulty Class for saving throws against spells they cast that have the death descriptor.
- Spell-Like Abilities: 1/day—*speak with dead* (willing spirits only; duration 1 minute). A Voda with a Wisdom score of at least 10 also has the ability to *detect undead* at will.
- Automatic Languages: Common and Kundaspeak. Bonus Languages: Abyssal, Celestial, Diabolic, Draconic, Etlarnic, and Minotaur.
- Favored Class: Mystic (if you use the *Races of Ansalon* sourcebook, use the nightstalker instead of the mystic).

Minotaurs

The minotaurs were the true dominant force on Adlatum at the close of the Canon War, right before the Drowning washed their empire from the face of Krynn. They held four of the Volumes of the Prophet and had drawn on dark magic to bring about terrible acts, so when the survivors crawled from the waters their loss was great indeed. They are now much fewer in number, scattered, their imperial dreams a painful memory.

Mahjoran Minotaurs

The goddess Mah-jor visited these minotaurs in the last days before the Drowning. She entrusted them with the knowledge of true discipline and asceticism, saving them from the violent end brought about by the gods. Centuries later, they remain in isolated monasteries and communities all across Galachot, still following these teachings of humility and enlightenment.

Personality: Most Mahjoran minotaurs are calm and do not anger easily. If disputes do arise, they are solved through debate; each side gives a little to achieve a goal. They do not attempt to insult anyone on purpose. If an outside force attacks them, they do not cower from the battle, but go instead with the good grace of Mah-jor to protect her teachings.

Physical Description: Mahjoran minotaurs are usually a few inches shorter and thinner than their Sakkaran counterparts, due to the peaceful life they live. Most are lean, with brown eyes and the typical colorings of all minotaurs. Once in a very great while a pure white minotaur is born with blue eyes, and is held in the highest regard.

Relations: For the most part, Galachot stays neutral in all conflicts on the continent of Adlatum. They have a good standing relationship with the humans of Etlarn to the east. Their only perceived enemies are the Sakkaran minotaurs who want them to bring them back into their empire.

Alignment: Most minotaurs are lawful good, following the path laid out for them by god and faith. Those who are incapable of embracing this ethical viewpoint leave their kindred for the outer world, rather than cause internal dissension.

Mahjoran Minotaur Lands: The Mahjoran minotaurs are located in their lands of Galachot. This is a land relatively free of war or corruption. Their lands are sparsely



Sakkaran Minotaur
Merius, 'The Blessed Traitor'

populated, which makes it an ideal place for people looking for a peaceful life.

Religion: Almost all Mahjoran minotaurs are followers of Mah-jor (Majere), but some follow the path of Arreld (Paladine). Those who have fallen from the grace of Mah-jor do follow Shurong (Sargonnas), but they usually go and join the Sakkaran minotaurs.

Language: Most speak the minotaur language and the Common language, with some speaking Etlarnic. They decided not to change their language when they split from the old ways.

Names: Parents of Mahjoran minotaurs name their children with variants of minotaur or Etlarnic words signifying some degree of holiness or beauty in the child.

Male Names: Angalio, Dio, Savatori.

Female Names: Anima, Belza, Santita.

Clan Names: Casal, Etreno, Gioviza, Vita.

Adventurers: Mahjoran minotaurs would more than likely go on religious searches for their goddess. Sometimes they act as mediators in the Midlands or other places to help solve disputes. For the most part though, the minotaurs would adventure around in Galachot or assist the Etlarnic humans with whatever help they can give against the dragonkin.

Mahjoran Minotaur Racial Traits

Minotaurs possess the Krynnish minotaur racial traits listed in the *Dragonlance Campaign Setting* except as follows:

- +2 Strength, –2 Dexterity, +2 Wisdom, –2 Charisma. This replaces the minotaur ability score modifiers.
- +2 racial bonus on Balance and Concentration checks. This replaces the minotaur racial skill bonuses.
- Automatic Languages: Common and Minotaur. Bonus Languages: Dwarven, Etlarnic, Gildanesti, Kundaspeak, and Ogre.
- Favored Class: Monk.

Sakkaran Minotaurs

Those minotaurs who survived the Great Wave found themselves without an empire in which to live, and without the guidance of their dark god. Over the generations, they have degenerated somewhat into nomadic barbarians, clinging to their heritage through traditions and hero-tales.

Personality: Strong willed and fierce is an accurate description of both the males and females of the Sakkaran minotaurs. All disputes of any worth are settled by combat. Not all arguments result in death, for only the most foolhardy and proud of the race know when not to yield. However the point at which a Sakkaran will yield is far beyond that of any human. Insults are never shied away from, and weakness is a sure fire way to become a target of harassment.

Physical Description: The Sakkaran minotaurs are on average a few inches taller and wider than their Mahjoran cousins. Depending on which tribe a minotaur is from, he may sport tribal brandings or piercings. Some appear unkempt with shaggy coats, due to their tribe wanting to inspire fear in their enemies. Others may be rather clean. Many wear the skins and hides from the beasts they hunt. A few of the wildest tribes will even use the skins of other minotaurs they've slain.

Relations: The Sakkaran minotaurs are not a unified nation. At any time, there are tribes in conflict and war with each other. However those who live near those of other races will be more inclined to view non-minotaurs as their enemies instead of their own kind.

The border with Ogun is a fictional line that means nothing. Oguna settlements and nomadic groups live to the west of the border as Sakkaran minotaur tribes live to the east. However, the further from the border one is, the greater the concentration of the respective race is encountered. As such, many conflicts have occurred between the minotaurs and Oguna. The battles between

them over precious locations are a consistent way of life for both races in the disputed lands.

The minotaurs on the border with the Midlands grow up learning of how the Midland humans and dwarves had forced them from their lands to the south, though the fact that the minotaurs held what is now Bhadlum for less than two generations has been lost. A large minotaur invasion would likely be repelled because of Midlander border towns, so instead they send raiding parties against smaller Midlander settlements.

The full ogres of the north are likely one of the few enemies the Sakkaran minotaurs will show respect to, especially the Brute Ogres. As a race that respects power and the will to exert it on the weak, the Sakkaran minotaurs tend to look forward to conflict with the ogres of the north.

Scattered throughout the middle to northern regions of Sakkaras are tribes of humans known as the Maliaru. For centuries, many of the minotaur tribes (or Alnathmin as the Maliaru call them) have done battle with the Maliaru like any other non-minotaur tribe, but over the years the Maliaru have begun to accept minotaur traditions. As such, some but not all of the nearby tribes have begun to tolerate the Maliaru. Some believe these Maliaru may have descended from human slaves taken by the minotaurs before the Drowning, but their origin is unknown. Some rumors also claim that their bloodlines have begun to mix with the minotaurs.

Alignment: Sakkaran minotaurs believe that strength is the only rule of law they need—even the longest standing traditions barely hold sway over them. With such a mentality, the chaotic alignment is most predominant, and evil tendencies are allowed to thrive. A few tribes lean toward more neutral behaviors, but they are vastly outnumbered.

Sakkaran Minotaur Lands: The minotaur half of the Broken Lands is labeled Sakkaras, and although most of it is dominated by the minotaur tribes, the minotaur tribes scatter as far north as the Endless Reach and as far east as a third of the way into Ogun. The concentrated majority resides in the hard wilderness, striving to survive harsh winters and rocky terrains. Areas where food and water are in great supply are rare and oft fought over.

Religion: After the Drowning destroyed everything the minotaurs hoped to accomplish in centuries past, the Sakkaran minotaurs turned their backs on the gods. From that point on they believed in strength of their own rather than from above.

Language: The minotaur language of old survives, but it has changed over the centuries into a more gruff and guttural dialect.

Names: Names given to children are usually meant to be demeaning. Only when a child becomes an adult and proves himself to his elders in combat can he shed the embarrassment of weak childhood and choose his own name. Adult names are descriptive words and phrases in the minotaur tongue, but they would never stand to have their names translated into foreign languages. No surnames are used since all children must in the end prove their own individual worth. Due to the descriptive manner of taking names, most names can be used by either male or female minotaurs. However, some phrases a minotaur of one gender may use would likely not be used by the other.

Male and Female Names: Thanlath Ek Morgen, Lowvad, Procal Jed Monry, Merius.

Adventurers: Most minotaurs remain with their own tribe, but some venture off in order to prove their might to the world. Others venture south to challenge the arrogant solidity of the Midland Sovereignties. Others adventure out into the world because they are unable to prove themselves to their own people or were forced to leave in shame as a weakling.

Sakkaran Minotaur Racial Traits

Sakkaran minotaurs possess the Krynnish minotaur racial traits listed in the *Dragonlance Campaign Setting* except as follows:

- +2 racial bonus on Intimidate and Survival checks. This replaces the minotaur racial skill bonuses. Having survived in the Broken Lands for so long, Sakkarans are adept at living in harsh environments.
- Automatic Languages: Common and Minotaur. Bonus Languages: Dwarven, Kundaspeak, Ogre, Trejori.
- Favored Class: Barbarian.

Ogres

At one time, the ogres claimed over eighty percent of Adlatum's habitable regions. Their might was gathered together in an empire of powerful magic, dark temples and the will of the Gods of Evil. When the Irda, shape-shifting ogres from across the sea, arrived in Adlatum fleeing persecution elsewhere, their presence signaled the beginning of the end of ogre domination. The Age of Light began when the ogres, having stolen Irda magic and using it to bolster wisdom from their Volume of the Prophet, brought Chaos down upon themselves and were weakened enough that the elves could take their empire from them. By the time of the Canon War and the Drowning, the ogres are a lesser race, though still not as brutish as their Ansalonian cousins. Unfortunately for the ogres, the Drowning destroyed much of their infrastructure and forced them to make pacts with other races to survive.

Brute Ogres

The most primal of the ogre races, *brute ogres* have fallen far from their ancestors and have forsaken even the Oguna. They live in squalid villages and caves in rocky terrain. Brute ogres are a terrible and brutish people, as cruel as the Igurna with none of the grace or intelligence.

Personality: There are no laws, only survival. Kill to survive. Give pity to wish for death. Take what you will if you can. Only use others to better your own chance of survival. If you are not sure if something is ally or foe, kill it to be safe. These are the survival instincts of almost all brute ogres. As for what they were, the great people they used to be, all has been lost. Many others debate as to whether these creatures truly have sentient thought above that of wild animals.

Physical Description: Most of these massive hulks are little better than barbaric monsters. Most stand between 8 1/2 to 10 feet tall. Their faces and bodies appear heavily disfigured, with large grotesque limbs coming out at what look like dislocated angles from twisted wide bodies. It is difficult for any non-brute ogre to determine a male from a female, even if the ogre was bare.

Most tend to have large patches of hair randomly covering their bodies or even their faces. A rare few have been spotted with the hair completely covering them; these fully-covered brutes are most often the ones who exceed ten feet in height. The brute ogres' skin and hair ranges between a very pale gray-blue to white that allows them to blend into the ice and snow of the far north.

The brute ogres who gather in groups tend to still wear thick hides and furs from kills in the wilderness. The larger more barbaric brutes, many of which are loners in the mountains, run nude with only their own body hair to give them warmth.

Relations: Few races have positive relations with the brute ogres. Even the noble ogres view them as a threat, but there have been rare exceptions. Sometimes brute ogres will have deals with noble ogres in turn for having rival brutes captured and brought into slavery for the Igurna. But for the most part, the kill-or-be-killed mentality ruins any conversational ability a brute ogre may possibly have. Often, brute ogres do not have positive relational skills with even other brute ogres.

Alignment: The barbaric nature of their lives forces almost all brute ogres to be chaotic evil as they strive for power within their small groups and try to push away rival tribes. However a small number of the more wild loners have begun to show a more neutral nature by only focusing on survival and not caring for demonstrating their strength in attempts to control others. The violence these few demonstrate is purely for reasons of getting food or protecting shelter.

Brute Ogre Lands: In the northernmost reaches of the Frozen Mountains the brute ogres lie scattered in small clumps of tribes, many nomadic. A few live closer to noble ogre cities but rarely in them. Some loner brutes have been seen to wander across the Endless Reach into the Broken Lands, but rarely do the Sakkaran minotaurs or the Oguna let them live long.

Religion: Most brute ogres believe the gods have forsaken them. The rest are too focused on survival and showing their strength to care about matters of faith. As such, a brute ogre with a religious tie would be a very rare sight.

Language: Brute ogres communicate with each other using a highly corrupted version of Igurni simply known as Ogre. The brute ogres to the furthest north and those alone in the wild communicate with grunts and gestures if they communicate at all.

Names: Brute ogres often make up their own names or bestow them upon others at will. Whoever is strongest decides, and if someone doesn't like their name, it's up to them to force everyone else to change it either though violence or intimidation. Names vary from sounds to broken words of the Igurni language. Never are they very complicated or lengthy. There are no family names used in what passes for brute ogre society, and some loner ogres are so wild they do not have names.

Male Names: Cheg, Grond, Guugar, Mornag, Vrog.

Female Names: Dofgar, Hun, Joog, Penga.

Adventurers: All brute ogres are adventurers of a sort. Attacks by so-called dragons, other wild predators, or other ogres make living day by day a risk. Most times brute ogres will venture to find food and shelter, but they may also have conflicts with other brute ogres groups in the area. Some may also be expelled from a group (i.e. escaped before being killed) and venture south of the Endless Reach, but this changes the ogre's life from having to avoid predators in the north to having to avoid predators in the south, in addition to minotaurs, humans, and Oguna.

Brute Ogre Racial Traits

Brute ogres possess the Krynnish ogre racial traits listed in the *Dragonlance Campaign Setting*, except as follows:

- Automatic Languages: Common and Ogre. Bonus Languages: Goblin, Gnoll, Igurni, and Minotaur.

Noble Ogres [Igurna]

The Igurna are powerful, broad-featured and dark-skinned descendants of the original high ogres of Krynn. While not witless or savage, the *noble ogres* are nonetheless slaves to their passions, something which tends to get in their way when pursuing political power in the Age of Mortals. They are few in number now, and are considered a dying race.

Personality: Noble ogres look down upon all lesser races, thinking they are the only true race of the gods. Most deformities and different colorations than what they say is correct, are normally taken out into the wild and left to die. They are a strict and terrible people that put a lot of credit upon ones family structure and ones bloodline. If you cannot prove your bloodline, an ogre could be viewed to be as low as a slave. Noble ogres tend to fight more among each other than with the other races to better increase their family prestige. Family prestige is everything to a noble ogre. This borders honor, but really isn't due to the fact that a noble ogre will do dishonorable deeds in order to raise their family prestige.

Physical Description: The typical noble ogre is about nine feet tall, females being about 6 inches shorter. They are hulking, powerful, and graceful with dark blue-brown skin, blond hair, and dark eyes. Most wear their hair long, and only cut it when in shame. When a male ogre's hair begins to change to white around their 400th year they begin to grow a beard, which they allow to grow without being cut until the ogre's death.

Relations: Noble ogres look down upon all the other races of Adlatum. The only people the noble ogres have a working relationship with are the Teusten to the south across the Shattered Sea. They tolerate these humans only for the slaves they bring to them in trade.

Alignment: Many of the more prestigious families tend to follow ancient traditions. These traditions have varied and decayed over the centuries, but even so many of these families hold to the current incarnation of these practices with steadfast fervor. As such these families tend to be lawful evil.

Lately, however, a growing number of Igurna are throwing what is left of these traditions aside, seeing them more as a hindrance to whatever their aims are. This growing minority of families and individuals tend to be chaotic evil in nature.

Noble Ogre Lands: Noble ogres stick to their vast mountain ranges in Terragrym. Here they have massive cities that were built by slave labor. They tend not to cross the Endless Reach and stick to their ancestral homelands.

Religion: As with most ogres in the history of Krynn, the noble ogres have long been followers of Dakranas (Takhisis), which means "Black Ice" in the Igurni language. Huge basilicas to Dakranas have been built in each of the major cities, along with many shrines and smaller temples. Following the Drowning, Greasnas (Zeboim), which means "Blue Deep" in the Igurni language, has found a greater following in noble ogre society, rivaling even Dakranas in followers.

Language: All noble ogres speak the Igurni language, along with Common; some along the border and the more noble families know the minotaur language. In order to deal with the brute ogres, ogres do learn the corrupt form of the ogre language.

Names: Most first-born ogres of a noble family pass on the parents' names. So for example if a husband and wife have the names Harvvas and Thanylen of Clan Shoballaine, and they have one son, he would be named Harvvas Tras-Sev of Clan Shoballaine. Same with if they had a daughter; she would be named Thanylen Tras-Sev of Clan Shoballaine.

The second part of the name always signifies the descendant's branch in the family, which also helps to prove how long he can trace his family roots. Tras-Sev ("ninety-five") is the oldest family to date, tracing their family lines back 9,400 years to their race's founding. Any children born after the first-born of each sex are named how the mother wants them to be named.

Male Names: Harvvas, Paatran, Harverick.

Female Names: Thanylen, Drenaln, Lysagra, Zeragamri.

Clan Names: Shoballaine, Renaylia, Cubrenan.

Adventurers: Most noble ogres never leave Terragrym, though there are special cases for when they will. If an ogre has shamed his family, he or she must earn back the honor and respect. Therefore, they would take it upon themselves to go on a quest. The further the ogre travels, the more perils he or she faces, and the more this brings back family prestige. So those noble ogres that were to leave Terragrym and travel to the farthest edges of the continent and return would earn the most prestige. Most do not go this route, and instead will find adventure in Terragrym.

Noble Ogre Racial Traits

Noble ogres possess the following racial traits instead of the normal ogre abilities and traits:

- +10 Strength, +6 Constitution, +4 Intelligence, +4 Wisdom, +6 Charisma. Noble ogres are powerful, mentally keen, and possess a remarkable strength of personality.
- Large: As Large creatures, noble ogres receive a –1 penalty on their attack rolls and Armor Class due to their size, and a –4 penalty on Hide checks. Their lifting and carrying limits are twice those of Medium characters. Weapons and armor sized for a noble ogre costs and weighs twice as much as comparable Medium weapons and armor.
- Monstrous Humanoid: Noble ogres are creatures of the monstrous humanoid type.
- Noble ogre base land speed is 40 feet.
- Space/Reach: Noble ogres have a space of 10 feet and a reach of 10 feet.
- Darkvision: Noble ogres can see in the dark up to 60 feet.

- Low-light vision: Noble ogres have low-light vision, and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Racial Hit Dice: A noble ogre begins with four monstrous humanoid levels which provide Hit Dice of 4d8, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4. A noble ogre character receives maximum hit points for his first noble ogre Hit Die and rolls all other Hit Dice (including those gained from class levels). Noble ogres with class levels add their base attack and saving throw bonuses to their noble ogre base attack and saving throw bonuses.
- Racial Skills: A noble ogre's monstrous humanoid levels give skill points equal to 7 x (2 + Int modifier). Its class skills are Bluff (Cha), Concentration (Con), Intimidate (Cha), and Spellcraft (Int). Noble ogres with class levels do not multiply their first-level class skill points by four.
- Racial Feats: A noble ogre's monstrous humanoid levels provide it with two feats. They gain Simple Weapon Proficiency as a bonus feat.
- Spells: All noble ogres with a Charisma of 10 or higher have the ability to cast sorcerer spells. The noble ogre casts spells as a sorcerer of its racial Hit Dice. In addition, a noble ogre adds any sorcerer levels to its innate spellcasting ability to determine total spells per day, spells known, and caster level. Other class features (such as familiars) are determined by the noble ogre's sorcerer class levels.
- Spell resistance equal to 11 + Hit Dice.
- +5 natural armor bonus: Noble ogres have tough hides.
- +2 racial bonus on Listen and Spot checks: Noble ogres have keen senses.
- Automatic Languages: Common and Igurni. Bonus Languages: Dwarven, Elven, Gnome, Magius, Minotaur, and Ogre.
- Favored Class: Sorcerer.
- Level Adjustment: +4. A noble ogre has an effective character level (ECL) of 8 + his class levels. Noble ogres are more powerful and gain levels more slowly than most other races of Adlatum. See Chapter 6 of the *Dungeon Master's Guide* for more information.



Ogres of Terragrym: Igurna (left) and Brute (right)

Classes and Feats

Kunane scratched his head and waited for his father to start yet another one of his talks. He stared out the window toward the ships that set sail to venture out over the horizon, taking his thoughts and dreams with them.

"Now there, boy," said his elder, Hiapon, "You are growing up. Adulthood is fast approaching. Tell me, what is it you plan on doing with your life?"

The sudden question took Kunane so off-guard that he could not quickly think of an answer the old man wanted to hear. Taking a deep breath, he risked being honest.

"I'm tired of being stuck inside, staring into parchments and scrolls all day, papi. I want to leave this city, to venture out into the world. See things that I would never dream of around here. I want to live a life of adventure and excitement. I want to experience everything life has to offer in distant lands. That is what I want, papi."

He expected his father either to laugh or to berate him. Instead, Hiapon nodded slowly. "Yes. That is all very well and good, but what is it you want to do?"

Emperium Gate, Dhu
Summer of 408 AD

Most adventurers seem to begin their stories as squires, barmaids, shepherds, or pampered nobility, but sooner or later they need to take up a profession that is actually useful. They need to either contribute to the group or have the ability to survive on their own.

This chapter includes Adlatum-specific variants of the d20 core classes as well as new prestige classes. Prestige classes from other sources, including those in the *Dragonlance Campaign Setting*, are available on a case-by-case basis at the determination of the Dungeon Master.

Core Classes

All core classes from the *Player's Handbook* and the *Dragonlance Campaign Setting* are suitable for use in Adlatum. The mariner core class (from the *Age of Mortals Companion* and revised in *Legends of the Twins*) and the master core class (from *War of the Lance*) are also appropriate.

However, things are not always as they seem in Adlatum. Additional notes on each of the core classes are included below, including class variations where appropriate.

Since the multitude of cultures and nations have their own interpretations of how to worship their own gods (often not recognizing a foreign nation's pantheon being the same as their own but under different names), plainly giving names of which gods those of a particular class tend to worship has been avoided. It is the type of god they believe they are following and how they worship the being that is important, not the god itself.

Barbarian

Barbarians are common enough in the less civilized territories of Adlatum, and many who practice the ancient technique of channeling rage into combat travel into the civilized regions as well.

Religion: The faith of a barbarian varies depending on his origin. He may tie himself to a god who promotes warfare, or he may be more interested in a faith that helps him set aside his rage for when it is most needed. Other barbarians are so focused on survival that their spirituality is not a priority.

Races: The ogre-blood races, including the Sakkaran minotaurs and Oguna, generate more barbarians than most other races; the Sekhnesti and Hoda are also known for their berserkers. In contrast, the Mentoi and Hartdar have very few barbarians in their ranks.

Game Rule Information: As described in the *Player's Handbook*.

Bard

Bards take many forms. The perception of the traveling musician and storyteller is common, but the class also includes artists, orators, information traffickers, and more. As such, there are more bards in Adlatum than most realize.

After the Days of Darkness, when the minions of Chaos had fallen and ambient magic became available to all, bards began to learn some degree of magic as a standard. These skillful merrymakers bolster a party's spirits or assist them with spells, and few classes are as welcome in different societies as that of the bard.

Religion: Being jacks-of-all-trades, the faiths of bards are as varied as the skills they elect to develop. Some sway to a god of music. Others devote themselves to a god of agreements and dealings, or have faith in a god of knowledge. To guess a bard's religious affiliation based on preconceived stereotypes invites comedy or disaster.

Races: All races have bards, although some races may have bards of a certain type more often than others. A musician or spy may be common among more civilized races, but many of the more nomadic and barbaric races may still have several storytellers.

Coinage of the Land

As it is with most places the exact worth of coin in one nation may vary some when compared to a similar coin of another nation. This is often due to the coins having different weights, mixes of other metals in the coin, or even one nation falling into disfavor with another. However there is still an average value to average sized coins of identical metal across Adlatum.

1 rhodium piece (rp) = 10 platinum pieces (pp)*
1 platinum piece (pp) = 10 gold pieces (gp)
1 gold piece (gp) = 10 silver pieces (sp)
1 silver piece (sp) = 10 copper pieces (cp)

** = very rare currency, not often found or accepted.*

Unlike in Ansalon, steel has never come into common use as coinage. However a rough translation of value between the continents equals 1 Ansalonian steel piece (stl) to 1 Adlatum gold piece (gp).

Game Rule Information: As described in the *Player's Handbook*.

Cleric

Godly worship on Adlatum is only superficially similar to that of Ansalon. Instead of the Holy Orders of the Stars, clerics follow Tao-Shin, also known as the Church of the Divine Paths. Adherents of Tao-Shin follow a specific path towards enlightenment, peace, or power and are aided by the gods of Light, Balance, or Darkness respectively (see **Chapter 4** for more information).

Many in the Tashramadic faith or Adlarism call themselves clerics, but they are actually mystics. A majority of them only recently learned of this truth. Currently the clerics are coming back to Adlatum, but how quickly their numbers will swell is still a mystery.

Religion: Clerics of Adlatum receive divine power not from a single deity, but from one of the three paths of Tao-Shin. The appropriate deities support these paths.

Only the lunar deities shun clerical worship, but in the end it is mortals, not gods, who decide which gods are worshipped. Priests may exist for false gods but they have no spellcasting abilities. Many "clerics" of false gods use ambient magic—these are actually mystics.

Races: Even though the gods have only recently returned to Krynn, almost every race has clerics and devoted worshipers. Their numbers are few, but they are growing. The longer-lived races may be more ready to return to the gods they remember from before the Starfall, but with the recent outing of the Tashrama gods as frauds, many disillusioned human Tashramadic mystics are turning to the true gods to fill in the hole left by their old church's deceit.

Game Rule Information: As described in the *Player's Handbook* with the following adjustments:

Adlatum's clerics follow the path of Tao-Shin that corresponds to their alignment: good clerics follow the Path of Light, evil clerics follow the Path of Power, and clerics who are neither good nor evil follow the Path of Serenity. A cleric's choice of domains depends on the path followed. See Chapter 2 of the *Dragonlance Campaign Setting* for a list of domains.

Path of Light: Clerics of the Path of Light choose their domains from among those offered by Charu (Branchala), Anphlasaad (Habbakuk), Nairsaif (Kiri-Jolith), Thobit (Majere), or Miraphayt (Mishakal). Clerics who choose the War domain apply its bonus feats to the longsword (Nairsaif's favored weapon).

Path of Serenity: Clerics of the Path of Serenity choose their domains from among those offered by Thuban (Chislev), Tarfine (Gilean), Melik Suud (Reorx), Nekkarb (Shinare), Mirac (Sirrion), or Choalshain (Zivilyn).

Path of Power: Clerics of the Path of Power choose their domains from among those offered by Gaffras (Chemosh), Folmhesta (Hiddukel), Lesuthiyat (Morgion), Alnath (Sargonnas), or Peliona (Zeboim). Clerics who choose the War domain apply its bonus feats to the greataxe (Alnath's favored weapon).

Clerics may spontaneously cast their domain spells (instead of cure or inflict spells) by using the variant rule provided in *Holy Orders of the Stars* (pg. 63). Additional cleric domains may be found in that sourcebook, as well as in **Chapter 3** of this book.

Changing Focus: A cleric may experience an epiphany and change from cleric to mystic, or vice versa, as described in Chapter 3 of the *Dragonlance Campaign Setting.*

Druid

Adlatum's druidic order falls outside of the Tao-Shin tradition, its members serving or avenging nature in accordance with the dictates of their individual deities. Druids typically worship Chislev, Habbakuk, or Zeboim, but the veneration of other gods is not unknown. Druids must select a patron deity (other than a god of magic) in order to receive any spellcasting or supernatural abilities.

Religion: Gods that promote a person's view of how the environment, animals, or plants should be protected or nurtured will gather those who wish to become a druid above all else. Only those who choose a true god as a divine benefactor may become a druid. Nature-bound faithful of false gods must choose a different route.

Races: Many bakali, kunda, and elves learn the ways of nature. Humans often contribute to this profession as well. In lands far away from civilization, races not often seen by others will also walk the druidic path.

Game Rule Information: As described in the *Player's Handbook*.

Fighter

Those formally trained in the art of general combat exist anywhere on Adlatum where an instructor in the techniques of battle and war may be found. Only in places where barbaric strength and brute force completely dominate over tactics and maneuvers will fighters become scarce.

Religion: Fighters put their souls into the hands of gods who believe in forceful strength, conquest, protection of the innocent, or even money if the fighter is a mercenary.

Races: All races have fighters. Conflict and warfare are common throughout the history of Adlatum, and where there is conflict there is a need for fighters.

Game Rule Information: As described in the *Player's Handbook*.

Mariner

The seafaring mariners are valuable additions to many organizations, since almost every nation uses shipping lanes to acquire rare or exotic goods and materials. Mariners are not only useful members of a crew, their skill at arms enables them to effectively defend crew, cargo, and fellow adventurers with equal skill.

Religion: The faith of mariners ranges from the gods of the Tao-Shin to the false faiths to no faith at all. However they also are wise enough to obey ancient traditions of the sea that are meant to appease the various sea gods (real or imagined).

Races: Most races with coastal settlements have mariners. Corinesti, humans, dwarves, and Gildanesti make up the majority of Adlatum's mariners.

Game Rule Information: As described in *Legends of the Twins*. (If you do not have this sourcebook, the mariner presented in the *Age of Mortals Companion* may also be used.)

Master

The expert NPC class works well for most craftsmen, merchants, sages, and similar professionals. Players who want to create more heroic versions of these individuals should choose the master core class. Talker gnomes, in particular, make excellent masters with the performer or sage focus. In addition, the master is a viable option for players who want to entertain audiences yet are hesitant about playing a bard.

Religion: Masters can belong to any religion; however, there is a slightly increased chance that a master may follow a god tied to enterprise, commerce, entertainment, and knowledge.

Races: There are masters in all races who live in civilized society. Those living in barbaric territories typically don't develop the breadth of knowledge required to become a master.

Game Rule Information: As described in *War of the Lance*.

Monk

Those dedicated to having mind and body become one have monasteries dotting the continent, and in some places monks are highly respected by the nearby populace. Some monks shy away from the cares of the world, while others are encouraged to put their training to the test by leaving their homes.

One monk's path to enlightenment may differ greatly from that of another monk. The journey usually depends upon the teachings of the individual monastery. Of course, the monk's own moral center plays its own part.

Religion: Monks lean towards faiths that promote peace of mind or the ability to focus the energies of their bodies into where their will directs.

Races: The Mahjoran minotaurs have more monks than any other race in Adlatum, but many humans and Gildanesti also join monastic orders. Lately more Oguna have been drawn to the monasteries in efforts to quell their emotional states of rage or depression.

Game Rule Information: As described in the *Player's Handbook*.

Mystic

Ambient magic has been in use for much longer on Adlatum than other continents on Krynn, and so the practice of mysticism has been around much longer also.

The term "mystic" is not often used in Adlatum, but for centuries many of Adlatum's clerics were actually mystics. The priests of the Divine Ladder, also known as the Tashrama, receive their power from the ambient energies of the Elder Dragons. However for decades most Tashramadic priests were unaware of the true source of their divine powers. Most believed themselves to be priests of the gods. Only the highest-ranking priests knew the truth, and even then most still thought of the Elder Dragons as gods and themselves as clerics.

After the Days of Darkness, mystics who believed they were following a divine faith were not widely known. After the Great Sovereign Lord Montegron exposed the truth,

many of the lower ranking clerics of Tashrama left the faith. Many of them turned to the true gods of Krynn, but others are trying to explore their mystic abilities to develop them with a more honest understanding of what their divine gifts truly are.

Religion: Most mystics belong to the Tashrama, the Church of the Divine Ladder. Those who left the church may be turning to the true gods, but those who do are forsaking their mystic studies, replacing it with new clerical training. Those who remain with the Tashrama or develop a faith in themselves are not the ones to rely on the true gods for spiritual needs.

The dwarven clerics of Adlarism receive their power from the taint of Chaos while believing their gifts come from Reorx. As such, they are also technically mystics.

The mystics of the Voda tribe of kunda have a profound spiritual respect for their god Danbhala (Zivilyn) focusing on the Vodas' mystical connections to the spirit world around them.

Races: During the four decades in which the gods of Krynn were absent, the practice of ambient divine magic spread far and wide. Most mystics are humans, Gildanesti, and Voda kunda.

Game Rule Information: As described in the *Dragonlance Campaign Setting* with the following adjustments:

Mystics require a divine focus to cast certain types of spells (those with "DF" in their Components entry). Tashramadic mystics use the holy symbol of their church: a medallion or ring emblazoned with a silver ladder (see "Tashrama, Church of the Divine Ladder" in **Chapter 5** for more information on this religion). For other mystics, the divine focus is chosen by the player but should reflect the character's selected domain. A mystic with the Animal domain could wear the hide of a particular totem beast, or a Destruction mystic might need the ashes of her defeated foes. Players are encouraged to be creative and make the divine focus fit the character.

Additional domains for mystics may be found in the *Dragonlance Campaign Setting* as well as the *Age of Mortals Companion* and *Holy Orders of the Stars*.

Changing Focus: A mystic may experience an epiphany and change from mystic to cleric, or vice versa, as described in Chapter 3 of the *Dragonlance Campaign Setting*.

Noble

Those born into lives of privilege are trained from a young age how to behave in well-to-do company, manipulate others, inspire confidence in those who depend on them, and use favors from contacts both near and away. In many of Adlatum's lands, knowing who to talk to and being able to get people to work together is just as important as knowing how to defend yourself.

Religion: Nobles need structure. Faiths that focus on manipulating, managing, or strengthening just societies attract members of the noble class.

Races: Human, dwarves, elves, Gildanesti, gnomes, and Igurna are the races that most often have nobles within their population. Barbaric races typically do not have the social structure required for nobles to exist.

Game Rule Information: As described in the *Dragonlance Campaign Setting* with the following adjustment:

Nobles with a martial background may take the armiger substitution levels provided in *Knightly Orders of Ansalon*.

Paladin

With the return of the gods occurring at a time where war is inevitable in Adlatum, the appearance of these chosen warriors is a possibility. These rare figures are legends who may or may not truly exist, but with war about to sweep the lands, such a time seems appropriate for paladins to return again.

Religion: Paladins are the shining light of mortal-kind and the hands of the gods of Light. Those who follow the gods of Balance or Darkness have other options to choose from.

Races: The few legends that mention these righteous warriors often have humans and dwarves playing the role, however the paladin is made in part by the will of the gods. If a mortal is in a position to help the people of the lands

Psionic Classes

The classes included in the Expanded Psionics Handbook *are not officially included in the Dragonlance setting, however there is nothing forbidding their use either. The same applies to gaming on the continent of Adlatum.*

In Adlatum, the extensive touch of chaotic energies over the centuries could very easily have allowed some of the people of the land to be born with the mental abilities required for the psionic classes. Such abilities are still rare, but their occurrence may be scattered as the Dungeon Master sees fit.

To add psionics to the game, consult the Expanded Psionics Handbook *for details.*

and a god decides to bestow its favor to them, then the paladin's race may in the end not be a factor.

Game Rule Information: As described in the *Player's Handbook* with the following adjustments:

Paladins must select a lawful good, lawful neutral, or neutral good patron deity in order to receive their spells, or they may choose to follow the Tao-Shin Path of Light. Paladins of Tao-Shin receive their abilities from the collective gods of good, but are considered part of Tao-Shin and are thus subject to the dictates of higher-ranking priests.

As an alternative to the standard paladin, players can use the "mystic ranger" spellcasting variant provided in *Knightly Orders of Ansalon* to create paladins whose spellcasting is drawn from mysticism instead of deific power. These "mystic paladins" must choose a divine focus, as described under the mystic class (see above), and choose their spells known from the paladin spell list.

Ranger

Much of Adlatum may be considered civilized territories with defined borders of nations, but between towns, cities, and roads are many large gaps of untamed land. These wild lands, along with those in the untamed reaches of the north and south, fall under the protection of rangers.



Ranger of Charant Aros

Religion: Rangers must have a patron deity under the same rules given in the *Dragonlance Campaign Setting*. Guardians of the wild lands who follow false deities or no deity typically do not receive spellcasting abilities from the ranger class.

Races: Nomadic races often have rangers either with them or living nearby. Those races not often seen in civilized societies may also take up the duties of a ranger.

Game Rule Information: As described in the *Player's Handbook* with the following adjustments:

Rangers must select a patron deity in order to receive their spells. Alternatively, players can create a "mystic ranger" by using the variant rule provided in *Knightly Orders of Ansalon*. Mystic rangers must choose a divine focus, as described under the mystic class above.

Rogue

Where there is wealth or information to be had, there are rogues, regardless of which continent one is on. As soon as a town has a population of at least four, odds are good there is a rogue in their midst.

Religion: Rogues are often out for themselves and are thus not inclined to tend to their spiritual needs. For the few who do have such needs, gods who tend to deal in the shadows may attract such followers.

Races: All races have rogues, though city-dwelling races are likely to have more. Some kunda rogues share the "handler-like" traits of their kender cousins, but few members of this race can be truly considered rogues.

Game Rule Information: As described in the *Player's Handbook*.

Sorcerer

Ambient magic has been in use for much longer on Adlatum than other continents on Krynn, and so the practice of sorcery has been around much longer also.

With no Orders of High Sorcery in Adlatum, the art of primal sorcery has spread across the continent. Some locations, like Etlarn, are more inclined to study the ordered magic of the moons, but as the moons have only recently returned from a forty-year absence, there are many more sorcerers than wizards.

Religion: Primal sorcery is a practice of magic where the mage draws from ambient elemental power in the world around him. Since the moons fluctuate and the world does not, most sorcerers do not concern themselves with the gods.

Races: With the touch of chaotic energies being so widespread, sorcery is available to all races of Adlatum. The Mentoi and brute ogres have little interest in practicing arcane magic, and so have very few sorcerers. Other races like bakali, dwarves, and Gildanesti often show a strong tendency to learn the art of sorcery.

Game Rule Information: As described in the *Player's Handbook*.

Changing Focus: A sorcerer may experience an epiphany and change from sorcerer to wizard, or vice

versa, as described in Chapter 3 of the *Dragonlance Campaign Setting*.

Wizard

The Orders of High Sorcery do not exist in Adlatum, but the formal education and training wizards need is available. The gods of magic are willing to impart their gifts to those who show the dedication and intelligence required.

Wizardry was gone from the world for forty years, but with the return of the moons those who remember the power are returning to the Art. Even so, it will be some time until these practitioners of focused arcane magic have regained the numbers they had before the Starfall.

Religion: The gods of magic do not seek worship from their followers, and most wizards only pay them the respect they believe they deserve in order to better their skills in the Art. However there are a rare few who do worship the gods of magic regardless of what the gods want.

Many wizards dedicate themselves to respecting all three gods of magic, but some wizards pay homage to just one of the three moons.

Races: Gildanesti and humans from the east make up most of the wizardly community. Bakali and Sekhnesti races with no traditions of orderly study are not likely to have many wizards, as are those with traditions steeped in the practice of sorcery.

Game Rule Information: As described in the *Player's Handbook*.

Changing Focus: A wizard may experience an epiphany and change from wizard to sorcerer, or vice versa, as described in Chapter 3 of the *Dragonlance Campaign Setting*.

Prestige Classes

Ansalon's organizations are all but unknown to the people of Adlatum. Similarly, most Ansalonians have no idea that Adlatum even exists, much the same way they know little to nothing of distant Taladas. Some experienced Wizards of High Sorcery may be aware of Adlatum's existence, but the Orders are too busy trying to rebuild and defend their ranks and towers to devote any real time to new and unfamiliar territories.

For these reasons, most Ansalonian prestige classes do not exist on Adlatum; specific Adlatum-based prestige classes are provided here instead. Enterprising Dungeon Masters might want to use existing prestige classes for other organizations; for example, if an Adlatum campaign focuses on the rise of the Elder Dragons, the Dragon Highlord prestige class may be used for individuals favored by the Elders. In these cases it is completely up to the judgment and wisdom of the DM to determine the availability of these PrCs.

Drake Handler

"The drake makes the handler. Only a fool thinks of it the other way around."

Drake handlers are rare individuals who have developed a close personal bond with a golden drake (see **Chapter 6**). This bond begins with a mutual respect and affection that strengthens into a mystical bond that forever binds handler and drake. As most handlers know, it is the drake that chooses its bondmate. Unlike normal animal handlers, drake handlers can coax their charges into extraordinary feats of obedience and skill.

Hit Die: d6

Requirements

To qualify to gain levels as a drake handler, a character must fulfill all of the following criteria.

Alignment: Any nonevil.

Skills: Diplomacy 4 ranks, Knowledge (arcana) 10 ranks.

Languages: Draconic.

Spells: Must be able to cast 2nd-level spells.

Special: The character must make contact with a golden drake of juvenile age or younger, and convince it to bond with him in an arcane ritual. This ritual takes 24 hours and uses up magical materials that cost 250 gp. In addition, the character must not currently have an animal companion or familiar.

Class Skills

The drake handler's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the drake handler.

Weapon and Armor Proficiency: Drake handlers gain proficiency in all simple weapons.

Drake Familiar: A bonded golden drake gains the abilities of a familiar of the drake handler's class level, plus one-half his caster level (round down). Refer to the Familiars section in Chapter 3 of the *Player's Handbook* for specific familiar benefits, except the golden drake does not gain the ability to speak with animals of its kind (because it is a dragon, not an animal). The golden drake also keeps its own Intelligence score and spell resistance if they are higher than the familiar equivalents.

Draconic Traits (Su): As their bond strengthens, the handler begins to acquire traits reminiscent of golden drakes. At 1st, 3rd, and 5th level, the drake handler may choose one of the following abilities:

Blindsense: The drake handler's non-visual senses improve, granting him blindsense effective to 30 feet. *Prerequisites:* Draconic Eyes, Scent.

Draconic Eyes: The drake handler's eyes acquire a golden sheen, granting him darkvision out to 60 feet and low-light vision.

Immunities: The drake handler becomes immune to paralysis and magic sleep effects.

Natural Armor: The drake handler's natural armor bonus increases by +2.

Scent: The drake handler gains the Scent ability.

Toughness: The drake handler gains the Toughness feat.

Feature Advancement (Ex): At 2nd, and 4th level, the drake handler gains class features (but not Hit Dice, base attack bonus, saving throws, or skill points), and an increase in effective level, as if he had gained a level in a class he belonged to before becoming a drake handler. For example, a cleric 7/drake handler 1 who reaches 2nd level may turn undead and cast spells as though he were an 8th-level cleric.

Share Domain (Su): At 3rd level, if the drake handler has mystic class levels, the drake gains access to the mystic domain's granted power as long as the drake is within 30 feet of the handler. If the drake uses a granted power that has limited uses (such as the Luck domain's granted power of good fortune), the granted power is expended just as if the handler had used it himself.

Drake Advancement (Ex): At 4th level, the golden drake advances to the next age category (from wyrmling to young, young to juvenile, or juvenile to adult). When determining the golden drake's full abilities, apply the familiar benefits and bonus feat to the new age category listed in **Chapter 6**.

Symbiosis (Ex): At 5th level, the drake's bond with his handler is complete. The drake handler gains the same spell resistance possessed by the golden drake, and the range of all familiar abilities is doubled.



A Drake Handler near the cliffs of Sundalin

Drake Handler

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*
1st	*+0*	*+2*	*+0*	*+2*	*Drake familiar, draconic trait*
2nd	*+1*	*+3*	*+0*	*+3*	*Feature advancement*
3rd	*+2*	*+3*	*+1*	*+3*	*Draconic trait, share domain*
4th	*+3*	*+4*	*+1*	*+4*	*Drake advancement, feature advancement*
5th	*+3*	*+4*	*+1*	*+4*	*Draconic trait, symbiosis*

Ex-Drake Handlers

If a drake handler abuses his companion or otherwise breaks the bond of trust, the drake will abandon its handler. The drake handler loses all class features and may never gain a new golden drake companion. If the drake dies while the bond is strong, the handler also loses all class features, but after a month he may attempt to acquire a new golden drake (per the process described under Requirements above). If the golden drake is raised from the dead, both handler and drake immediately regain all lost abilities. A drake handler does not lose experience points when a golden drake dies.

Etlarn Defender

The Magocracy of Etlarn includes within its military a large contingent of spellcasting knights dedicated to the safety and well being of their nation. The Etlarn Defenders were founded as a means of repelling the Dragonkin Horde that came to take over the kingdom. The Defenders' main goal is still to permanently defeat the dragons, but they defend their homeland in other ways as well.

The Etlarn Defenders are divided into three orders: the Brethren of the Flame, who use wild sorcery; the Brethren of the Moons, wielders of the white moon's wizardry; and the Brethren of the Stars, a religious sect whose members are most often devoted to Autenanima (Solinari), Pietarde (Paladine), or Pensokia (Majere). These brethrens have their own elite branches. The Knights of the Argent Crescent, for example, are an order of divine warriors who seem to receive divine gifts from Autenanima. The Brethren of the Moons has the High Arcanists, who serve Etlarn by defending their nation and educating other wizards in the newest advancements in wizardry.

High Arcanist

"A true master of wizardry must have great patience, discipline, and control. Wizardry is like society—its rules exist for a reason and must be followed, or chaos will eventually result."

High arcanists represent the epitome of wizardly power within Etlarn, defending the Magocracy and educating their kin among the Brethren of the Moons. The high arcanists are said to have founded the arcane order centuries ago, and only the most talented wizards are accepted into the ranks of the order.

Hit Die: d4

Requirements

To qualify to gain levels as a high arcanist, a character must fulfill all of the following criteria.

Base Will Save: +4.

Skills: Concentration 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (religion) 2 ranks, Spellcraft 8 ranks.

Feats: Lunar Attunement, any two item creation and/or metamagic feats.

Spells: Must be able to prepare and cast 3rd-level arcane spells.

High Arcanist

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*	*Spells per Day*
1st	*+0*	*+0*	*+0*	*+2*	*Code of conduct, expanded spellbook, lunar devotion*	*+1 level of existing arcane class*
2nd	*+1*	*+0*	*+0*	*+3*	*Arcane insight +2*	*+1 level of existing arcane class*
3rd	*+1*	*+1*	*+1*	*+3*	*Etlarnic mystery*	*+1 level of existing arcane class*
4th	*+2*	*+1*	*+1*	*+4*	*Expanded spellbook*	*+1 level of existing arcane class*
5th	*+2*	*+1*	*+1*	*+4*	*Etlarnic mystery*	*+1 level of existing arcane class*
6th	*+3*	*+2*	*+2*	*+5*	*Arcane insight +4*	*+1 level of existing arcane class*
7th	*+3*	*+2*	*+2*	*+5*	*Etlarnic mystery*	*+1 level of existing arcane class*
8th	*+4*	*+2*	*+2*	*+6*	*Expanded spellbook*	*+1 level of existing arcane class*
9th	*+4*	*+3*	*+3*	*+6*	*Etlarnic mystery*	*+1 level of existing arcane class*
10th	*+5*	*+3*	*+3*	*+7*	*Arcane instight +6, etlarnic mystery*	*+1 level of existing arcane class*

Class Skills

The high arcanist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Speak Language (n/a), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the high arcanist.

Weapon and Armor Proficiency: High arcanists gain no proficiency with any weapon or armor.

Spells: At each level, a high arcanist gains new arcane spells per day (and spells known, if applicable) as if he had gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as an increase in a familiar's abilities).

If the character had more than one arcane spellcasting class before becoming a high arcanist, he must decide which class will gain a spellcasting level for the purpose of determining spells per day and spells known.

Code of Conduct: A high arcanist swears an oath to instruct other Etlarnish wizards in magical studies for at least one month per year, and another oath to do his utmost to protect Etlarn from threats to the magocracy.

Expanded Spellbook: At 1st, 4th, and 8th level, the high arcanist may add two bonus spells to his spellbook. The new spells must be at least one spell level lower than the highest-level spell he can cast.

Lunar Devotion: A high arcanist automatically gains Lunar Devotion as a bonus feat and must choose Autenanima (Solinari), Calorossa (Lunitari), or Scuriga (Nuitari) as a patron deity. If the character already has this feat, he may instead select Greater Lunar Devotion, Lunar Rebuke, or any item creation or metamagic feat. The high arcanist must meet all prerequisites for the feat to be gained.

Arcane Insight (Ex): A high arcanist's studies focus on advancing magical theories. At 2nd level, the high arcanist gains a +2 insight bonus on Knowledge (arcana) skill checks, and on Concentration checks to cast spells (or use spell-like abilities) defensively or while being grappled or pinned. This bonus increases to +4 at 6th level and to +6 at 10th level.

Etlarnic Mystery: As a high arcanist advances in level, he begins to unlock his magical potential in specific ways. At 3rd, 5th, 7th, 9th, and 10th level, the high arcanist may choose one of the following mysteries:

Arcane Craftsmanship: Choose one item creation feat. When the high arcanist crafts magical items using the specified feat, all item costs (including XP costs) are reduced by 25%. The high arcanist may select this mystery multiple times—it applies to a new item creation feat each time it is taken. *Prerequisite:* Two or more item creation feats.

Bolstering Arcana (Su): A high arcanist learns to channel stored spell energy into improving his own defenses. The high arcanist may expend a prepared spell as a free action to gain a bonus to Armor Class or saving throws equal to the level of the expended spell. This bonus lasts for a number of rounds equal to the high arcanist's class level and is either a sacred bonus (if the character is good) or a profane bonus (if evil). A high arcanist who is neither good nor evil may choose the type of bonus gained (sacred or profane). Once this choice is made, it cannot be changed.

Bonus Feat: The high arcanist gains a bonus item creation or metamagic feat for which he meets the prerequisites.

Divination Mastery: The high arcanist selects a number of arcane divination spells equal to his Intelligence modifier that he already knows. The character can spontaneously cast these spells by sacrificing a spell slot of equal or higher level. *Prerequisite:* Must not have Scuriga (Nuitari) as a patron deity.

Enchantment Mastery: The high arcanist selects a number of arcane enchantment spells equal to his Intelligence modifier that he already knows. The character can spontaneously cast these spells by sacrificing a spell slot of equal or higher level. *Prerequisite:* Must not have Autenanima (Solinari) as a patron deity.

Etlarnic Dominion (Su): As long as the high arcanist is within the lawful boundaries of the kingdom of Etlarn, he gains a +2 insight bonus on Gather Information and Sense Motive checks. In addition, he may use *detect thoughts* and *discern lies* each once per day as spell-like abilities. *Prerequisite:* Any lawful alignment.

Fundamental Cantrips (Sp): The high arcanist selects a number of 0-level arcane spells equal to his Intelligence modifier that he already knows. These spells now function as spell-like abilities that are usable a combined number of times per day equal to 1 + the high arcanist's Charisma modifier.

Fundamental Magics (Sp): The high arcanist selects a number of 1st-level arcane spells equal to his Intelligence modifier that he already knows. These spells now function as spell-like abilities that are usable a combined number of times per day equal to 1 + the high arcanist's Charisma modifier. *Prerequisite:* Fundamental Cantrips.

Greater Lunar Radiance (Su): The high arcanist's lunar radiance bonus increases to +3. *Prerequisite:* Lunar Radiance.

Illusion Mastery: The high arcanist selects a number of arcane illusion spells equal to his Intelligence modifier

that he already knows. The character can spontaneously cast these spells by sacrificing a spell slot of equal or higher level. *Prerequisite:* Any neutral alignment.

Lunar Preparation (Su): The high arcanist needs only 2 hours of sleep to gain the benefits of 8 hours' rest (including non-spell related benefits, like gaining hit points), so long as the high arcanist sleeps beneath the night sky. This ability does not function if the character sleeps indoors, underground, or during the day. *Prerequisite:* Lunar Radiance.

Lunar Radiance (Su): The high arcanist gains a +1 bonus on attack rolls and saving throws as long as he is beneath the night sky. The character loses this bonus if he is indoors, underground, or if it is daytime. This is either a sacred bonus (if the character is good) or a profane bonus (if evil). A high arcanist who is neither good nor evil may choose the type of bonus gained (sacred or profane). Once this choice is made, it cannot be changed.

Metamagic Study (Su): Choose one school of magic. When the high arcanist prepares a spell that is modified by a metamagic feat, the required increase in spell level is reduced by one (to a minimum increase of one spell level). This ability may be used once per day for every three class levels. The high arcanist may select this mystery multiple times—it applies to a new school of magic each time it is taken. *Prerequisite:* Two or more metamagic feats.

Spell Resistance (Su): The high arcanist gains spell resistance equal to 5 + his class level.

Tidebound (Su): The high arcanist is closely bound to his moon-god. Whenever the high arcanist's moon is at High Sanction, his spells are cast at an additional +1 caster level and with an additional +1 to any spell save DCs. Conversely, at Low Sanction the high arcanist's spells are cast at an additional –1 penalty to caster level and with an additional –1 to any spell save DCs.

Ex-High Arcanists

A high arcanist who violates his code of conduct is unable to gain further high arcanist levels, though the character may be able to regain the favor of his fellow high arcanists. To do so, the character must convince a council of peers that his violation furthered the magocracy and the high arcanists. The character must also perform a service for the high arcanists—this service always involves at least one danger with a Challenge Rating equal to the high arcanist's character level.

A high arcanist whose patron deity changes to another moon-god (such as a character who changes allegiance from Autenanima (Solinari) to Calorossa (Lunitari) loses access to his Etlarnic mysteries until he gains 200 XP per caster level, at which time his mysteries become available to him (and he gains a new mystery, if the character gained an appropriate high arcanist class level during this time). If the character no longer meets the prerequisites for the Divination Mastery, Enchantment Mastery, or Illusion Mastery mysteries, he may select another mystery for which he meets the prerequisites.

If the high arcanist renounces his patron deity and does not choose another moon-god as a new patron, he loses the Lunar Attunement and Lunar Devotion feats, his arcane insight, and all Etlarnic mysteries, and is unable to gain further high arcanist levels. The magocracy is likely to send a group to capture, punish, or destroy the offender as well—this group often includes at least one high arcanist of the offender's character level.

Knight of the Argent Crescent

"May Autenanima protect us from harm and give us the insight to find those who would despoil the magocracy and its people."

Within Etlarn's divine Brethren of the Stars exists the knightly Order of the Argent Crescent. These holy warriors claim to receive their divine gifts from Autenanima, despite all known theories regarding the moon-gods. Whatever the truth of their power, the knights fight for Etlarn with blade and spell with equal efficiency.

Hit Die: d8

Requirements

To qualify to gain levels as a Knight of the Argent Crescent, a character must fulfill all of the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +4.

Skills: Diplomacy 2 ranks, Knowledge (arcana) 4 ranks, Knowledge (religion) 8 ranks, Spellcraft 2 ranks.

Feats: Combat Casting, Extra Turning.

Spells: Must be able to cast 2nd-level divine spells without preparation, or be able to cast 1st-level paladin spells.

Class Skills

The Knight of the Argent Crescent's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Knight of the Argent Crescent.

Weapon and Armor Proficiency: Knights of the Argent Crescent gain proficiency in all martial weapons, all forms of armor, and shields (except tower shields).

Spells: At the listed levels, a Knight of the Argent Crescent gains new divine spells per day (and spells known, if applicable) as if he had gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance to turn or rebuke undead).

If the character had more than one divine spellcasting class before becoming a Knight of the Argent Crescent, he must decide which class will gain a spellcasting level for the purposes of determining spells per day and spells known.

Aura of Good (Ex): A Knight of the Argent Crescent's Aura of Good (see the *detect good* spell) is equal to his class level plus his mystic or paladin level (if any).

Magic Domain (Ex): A Knight of the Argent Crescent gains access to the Magic domain, including domain spells and the domain's granted power. If the knight has paladin levels, he may prepare one bonus Magic domain spell per spell level he can cast. If the knight has mystic levels, he adds Magic domain spells to his list of spells known but does not gain any additional spells per day.

The Knight of the Argent Crescent's class levels (plus mystic levels, if any) are considered cleric levels for purposes of determining the effective wizard levels of his domain's granted power.

Lunar Grace (Su): A Knight of the Argent Crescent's resistance to magical effects increases in tune with his devotion. At 2nd level, the knight gains a +2 sacred bonus on saving throws against spells and spell-like abilities. This bonus increases to +4 at 6th level and to +6 at 10th level.

Remove Curse (Sp): A 3rd-level Knight of the Argent Crescent may cast *remove curse* once per week. If the knight also has the spell-like ability to *remove disease* (such as by having paladin levels), he may either cast *remove curse* or *remove disease*. The knight may cast *remove curse* twice per week at 7th level.

Sacred Resilience (Su): As a standard action, a Knight of the Argent Crescent of 4th level or higher may spend a turn attempt to provide DR 5/magic to all allies within a 30-foot radius of the knight, including himself. This protection lasts for a number of rounds equal to the knight's Charisma modifier.

At 10th level, the knight's sacred resilience provides DR 5/– instead of DR 5/magic.

Expanded Arcana (Ex): At 5th and 9th level, a Knight of the Argent Crescent can add a new sorcerer/wizard spell to his spell list. The new spell must be at least two levels lower than the highest-level spell he can cast, and cannot be higher than the highest-level spell the knight already knows.

Sacred Revelation (Su): A Knight of the Argent Crescent of at least 8th level may spend a turn attempt as a standard action to negate all forms of invisibility within a 60-foot radius for 1 round per class level. In addition, the knight becomes aware of the presence, power, and location of all evil auras within 60 feet as if he had spent 3 rounds studying each particular aura (see the *detect evil* spell).

Knight of the Argent Crescent

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*	*Spells per Day*
1st	*+0*	*+2*	*+0*	*+2*	*Aura of good, magic domain*	-
2nd	*+1*	*+3*	*+0*	*+3*	*Lunar grace +2*	*+1 level of existing divine class*
3rd	*+2*	*+3*	*+1*	*+3*	*Remove curse 1/week*	*+1 level of existing divine class*
4th	*+3*	*+4*	*+1*	*+4*	*Sacred resilience*	*+1 level of existing divine class*
5th	*+3*	*+4*	*+1*	*+4*	*Expanded arcana*	*+1 level of existing divine class*
6th	*+4*	*+5*	*+2*	*+5*	*Lunar grace +4*	-
7th	*+5*	*+5*	*+2*	*+5*	*Remove curse 2/week*	*+1 level of existing divine class*
8th	*+6*	*+6*	*+2*	*+6*	*Sacred revelation*	*+1 level of existing divine class*
9th	*+6*	*+6*	*+3*	*+6*	*Expanded arcana*	*+1 level of existing divine class*
10th	*+7*	*+7*	*+3*	*+7*	*Lunar grace +6*	*+1 level of existing diviine class*

Multiclass Note: A paladin who becomes a Knight of the Argent Crescent may freely switch between paladin levels and class levels.

Sentinels of the Throne

"Let the power of the world be the mortar that holds our illustrious nation together. Ride forth!"

The one order of the Defenders that did not collapse after the Starfall was the Brethren of the Flame. The sorcerous order continued to struggle to protect Etlarn, and the Sentinels of the Throne guided the Brethren. The elite spellcasting cavalry slowed the Horde's advance over the next forty years, and even after the undoing of the Starfall, the Sentinels remain the one Brethren not in a period of reconstruction.

Hit Die: d6

Requirements

To qualify to gain levels as a Sentinel of the Throne, a character must fulfill all of the following criteria.

Alignment: Any non-evil.

Skills: Concentration 8 ranks, Handle Animal 2 ranks, Knowledge (arcana) 4 ranks, Ride 4 ranks, Spellcraft 8 ranks.

Feats: Mounted Combat, Skill Focus (Concentration), and any metamagic feat.

Spells: Must be able to cast 3rd-level arcane spells without preparation.

Class Skills

The Sentinel of the Throne's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (arcana) (Int), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Sentinels of the Throne.

Weapon and Armor Proficiency: Sentinels of the Throne gain no proficiency with any weapon or armor.

Spells: A Sentinel of the Throne continues to train in the art of sorcery. Thus, at every level, a sentinel gains new arcane spells per day and spells known as if she had gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as an increase in a familiar's abilities).

Improved Mounted Combat (Ex): A sentinel may use his Mounted Combat feat twice per round, potentially negating two hits against his mount.

Mounting Caster (Ex): A sentinel gains a +4 bonus on Ride checks made to quickly mount or dismount.

Sentinel Feat (Ex): At 2nd and 7th level, a sentinel gains a bonus feat. This may either be a metamagic feat, or a feat that lists Mounted Combat as a prerequisite. The

Sentinels of the Throne

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*	*Spells per Day*
1st	*+0*	*+0*	*+2*	*+0*	*Improved mounted combat*	*+1 level of existing arcane class*
2nd	*+1*	*+0*	*+3*	*+0*	*Sentinel feat*	*+1 level of existing arcane class*
3rd	*+1*	*+1*	*+3*	*+1*	*Steady mind +2*	*+1 level of existing arcane class*
4th	*+2*	*+1*	*+4*	*+1*	*Comfortable shot +1*	*+1 level of existing arcane class*
5th	*+2*	*+1*	*+4*	*+1*	*Arcane rider, blessed mount*	*+1 level of existing divine class*
6th	*+3*	*+2*	*+5*	*+2*	*Steady mind +4*	*+1 level of existing arcane class*
7th	*+3*	*+2*	*+5*	*+2*	*Sentinel feat*	*+1 level of existing arcane class*
8th	*+4*	*+2*	*+6*	*+2*	*Comfortable shot +2*	*+1 level of existing arcane class*
9th	*+4*	*+3*	*+6*	*+3*	*Steady mind +6*	*+1 level of existing arcane class*
10th	*+5*	*+3*	*+7*	*+3*	*Favored mount, improved arcane rider*	*+1 level of existing divine class*

sentinel must meet any prerequisites required to gain the feat selected.

Steady Mind (Ex): At 3rd level, a sentinel gains a +2 bonus on Concentration checks made to cast a spell from the back of a moving or galloping mount. This bonus increases to +4 at 6th level, and to +6 at 9th level.

Comfortable Shot (Ex): At 4th level, a sentinel is comfortable enough casting spells from the back of a mount that he gains a +1 bonus to hit with spells that require ranged attack rolls. This bonus increases to +2 at 8th level.

Arcane Rider (Ex): At 5th level, a sentinel no longer needs to roll Concentration checks to cast a spell while on the back of a moving land mount (typically DC 10 + spell level). This benefit is negated if circumstances require additional Concentration checks or a higher check result (for example, if the sentinel must cast a spell from a moving mount while entangled).

Blessed Mount (Su): Also at 5th level, a sentinel may bestow a special blessing upon a single mount, making it immune to fear and granting it a +2 sacred bonus on attack rolls, saving throws, Armor Class, and skill checks. The sentinel may remove this blessing at any time (as if dismissing a spell) but only one mount may be blessed at a time.

Favored Mount (Su): At 10th level, the bonus granted by the sentinel's blessed mount ability increases to +4. In addition, the mount gains spell resistance equal to 10 plus its Hit Dice, and also gains a number of temporary hit points equal to the sentinel's caster level. These temporary hit points cannot be regained once lost.

Improved Arcane Rider (Ex): Also at 10th level, a sentinel no longer needs to roll Concentration checks to cast a spell while on the back of a galloping land mount (typically DC 15 + spell level). This benefit is negated if circumstances require additional Concentration checks or a higher check result (for example, if the sentinel must cast a spell from a galloping mount during an earthquake).

Gryphon Knight

"Even the smallest victory may turn the tide of war."

The Gryphon Knights of the Republic of Gildanesti are a semi-secret group dedicated to doing what's best for the people of the Republic, even if they must work against the government to do so.

Hit Die: d8

Requirements

To qualify to gain levels as a Gryphon Knight, a character must fulfill all of the following criteria.

Alignment: Neutral good or chaotic good.

Base Attack Bonus: +3.

Skills: Gather Information 8 ranks, Listen 5 ranks, Sense Motive 5 ranks, and Survival 5 ranks.

Class Skills

The Gryphon Knight's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Peform (Cha), Speak Language (n/a), Spellcraft (Int), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the Gryphon Knight.

Weapon and Armor Proficiency: Gryphon Knights who are not proficient in martial weapons gain proficiency in a single martial weapon of their choice. They gain proficiency in light armor and shields (except tower shields).

Gryphon Resources (Ex): Gryphon Knights can acquire resources equal to their Gryphon Knight level x 500 gp from contacts and sympathizers when operating outside of the Republic. This can be in hard coin or

Griffon Knight

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*
1st	*+1*	*+0*	*+2*	*+2*	*Gryphon resources, skirmish tactics*
2nd	*+2*	*+0*	*+3*	*+3*	*Gryphon's might, rebel's luck 1/day*
3rd	*+3*	*+1*	*+3*	*+3*	*Improved skirmish tactics*
4th	*+4*	*+1*	*+4*	*+4*	*General specialty*
5th	*+5*	*+1*	*+4*	*+4*	*Rebel's luck 2/day*

in magical items such as potions or scrolls or even information. It takes approximately one week to gather these resources, during which time the Gryphon Knight must remain near an established settlement, such as a small village or large city. Once the Gryphon Knight has acquired these resources, he may not call for additional resources until three months have passed. (He may seek additional resources, but must resort to more mundane means to do so.)

Skirmish Tactics (Ex): Gryphon Knights are skilled in small-scale combat. A Gryphon Knight may perform the aid another action as a move action instead of a standard action.

Gryphon's Might (Ex): A 2nd-level Gryphon Knight may perform a feat of great strength once per day. As a free action, the Gryphon Knight gains a +4 morale bonus to his Strength score for 1d4 rounds.

Rebel's Luck (Ex): Gryphon Knights are trained to take full advantage of any opportunity that comes their way. Once per day, a Gryphon Knight may reroll any saving throw or skill check. This reroll must be made before determining if the saving throw or skill check was successful. At 5th level, the Gryphon Knight may use this ability twice per day.

Improved Skirmish Tactics (Ex): At 3rd level, the Gryphon Knight's knowledge of small-scale combat improves. The Gryphon Knight gains a +4 bonus to attack rolls when flanking an opponent (instead of the usual +2 bonus). In addition, when the Gryphon Knight uses the aid another ability he provides a +4 bonus instead of a +2 bonus.

General Specialty (Ex): At 4th level, a Gryphon Knight's knowledge of other persons and professions compliments his own skills. He may select one of the following abilities:

Mother Would Not Approve: The Gryphon Knight gains a +2 bonus on Disable Device, Forgery, and Open Lock checks.

Silver Tongue, Golden Palm: The Gryphon Knight gains a +2 bonus on Bluff, Diplomacy, and Gather Information checks.

Touch of Magic: If the Gryphon Knight is able to cast arcane or divine spells upon choosing this ability, his caster level increases by four (up to a maximum of the character's Hit Dice). This does not affect the Gryphon Knight's spells known or spells per day.

Weapon Prowess: The Gryphon Knight gains a bonus feat, which must be drawn from the list of fighter bonus feats. In addition, the Gryphon Knight's class levels are considered "fighter levels" for purposes of determining whether he meets the requirements for a specific feat (such as Weapon Specialization).

Icari

"The wrath of the heavens is the source of peace and life in the skies."

The Icari are the elite knights of Avanost and the Avanesti people. Lacking the heavy armor and mounts of the traditional knights around the world, the Icari have developed tactics that emulate the striking eagles and falcons that they revere.

Hit Die: d10

Requirements

To qualify to gain levels as an Icari, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Skills: Diplomacy 2 ranks, Jump 8 ranks, Knowledge (nobility and royalty) 2 ranks.

Feats: Dodge, Flyby Attack, Mobility, Power Attack.

Special: Must have a natural fly speed.

Class Skills

The Icari's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nobility and royalty) (Int), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Icari.

Weapon and Armor Proficiency: Icari gain proficiency in all martial weapons, light armor, and shields (except tower shields).

Falcon's Cry (Ex): Icari gain the listed bonus to damage when using the Power Attack feat, regardless of the type of weapon being used.

Winged Warrior (Ex): Icari treat their wings as natural weapons when not in flight. An Icari can make a single wing buffet attack instead of a normal melee attack. The Icari's wing attacks deal 1d4 points of bludgeoning damage (plus Strength modifier) and have a 10-foot reach.

Winged Evasion (Ex): At 2nd level, a flying Icari can use his agility and tactics to avoid certain forms of attack. If a flying Icari makes a successful Reflex save against an attack that allows a Reflex save for half damage, he instead takes no damage. An Icari must be flying to use this ability.

Eagle's Dive (Ex): An Icari of 3rd level or higher may make a charge attack against a single opponent with devastating results. If the Icari is wielding a lance, longspear, spear, or raptor claw during a charge attack, he deals double damage on a successful hit.

If the Icari critically hits his opponent with a lance, longspear, or spear, he deals quadruple damage instead of

triple damage. If the Icari critically hits with a raptor claw, he deals max damage instead of double damage.

Flurry of Blows (Ex): At 4th level, an unarmored or lightly armored Icari may strike with a flurry of blows at the expense of accuracy, using his wings or melee weapons. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the Icari might make before his next action.

If the Icari has monk levels, his Icari class level –3 stacks with his monk levels when determining the penalty and number of attacks granted by his flurry of blows.

Swooping Dive (Ex): A 5th-level Icari can swoop upon a foe to deliver a deadly attack before rising out of range. At this level, an Icari who makes a successful eagle's dive can finish moving after the charge, so long as he has movement remaining. This additional movement does not provoke an attack of opportunity from the charged opponent, just as though the Icari were using the Spring Attack feat.

Ice Legionnaire

Throughout the Kedaltol mountain ranges, the Ice Legion's firm hand protects the dwarven citizens from threats abroad and within their nation's borders.

The Ice Legion is well respected by its citizens. It acts as an elite peacekeeping force within the walls of cities and towns, but specializes in protecting the borders of the nation and those regions between settlements. The mountainous terrain gives Kedaltol a strong defense against enemies to the north in the Broken Lands, but the Ice Legion refuses to let the land do all of the work for them. Although Kedaltol has alliances and heavy trade with the Midlands, the Ice Legion has insured that trouble from the south remains to the south as well.

Eagle Rider

"Under ground or above the sky. This is our home, and it is protected!"

The Eagle Riders are an elite unit of the Ice Legion. They are trained in aerial combat astride the backs of giant eagles. They often act as scouts for the Ice Legion or travel to remote reaches of the dwarven kingdom of Kedaltol.

Eagle Riders are fighters, paladins, rangers, barbarians, mystics, or clerics. There have been a few bards, rogues, monks, wizards, and sorcerers recorded in the ranks of the Riders but they are rare. NPC Eagle Riders are usually soldiers in dwarven military units. Occasionally a lone Eagle Rider is encountered on a mission, although the Rider will keep to himself.

Hit Die: d12

Requirements

To qualify to gain levels as an Eagle Rider, a character must fulfill all of the following criteria.

Race: Dwarf.

Alignment: Any lawful.

Base Attack Bonus: +4.

Skills: Balance 4 ranks, Handle Animal 8 ranks, Ride 8 ranks, Spot 4 ranks.

Feats: Endurance, Lightning Reflexes.

Class Skills

The Eagle Rider's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Eagle Rider.

Icari

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*
1st	*+1*	*+0*	*+2*	*+0*	*Falcon's cry +1, winged warrior*
2nd	*+2*	*+0*	*+3*	*+0*	*Winged evasion*
3rd	*+3*	*+1*	*+3*	*+1*	*Falcon's cry +3, eagle's dive*
4th	*+4*	*+1*	*+4*	*+1*	*Flurry of blows*
5th	*+5*	*+1*	*+4*	*+1*	*Falcon's cry +5, swooping dive*

Weapon and Armor Proficiency: Eagle Riders gain no proficiency with any weapon or armor.

Eagle Eyes (Ex): At 1st level, a rider gains the ability to see more clearly in the distance. The rider can also distinguish color and detail under low light conditions. The rider gains a +4 bonus on Spot checks.

Aerial Combat (Ex): At 2nd level, a Rider gains the ability to fight confidently from the back of the eagle. The Rider gains a +2 bonus on all attack rolls made while mounted on a giant eagle.

Quick Flyer (Ex): At 3rd level, an Eagle Rider and his mount have bonded, able to travel together at higher speeds. Any giant eagle chosen as an Eagle Rider's mount gains a 20 ft. bonus to its flying speed. An Eagle Rider may only have one giant eagle mount at a time.

Saving Grace (Ex): At 4th level, an Eagle Rider may attempt to shield its rider from harm when it is forced to land due to injury, excessive weight, or wind speed. If the giant eagle has an open area in which to land, it may attempt a DC 10 Dexterity check to land without harm to itself or its rider. If there is no open area, the giant eagle may attempt a DC 15 Dexterity check to shield its rider from damage in a crash landing, resulting in both rider and mount taking half damage from the fall. (The Eagle Rider may make a Tumble check to reduce falling damage by 10 feet as normal, but it must tumble off the giant eagle to do so.)

At 7th level, the giant eagle automatically lands without harm in an open area, and gains a +5 bonus on the Dexterity check required to land in other terrain.

Eagle Dodge: At 5th level, the Eagle Rider gains the Dodge feat even if he does not meet the prerequisites. In addition, the eagle gains the benefits of the Dodge feat as long as the rider is mounted astride the giant eagle.

Eagle Sense (Su): At 6th level, an Eagle Rider gains the ability to communicate telepathically with the mount.

Improved Aerial Combat (Ex): At 8th level, an Eagle Rider gains a +4 bonus on attack rolls and a +2 bonus on damage rolls while mounted on a giant eagle. This replaces the bonus granted by aerial combat and does not stack with the "higher ground" attack bonus.

Eagle Mobility: At 9th level, the Eagle Rider gains the Mobility feat even if he does not meet the prerequisites. In addition, the eagle gains the benefits of the Mobility feat as long as the rider is mounted astride the giant eagle.

Leap of Faith (Ex): An Eagle Rider of 10th level can perform a leap of faith in which the rider may leap off the giant eagle, or any high surface (such as a tower or cliff), into a freefall. If the giant eagle is within 400 feet (or the giant's flight speed x4, whichever is greater) and is not helpless or stunned, it will instantly fly to the rider's aid, catching him at any specific point during the fall. The Eagle Rider must make a successful DC 25 Jump check to perform the leap, which accounts for both the initial leap of faith and the eagle's ability to catch the rider. If the check is failed, the Eagle Rider may attempt another check every

Eagle Rider

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*
1st	*+0*	*+0*	*+2*	*+0*	*Eagle eyes*
2nd	*+1*	*+0*	*+3*	*+0*	*Aerial combat*
3rd	*+2*	*+1*	*+3*	*+1*	*Quick flyer*
4th	*+3*	*+1*	*+4*	*+1*	*Saving grace*
5th	*+3*	*+1*	*+4*	*+1*	*Eagle dodge*
6th	*+4*	*+2*	*+5*	*+2*	*Eagle sense*
7th	*+5*	*+2*	*+5*	*+2*	-
8th	*+6*	*+2*	*+6*	*+2*	*Improved aerial combat*
9th	*+6*	*+3*	*+6*	*+3*	*Eagle mobility*
10th	*+7*	*+3*	*+7*	*+3*	*Leap of faith*

round until he either re-mounts the giant eagle or hits the ground.

Snowcap Legionary

"Quit your whinin', new-blood! If you can feel yourself shakin', then you ain't cold enough yet!"

Kedaltol's overland passes are guarded by the Ice Legion's elite Snowcap contingent. These robust defenders spend most of their lives in mountainous regions and are known for their ability to outlast the staunchest foes.

Hit Die: d8

Requirements

To qualify to gain levels as a Snowcap Legionary, a character must fulfill all of the following criteria.

Base Attack Bonus: +4.

Skills: Balance 4 ranks, Climb 8 ranks, Jump 4 ranks, Survival 4 ranks.

Feats: Endurance, Power Attack.

Special: Must speak Dwarven.

Class Skills

The Snowcap Legionary's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Snowcap Legionary.

Weapon and Armor Proficiency: Snowcap Legionaries gain proficiency in all martial weapons, light armor, and shields (except tower shields).

Alpine Endurance (Ex): A Snowcap Legionary is immune to altitude fatigue and altitude sickness (see Chapter 3 of the *Dungeon Master's Guide*). He also gains cold resistance 5.

Flesh of Stone (Ex): A Snowcap Legionary's body is toughened by constant exposure to the elements. At 2nd level the legionary gains a +1 bonus to Fortitude saves and a +1 natural armor bonus to his Armor Class. These bonuses increase to +2 at 4th level.

Mountaineer (Ex): At 3rd level, a Snowcap Legionary gains a +4 competence bonus to all Balance and Climb checks. If the Snowcap Legionary has a climb speed, he instead gains a +10-foot bonus to his climb speed.

In addition, the legionary may move up steep slopes and through dense rubble at his normal speed.

Arctic Endurance (Ex): At 5th-level, a Snowcap Legionary's cold resistance increases from 5 to 10. He is now immune to fatigue, and anything that normally causes him to become exhausted instead makes him fatigued.

Will of Stone (Ex): A Snowcap Legionary is said to be as unyielding as the mountain he protects. Once per day at 5th level, a legionary may reroll one Will save that he has just attempted. He must take the result of the reroll, even if it is worse than the original roll.

Midland Guardsman

"Loyalty to Land and Lord."

The Midland Guardsman prestige class represents the Guard's most skilled bodyguards and personal defenders. While the Guard employs a variety of troops, these individuals prove their worth to the Midland Nations and to the Great Sovereign Lord time and time again.

Hit Die: d10

Requirements

To qualify to gain levels as a Midland Guardsman, a character must fulfill all of the following criteria.

Races: Coin dwarf or Midlander human (Some other Midlander races accepted prior to 421 AD).

Snowcap Legionary

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*
1st	*+1*	*+2*	*+0*	*+0*	*Alpine endurance*
2nd	*+2*	*+3*	*+0*	*+0*	*Flesh of stone +1*
3rd	*+3*	*+3*	*+1*	*+1*	*Mountaineer*
4th	*+4*	*+4*	*+1*	*+1*	*Flesh of stone +2*
5th	*+5*	*+4*	*+1*	*+1*	*Arctic endurance, will of stone*

Alignment: Any lawful.
Base Attack Bonus: +5.
Skills: Sense Motive 4 ranks, Spot 4 ranks.
Feats: Alertness, Armor Proficiency (medium), Combat Reflexes, Honor-bound.

Class Skills

The Midland Guardsman's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the Midland Guardsman.

Weapon and Armor Proficiency: Midland Guardsmen gain proficiency in all simple and martial weapons, heavy armor, and shields (including tower shields).

Able Defender: Whenever a Guardsman is using Combat Expertise or performing the fighting defensively or total defense actions, she may give the AC bonus to an adjacent ally while retaining the bonus for herself.

Favor: Members of the Midguard are able to call upon the considerable resources of the Guard and the Midlands as a whole. This ability functions like the noble class ability (see the *Dragonlance Campaign Setting*). If this ability is already possessed from another class, the Midland Guardsman class level may be added to the levels of the class(es) that grant the favor ability to determine the favor check and the number of uses per week.

Uncanny Dodge (Ex): At 2nd level, a Midland Guardsman can react to danger before her senses would normally allow her to do so. This ability functions like the rogue ability of the same name. If uncanny dodge is already possessed from a different source (such as barbarian or rogue levels), improved uncanny dodge (see below) is gained instead.

Dragonmetal Sanction (Ex): At 3rd level, a Guardsman receives a dragonmetal melee weapon, suit of armor, or shield of her choice (as long as the item can be made from dragonmetal). The dragonmetal item is attuned to her and grants her a +2 bonus on Charisma-based skill checks to people of the Midlands when displayed proudly. If the item is traded or given to someone who is not of the Midland Guard, she must buy another dragonmetal item to regain the bonus to Charisma-based skill checks.

Ever Honorable (Ex): Also at 3rd level, a Midland Guardsman is always considered to be upholding a promise, oath, or sworn duty for purposes of the Honor-bound feat. However, if she willingly breaks a promise or oath, she loses the benefits of the Honor-bound feat and takes an additional –2 penalty on saving throws until she atones for her actions (see the *atonement* spell for more information).

Keep a Wary Eye (Ex): At 4th level, a Guardsman is constantly alert and looking for danger. She may actively make Listen, Sense Motive, and Spot checks as free actions once per round. In addition, she may take 10 on these skills even if distractions or stress would normally prevent her from doing so.

Improved Uncanny Dodge (Ex): At 5th level, a Midland Guardsman can react to opponents on either side of her as easily as she reacts to a single attacker. This ability functions like the rogue ability of the same name. If the Guardsman already possesses improved uncanny dodge, the Midland Guardsman class level may be added to the levels of the class(es) that grant improved uncanny dodge to determine the minimum rogue level required to flank her.

In the Line of Fire (Ex): Also at 5th level, if an adjacent ally suffers an attack or must make a Reflex save, a Midland Guardsman may immediately switch places with the ally to receive the attack in his place. The Guardsman

Midland Guardsman

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*
1st	*+1*	*+2*	*+0*	*+0*	*Able defender, favor +1*
2nd	*+2*	*+3*	*+0*	*+0*	*Uncanny dodge*
3rd	*+3*	*+3*	*+1*	*+1*	*Dragonmetal sanction, ever honorable*
4th	*+4*	*+4*	*+1*	*+1*	*Keep a wary eye, favor +2*
5th	*+5*	*+4*	*+1*	*+1*	*Improved uncanny dodge, in the line of fire*

must declare this before the attack roll or Reflex save is made, but she may do so even if it is not her turn. If, after switching places the ally is still within the area of the spell or effect that prompted the Reflex save, he must make a saving throw as normal. The Midland Guardsman may use this ability a number of times per day equal to 3 + the Guardsman's Wisdom modifier.

Ex-Midland Guardsman

A Guardsman who leaves the organization either by resigning or being fired may no longer advance in rank within the Guard or advance in levels within the prestige class.

Spellsinger

"Music soothes the savage beast? Any accomplished musician may accomplish this, but only a spellsinger may send entire armies to sleep by the power of her voice alone."

Bards are often considered to be master performers who happen to dabble in the magical arts. Spellsingers, on the other hand, seek to advance the art of sonomancy ("sound magic") and bardic magic to new heights, pushing the creative limits of music in all its forms.

Bards have the easiest time becoming spellsingers, though there are a number of master/sorcerers and rogue/sorcerers among their ranks. Most other classes lack the drive and talent to pursue the arts of musical magic.

Hit Die: d6

Requirements

To qualify to gain levels as a spellsinger, a character must fulfill all of the following criteria.

Skills: Knowledge (arcana) 8 ranks, Perform (sing) 8 ranks.

Feats: Skill Focus (Listen).

Spells: Must be able to cast 2nd-level arcane spells without preparation.

Class Skills

The spellsinger's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier

Class Features

All of the following are class features of the spellsinger.

Weapon and Armor Proficiency: Spellsingers gain no proficiency with any weapon or armor.

Spells: At every level, a spellsinger gains new arcane spells per day and spells known as if she had gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as an increase in a familiar's abilities).

Spellsinger

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*	*Spells per Day*
1st	*+0*	*+0*	*+0*	*+2*	*Spellsinger music, suggestion*	*-*
2nd	*+1*	*+0*	*+0*	*+3*	*Discerning ear, song of slumber*	*+1 level of existing arcane class*
3rd	*+1*	*+1*	*+1*	*+3*	*Sonomancy +1*	*+1 level of existing arcane class*
4th	*+2*	*+1*	*+1*	*+4*	*Lesser spellsong*	*+1 level of existing arcane class*
5th	*+2*	*+1*	*+1*	*+4*	*Concussive shout*	*+1 level of existing arcane class*
6th	*+3*	*+2*	*+2*	*+5*	*Spellsong*	*+1 level of existing arcane class*
7th	*+3*	*+2*	*+2*	*+5*	*Song of freedom*	*+1 level of existing arcane class*
8th	*+4*	*+2*	*+2*	*+6*	*Sonomancy +2*	*+1 level of existing arcane class*
9th	*+4*	*+3*	*+3*	*+6*	*-*	*+1 level of existing arcane class*
10th	*+5*	*+3*	*+3*	*+7*	*Greater spellsong*	*-*

If the character had more than one arcane spellcasting class before becoming a spellsinger, she must decide which class will gain a spellcasting level for the purposes of determining spells per day and spells known.

Spellsinger Music: A spellsinger can use music or poetics to create magical effects on those around her. Spellsinger music follows the same rules as bardic music, and each use of spellsinger music costs one daily use of bardic music to activate (see Chapter 2 of the *Player's Handbook*). Spellsinger levels stack with bard levels for the purpose of determining the spellsinger's daily uses of any bardic music abilities and the bonus granted by the *inspire courage* ability (if the spellsinger has that ability).

Suggestion (Sp): A spellsinger with at least 9 ranks in a Perform skill can use music or poetics to place suggestions in the minds of others. This ability otherwise functions like the bard's *suggestion* spell-like ability described in the *Player's Handbook*.

Song of Slumber (Sp): A spellsinger of 2nd level or higher with at least 10 ranks in a Perform skill can use her voice to place creatures in a slumber, as though she had cast the sleep spell. Unlike the normal sleep spell, a song of slumber affects a maximum number of Hit Dice equal to the spellsinger's ranks in the Perform skill used.

Concussive Shout (Su): A spellsinger of 5th level or higher with at least 13 ranks in a Perform skill can use her voice to create a sonic wave in a 50-foot cone. While this attack does not deal any physical damage, it may disorient those caught within its area of effect for a number of rounds equal to the spellsinger's class level. A successful Fortitude save (DC 10 + spellsinger level + spellsinger's Charisma modifier) negates the effect.

The effects of a spellsinger's concussive shout vary with the number of ranks she has in the Perform skill used to create the shout. A spellsinger with 13 ranks in the appropriate Perform skill dazes those who fail their Fortitude save. If the spellsinger has 16 ranks in the appropriate Perform skill she may attempt to stun those who fail their save instead of merely dazing them. Finally, if the spellsinger has 18 ranks in the appropriate Perform skill she may choose to incapacitate those who fail their save instead of merely dazing or stunning them. The spellsinger must declare her intention to stun or incapacitate before using this ability. A concussive shout is a sonic ability.

Song of Freedom (Sp): A spellsinger of 7th level or higher with at least 15 ranks in a Perform skill can use her voice to place suggestions in the minds of others. This ability functions like the bard's *song of freedom* spell-like ability (see the bard class features in the *Player's Handbook*).

Discerning Ear (Ex): A spellsinger can detect subtle nuances in pitch and tone. Beginning at 2nd level, a spellsinger adds one-half her class level as a competence bonus on Bluff and Listen checks, on Disable Device and Open Lock checks when the device or lock has an audio component, and on Sense Motive checks when the subject is speaking.

Sonomancy (Ex): Beginning at 3rd level, a spellsinger adds the listed bonus to his spell DC's when casting any spell with a sonic descriptor.

Lesser Spellsong (Su): Beginning at 4th level, the spellsinger may cast all mind-affecting and sonic spells as though she possessed the Eschew Materials and Eschew Focus feats.

Spellsong (Su): Beginning at 6th level, all mind-affecting and sonic spells cast by the spellsinger are extended as though the Extend Spell feat had been used, but without increasing the spell level of the spell.

Greater Spellsong (Su): At 10th level, all mind-affecting and sonic spells cast by the spellsinger are maximized as if the Maximize Spell feat had been used, but without increasing the spell level of the spell.

New Feats

The following feats supplement those found in the *Player's Handbook* and the *Dragonlance Campaign Setting*.

Armor Distribution

You are less encumbered by wearing armor.

Prerequisites: Armor Proficiency.

Benefit: Choose a type of armor with which you are proficient (breastplate, full plate, etc). When wearing your chosen armor type, your armor check penalty is reduced by one point (minimum 0), and your chance of arcane spell failure is reduced by 5%. For example, if you choose chain shirt, you have a -1 armor check penalty and a 15% chance of arcane spell failure (instead of -2 and 20%, respectively) when wearing a mundane chain shirt.

You can gain this feat multiple times. Each time you take the feat, it applies to a different type of armor with which you are proficient.

Eschew Focus

You can cast spells without relying on focus components.

Prerequisites: Eschew Materials.

Benefit: You can cast any spell that has a focus (including a divine focus) costing 25 gp or less without needing that focus. If the spell requires a focus that costs more than 25 gp, or if the spell otherwise requires the focus as part of its description, you must have the focus at hand to cast the spell, just as normal.

In addition, you may use the Eschew Materials feat to cast any spell that has a material component costing 25 gp or less.

Expand Spell [Metamagic]

You can affect more targets with your spells.

Benefit: This feat affects spells that target one or more other creatures. An expanded spell affects twice as many targets as normal, but does not create additional spell effects. For example, you cannot expand a magic missile spell, since the spell does not create additional magic missiles.

An expanded spell uses up a spell slot two levels higher than the spell's level.

Fast Flier

You can fly faster than others of your race, but with less skill.

Prerequisites: Fly speed.

Benefit: Your fly speed increases by 20 feet, but your maneuverability (see Movement Modes in Chapter 7 of the Monster Manual) decreases by one category. For example, an Avanesti's fly speed increases to 50 feet, but his maneuverability drops to poor.

Greater Armor Distribution

You wear armor as though it were a second skin.

Prerequisites: Armor Distribution, Armor Proficiency.

Benefit: Choose a type of armor to which you have already applied the Armor Distribution feat. When wearing your chosen armor type, your armor check penalty is reduced by another point (–2 total, minimum 0), and you gain a +1 dodge bonus to Armor Class.

You can gain this feat multiple times. Each time you take the feat, it applies to a different type of armor with which you are proficient.

Greater Lunar Devotion

Your resistance to spells from your deity's favored schools is greater than normal.

Prerequisites: Wizard level 10th, Knowledge (arcana) 6 ranks, Knowledge (religion) 1 rank, Spellcraft 6 ranks, Lunar Attunement, Lunar Devotion.

Benefit: If your patron deity is Solinari, you gain a +3 sacred bonus on saving throws against abjuration and divination spells (whether arcane or divine in nature).

If your patron deity is Lunitari, you gain a +2 luck bonus on saving throws against illusion and transmutation spells (whether arcane or divine in nature). This is a sacred bonus (if you are good) or a profane bonus (if you are evil). If you are neither good nor evil, you must choose the type of bonus granted (sacred or profane). Once this choice is made, it cannot be changed.

If your patron deity is Nuitari, you gain a +2 profane bonus on saving throws against enchantment and necromancy spells (whether arcane or divine in nature).

Special: A wizard may select Greater Lunar Devotion as one of his wizard bonus feats.

Improved Mistsight

Your eyes pierce misty and vaporous conditions even better than those of other Neskudar.

Prerequisites: Mist dwarf.

Benefit: Your mistsight is effective up to 30 feet. Creatures 35 feet away have concealment (20% miss chance), and creatures farther away have total concealment (50% miss chance, and you cannot use sight to locate the target).

Normal: A Neskudar's mistsight is normally effective to 10 feet, with creatures having concealment at 15 feet and total concealment at 20 feet.

Lunar Attunement

Your dedication to the moon-gods inspires your understanding of magic.

Prerequisites: Wizard level 1st.

Benefit: When you take this feat, your patron deity becomes the collective moon-gods (Solinari, Lunitari, and Nuitari). You gain a +2 bonus on all Concentration and Spellcraft checks.

Special: A wizard may select Lunar Attunement as one of his wizard bonus feats. Alternately, he may replace the summon familiar class feature with Lunar Attunement as a bonus feat. If this option is chosen, the wizard also gains Lunar Devotion as a bonus feat as soon as he meets the prerequisites.

If your patron deity ever changes to a god other than Solinari, Lunitari, or Nuitari, you lose all benefits of this feat, as well as other feats for which Lunar Attunement is a prerequisite.

Lunar Devotion

Your devotion to a specific moon-god both focuses and limits your arcane power.

Prerequisites: Wizard level 5th, Knowledge (arcana) 6 ranks, Knowledge (religion) 1 rank, Spellcraft 6 ranks, Lunar Attunement.

Benefit: When you take this feat, your patron deity becomes a specific moon-god—Solinari (if you are good), Lunitari (if you are neither good nor evil), or Nuitari (if you are evil). You gain the benefits of Moon Magic as described on page 74 of the *Dragonlance Campaign Setting*.

Special: A wizard may select Lunar Devotion as one of his wizard bonus feats. A wizard who replaced the summon familiar class feature with the Lunar Attunement

feat gains Lunar Devotion as a bonus feat, as soon as he meets the prerequisites.

If your patron deity changes to another moon-god, the new moon-god's cycles are used to determine your Moon Magic benefits. If your patron deity changes to a god other than Solinari, Lunitari, or Nuitari, you lose all benefits of this feat.

Lunar Rebuke

You can affect creatures that have been created or summoned by magic, much as a cleric affects the undead.

Prerequisites: Wizard level 1st, Spellcraft 4 ranks, Lunar Attunement.

Benefit: You can turn or dismiss summoned creatures much as a good cleric turns undead. This ability affects creatures brought into existence by a spell or spell-like ability with the summoning subschool, such as summon monster spells or a demon's spell-like ability to summon others of its kind. Summoned creatures that would be destroyed simply disappear, as if their hit points had been reduced to 0 or lower. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

This ability does not affect creatures that have been called instead of summoned.

Special: A wizard may select Lunar Rebuke as one of his wizard bonus feats. If your patron deity changes to a god other than Solinari, Lunitari, or Nuitari, you lose all benefits of this feat.

Smarter than Wise

You can reason your way out of mental effects that would overwhelm your willpower.

Prerequisites: Talker gnome (Mentoi).

Benefit: You add your Intelligence modifier (instead of your Wisdom modifier) to Will saving throws.

Sonar Senses

You can sense underwater activity at a greater distance than your cousins.

Prerequisites: Coral elf, Wis 15+.

Benefit: Your blindsense is effective up to 60 feet. This ability only works when you are underwater. You also gain a +2 bonus on Listen checks.

Normal: A Corinesti's blindsense is normally effective underwater to 30 feet.

Sworn Foe

You swear to defeat all members of a particular species.

Prerequisites: Non-good.

Benefit: Choose a non-unique creature (kunda, red dragon, umber hulk, etc.—you cannot choose individuals such as Montegron or Traxus). You gain a +2 bonus on Listen, Sense Motive, Spot, and Survival checks against the creatures, as well as a +2 bonus on weapon damage rolls against the creatures. However, you suffer a –2 penalty to all Charisma-based skill checks when you are communicating with your sworn enemy.

Special: A ranger may give up his first favored enemy (see the *Player's Handbook*) in order to gain Sworn Foe as a bonus feat. If this option is chosen, the bonus on skill checks and weapon damage rolls increases to +4, and the ranger may improve his sworn foe bonus at later levels as though it were a favored enemy.

You can gain this feat multiple times. Each time you take the feat, it applies to a different, specific creature entry.

Tougher than Quick

Through sheer hardiness, you can withstand spells that you should otherwise avoid.

Prerequisites: Coin dwarf.

Benefit: You add your Constitution modifier (instead of your Dexterity modifier) to Reflex saving throws.

Chapter 3: Magic and the Gods

Listen well, my apprentices. The difference between a wizard and a sorcerer is as vast as the gulf that lies between the sun and the moons, and yet each walks hand in hand just as the three moons that ride the night's sky. While a wizard, like a scholar, seeks a patron among the three cousins in order to pursue their studies of magic and increase their powers, a sorcerer is like an artist that while they may not understand the why behind their abilities, may manipulate the magic in the world around us as easily as they breathe.

Does this make the wizard superior to the sorcerer? No, merely it makes us different, two sides of the same coin, each with a different approach to the same goal, the worship of the gods through the use of the magic that they bequeathed unto mortals so long ago.

Excerpt from the lecture "On Magic and Tolerance"
Haran of Etlarn, Master Mage

It is sometimes said that only magic and the gods can shape the face of Krynn—this is as true of Adlatum as it is with other, more distant lands. Creatures of inherent magic use their gifts as they have done since the forgotten past. True priests use god-granted powers to pursue their own agendas and those of their patrons. Wizards channel arcane energies that have been purified or subverted by the moon-gods, depending on whom one asks. Adlatum's sorcerers guide the ancient magic of Krynn into specific invocations, though only the strongest may recognize the taint of Chaos and the Graygem's passing. Even the "new magic" of mysticism is merely a rediscovered art, already centuries old to Adlatum and practiced by those of unusual conviction.

With the exception of inherent magic, these powers waxed and waned over the years as powerful events drove the River of Time onward. Ambient magic slowly faded over the centuries until the Elder Dragons' involvement and the Graygem's destruction increased its presence. The gods' gifts left with the Drowning and reappeared only to disappear again during the Starfall, which also saw the loss of the moon-gods' energies. Mysticism itself may have remained stable since its birth on Adlatum, but the mystics are at greater risk due to the rumors that have arisen about the source of their gifts.

Arcane Magic

As stated in the *Dragonlance Campaign Setting*, arcane magic directly manipulates the creative energies that formed Krynn. There are two types of arcane magic—ambient arcane magic (also known as primal sorcery or "wild sorcery") and focused arcane magic (also known as wizardry or "High Sorcery").

Primal Sorcery, the Ambient Arcane

Primal sorcery is said to be the first form of magic—and is as flexible and unfettered as the Chaos from which it sprang. Primal sorcerers need not study arcane theories or memorize diagrams, but must convince the magic to work for them. Many have tried to quantify this process over the years to no avail—probably due to primal sorcery's very nature—but one theory states that the sorcerer's own ego must force the magic to work for it. Failure in this process could conceivably lead to disaster.

Adlatum's ambient energies are different than the energies of other lands. For reasons unknown, the Graygem's passage across Adlatum left very strong remnants of ambient energy. This energy made it possible for Adlatum's sorcerers to continue their practice long after other sorcerers had lost access to ambient magic.

The Graygem not only affected great swaths of land across Adlatum, but altered some of its denizens as well. The most notable of these are the Elder Dragons. These ancient beings seethe with primal sorcery and have learned to regulate these energies, denying sorcerers (and mystics) access to ambient magic within their expansive domains.

In game terms, users of primal sorcery cast arcane spells without preparing them in advance like wizards do. Sorcerers are the most common users of primal sorcery, but others exist (most notably bards and members of the assassin prestige class).

The Brethren of the Flame

In the pursuit of bettering magic, the Brethren of the Flame are dedicated to using primal sorcery to defend Etlarn to the best of its abilities. With the lack of focused arcane magic after the Starfall for almost forty years, the resources of the Brethren of the Flame have been bolstered to make up for the loss of the other Brethren orders.

Necromancers of the Sovereignties

In addition to the Midland Guard, the Great Sovereign Lord Montegron has a number of secretive dark mages in his service. These disparate sorcerers and their activities are mostly unknown to the general Midland populace.

Other Practitioners

There are more sorcerers unassociated with larger organizations than similarly unassociated wizards. The

development of primal sorcery is often a more private experience than the discovery of other styles of arcane magic. However, it is not uncommon for several sorcerers within a local area to meet and converse about their practices in an informal setting.

However it is common for a several sorcerers within a local area to meet and converse about their practices in an informal setting.

Wizardry, the Focused Arcane

Wizardry, or "High Sorcery" as it is called on Ansalon, is the term given to the study of the arcane energy focused by the moon-gods and re-introduced to Krynn. Wizardry is often considered a more demanding art than primal sorcery—it is a magic of rituals and formulae, of memorizing specific patterns and using them to produce fantastic effects.

Solinari foresaw a change to Adlatum's magical fabric in the 2800s PD, though he was unable to discern its exact nature. The moon-gods, rightly concerned about the mystical wake left by the Graygem's passing, developed High Sorcery and introduced it to Adlatum in the 2700s PD. Adlatum's first wizards rejoiced in the knowledge that they were the only ones gifted with the moon-gods' new magic, but as the years passed this knowledge spread across the continent.

Adlatum's wizards have no Orders of High Sorcery to police their magical abilities, since the vast majority of wizards already pay respect to one or more moon-gods. Some wizards fully dedicate themselves to serving the moon-gods and acquire unusual powers (see **New Feats** in **Chapter 2**), while others dedicate themselves to a specific god or to the Tao-Shin tradition (see **Chapter 5**) while retaining their wizardly powers. The practice of wizardry was in heavy decline during the Starfall, but is in the midst of a new resurgence now that the moon-gods are back in the night sky.

In game terms, a user of wizardry prepares specific arcane spells in advance (see Chapter 10 of the *Player's Handbook* for more information). Wizards are the only known users of wizardry (hence the term), but others may exist in your own campaigns.

The Black Branch of the Tashrama

In the Black Branch of the Tashrama, the Elder Dragon Xyvren respects and honors the magic of the dark moon. Although practitioners of primal sorcery are accepted within the Branch, there is a call to gather those who study black wizardry in hopes of gaining power by merging the arcane studies together.

Magic Restrictions

Characters who attempt to wield both ambient magic and focused magic must eventually choose one or the other—typically by experiencing an epiphany and changing focus (see Chapter 3 of the Dragonlance Campaign Setting*). Those who attempt to use both forms of magic are eventually ripped apart.*

Characters who are multiclassed in both ambient and focused magic (bard/wizards, cleric/mystics, etc) must make a DC *15 Will save every month or take 1 point of ability drain to each of the character's key spellcasting ability scores. This ability drain cannot be overcome in any way (including restoration spells) and lasts until the character forgoes either ambient magic or focused magic (typically by changing focus as described in Chapter 3 of the* Dragonlance Campaign Setting*).*

The Brethren of the Moons

In the Magocracy of Etlarn, the Brethren of the Moons are dedicated to the focused arcane magic originating from the moons. Although the Brethren lean heavily to the magic of the silver moon first and the crimson moon second, a growing number are succumbing to the temptations offered by the dark magic of the ebony moon.

Other Practitioners

Those who study the focused arcane art of wizardry are not necessarily part of a larger organization. It may take a finely honed mind to master the art of wizardry, but any reasonably intelligent (and patient) person can learn the basics of the moon-gods' art. Corinesti may stumble across the occasional spellbook in their undersea foraging, and more non-affiliated wizards are likely to be coral elves than other races.

Of course, wizardly organizations are not above competing with one another, and most groups actively seek to enlist men and women who have proven themselves competent in this style of magic.

Divine Magic

Divine magic on Adlatum is entirely based on faith. In fact, it is sometimes called "faith magic" by sages. There are two types of divine magic—ambient divine magic (also known as mysticism) and focused divine magic (also known as clerical magic or true faith).

Mysticism, the Ambient Divine

The ambient power that birthed Krynn is not only rooted in the essence of creation but in a spiritual core as well. Practitioners of the ambient divine may embrace mysticism in very different ways. Whereas clerical magic is practiced

by those who follow Krynn's gods, the power of mysticism is ultimately drawn from the unified spiritual energies of Krynn's mortal inhabitants. Mysticism contains all potential moralities and emotions, thus mystics can follow entirely different paths depending on each individual's faith—be it faith in oneself, in a specific philosophy, or in something even more ephemeral.

Mysticism was exceedingly rare during Adlatum's first few ages and its practitioners were often mistaken for primal sorcerers. It would remain nearly unknown to the people of Adlatum until after the Drowning, when those who sought to control mortals—the Elder Dragons—awakened it. As repositories of ambient power, the Elder Dragons hoped to control Adlatum's mystics and sorcerers and may have succeeded, were it not for the release of Chaos and the subsequent resurgence of ambient magic into the world.

In game terms, users of mysticism cast their divine spells without preparing them in advance like clerics, druids, and other classes might. Mystics are clearly the most common practitioners of mysticism, but others may exist (such as the "mystic paladin" or "mystic ranger" variants described in **Chapter 2**).

Adlarism

The faithful of Adlarism think themselves to be dedicated to the god Reorx. In truth, the divine powers and abilities granted to the prophets and the devout truly originated from the Graygem and Chaos. As such, the so-called clerical magic is truly mystic in nature even if the practitioners believe otherwise.

Tashrama

The mystics of the Tashrama do not consider themselves mystics. These priests truly believe their powers come from the gods, and cannot comprehend others' beliefs that a "true cleric" is somehow obliged to select specific prayers for the day. Despite their zealotry, the church has recently experienced a major upheaval that threatens its continued existence.

Until recently, most worshipers believed that the gods spoke through specific proxies, each of which is a member of the Tashramadic Council. However, it has been revealed that the true powers of the church are the Elder Dragons. Those who remain with the church, and its newest supplicants, openly believe in the Elder Dragons' divinity and their right to rule Adlatum and Krynn.

Regardless of their beliefs, all Tashramadic "priests" are practicing mysticism. The power stemming from the Elder Dragons originates from the chaos-taint that altered them and their surrounding lands millennia ago.

Other Practitioners

Individual mystics unassociated with larger groups are not widespread in Adlatum, but they were not unheard of after the Starfall. Due to the religious friction building in the Midlands and elsewhere, those who are able to duplicate divine talents do not often advertise their abilities, concerned that they will be seen as heretics and persecuted.

True Faith, the Focused Divine

Those who call upon the deities of Krynn receive the gifts of true faith—also known as clerical magic—though godly worship on Adlatum is often different from that of other lands. These unknowable beings may be called gods, Paths of Tao-Shin, self-aware manifestations of divine energy, or something else entirely. Regardless of form, each of these powers predates Krynn and watches over its continued existence (though the gods certainly seem to have different reasons for doing so).

On Adlatum, a caster's ability to use clerical magic is not necessarily dependent on a specific deity—though many such individuals exist. Practitioners of Tao-Shin often learn and gain enlightenment by worshiping multiple deities during the course of their lives. The devotee's dedication to her deity, or her deity's pantheon, is what fuels her divine gifts.

True faith was until recently thought to be the only magic capable of turning or rebuking the restless dead, for not even the most powerful ancient mystics possessed such skill. A handful of mystics have displayed the ability to turn undead since the loss of Paladine, yet no counterparts exist to rebuke undead despite the loss of Takhisis. These cosmic events have caused many theurgists to question what happens to a god's divine energy when the god is no more.

In game terms, a user of true faith prepares specific divine spells in advance (see Chapter 10 of the *Player's Handbook* for more information). Clerics and druids are the most well-known users of focused divine magic despite their ability to spontaneously convert spells to certain other types of spells (such as a cleric's ability to spontaneously convert spells to *cure* or *inflict* spells, or the "spontaneous domain spell" variant presented in *Holy Orders of the Stars*). Paladins and rangers use this form of magic as well (unless the "mystic paladin" or "mystic ranger" variants are used).

Tao-Shin

Tao-Shin is an ancient religion that teaches paths to a heightened state of existence. The practice of Tao-Shin grew quickly from its inception, though it was torn asunder from within (by betrayal) and without (by the Drowning). Its members have been few ever since.

The gods' return heralded a rebuilding of Tao-Shin, though its influence in Adlatum is still very weak. Communication between sects is poor to nonexistent, but the faithful are dedicated to doing what they can to promote their respective Paths of Enlightenment.

Other Practitioners

Throughout Adlatum there exist unorthodox practices dedicated to unusual beliefs—such as the kundas' dual pantheon of Antaeun and Danbhala. A church's popularity varies by region and race, but worshipers of other faiths always exist in some form or fashion.

Members of locally popular faiths often feel free to use their magic to demonstrate their devotion to their god, while those who are more secretive or modest with their beliefs restrain themselves and try to not reveal their nature unless in a more accepting society.

Inherent Magic

Inherent magic is possessed by specific races such as the fey folk, true dragons, and others. Unlike other forms of magic, inherent magic is instinctual—the creature simply knows how to use its gifts. This magic may be considered arcane or divine, depending on the race in question. Different races may have been given their gifts for different reasons, but their magic is mostly unaffected by the presence (or absence) of ambient magic or the deities. Their magic simply is—it is as natural to them as breathing, though they occasionally require material components to focus their abilities (the Eschew Materials and Eschew Focus feats help to offset this dependency).

In game terms, a creature uses inherent magic if it possesses any spellcasting or spell-like abilities (before adding class levels). Such a creature may continue to advance its inherent abilities with appropriate class levels (such as an aranea who takes additional sorcerer levels). It may also learn either ambient magic or focused magic (by taking levels in a class that do not advance its existing spellcasting abilities).

Users of inherent magic may learn either ambient or focused magic without penalty, but are subject to the normal dangers if they attempt to acquire class levels in both ambient and focused caster classes (see the **Magic Restrictions** sidebar).

Domains

In addition to the domains listed in the *Player's Handbook* and the *Dragonlance Campaign Setting*, other domains may be accessible to clerics of various gods. Some domains not listed here may be found in *Holy Orders of the Stars*.

Charm

Granted Power: The character can boost his Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Level	*Domain Spell*
1	*Charm person*
2	*Calm emotions*
3	*Suggestion*
4	*Heroism*
5	*Charm monster*
6	*Geas/quest*
7	*Insanity*
8	*Demand*
9	*Dominate monster*

Madness

Granted Power: The character gains an Insanity score equal to half his or her class level. For spellcasting (determining bonus spells and DCs), the character uses his or her Wisdom score plus his or her Insanity score in place of Wisdom alone.

For all other purposes, such as skills and saves, use Wisdom minus insanity in place of Wisdom.

Once per day, the character can see and act with the clarity of true madness. Use the character's Insanity score as a positive rather than a negative modifier on a single roll involving Wisdom. Choose to use this power before the roll is made.

Level	*Domain Spell*
1	*Lesser confusion*
2	*Touch of madness*
3	*Rage*
4	*Confusion*
5	*Bolts of bedevilment*
6	*Phantasmal killer*
7	*Insanity*
8	*Maddening scream*
9	*Weird*

Nobility

Granted Power: The character has the spell-like ability to inspire allies, giving them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Allies must be able to hear the character speak for 1 round. Using this ability is a standard action. It lasts a number of rounds equal to the character's Charisma bonus and can be used once per day.

Level	Domain Spell
1	*Divine favor*
2	*Enthrall*
3	*Magic vestment*
4	*Discern lies*
5	*Greater command*
6	*Geas/quest*
7	*Repulsion*
8	*Demand*
9	*Storm of vengeance*

Repose

Granted Power: The character may use a death touch once per day. The death touch is a spell-like ability that is a death effect. The character must succeed at a melee touch attack against a living creature (using the rules for touch spells). When the character touches, roll 1d6 per her cleric level. If the total at least equals the creature's current hit points, it dies.

Level	Domain Spell
1	*Deathwatch*
2	*Gentle repose*
3	*Speak with dead*
4	*Death ward*
5	*Slay living*
6	*Undeath to death*
7	*Destruction*
8	*Surelife*
9	*Wail of the banshee*

Rune

Granted Power: Gain the Scribe Scroll feat for free.

Level	Domain Spell
1	*Erase*
2	*Secret page*
3	*Glyph of warding*
4	*Explosive runes*
5	*Lesser planar binding*
6	*Greater glyph of warding*
7	*Instant summons*
8	*Symbol of death*
9	*Teleportation circle*

Spells

Magic is as important in Adlatum as it is elsewhere on Krynn. The following spells have seen their use throughout the years by Midlander sorcerers, Etlarnic wizards, and other spellcasters.

Bolts of Bedevilment

Enchantment [Mind-Affecting]
Level: Madness 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell grants the caster the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

Fogsight

Transmutation
Level: Rgr 3, Sor/Wiz 2
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet in misty and smoke-filled conditions. The subject ignores concealment produced by non-magical smoke, mist, or vapor. *Fogsight* does not grant the ability to see in magically-created mist or smoke, such as the *fog cloud* or *obscuring mist* spells or the "smoke cloud" application of a *pyrotechnics* spell. The subject's vision is still limited by lighting conditions.

Fogsight can be made permanent with a *permanency* spell, using the same minimum caster level and XP cost listed for *darkvision*.

Focus: A pair of silver-rimmed glasses worth 25 gp.

Fogsight, Greater

Transmutation
Level: Rgr 4, Sor/Wiz 3
Duration: 10 min./level

This spell functions like *fogsight*, except that the duration is longer and the subject can see in smoke and mist that has been created magically.

Greater fogsight cannot be made permanent.

Maddening Scream
Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 8, Madness 8
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1d4+1 rounds
Saving Throw: None
Spell Resistance: Yes

The subject cannot keep him or herself from behaving as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling.

The effect worsens the Armor Class of the creature by 4, makes Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.

Signature Sigil
Universal
Level: Sor/Wiz 2
Components: V, S, M
Saving Throw: See text
Spell Resistance: See text

This spell functions like *arcane mark*, except that you can mentally command your personal rune or mark to perform one of the effects listed below:

Blast: As a standard action, you can command your sigil to explode in a burst of magical force, dealing 1d6 points of damage per two caster levels (maximum 5d6) to all creatures in a five-foot radius. Each creature can attempt a Reflex save to take half damage, and spell resistance applies against this effect.

Light: You can command your sigil to glow as a standard action, clearly illuminating a 10-foot radius and providing shadowy illumination to a 20-foot radius. You cannot command your sigil to shed light if you have made it invisible.

Quench: You can command your sigil to stop glowing (canceling the light effect) as a standard action.

Material Component: You sprinkle sapphire dust (worth 25 gp) on the substance to be marked.

Surelife
Abjuration
Level: Repose 8
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: Self
Duration: 1 minute/2 levels

This spell allows the caster to protect him or herself against some condition that would ordinarily cause certain death (like suffocation, drowning, or a coup de grâce). The character can only protect him or herself against a natural occurrence or condition, not against a spell or the action of a creature. The character must specify the condition against which he or she wishes to protect him or herself, and the spell is effective only against that condition. Should the character be subjected to that condition during the duration of the spell, he or she feels no discomfort and takes no damage from the condition. However, the spell does not protect any items carried on the caster's person. At the end of the spell's duration, the condition has full normal effects if the character is still subjected to it.

Touch of Madness
Enchantment [Mind-Affecting]
Level: Madness 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The caster may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed subject is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

Xyvren's Spirit Projection
Necromancy
Level: Sor/Wiz 9
Casting Time: 1 hour
Range: Touch
Target: Self
Duration: 1 hour/level (D)

This spell functions in a manner similar to astral projection, but your spirit remains on the same plane as your physical body.

When you cast this spell, your spirit leaves your physical body and re-forms in an adjacent square of your choice. Your spirit resembles a glowing amorphous mass of Small size, but as a standard action you can force your spirit to resemble any creature type of Tiny, Small, or Medium size by making a Spellcraft check (DC 15 + caster level, or 20 + caster level to assume the form of a specific individual). Your body remains in a form of suspended animation for as long as this spell is in effect.

Regardless of form, your spirit is corporeal and has no need to breathe, eat, drink, or sleep. It has an AC of 10 and Strength, Dexterity, and Constitution scores of 10. Your spirit has as many hit points as you have at the time Xyvren's spirit projection is cast. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. Your physical skills are modified by your new ability scores, and you may lose access to feats if you no longer meet the requirements.

As long as your spirit is projected, you cannot feel or sense any changes to your physical body unless additional magic is used. If your physical body is slain, you die when Xyvren's spirit projection ends. You also die if your spirit-form is slain.

You return to your body when the spell ends, or when Xyvren's spirit projection is successfully dispelled at either your spirit or your physical body. Any damage suffered by your spirit-form transfers to your physical body—if your physical body is also injured, the lost hit points are cumulative.

Material Component: A ruby worth at least 1,000 gp.

New Magical Items and Artifacts

Adlatum has its share of unusual magical items, though many of these were lost with the Drowning. The following magical items were either recovered from the depths, or are created in sufficient numbers that they may be found in an Adlatum campaign.

Dust of Dispelling: This fine blue powder can be used to dispel a single spell (or spell-like ability) on an area, object, or person. A handful of dust can be thrown in the air to coat objects in a 10-foot radius, or the dust can be delivered at range (via blowgun, thrown vial, or other method) to cover a similar area.

Dust of dispelling functions as the "area dispel" version of *dispel magic*. Make a dispel check (1d20+10) against the spell with the highest caster level in the area. If that check fails, make successive checks against other spells in the area until a single spell is dispelled or until all dispel checks are failed.

Faint abjuration; CL 10th; Craft Wondrous Item, *dispel magic*; Market Price 1,500 gp.

Eclipsing Star: This weapon is a *+1 cold iron heavy flail* of unknown origin that has been crafted with a cold-wrought iron head and a darkwood haft. It is currently wielded by Damrye, head of the army of the White Branch of the Tashrama. The wielder gains a +4 insight bonus to Will saving throws as long as the Star is worn. Once per day, if the wielder swings the flail clockwise over his head (as a standard action), he shines with a brilliant light that extends out to a 20-foot radius for 5 rounds. This light dispels any darkness effects that it comes in contact with, and causes 1d6 points of damage per round to all undead creatures within range.

Faith abjuration and evocation; CL 9th; divine instruction; Market Price 5,000 gp.

Elixir of Elemental Dancing: This magical draught temporary increases a Hoda kunda's connection to her birth-element, and is typically used by Hoda barbarians before mighty battles. Any non-Hoda who drinks an *elixir of elemental dancing* gains energy resistance 10 to one of the following energy types, chosen at random: cold, electricity, fire, or sonic.

A Hoda who drinks the elixir increases her racial energy resistance by 10 points. In addition, any adjacent opponent who damages the Hoda with a piercing or slashing weapon must make a Reflex save (DC 13) or take 1d4 points of energy damage. This damage is always of a type appropriate to the Hoda's element: Air-Hoda bodies spark for electrical damage, Earth-Hoda give off tremors that deal sonic damage, Fire-Hoda flare up for fire damage, and Water-Hoda emanate a chill that deals cold damage.

The effects of an *elixir of elemental dancing* last for 1 hour.

Faint abjuration and evocation; CL 6th; Brew Potion, *resist energy*, creator must be a Hoda kunda; Market Price 900 gp.

Eyes of Rosmera: This triple-monocle grants its wearer a few abilities, depending on which lens is actually being used at the time. The wearer flips one of three lenses into place to gain the appropriate abilities. If the wearer tries to use multiple lenses simultaneously, or tries to use the eyes of Rosmera in conjunction with any other magical item that fits over the eyes, he is automatically stunned for 1 round and no magical effects are generated.

The first silver-banded lens provides the wearer with a +5 competence bonus on Search checks to find secret doors, traps, and similar objects. The second gold-banded lens provides the wearer with a +5 competence bonus on Appraise checks. The third platinum-banded lens enables the wearer to use *detect magic* three times per day and *identify* once per day.

Moderate divination; CL 9th; Craft Wondrous Item, *detect magic*, *identify*, *true seeing*; Market Price 9,000 gp.

Judgment: This bastard sword was crafted by Noragaen Veliya's husband Rafin Veliya upon her being appointed to the position of Second Protector of the Midland Guard. *Judgment's* blade and much of the hilt is made of dragonmetal. The ends of the hilt and the bottom

of the pommel are adorned with designs of gold, platinum, dragonmetal, and iron. At the base of the blade, iron plate strips are impressed with images of a sword completely wrapped within vines, berries, and leaves. The sword acts as a masterwork dragonmetal bastard sword.

Although credited by many to be one of the better known swords crafted in the modern age and is mentioned alongside other famed magical weapons, it must be noted that technically *Judgment* is not actually magical in nature. It is a sword that has been expertly made from the purest and strongest dragonmetal available.

Market Price 9,035 gp.

Messenger: This is a specially crafted weapon that was forged for the silver dragon Crescent around 340 PD. Autenanima instructed an Etlarnic smith to craft a large weapon, with a half-moon silver axe head on one side of the weapon, and a silver warhammer on the other. The haft was created from a white wood that Autenanima provided to the smith, and it was crafted with symbols of the moons. The smith did not know who this was being crafted for, but he followed the instructions of the god, creating *Messenger* in two months. Shortly after, Crescent claimed *Messenger*, and trained for many years. The blade has been in his keeping ever since, and is too large for most other people to use.

Messenger is an exotic weapon and is thus very unwieldy for anyone not specifically proficient in it. Messenger functions as a *+4/+4 defending keen silvered double axe*, except that the defending end deals bludgeoning damage instead of slashing damage.

Strong conjuration; CL 20th; divine instruction; Market Price 100,660 gp.

Musical Instrument, Dancing: These expensive instruments enable their owners to continue playing despite conflicts or distractions. A character may release a dancing instrument (as a move action) any time after he has begun playing it, freeing up his hands to wield weapons or cast spells. The instrument takes up the same space as the character but is considered an attended item for all purposes while dancing. A dancing instrument is also a masterwork instrument and grants a +2 circumstance bonus on Perform checks when used.

A dancing instrument continues playing the tune started by the character for five minutes before dropping, unless the character grabs it (as a free action) before that time. The instrument continues musical special abilities (such as bardic music or spellsinger music) for five rounds before dropping, as if the character had continued concentration on the effect.

A dancing instrument functions three times per day.

Faint transmutation; CL 7th; Craft Wondrous Item, *mage hand*, *prestidigitation*, *sculpt sound*; Market Price 4,350 gp, Weight 1-5 lbs.

Periapt of Proof Against Dreams: This protective amulet is a triangular emerald set on a silver chain. The wearer is immune to spells that target the wearer through dreams (such as the *nightmare* spell). In addition, the wearer gains a +5 resistance bonus on Will saves.

Moderate abjuration; CL 10th; Craft Wondrous Item, *nondetection*, *resistance*, *spell immunity*; Market Price 13,000 gp.

Star Metal Weapons of the Midlands (Minor Artifacts): Prior to the Drowning, each of the long-standing Midland nations had its own shining weapon that symbolized each ruler's status of power. For many countries, the knowledge of how and who created these weapons was lost. Some say they were made from the very stars, but it has long been suspected that each of them had been divinely created or blessed.

Since the Drowning, all of the weapons have been lost—either during the Drowning itself or through events occurring long before the Great Wave struck. Only those nations with long histories had these weapons. Those founded later on (i.e., Bhadlum and Vjenor) never had one of their own. Although referred to as the Weapons of the Midlands, even some of the nations that had existed to the west of the Midlands and are only now considered part of the Midlands were gifted with these items.

The Star Metal Weapons of the Midlands

Weapon Name	*Weapon Type*	*Nation*
Faithfinder	*Arrow*	*Drejor*
The Farmer's Blade	*Scythe*	*Pelcatis (Tashramada)*
Innerdark	*Quarterstaff*	*Guiteger*
Loadbearer	*Greatsword*	*Isryan*
Megonue	*Lance*	*Solishairon*
The Originator	*Composite Longbow*	*Trejor*
Reckoning	*Mace*	*FyxZharar*
Shield of the Northlands	*Tower Shield*	*Narstedh*
Spear of Iveraque	*Spear*	*Iveraque*
Springlife	*Trident*	*Dhu*
Sword of Mercy	*Longsword*	*Diquantany*
The Twins	*Pair of Sai*	*Mauritand*
Wrath of Light	*Claymore*	*Charant Aros*

Faithfinder: The legendary arrow belonged to the nation of Drejor. According to the Chronicles of Istenaro, the arrow has an ashen shaft, a diamond tip, and is inscribed with runes that are believed to read "All who lose their way need to look to faith." Strangely, this differs from the description of the arrow in the legend of its origin. In the legend it is described as being made from a single strange yet brilliant substance. Some scholars believe that if Faithfinder was reunited with the *Originator*, the star metal weapon of Trejor, the two nations would unite into a single power. Others believe that the chance for a united power was passed by long ago when the two weapons were first parted. *Faithfinder* vanished during the Drowning, even though only moderate damage was sustained by the palace that housed it. Many believe it was stolen.

The Farmer's Blade: No Pelcha king ever held this simple scythe, for there has never been one. Instead, the family of the most respected mayor among the farming settlements possessed it. Some do not believe the scythe was even gifted to Pelcatis but was in fact inherited from another now-dead power. According to the Chronicles of Istenaro, it was a simple looking farmer's tool gifted with magical powers. According to legend, the wielder of the scythe could out work any man, woman, or child of any race. Prior to the Canon War, the *Farmer's Blade* was taken by the once-oppressive nation of Narstedh. Its fate after that point is unknown.

Innerdark: The legendary weapon of *Innerdark* was a ferocious staff wielded by the rulers of Guiteger. The secrets of the silver-like quarterstaff are unknown, as story-tellers often added their own take on the weapon's powers. Some feats included the calling of meteors, a plague of flies, purification of the wells of Novkia, and even the cause of the Drowning. Innerdark is consistently described as being a star metal staff of unholy light. It disappeared in 962 PD, when former High Priest Merko Johan took the weapon from Guiteger and vanished.

Loadbearer: The rulers of Isryan wielded this greatsword. Said by the Chronicles of Istenaro to be jewel encrusted, the sword is believed to be a blade that never dulls, never rusts, and is crafted of star metal. It was last wielded by King Jakys Arderne who was holding it in the then-capital of Atlitium when the Drowning struck. Stories say *Loadbearer* now lies under the waters of the Sargassi Sea, but no Corinesti excursion has yet found it.

Megonue: The famous lance of the rulers of the Solishairon Empire, *Megonue* is rumored to have been ten feet long and made of ironwood with a star metal point. It is said to inspire such fear that prior to the eve of a battle against Oguna, the enemy surrendered at the banks of Tinos Creek rather than face it. *Megonue* was taken by the minotaurs after the capital of Joanucian fell two days before the Drowning. When the Great Wave struck, the lance was lost completely.

The Originator: According to the Annuls of Roberion and local legend, the Drejori star metal composite longbow known as *The Originator* never missed. Meant to work with Drejor's *Faithfinder*, the weapons were believed to be separated as soon as they were handed over by the gods. Some scholars believe that if Faithfinder was reunited with *Originator*, the star metal weapon of Trejor, the two nations would unite into a single power. Others believe that the chance for a united power was passed by long ago, when the two weapons were first parted by the siblings who founded their respective nations. The bow was stolen from its place directly over the Throne of the Shining Heaven shortly before the Drowning. With the thief known, the eight brave sons of King Uelhas ventured out to track the bandits responsible. Before it could be retrieved, their world was flooded. It is believed the bandits died in the Drowning and the bow lost forever.

Reckoning: The mace known as *Reckoning* was a symbol of power in FyxZharar, according to the Scrolls of Glickanree. Passed from king to king, the mace was created from steel not of this world. The mace was forged by the Tandar dwarves and presented to the royal family of the then-tiny kingdom as a gift. The mace is said to be four feet long with a studded head and is depicted in several tapestries as the weapon held by those who led armies. The mace was lost over a thousand years ago when the royal family hid it when armies from Dhu entered FyxZharar on their way to do battle with the Empire of Narstedh.

Shield of the Northlands: Although not a weapon, this tower shield is included in stories about the legendary star metal weapons. The Shield of the Northlands was the legendary shield of the Emperor of Narstedh. According to the Chronicles of Istenaro, it is believed that the shield was given to the king as a gift from the tribes living in the Frozen Mountains—a story widely discounted by most modern day historians, yet some strongly support the claim. The star metal shield is said to have been able to protect the king from not only physical attacks, but magical and mental assaults as well. The shield was said to be with the king at all times and weighed only a fraction of any tower shield of similar design. It is described being five feet high and three feet wide. The last user of the shield is believed to have been the final king of Narstedh, King Tolasion III. Some stories claim the king survived the Drowning, with the shield fending the Great Wave off. But with the formation of the Sargassi Sea and the lack of any credible evidence to King Tolasion's survival, most believe the shield became as lost as the ancient empire itself.

Spear of Iveraque: This spear was said to be the weapon that the ruling King of Iveraque used in battle, according to the Annuls of Roberion. Its true given name has been lost to history. The spear is rumored to fit the size of the person wielding it in battle. Although its shaft was made of a strong rare wood, the shining tip was where the strength

resided. The spear appears in many local mythologies and stories (slaying the giant Gold Rock, driving back hobgoblins of an ancient marshland, and even killing the so-called Emperor of the Broken Lands). The spear's existence has never been verified. It is said to have been lost when the original monarch of Iveraque fell millenia ago.

Springlife: The trident is rumored to contain powerful magic, according to the Journal of Gussun, written decades after the trident's disappearance. Tales of this weapon are still told in Dhu today, as the citizens believe that Springlife was a holy artifact that could return to its rightful owner and also raise the dead. The trident was lost along with the capital city of Yuan when the Drowning struck. Stories claim that King Kamahele almost perished when he tried to save the trident while court mage, Okaleni, struggled to get the royal family in one place so he could teleport them away from the impending devastation. The king and his family were saved. *Springlife* was not.

Sword of Mercy: The longsword is the blade used by the ruling family of Diquantany to claim rulership, according to the Chronicles of Istenaro. This sword is believed to be forged from pure star metal but is described as having a red strip running down the length of the sword. It is rumored that the sword united the land of Diquantany under one rule and that the victorious faction granted leniency to the conquered tribes. According to the chronicles, the sword was used to pardon prisoners once a year in honor of the original event. Legends say the *Sword of Mercy* was cast into the heavens and vanished when the armies of Chôt-tang overran the capital during the first half of the Canon War.

The Twins: These two sai were perhaps the most feared weapons in Mauritand, according to the Chronicles of Istenaro. How the sai were created is unknown, but it is rumored that the weapons were gifts from the god (or goddess) Tsanahenan. It is believed that the wielder of the weapons can be taught to dance in battle. The sai are crafted of an ornately stylized star metal that glowed in both sunlight and moonlight and attracted the attention of all who laid eyes on them. It is believed the sai were stolen from the Lord Emperor during the Canon War in 80 PD. Popular, yet false, stories claim *The Twins* were taken from Lord Emperor Ude at the Battle of Roden nine years earlier or from Lord Emperor Urati right before the Drowning.

The Wrath of Light: The origin of the sword is unknown, but it is said the claymore was wielded by the original Ci'tec of Charant Aros when she brought the feuding clans together to forge the loosely bound nation. Some stories say *the Wrath of Light* was lost in the Drowning. Others say it was lost in battle forty years earlier during the Canon War. The scantest of voices have made other accusations saying the weapon was hidden by the Ci'tec herself, to be kept away from the desires of other powers. Those few have been discredited time and again.

Tassels, Magical: These colored tassels are commonplace in Etlarn and increasing in popularity elsewhere. Magical tassels are affixed to a character's helmet or other headgear, and the headgear must be worn in order for the tassel to function. However, magical tassels do not take up a body slot for purposes of magic items worn (see the *Dungeon Master's Guide* for more information).

Tassel of Battlefield Health: This red-and-white tassel has seven knots tied in it. A character may mentally "activate" one knot to cast *cure light wounds*, two knots to cast *remove disease*, or three knots to cast *restoration*. An "activated" knot immediately unravels without affecting the other knots—when the last knot is undone, the tassel is rendered non-magical.

Moderate conjuration; CL 7th; Craft Wondrous Item, *cure light wounds*, *remove disease*, *restoration*; Market Price 3,750 gp.

Tassel of Grounding: This bronze-colored tassel protects the wearer from one type of energy—acid, cold, electricity, fire, or sonic (chosen upon creation). A *tassel of grounding* grants five points of energy resistance of the appropriate type.

Faint abjuration; CL 3rd; Craft Wondrous Item, *resist energy*; Market Price 12,000 gp.

Tassel of Health: This red tassel promotes physical well-being. A character with this tassel heals at twice the normal rate (or triple the normal rate if receiving long-term care—see the Heal skill in the *Player's Handbook* for healing rates). The tassel does not prevent bleeding, nor does it stabilize the wearer.

Moderate conjuration; CL 5th; Craft Wondrous Item, *cure moderate wounds*; Market Price 15,000 gp.

Tassel of Iron Will: This gold tassel has five knots tied in it. If the wearer fails a Will save against a fear effect while wearing a *tassel of iron will*, one knot comes undone as it bolsters the wearer's willpower, granting a second save with a +4 bonus. The tassel may be used but once per round in this fashion, and becomes non-magical when the last knot is undone.

Moderate conjuration; CL 1st; Craft Wondrous Item, *remove fear*; Market Price 500 gp.

Volumes of the Prophet (Major Artifacts): The seven Volumes of the Prophet are graced with magical ability and knowledge of the future. When the Volumes are brought together, they can be used for even greater effect. The Volumes were written about 4,500 years ago by a man known only as the Prophet.

While the human's volume allows one to look into the future of the human race and to potentially predict

or divine their fates, if it is brought together with the elven Volume, one can get insight into the future of both races, including their interrelationships, shared history, additional power, and so on. Combining the Volumes unlocks additional unspecified powers. It is rumored that each Volume has its own distinctive ability beyond looking into the future of each race, but the exact nature of these powers has long been forgotten.

The seven Volumes are each numbered, named, and assigned to each of the prominent races of Adlatum at the time of their writing.

The Volumes of the Prophet

Volume Number	*Volume Name*	*Race of Focus*
I	*Volume of Balance and Free Will*	*Humans*
II	*Volume of Light*	*Elves*
III	*Volume of Darkness*	*Ogres*
IV	*Volume of Creation*	*Dwarves*
V	*Volume of the Mind*	*Gnomes*
VI	*Volume of the Spirit*	*Kunda*
VII	*Volume of Power*	*Minotaurs*

The God of Knowledge is believed to have provided or inspired the creation of the Volumes long ago in order for the mortals of Adlatum to know their fate and have the knowledge to change it. This knowledge was entrusted to the legendary figure known as the Prophet. With the future of the world laid bare before him, he spent the remainder of his days penning down the great expanse of knowledge given to him in the flash of an instant.

The contents of the Volumes were written in a cryptic format as a collection of poems, quatrains, symbols, and other various codes both artistic and intellectual in nature. These divinings are magical but they are also an interpretation of the Prophet's own divinations. A person could try to divine their own future by reading the pages, but there would still be guesswork required at the best of times.

When the Prophet wrote his works, they were in no cohesive or consistent fashion. It was only after his death that a secretive organization that named itself the Brotherhood of the Prophet took his works and spent decades sorting through them. The Brotherhood separated the mass of work into the seven Volumes, based on which of the major races they believed each entry was meant for. The Prophet did forsee the coming of the Brotherhood, and knowing that, the Brotherhood found writings they interpreted as directions from the Prophet for them. Following what they thought were directions, they delivered the Volumes to their respective races upon each one's completion.

Upon the arrival of the Graygem, the unfinished Volumes became tainted with chaotic magic, binding their knowledge to past and future. The Volumes gained the potential to alter time and affect the future. Whether or not the Prophet had foreseen this is a point debated within the Brotherhood. Fulfilling their promise, the Brotherhood delivered the remaining Volumes as planned, and the Brotherhood swore not to use their knowledge to affect the flow of history unless circumstances turned dire to the point of catastrophe, as they did when the minotaurs tried to steal all seven Volumes and seize control of Adlatum.

Roleplaying Notes: The Volumes are probably Adlatum's most powerful artifacts and have the potential to shake the foundations of not only Adlatum but also all of Krynn. Extreme caution is advised for any Dungeon Master wishing to make direct use of these tomes. The knowledge within the tomes is encrypted, but there is always a risk of unbalancing the system when the Volumes are put into use, especially if more than one Volume is available. As with any major artifact, close monitoring of their use is required. The most famous of Adlatum's wars have been fought over the knowledge in these pages.

It should be noted that one of the Volumes is secretly in the possession of the Fallen Avanesti also known as the Prophet. Not even her companions know she has it on her.

Whetstone of All Metals: This seemingly ordinary whetstone sparkles with an inner light. Up to three times per day upon command, any manufactured weapon (or up to fifty projectiles) touched to a *whetstone of all metals* may overcome adamantine, cold iron, and silver damage reduction for one hour. The whetstone does not impart this ability upon a projectile-launching weapon (such as a bow), but may be applied to the projectiles themselves.

Moderate transmutation; CL 10th; Craft Wondrous Item, *fabricate*; Market Price 19,200 gp.

The Gods of Adlatum

The divine powers of Krynn are known by a sweeping variety of names throughout the world, but rarely do their followers know them by the same names over the vast gulf between the continents.

The gods are listed here by order of their pantheon and common Ansalonian name. This ordering is purely for the sake of simplicity in reference. For the most part, the Ansalonian names have never been uttered in Adlatum or in the Tao-Shin church.

Reading the Deity Entries

The following deity entries use the same format described in the *Dragonlance Campaign Setting*, except as follows:

- The gods' relative power levels, home planes, and celestial symbols are unchanged from those of Ansalon and are not duplicated here.
- The colors and vestments associated with a god typically vary by the culture or society in which the god is worshiped and are not listed in the god's initial entry.
- Domains marked with an asterisk (*) may be found in the *Holy Orders of the Stars* sourcebook.

Gods of Good

Branchala

Kalacht (bakali), Brandir (dwarves), Dusios Bardos (elves), Locusios (Etlarnic/Onarian humans), Melod (Igurni), Devinerell/Devlin (kunda), Bral Gi (Mahjoran minotaurs), Charu (Midlander humans/gnomes), Yeldama (Oguna), Lghi (Sakkaran minotaurs)
Symbol: Golden harp or kettle drum
Alignment: Chaotic good
Portfolio: Beauty, dance, harmony, liberty, music, playfulness, poetry
Worshipers: Barbarians, entertainers, fey creatures, poets, travelers
Cleric Alignments: NG, CG, CN
Domains: Chaos, Good, Luck, Trickery
Favored Weapon: Rapier

Branchala is said to be the wellspring from which all song and poetry flows, and his divine form guides mortals to find their own happiness by spreading good cheer to others. His clerics spread these arts where they can do so freely, or enable the impoverished or enslaved to find their own freedom of expression despite any shackles that may bind them. Branchala has no gender to most Adlati—as the patron of song he exists beyond such concepts.

Music can bring out a variety of emotions in its listeners, and Branchala's clerics (those who "listen" most closely) often have impulsive or unpredictable natures. Cleric/barbarians of Branchala, though rare, embrace the ability to switch from peaceful demeanors to furious anger at a moment's notice.

Branchala is greatly revered by the fey folk and is considered something of a prankster to them. They pay homage by holding great artistic gatherings in his name and by playing pranks on others—the more serious the victim, the better.

Divine followers of Branchala pray for (and receive) their spells at dawn.

Habbakuk

Jur'cikk (bakali), Watin (dwarves), Rig Mori (elves), Mori Avasi (Etlarnic/Onarian humans), Aposima (Igurni), Morgannae (kunda), Hrut Zan (Mahjoran minotaurs), Anphlasaad (Midlander humans/gnomes), Nellehk (Oguna), Frhtlax (Sakkaran minotaurs)
Symbol: Blue phoenix or white dolphin
Alignment: Neutral good
Portfolio: Animals, hunting, renewal, water
Worshipers: Coral elves, druids, farmers, half-elves, rangers, sailors
Cleric Alignments: LG, NG, CG
Domains: Animal, Good, Travel, Water
Favored Weapon: Scimitar

Habbakuk promotes the bond between the creatures of Adlatum and the environment (land, sea, and air). The lessons that can be learned by watching the natural world are important to those who worship many of the forms of Habbakuk.

Understanding and respecting the natural order of life and death is the cornerstone of those faithful to Habbakuk. Many also watch how the natural world behaves and strive to learn how they can apply these lessons to their own lives. Loyalty to community and family is often sited as one of the first lessons taken, along with the understanding that nature and civilization must exist in balance as much as good and evil.

The gender of Habbakuk varies depending on the culture. The Igurna, Midlanders, and kunda view Habbakuk as a woman, while the eastern humans, elves, and dwarves see him as male.

Divine followers of Habbakuk pray for (and receive) their spells at dusk.

Kiri-Jolith

Thijak (balaki), Ki Ulit (dwarves), Camulos (elves), Giustiza (Etlarnic/Onarian humans), Spartlana (Igurni), Ogilvan (kunda), Ry Joj (Mahjoran minotaurs), Nairsaif (Midlander humans/gnomes), Korolothe (Oguna), Reejoh (Sakkaran minotaurs)
Symbol: Upright sword in front of a sun
Alignment: Lawful good
Portfolio: Courage, heartiness, honor, perseverance, war
Worshipers: Etlarnic humans, fighters, heroes, Oguna, paladins, soldiers
Cleric Alignments: LG, NG, LN
Domains: Good, Law, Nobility, Strength, War
Favored Weapon: Longsword (or battleaxe for dwarves)

Kiri-Jolith is the patron of courage, just causes, valor, and conflict in furtherance of righteousness. Those who praise the Guardian of Light have no tolerance on those who pray on the weak. They believe in building up their own strength

for the purpose of benefiting those who cannot defend themselves and their community as a whole.

There are many civilizations in which the major belief is "might makes right." It is in these cultures that Kiri-Jolith often flourishes as a secondary religion for those who believe that "might for right" against those who solely strive for rule via tyranny.

Most cultures view Kiri-Jolith as male, with the exception of the bakali who see all of their gods as genderless and the kunda who tell tales of the great and beautiful warrior woman Ogilvan (Kiri-Jolith), valiant daughter of both a true god and a being of darkness.

Divine followers of Kiri-Jolith pray for (and receive) their spells at dawn.

Majere

Iu'shev (bakali), Rosik (dwarves), Esok (elves), Pensokia (Etlarnic/Onarian humans), Torpoarva (Igurna), Aenid (kunda), Mah-Jor (Mahjoran minotaurs), Thobit (Midlander humans/gnomes), Ovelash (Oguna), Reejor (Sakkaran minotaurs)
Symbol: Copper fish or red rose
Alignment: Lawful good
Portfolio: Discipline, loyalty, meditation, thought
Worshipers: Gnomes, Mahjoran minotaurs, monks, scholars, theologians
Cleric Alignments: LG, NG, LN
Domains: Good, Knowledge, Law, Meditation
Favored Weapon: Unarmed strike

The followers of Majere see patience and thought followed by clarified action as the key to peaceful enlightenment and a better future.

Although there are worshippers of Majere in the Tao-Shin, the primary culture to follow Majere directly are the Mahjoran minotaurs. Seeing how rash violence destroyed their civilization during the Canon War and Drowning, the Mahjorans have learned to follow the lessons of the goddess Mah-jor, their representation of Majere.

Most cultures see Majere as male, but the minotaurs, Etlarnic humans, and Onarian humans often view the god as a female.

Divine followers of Majere pray for (and receive) their spells at dawn.

Mishakal

Hekta (bakali), Tonol (dwarves), Beli-Debu (elves), Curaria (Etlarnic/Onarian humans), Nealcoca (Igurna), Janasheal (kunda), Pishka (Mahjoran minotaurs), Miraphayt (Midlander humans/gnomes), Hellanda (Oguna), Ka Pish (Sakkaran minotaurs)
Symbol: A pair of crossed hands with palms touching and fingers splayed
Alignment: Neutral good
Portfolio: Compassion, fertility, healing, love, mercy, youth
Worshipers: Healers, midwives, pacifists, scholars
Cleric Alignments: LG, NG, CG
Domains: Community, Good, Healing, Protection
Favored Weapon: Dagger

All damage done to the body and the world naturally will be repaired in time. Healing the world of injury, disease, and other ills is what Mishakal has always strived for, and her followers have done what they could to assist her and the world.

Although all clerics of the Path of Light in the Tao-Shin can heal injuries, those dedicated to any of Mishakal's Adlati representations are better skilled and most focused in that endeavor.

Most cultures view Mishakal in a female form, but there are exceptions. The dwarves worship the healing god Tonol, a wasting bald beardless dwarf dedicated to giving all of his own life energies to repair and strengthen the world. The Etlarnic and Onarian humans worship the god Curaria who is often seen as a white robed young man holding onto the ideals of a world without suffering. The minotaurs have both male and female depictions.

Divine followers of Mishakal pray for (and receive) their spells at the noon hour.

Paladine (absent)

Vivkekt (bakali), Flaner (dwarves), Ardus Atar (elves), Pietarde (Etlarnish/Onarian humans), Tradastem (Igurni), The Forgotten Dark One (kunda), Farreln (Mahjoran minotaurs), Erraii (Midlander humans/gnomes), Brevaft (Oguna), Arreld (Sakkaran minotaurs)
Symbol: Platinum lion in front of a shield
Alignment: Lawful good
Portfolio: None (formerly guardianship, justice, law, light, protection, redemption)
Worshipers: None (formerly diplomats, Etlarnic humans, good dragons, guards, Mahjoran minotaurs, nobles, paladins)
Cleric Alignments: None (formerly LG, NG, LN)
Domains: None (formerly Good, Law, Nobility, Protection, Sun)
Favored Weapon: Longsword

Paladine was long considered the protector of all that is good and just, and his absence is considered an omen of ill tidings. Paladine delivered justice tempered by mercy, so that mortals who recognized their faults could be forgiven and rise to be something greater than they were. Undead confronted by his clerics' holy light were said to instantly renounce their vile pasts and seek to redeem themselves in their next lives.

As the head of the Path of Light, Paladine and his followers played critical roles defending other good beings from the minions of the Path of Power and, more recently, the Chaos-spawned. Stories abound with mention of these priests defending their kin at great cost to themselves, but his clerics also recognized the need for more subtle protections. More than a few of his followers helped struggling citizens against their tyrannical and evil overlords, often by posing as humble members of society.

Most cultures view Paladine as a male entity, but the minotaurs, Etlarnic humans, and Onarian humans view the god as female. The Sakkaran minotaurs believe that the god Shurong had slain the other deities, and that Arreld (Paladine) was the last to be defeated. According to their faith, her body striking the sea was what caused the Drowning.

The kunda have a darker view of Paladine. They blame him for not saving them from the Drowning and came to view him as the greatest evil the world has known. Since all of their histories are passed on by voice and not written record, in a few generations even the name of Paladine's representation for the kunda was forgotten. The kunda no longer recognize his existence.

Divine followers of Paladine prayed for (and received) their spells during the noon hour.

Solinari

Trechach (bakali), Solidus (dwarves), Argento Cant (elves), Autenanima (Etlarnish/Onarian humans), Abatutusor (Igurni), Jerithal (kunda), Xura (Mahjoran minotaurs), Situlos (Midlander humans/gnomes), Malsta (Oguna), Sura (Sakkaran minotaurs)
Symbol: Silver glyph or white sphere
Alignment: Lawful good
Portfolio: Arcane knowledge, magic, tides
Worshipers: Good-aligned wizards, paladins
Cleric Alignments: None (no clerics)
Domains: None
Favored Weapon: None

Solinari encourages the growth of wizardry on Krynn for the betterment of its mortals. Like the red and black moon-gods, Solinari's following is very small among non-wizards, though an Etlarnic order of holy warriors is said to gain their divine powers through steadfast dedication to Autenanima (who is female in their eyes).

Adherents of Tao-Shin view Solinari as the patroness of responsible magic, and all who follow the Path of Light must develop an understanding of magical cause and effect, so as to prevent harm from coming to the innocent.

Most Adlati do not consider Solinari or the other moon-gods to be "true" deities—the moons are powerful forces capable of affecting wizardly magic and the tides, but are not gods in their own right. Despite this belief, the moons are referred to as "moon-gods" by the people of Adlatum—just in case.

The gender of Solinari varies from culture to culture. The Etlarnic humans view all of the magic gods as women, while the Midlanders believe his gender is in flux. The minotaurs view the god as sexless. The Oguna also depict Malsta (Solinari) as a goddess of light. The kunda view Jerital (Solinari) as a god of power instead of magic, and they do not associate him with the white moon Holite.

Gods of Neutrality

Chislev

Kirk'k lettz (bakali), Heo (dwarves), Nertos (elves), Ervanya (Etlarnic/Onarian humans), Sabatic (Igurni), Brana (kunda), Xin (Mahjoran minotaurs), Thuban (Midlander humans/gnomes), Manrian (Oguna), Zxvik (Sakkaran minotaurs)
Symbol: Four arcs (green, red, yellow, and brown) connected to form a circle
Alignment: Neutral
Portfolio: Agriculture, beasts, nature, the seasons, wilderness
Worshipers: Druids, farmers, feral elves, gardeners, Oguna, rangers
Cleric Alignments: NG, LN, N, CN, NE
Domains: Air, Animal, Earth, Plant
Favored Weapon: Claw (spiked gauntlet)

Chislev tenders the natural world and is said to be the ground upon which mortals tread, the air they breathe, and the flowers they smell. She encourages mortals to trust their instincts, just as her instincts push forth the march of seasons.

Many Adlati think of Chislev as the only deity who never left them—indeed, they claim that she could not do so without dooming all of Krynn. She fell into slumber weeping for those washed away by the Drowning, and was again forced into sleep by the harm caused her during the Days of Darkness. Recently awakened by the returning gods, Chislev has focused her anger on the undead and Chaos-minions that plague her body.

Chislev's worshipers are often druids or rangers with little regard for organized worship, though nature-minded clerics of Tao-Shin exist as well. Many "civilized" citizens regard these clerics warily, as their reliance on intuition can lead to problems within organized society.

The natural god's gender varies depending on the culture of the people worshipping her. Elves, Igurna, Midlanders, minotaurs, and Oguna believe the god male. Dwarves, Etlarnic humans, and Onarian humans believe the god female. Bakali believe the god genderless, while kunda believe the god to be androgynous.

Divine followers of Chislev pray for (and receive) their spells at dawn.

Gilean

Gutresun (bakali), Adryce (dwarves), Bru'kos (elves), Notikoesh (Etlarnic/Onarian humans), Istori (Igurni), Keathhaer (kunda), Gjeln (Mahjoran minotaurs), Tarfine (Midlander humans/gnomes), Mykajon (Oguna), Pron Xin (Sakkaran minotaurs)
Symbol: Open book or silver quill
Alignment: Neutral
Portfolio: Balance, freedom, knowledge, learning, watchfulness
Worshipers: Historians, sages, scholars, scribes, teachers
Cleric Alignments: NG, LN, N, CN, NE
Domains: Knowledge, Liberation, Planning*, Protection, Rune
Favored Weapon: Quarterstaff

The hand of Gilean guides all who seek knowledge, regardless of purpose. As the force behind mortals' desire to learn, his hand guides all who seek knowledge in any form. In the Tao-Shin tradition, he is the guardian of the Path of Serenity.

The concept of having a permanent record of all events is very appealing to those (especially gnomes) who desire a way to analyze social behavior of civilizations under a variety of laws and traditions.

Gilean is often portrayed as male, with the exceptions being the bakali and Midlanders, who commonly assign no static gender to the god of record, and the Igurna who view Istori (Gilean) as an elderly female embodiment of history itself.

Divine followers of Gilean choose a specific time to pray for (and receive) their spells. Once this choice is made, it cannot be changed.

Lunitari

Retchach (bakali), Lulidus (dwarves), Abello Cant (elves), Calorossa (Etlarnic/Onarian humans), Tainarosu (Igurna), Siviralan (kunda), Xuna (Mahjoran minotaurs), Giauzar (Midlander humans/gnomes), Rubana Las (Oguna), Lusa (Sakkaran minotaurs)
Symbol: Red glyph or red sphere
Alignment: Neutral
Portfolio: Arcane knowledge, magic
Worshipers: Neutral-aligned wizards
Cleric Alignments: None (no clerics)
Domains: None
Favored Weapon: None

Lunitari encourages the growth of wizardry for its own sake, and settles squabbles between her cousins regarding the moral or immoral use of arcane magic on Adlatum. As one of Krynn's three advocates of wizardry, the crimson moon-god is considered a minor deity to most Adlati. Theologians believe Lunitari receives more respect than her cousins, since good and evil wizards are more likely to pay homage to Lunitari than to their opposing patron.

Those who follow the Tao-Shin Path of Serenity must first study Lunitari's doctrines in order to learn the creative use of their gifts. Lunitari's creativity and focus is said to resonate within mortals during their progression up the Path of Serenity.

Lunitari is intrigued by the potential secrets that lay within ambient magic, but she is very concerned with the Chaos-god's inherently unstable nature and the disturbing minds of its minions. Lunitari's mages are encouraged to expand possible avenues of wizardry by traveling with mystics and sorcerers, but are forbidden to practice these arts since doing so may burn out the mage's own potential (or force the mage to forsake wizardry altogether).

Depending on the culture, Lunitari's gender differs. For example, Igurna and Midlanders view the god as male while Etlarnic and Onarian humans see her as female. The minotaurs view the god without gender.

The kunda tell tales of Siviralan, a goddess of raw power who many scholars believe to be their rendition of the neutral god of magic. The kunda also do not associate her with the red moon Cremsan.

Reorx

Xrorx (bakali), Reorx (dwarves), Gofan (elves), Idator (Etlarnic/Onarian humans), Antrepelor (Igurni), Sayr (kunda), Rezknor (Mahjoran minotaurs), Melik Suud (Midlander humans/gnomes), Suudar (Oguna), Viknr (Sakkaran minotaurs)
Symbol: Warhammer standing upright atop an anvil
Alignment: Neutral
Portfolio: Creation, engineering, gambling, luck, mountains, smithing
Worshipers: Artisans, craftsmen, dwarves, gnomes
Cleric Alignments: NG, LN, N, CN, NE
Domains: Earth, Fire, Forge, Luck, Strength
Favored Weapon: Warhammer

Reorx is unique among the gods in being the only one to have his Ansalonian name known in Adlatum, albeit commonly only to Adlati dwarves. However since the Ansalonian names are unknown to the people of Adlatum, this fact is lost to everyone.

Reorx is seen by many to be the maker of the future, either by creating it with one's own hands or by leaving it to luck. Those who take to Reorx's teachings dedicate themselves to working for what they want, with the understanding that unforeseen events (luck good or bad) may derail such plans or possibly bring things to a greater result than intended.

Reorx is also unique in that all cultures (with the exception of the bakali who never apply gender to gods) view the god as male. Dwarves claim this is a sign that Reorx shows himself for who he is without guile or subterfuge. Others jest that this is because nobody wishes to imagine a divine being as a female dwarf.

Divine followers of Reorx pray for (and receive) their spells at dusk.

Shinare

Cicivaz (bakali), Slinoter (dwarves), Rosmera (elves), Ralzion (Etlarnic/Onarian humans), Belsumede (Igurni), Helnabaj (kunda), Sjin (Mahjoran minotaurs), Nekkarb (Midlander humans/gnomes), Lomosar (Oguna), Jinry (Sakkaran minotaurs)
Symbol: Merchant's scale
Alignment: Lawful neutral
Portfolio: Enterprise, trade, travel, wealth
Worshipers: Mercenaries, merchants, traders
Cleric Alignments: LG, LN, N, LE
Domains: Commerce*, Law, Luck, Nobility, Travel
Favored Weapon: Light mace

Business and the art of the honest deal are the backbone of the faith of Shinare. In order for society to thrive, a healthy economy is required. Within such an infrastructure, communication and fair agreements are bolstered. This (and the healthy flow of coin) is what Shinare stands for. In some cultures, Shinare is also the patron of social or cultural wealth, and is acknowledged by those of high standing.

Shinare is represented across the cultures as both male and female. Dwarves, elves, Igurna, and Midlanders view her as female, while elves, Etlarnic and Onarian humans, and kunda view the god as male. Oguna and bakali believe the god genderless, while the minotaurs believe the god appears as both genders. According to the dogma of the coin dwarves, Slinoter (Shinare) is Reorx's wife and the distributor of his creations.

Divine followers of Shinare pray for (and receive) their spells during the noon hour.

Sirrion

Sirr'ushush (bakali), Siron (dwarves), Tannu (elves), Tenaru (Etlarnic/Onarian humans), Fogreva (Igurna), Antaeun (kunda), Zan (Mahjoran minotaurs), Fogreva (Igurni), Mirac (Midlander humans/gnomes), Pharlon (Oguna), Zavik (Sakkaran minotaurs)
Symbol: Multicolored fire
Alignment: Chaotic neutral
Portfolio: Change, fire, passion, renewal, sun
Worshipers: Alchemists, artists, barbarians, fractured elves, half-elves, lovers
Cleric Alignments: CG, N, CN, CE
Domains: Air, Alteration, Chaos, Charm, Earth, Fire, Passion, Water
Favored Weapon: Heavy flail

Sirrion is a god of both passion and renewal. While the god is highly connected to the symbolism of fire, he is not a god of burning for the sake of destruction. When change comes the old must be swept away, and it is for this reason why the flames must come.

Many see Sirrion as an untamed god, but his wild nature is never without purpose. Freedom to change and grow is important, but uncontrolled behavior that solely leads to ruin is not.

Most Adlati cultures see Sirrion as female, while dwarves, and both Etlarnic and Onarian humans see him as male. The Midlandic representation, Mirac, is supposedly so open to change that his gender changes frequently, even so far as to fluctuate several times in a single appearance.

The Hoda tribe of the kunda has a special view of Sirrion, named Antaeun. She is the High God above all others, and she is not singularly tied to the element of fire. Instead, she is the mother of all four elements and thus of all of nature and all of creation. They also believe themselves born from the elements, in a manner of speaking, and thus are closely tied to their High Goddess.

Note: Kunda clerics of the High Goddess Antaeun often choose elemental domains (Air, Earth, Fire, and Water). Clerics of other aspects of Sirrion do not gain the Air, Earth, and Water domains, nor do kunda clerics often gain Alteration, Charm, or Passion.

Divine followers of Sirrion pray for (and receive) their spells at dawn.

Zivilyn

Yn'zih (bakali), Stenque (dwarves), Dusios Vidu (elves), Vidu (Etlarnic/Onarian humans), Copactar (Igurna), Danbhala (kunda), Vyzil (Mahjoran minotaurs), Choalshain (Midlander humans/gnomes), Gamraen (Oguna), Nilyvyz (Sakkaran minotaurs)
Symbol: Green and gold tree
Alignment: Neutral
Portfolio: Enlightenment, foresight, prophecy, wisdom
Worshipers: Counselors, Etlarnic humans, kunda, mediators, philosophers, sages
Cleric Alignments: NG, LN, N, CN, NE
Domains: Insight, Knowledge, Meditation, Repose, Time*
Favored Weapon: Quarterstaff

Wisdom should be cherished and used above all else, according to Zivilyn. To be able to have knowledge in what is to come and to carefully choose your actions based on those possibilities are the cornerstone of a healthy future for one's self and the world.

The dwarves, elves, and kunda consistently have Zivilyn appearing in some sort of male form, if with gender at all. The humans and minotaurs often depict the god of wisdom as a woman. Like the bakali, the Igurna view the god without gender, but unlike the bakali the Igurna depict Copactar (Zivilyn) to be the passage of time to come, and unwed consort to Istori (Gilean), who they believe to be history made manifest. According to their legends, their union of past and future is what gives birth to the ever-moving present.

The Voda tribe of the kunda is deeply devoted to Zivilyn, who according to their faith is the High God Danbhala, twin brother of Antaeun (Sirrion). After the Drowning, Danbhala shared his wisdom on how to contact the spirits of those lost. Since then, the Voda curiosity of the spirit world and what lies beyond has drawn them to their High God, a god tied to lessons of wisely enjoying life but then to be accepting of the possibilities of the future when fate comes.

Note: The Repose domain is usually only chosen by the kunda clerics of Danbhala. Clerics of other representations of Zivilyn do not often gain the Repose domain.

Divine followers of Zivilyn pray for (and receive) their spells at midnight.

Gods of Evil

Chemosh

Kovach Rikt (bakali), Haleton (dwarves), Dusios Marvios (elves), Cadvre (Etlarnic/Onarian humans), Spatiulipsa (Igurna), Mwardae (kunda), Ruzah (Mahjoran minotaurs), Gaffras (Midlander humans/gnomes), Durloth (Oguna), Rzu (Sakkaran minotaurs)
Symbol: Sickle impaling a yellow skull
Alignment: Neutral evil
Portfolio: Death, false hope, murder, the undead
Worshipers: Assassins, crazed cultists, grave diggers, necromancers
Cleric Alignments: LE, NE, CE
Domains: Death, Evil, Trickery, Undeath*
Favored Weapon: Sickle

Death is the end. Send your enemies to it first, and avoid it at all costs. It is the ultimate destination, but it is not inevitable. This is what Chemosh stands for in his aims to gather those souls who are willing to accept undeath in order to avoid true death.

Those in the Tao-Shin walking the Path of Power come to learn from Chemosh how death itself is a weapon, one that can be used to clear away obstacles blocking one's way to success.

The bakali have a duel view of Chemosh, believing the god to have two opposing minds. One side of the god is believed to usher the recently deceased onto eternal rest while the other side grants the ability to end one's progress and turn the horror inflicted upon the mortal soul during life back upon the world. It is up to the departed which face of the two-sided god to kiss the lips of, and forever determine the soul's fate.

Most cultures view Chemosh as male, with the exceptions being the minotaurs who see Chemosh as a godess, and the Igurna who believe the being to be a woman of deceit and temptation. The kunda have never believed Mwardae (Chemosh) to be a god. Instead they see her as the world's malice made conscious, absorbing what evil the good souls of Krynn leave behind when they part from the world forever. Evil souls are believed to be swallowed whole. They deny Mwardae's divinity because with the exception of the dark one removed from their history, all gods are beyond mortal concepts of good, neutrality, and evil.

Divine followers of Chemosh pray for (and receive) their spells at midnight.

Hiddukel

Hizhek (bakali), Hidkel (dwarves), Smer-Tio (elves), Mezog (Etlarnic/Onarian humans), Puterviciat (Igurna), Trisdan (kunda), Zin Ngt (Mahjoran minotaurs), Folmhesta (Midlander humans/gnomes), Soulicantas (Oguna), Gtzing (Sakkaran minotaurs)
Symbol: Defaced coin or defaced gold bar
Alignment: Chaotic evil
Portfolio: Betrayal, greed, lies, secrets, wealth
Worshipers: Corrupt gnomes, corrupt politicians, dishonest merchants, robbers, thieves
Cleric Alignments: CN, NE, CE
Domains: Chaos, Charm, Evil, Treachery, Trickery
Favored Weapon: Dagger

The truth is fluid, at least when you want it to be. Hiddukel is a god of manipulation. Swords and knives are not always required to subvert one's competition. Simple words and a convincing smile can work ten times better, if not more.

Followers of Hiddukel learn that people act in the world based on what they believe. If you can control that, then you control everything.

With the exception of the Midlander humans, most other cultures view Hiddukel as a male entity. The Midland stories of Folmhesta (their representation of Hiddukel) often reveal her to be manipulating events and people in the background, never showing her neck long enough to be caught, if ever.

Divine followers of Hiddukel pray for (and receive) their spells at dusk.

Morgion

Kitah Vedik (bakali), Deatedon (dwarves), Dusios Pen Gabro (elves), Malorna (Etlarnic/Onarian humans), Putrugai (Igurni), Nodnoc (kunda), Lesuthiyat (Midlander humans/gnomes), Meganna (Oguna)
Symbol: Poisoned or rusted short sword
Alignment: Neutral evil
Portfolio: Disease, famine, fear, madness, poison, suffering
Worshipers: Assassins, druids, crazed cultists, ratcatchers, sadists
Cleric Alignments: LE, NE, CE
Domains: Destruction, Evil, Madness, Pestilence
Favored Weapon: Short sword

Morgion is justly feared on Adlatum as the harbinger of mental and physical decay. Rusty swords, enfeebled minds, and rotten food are all signs of her presence. Morgion's very divinity places her at odds with Mishakal and Reorx because of their therapeutic and creative natures, respectively.

Morgion's doctrine within the Path of Power is the spread of suffering within a community.

Her clerics offer mercy to the pained victims, but those helped by Morgion are never fully rid of whatever affliction they may have gained. Instead, victims are persuaded to commit vile deeds to keep their maladies from returning.

Various cults of Morgion exist throughout Adlatum, each devoted to different forms of decay. One of her larger cults in the current day is known as the Bringers of Pestilence. This druidic sect claims to protect the natural world by corrupting the trappings of civilization.

The dwarves, elves, Midlanders, and minotaurs often depict Morgion as male. Etlarnic and Onarian humans, Igurna, kunda, and Oguna depict Morgion as female. However, many representations of the god of decay display no gender at all.

Divine followers of Morgion pray for (and receive) their spells at dusk.

Nuitari

Etr'chach (bakali), Nulidus (dwarves), Dhu Cant (elves), Scuriga (Etlarnic/Onarian humans), Ergiascun (Igurni), Jennaer (kunda), Xu (Mahjoran minotaurs), Regunilas (Midlander humans/gnomes), Cesakat (Oguna), Mus (Sakkaran minotaurs)
Symbol: Black glyph or black sphere
Alignment: Lawful evil
Portfolio: Arcane knowledge, magic
Worshipers: Evil-aligned wizards
Cleric Alignments: None (no clerics)
Domains: None
Favored Weapon: None

Nuitari promotes the advancement of personal power via wizardly means. Her wizards are encouraged to increase the presence of wizardry on Adlatum—doing so enables them to increase their power even further. The black moon only appears to those with evil in their hearts, or intelligence enough to determine her position in the night sky—she seeks the latter since they often make capable wizards. She respects Solinari and Lunitari as the only other deities savvy enough to recognize where true power lies, and she loathes them for it. Even so, Nuitari recognizes the usefulness of allies and supports their shared interests when it is convenient for her to do so.

Like her cousins, Nuitari is considered a lesser god by most of Adlatum's people. The Path of Power is not officially recognized by most of those who follow Tao-Shin, but practitioners of the forbidden Path are instructed on the use of magic to influence minds and souls. Most of these dark cultists continue along this Path, but there are always a few ambitious persons who follow what appears to be an easier road to power.

The ebon moon-god thinks little of ambient magic and its comparatively limited selection of secrets, since

her wizards can acquire more spells than their sorcerous counterparts. Her followers are encouraged to slay sorcerers after learning their secrets, but the wizards get along surprisingly well with dark-hearted mystics. Nuitari is jealous of her followers, and any wizard of hers who turns toward sorcery is hunted down without remorse. The sole exception is the Elder Dragon Xyvren, who she hopes to use in an attempt to gain greater control over ambient magic.

Most cultures view Nuitari as a female entity. Dwarves and kunda are the only cultures to see the god as male, while the minotaurs see the god as genderless. Technically, the kunda view Jennaer (Nuitari) as the god of the lust for power, not necessarily magic. Jennaer is also not associated with the moon, which according to the kunda is not a moon, but simply an absence in the sky. The absence is sometimes referred to in legends as a creature of unfeeling desire known as Hol. Some kunda believe that Chaos was in fact Hol made flesh.

Sargonnas

Hekkit'jat (bakali), Sogas Ulit (dwarves), Dusios Tarvos (elves), Onora (Etlarnic/Onarian humans), Cazariga (Igurna), Conali (kunda), Shu Xin (Mahjoran minotaurs), Alnath (Midlander humans/gnomes), Ordrion (Oguna), Shurong (Sakkaran minotaurs)
Symbol: Two lightning bolts striking a volcano
Alignment: Lawful evil
Portfolio: Conquest, rage, strength, vengeance, war
Worshipers: Barbarians, fighters, fractured elves, hobgoblins, vengeance seekers
Cleric Alignments: LN, LE, NE
Domains: Evil, Fire, Law, Passion, War
Favored Weapon: Greataxe

Rage can be a powerful weapon when directed properly. Sargonnas' teaches how to channel one's inner fire into displays of strength and power. When vengeance is called for, Sargonnas yearns to see retribution taken by those who need the satisfaction.

The Sakkaran minotaurs have for the most part turned away from the gods, but there is a segment of the population that desires vengeance against those who have bottled them up into a desolate landscape when they were so close to reaching their density of domination. It's among these people, along with those who've felt betrayed by the Tashrama, where Sargonnas is gaining many of his followers.

Also, many Etlarnic and Onarian humans view Onora as a god of honor, one who seeks rightful retribution. He is a dark god, but not evil.

Most cultures view Sargonnas as male. Midlander humans and the bakali are the only people who do not contribute a fixed gender to the deity. The bakali believe all gods are genderless, while the Midlanders have often depicted Alnath (Sargonnas) in both male and female form.

According to Sakkaran beliefs, Shurong (Sargonnas) has slain all of the other gods and thus is the rightful ruler of all Krynn. Not all Sakkarans believe this however.

Divine followers of Sargonnas pray for (and receive) their spells during the noon hour.

Takhisis (absent)

Tazhek (bakali), Talira (dwarves), Darga Nos (elves), Conisha (Etlarnic/Onarian humans), Dakranas (Igurni), Kaiekearnay (kunda), Czi Xin (Mahjoran minotaurs), Rasala Hage (Midlander humans/gnomes), Draekahs (Oguna), Ga Czi (Sakkaran minotaurs)
Symbol: Five-headed dragon
Alignment: Lawful evil
Portfolio: None (formerly darkness, domination, hatred, intrigue, night, tyranny)
Worshipers: None (formerly corrupt nobles, evil dragons, evil fighters, goblins, noble ogres, tyrants)
Cleric Alignments: None (formerly LN, LE, NE)
Domains: None (formerly Destruction, Evil, Law, Nobility, Trickery, Tyranny*)
Favored Weapon: Morningstar

The ultimate purpose of having power is to conquer and rule. This is what Takhisis has sought for herself throughout the ages. Those who also sought power adhere to her example in hopes of accomplishing the same. And although she is gone, her lessons and impact on Adlatum remain.

Takhisis woke the Elder Dragons planning to have them act as her proxies in Adlatum during a time when the other gods were silent. Instead, the Elder Dragons betrayed her and formed their own church, the Tashrama. Although she received some followers among the Tao-Shin, she continued to strive for those who would worship her and only her directly.

After the Starfall, she assisted her devout follower Lord Montegron in gaining power in the Midlands. No one else ever learned of Montegron's private religious devotions, but with his god's assistance he was able to unify the Midlands under his own rule as the Great Lord Sovereign.

Because of this, Takhisis was both directly and indirectly responsible for the formation of both sides of the coming war between the Tashrama and Sovereignties. But just as Montegron's war began, Takhisis vanished and the other gods returned.

Takhisis is viewed by most cultures as female, but the Igurna, Sakkaran minotaurs, and Oguna often depict the god as a male warrior. According to old Sakkaran legends, Vrugosh (Takhisis) was the son of Shurong (Sargonnas).

But Vrugosh was slain by Shurong's hand centuries ago when he lost a major battle his father trusted him to win.

Divine followers of Takhisis prayed for (and received) their spells at midnight.

Zeboim

Dedri'xev (bakali), Moli (dwarves), Ve'co Mori (elves - except Talonesti), Vecori (Etlarnic/Onarian humans), Greasnas (Igurni), Samalaira (kunda), Szi Gun (Mahjoran minotaurs), Peliona (Midlander humans/gnomes), Stora Legas (Oguna), Shagil (Sakkaran minotaurs), Tarvos (Talonesti)
Symbol: A spiked turtle shell
Alignment: Chaotic evil
Portfolio: Envy, jealousy, oceans, sea, spite, storms
Worshipers: Cliff dwarves, druids, fishermen, noble ogres, pirates, reef dwarves, sailors
Cleric Alignments: CN, NE, CE
Domains: Chaos, Evil, Madness, Storm, Water
Favored Weapon: Trident

Zeboim represents all that is unpredictable and dangerous about the sea. Those who respect the wild and temperamental nature of the oceans and their sudden storms are those who respect the goddess Zeboim.

She has her greatest number of followers from the Nordar dwarves, but she receives tribute from any and all who travel on the sea that wish to avoid her wrath.

With the exception of the bakali who view all gods as genderless, all cultures of Adlatum depict the sea goddess as female. She is the only goddess universally depicted such, just as Reorx is the only god universally depicted as male.

There are a few rare tales among the Sakkaran minotaurs that have depicted the sea goddess (prior to her death) taking a male form.

Divine followers of Zeboim choose a specific time to pray for (and receive) their spells. Once this choice is made, it cannot be changed until the follower gains a level in whatever class allows her to cast divine spells.

Nations and Geography

How can you say such things!" bellowed the dwarf. "The clans are in chaos. Finances are moving from accounts to unknown parties. Long-standing alliances are falling apart as bickering sprouts up over the pettiest of reasons. Suddenly families with no monetary backing are giving orders to the wealthiest of patriarchs. The High Warden may be forced from his seat at this rate. There's been drownin' disappearances too. This is disaster! Kedaltol's stability is crumbling, and you have nothing to say on it?" Anger dominated every facial feature, from the daggers in his stare to the red flush of his cheeks. Even his body shook with rage, something Dregan had never actually seen before.

"Not really," said Dregan calmly. "All of that has nothing to do with me."

Roarlyn flinched as if punched in the stomach. His voice went from rage to breathless horror. "Nothing to do with you? Nothing? How can you, a true-blooded Hartdar, be so indifferent? This is Kedaltol we're talking about."

Dregan lowered his mug and sighed. "My heritage and my blood may be from Kedaltol, old friend," he said, "but I am a Midlander through and through. Kedaltol and the affairs of dwarves there are their own concerns. These people, here," he said waving his hand out to the humans in the tavern. "These people are my fellow citizens. Your people, Roarlyn, they are the foreigners to me. We have enough problems going on. Go home and clean up your own mess."

A tavern near the border of Vignor, Kedaltol, and Sakkaras.
Spring of 421 AD

A person's race might be a major factor in determining the qualities he possesses in life on Adlatum, but equally important is the nation or land that person calls home.

There are many nations dominated by one race or another, and in those cases racial attitudes hold sway over how one individual treats another. But equally important are the countries those individuals come from. Two people, regardless of race, might come from regions with great camaraderie or open hostility. Lines on a map are always as important as blood in the veins.

Local customs, philosophies, language, accent, songs, and tales—all have an influence on how people are raised. People from different places grow up experiencing different things, and so their outlook changes. Some regions are not as civilized, and others act civilized and yet their people are quick to draw weapons on the slightest perceived insult. When people from a region venture out to other places, their behavior becomes more noticeable and recognizable. Only by understanding their homeland can one begin to grasp what life might have been like for them.

Aecka, the Midlands

The Midland nations have always viewed themselves as bastions of civilization after the Drowning. However when the horrors unleashed by the Days of Darkness destroyed much of the stability they held so dear, a hero of the war named Montegron stepped forward. He dedicated his life to rebuilding the Midlands and solidifying its stability by keeping each local sovereign under his rule. Within the span of decades he succeeded, but not in totality.

Uncivilized barbarians from across the borders threaten the north and south, and throughout the Midland's interior the Tashrama also lays claim to the people's hearts. As an aged Montegron rules a multitude of kingdoms from the Pinnacle City of Karsuhon, FyxZharar, he has decided that this is a dichotomy that cannot be allowed to continue.

But regardless of the machinations operating on an international level, each country within the Midlands continues to have their own local issues and way of handling things. The individual monarchies and rulers are far from simple puppets under Great Sovereign Lord Montegron. They are true rulers of their lands and their peoples, and as such each nation is still a separate entity onto itself.

Geographically, Kedaltol is considered within the Midland territories, but it is still outside of the direct reign of Montegron or the Tashrama. Gnomorrah itself is part of the Sovereignties but operates with relative autonomy.

Bhadlum

Capital: Tavlanor
Population: 183,937 (Human 79%, Sakkaran 8%, Hartdar 6%, Half-Dwarf* 5%, Other 2%). *See *Races of Ansalon*.
Government: Monarchy
Religions: Sects dedicated to Nairsaif (Kiri-Jolith), Melik Suud (Reorx), or Alnath (Sargonnas).
Languages: Common, Dwarven, Trejori
Trade: Leather, Seafood, Slaves, Grains
Legions: Border Watch, Protectors of the Sheriff
Alignment: LG, CG, LN, CN, LE, CE

Before the Drowning, the lands of present-day Bhadlum (Bahd'-luhm) were nothing more than open plains and some farmland resting between the major settlements of the Hammervald Empire. Following the Drowning, the empire was weakened enough that the



minotaurs entered the region relatively uncontested. Decades later displaced humans moved into the land, establishing larger towns and settlements. This resulted in the minotaurs being pushed from the area.

In later years, Bhadlum benefited from increased trade with the dwarves to their west, but with the minotaurs to the north life is hard along the border. The best warriors of all the Midlands come from this nation. Lord Montegron came from Bhadlum along with Second Protector Jermon Cavlin.

Life and Society

There are not many settlements in Bhadlum that qualify as cities with the exception of the capital, Tavlanor. However, with few exceptions, even the smallest villages have tall wooden stockades constructed around the homes and businesses. A series of towns along the northern border are close enough together to stop massive groups of minotaurs from crossing the border without being seen. Unfortunately, small minotaur raiding parties do occasionally slip through, attacking border towns. Even the settlements in the southern half of the country are struck by minotaurs hoping to hit those who believe themselves the safest.

Inside the walls, people tend to have normal lives, yet many of those same people are trained to fight when the security of their homes are threatened. Often the young, who are able-bodied, are encouraged to spend a few years in the town guard if not the national militia. A few years ago, the High Sheriff and nobles debated whether or not to make such service legally mandatory, however the numbers of volunteers was so high the king determined there was no need.

The only towns that have issues in contributing to the national forces are ones under the control of bandits who attempt to do business under the noses of national authorities. Since a variety of these towns are behind fort walls, rooting them out is a massive undertaking. Also, a number of these organizations are in competition with each other as often as they are doing business. Sometimes the job of removing these criminals from positions of power is done on their own.

Travel is a major point of concern in Bhadlum. Extra guards and weapons are taken when people venture outside city walls going from one place to another. Closer to the northern border, families may organize their travels together in order to form a larger and more well protected caravans.

Fishing is another major industry in Bhadlum. Small fishing villages dot the southern coast, and Tavlanor has a port on Lake Borlesko.

Religion

With this being the home country of Lord Montegron himself, along with the founder of the Midland Guard, the nation of Bhadlum gives massive support to the Midland Sovereignties and a very cold shoulder to the Tashrama. As such most of the population views religion as a crutch. Lately there are minorities who privately worship those gods who honor combat and strength such as Nairsaif (Kiri-Jolith), Melik Suud (Reorx), and Alnath (Sargonnas).

Government

Officially labeled a monarchy, the label of King or Queen gives the wrong impression of the job held by the person in power. Where other nations may have royalty that must consider all avenues of politics and economy, the Bhadlum ruler must remain focused completely on the details of security. He is head commander of the military, and it is his job to keep the border of the Midlands safe. If the economy weakens or issues of political manipulation arise, it is the royal seat's job is to ignore those matters and let others handle it. Many in Bhadlum do not refer to their king or queen by those titles either. The nickname for the seat that has taken a strong hold is "High Sheriff." The position is often passed from parent to child, but when incompetence in the seen by those around the High Sheriff, there is precident for the current ruler to be pressured out in favor of new blood. So long as a man or woman is a Bhadlum citizen from birth and had begun official military or weapons training by the age of five, that person is eligible for the seat. Due to the respect the position receives, many parents send their sons and daughters to train at such young ages in hopes to keep them available for the post in the future.

A Fortmaster, one who leads the military forces of a fort town, officially heads each town and village along

the northern border. The local populace of each town appoints their own Townsman to run non-military affairs, but the Fortmaster has final say on issues. Either the High Sheriff or an appointed advisor of the High Sheriff selects all Fortmasters. Many of the towns and villages in the Bhadlum interior have also begun to follow the Fortmaster/Townsman governing structure, but those towns more under the hold of bandits or criminal elements are run independently of those in Tavlanor.

The current High Sheriff of Bhadlum is Jessup Haeg (LG male Midlander human noble 7), son of Mendel Haeg. Mendel Haeg was appointed High Sheriff after the Days of Darkness under the strong suggestion of then to-be Great Sovereign Lord Montegron. Jessup is young, but he has so far proven himself his father's son by being a strong and imposing figure of determination and assurance. He is also skilled in a variety of weapons. The public's general view is that so far Jessup shows much promise and potential.

Military

The military presence in Bhadlum is apparent any time one walks in or out of a town. Fortified walls surround almost all settlements, and every wall is manned by those trained to take down a hostile enemy. Many of the regular citizens have severed with the military or with local town guards. The national military openly supports citizen groups made up by those who had previously served. These groups aid in city and town defense in times of need. Odds are that if a traveler entered a small tavern in a random Bhadlum town, the barmaid would be formally trained in defend her home. This is the frontier, and those who live here know it.

The official national military serves under the command of the High Sheriff (the king), and each settlement is headed by one of two people: a Fortmaster who runs the town and the stationed military unit, or a captain who acts as advisor and go-between for the local guard. Each captain or Fortmaster also has a collection of personnel meant to protect the lands surrounding their stationed settlement, but in those areas where the towns are sparse, little can be done to protect it.

Minotaurs taken prisoner by the military are immediately sent to slave auction.

Magic and Mysticism

Magic of any short is not well trusted in Bhadlum, but in the rare occurrences where it comes to their benefit, they will not begrudge it. People here trust the solid chops of steel or the piercing tips of an arrow. Even with the popularity of the Tashrama gaining up until recently, the people of Bhadlum had more trust in herbalists. Some mages and mystic healers do have work in Bhadlum, but they are few and far between. Sorcerers are more readily accepted, even if the populace believes more in work done by hand and not magic. Clerics and Tashramadic mystics both are not well received at all. "Why does a man need a god when his own two hands will do?" is a very popular Bhadlum saying.

Major Geographical Features and Locations

Most of Bhadlum is covered in plains and low rolling hills. Sparse forests dot the land, but they are few and far between. The low-lying cliffs on the southern border have been cut into to allow fishing villages to access the waters below. The winters are long and harsh here, and the last winter was one of the harshest. There have been a few recently discovered caves in the northeast that may interconnect to the hills and mountains in Sakkaras, but they have not been fully explored yet due to the threat of the minotaurs.

Regional History

Long before the Drowning, the land that would make up Bhadlum was populated by only a few sparse villages and farmlands part of the dwarven Hammervald Empire. The Drowning changed that, but not immediately. Within the first two years after the Drowning, the minotaurs were able to claim the land uncontested. However their hold on the region was only secure for two generations. Soon the Midland humans came.

In the earliest years after the Drowning, the region was called the "Bad Lands" by both minotaur and human alike due to the lack of vegetation in most of the region. Bone-biting cold winters combined with the land being torn up from more than a half-century of battle taken place here made much of it a harsh place to live. However it had become a hotly contested region, and only the Drowning put an end to most of the conflict.

Although held primarily by minotaurs for the first half-century after the Drowning, more and more people from the southeast arrived moving away from where the destructive wave had hit. Over time and over much strife, the Midlanders began to push the minotaurs northward. Soon a defensive line of towns was constructed from the hills in the northeast to the southern tip of the lake in the west. The nation received its name from a bastardization of the Trejori words for "Bad Lands," and the first High Sheriff, Morgan Degentry, was appointed to keep the area settled.

Many battles with the northern minotaurs were fought over the centuries. Often the intensity of these attacks and counter-attacks reached the severity of full-scale wars, but to the people of Bhadlum, the combat was always taken as a matter of course. Although the severity of the Days of Darkness was far worse than any invasion from Sakkaras, many walked away after the Starfall seeing the events as just one more conflict.

The people of Bhadlum are a hardy folk, and when native Lord Montegron began to preside over the entire

Midlands, his home officially stated its support for him. High Sheriff Mendel Haeg stated in a public address, "If the Midlands needed a protector to guard everyone's back and front, who better to do it than one of us." Haeg was appointed to the position of High Sheriff after the Days of Darkness when the previous king was slain by a minotaur who used the chaos as a cover to sneak across the border and murder his enemy's leader. The minotaur escaped, and his identity was never discovered. Montegron led an assault of three hundred and fifty men into Sakkaras for retaliation. Two thousand minotaurs were killed in the attacks. Only twenty-eight men were slain. Along with his efforts during the Days of Darkness, these attacks helped propel his name from a living legend in Bhadlum to being heard of across the Midlands.

One year ago, High Sheriff Mendel Haeg was killed after a card game. He had disguised himself in order to merge in with the common crowds and see if he could learn more about their concerns in an unofficial capacity. Unfortunately a drunkard named Philan Tel lost too many hands in the game and too many coins. He followed Haeg out of the tavern and shot him in the back with a crossbow bolt without realizing that the man he thought of as Joandale Hollansh was in fact his own king. Tel was hung in a public square execution two weeks later screaming in madness that the Gray God of the North demanded the royal blood of Bhadlum.

Since then, Mendel's son Jessup has been ruling Bhadlum and doing what he can to insure its safety.

Current Events

- Farfor Hornwell, one of the more influential bandit lords in Bhadlum, was found murdered in a small hut inside of Medren. He and four bodyguards were slaughtered during the night of a massive snowstorm. None of the local guard can remember seeing anyone come into town during the night, nor did they notice anyone leave. Many local folk are not sure the guards on duty are telling the truth.
- A number of the Midland Guard came to visit High Sheriff Jessup Haeg around the same time High Cleric Oryno left the Trejori Holy Land to see the High Sheriff as well. None seem sure of the significance. The talks the High Sheriff had with both parties were in private and what was said is being held in confidence.
- Several barbaric humans were seen in some of the minotaur raiding parties venturing in from Sakkaras. No one can figure out if these men and women are slaves of the minotaurs or are willfully fighting with them.

Major Settlements

Gef-throth (Small Town 1,976): The most northeastern settlement in Bhadlum, it is also one of the poorest border towns in the country. So poor, Gef-throth is not fully surrounded by a stockade wall. Instead only the northern side of the town is walled, and the men and women of the militia guard it day and night. A few years ago a family of minotaurs from the north warned the town of an attack coming from the south. A number of minotaurs had found a cave linking Sakkaras to a cavern south of the town. Fortmaster Yoheshi (LN male Nordar fighter 7/dwarven defender 5) turned his forces around and wiped the invading force away. The father of the minotaur family, Merius (N male Sakkaran minotaur barbarian 9/fighter 2), is an honored member of the town who was recently elected Townsman by the people. He is often referred to as "The Blessed Traitor." Yoheshi is still not certain of the minotaur's loyalties.

Groston (Large Town 4,230): A common example of a town in Bhadlum. The tall stockade wall surrounds the town and is manned day and night by members of the national force. Fortmaster Ronvar Syus (LG male Midlander human fighter 7) runs the settlement's military needs while Townsman Felis Harthon (NG male Midlander human commoner 4) deals with more mundane matters. Still, most in the town are well trained, and if the need arise the civilian populace is ready to take up arms for themselves and Bhadlum.

Medren (Large Town 3,921): Was one of the bandit-held towns in Bhadlum up until recently. Self-proclaimed Bandit Lord Hornwell used to visit this town of his on occasion to do business with the locals and other criminal patriarchs. For any traveling through the town appears the same as any other in Bhadlum. Local forces man the high stockade fence, and the people seem well prepared for wild on the frontier. Only when prolonged business is conducted does the underside begin to show itself. Just this last winter Hornwell was found dead with four of his bodyguards. None yet know who committed the crime. Whether Medren will be fully reclaimed by the High Sheriff or if another of Hornwell's kind will step in to fill the void is unknown.

Tavlanor (Metropolis 29,472): The long stockade wall of the capital stretches around the city from the coast to the coast. Instead of it being one continuous stretch of wooden posts, the wall is segmented by numerous stone towers, which allow the guards a much better view of the surrounding lands and the great lake. Many of the buildings within the capital are made of stone with wood only used to give a warmer feeling on the inside. Roofs are tiled here, as opposed to the thatched roofs common in the rest of the nation. The High Sheriff, King Jessup Haeg, lives however in a large wooden fort-like manor positioned in the center of the city on a tall hill. The manor differs from most other homes in the city by being one of the few buildings with a wooden exterior. The lesser structural protection on the manor is said to mean that if the city fails

to defend itself to their king's walls, then it desires to fall the rest of the way. So far, since the city's construction, the city has yet to have taken massive damage in any conflict.

Charant Aros

Capital: Charant Degalos
Population: 297,199 (Human 85%, Dwarf 5%, Gildanesti 5%, Corinesti 2%, Gnome 2%, Other 1%)
Government: Monarchy
Religions: Tao-Shin, Tashrama
Languages: Common, Dwarven, and Elven
Trade: Wool, leather
Legions: The Distant Shout
Alignment: NG, LN, N, CN, and NE

The second largest of all the nations of the Midlands, the nation hasn't seen a lot of the border fighting that has gone on in the other nations. Situated between many of the other nations, the people of Charant Aros (Chah-rant' ah'-roce) have capitalized on this and are a prime trading nation of the west. Most human merchants that work in other nations come from Charant Aros.

Others can easily pick out human families with deep roots in Charant Aros since they tend to sport a slight green hint to their otherwise human-pigment skin. Many believe the humans of Charant Aros may have a connection to Corinesti blood from centuries ago. Other common traits of an Arosan are strong red hair and sometimes freckles. There are a few local tales that suggest the traits may be a blessing, but from who and for what purpose varies from storyteller to storyteller.

Life and Society

Unlike most other nations in the Midlands, the Charant Arosan society is heavily dominated by the women. Women hold almost all of the government positions, and many run the businesses throughout the country. Men tend more often to jobs such as farming, soldiering, and other physical labor where women focus on both family and administrative matters.

Although the Arosan population is one of the highest in the Midlands, the people are spread out, leaving few major population centers. Charant Aros is known for its large rolling green hills and beautiful rivers and lakes. Even in the dead of winter the land seems to keep most of its color. In these lands, farms cover large quantities of acres along with cattle and sheep ranches. The meat of wild boar is a minor industry in Charant Aros.

Hunters and other folk who prefer the bustle of the villages also tend to live on their own in isolated houses either in the hills or in the vast areas of forest. Others live in trading posts at advantageous locations on often-used



trade roads, doing what they can to make a living for themselves.

Upon reaching adulthood, most young Arosans choose to either work to dedicate themselves to a family business or strike out on their own, traveling to another town to try to start up a new life.

Religion

Charant Aros used to be a highly spiritual land both prior to the Drowning and the Starfall. Since then, the practicality of needing to survive and build a land founded on peace has become more important. Still, respect is given to the old gods of the Tao-Shin even if they were no longer present. Many of the old holidays and religious practices had been continued straight through the years after the Starfall without fail, although their methods of observance has often been seen as odd and strange by foreigners.

The Tashrama used to be popular in Charant Aros until the existence of the Elder Dragons became known. Since then the number of open supporters of the church has fallen more than 40%. Many were angered and have openly declared support for the Sovereignties in the coming war in response to the deceit.

With the recent return of the Tao-Shin, a spiritual spark has been rekindled in the Arosans. A segment of the population here appears to be rushing to the Tao-Shin faith, but others, scorned by the Tashrama, are very hesitant to put their trust in another church so quickly.

Government

Issues of national importance are dealt with by the Ci'tec. The title is a holdover from Charant Aros' elder days, but

it is viewed as an equivalent title to Queen in terms of rulership in the Midlands.

Each town runs its own affairs without interference from the Ci'tec unless specific crimes or grievances are brought before her. She is also a master of ceremonies at many of the national festivals and traditional events. If the Ci'tec wishes to make a change of law for a particular town, she must go to the town personally in order to deliver the proclamation herself. The law and traditions ingrained into the country prevent her from "ruling afar by messenger."

The Ci'tec is selected by an assembly of town elders from across Charant Aros, and the Ci'tec rules for life. There is no process to remove a Ci'tec once she is installed unless one wills to commit the act of murder and accept its harsh penalties. No man may become Ci'tec under any circumstances. The Ci'tec is also seen by many as a leader of people's faith, although she is not tied to any religion or church.

The current Ci'tec, Orla Mievley (N female Midlander human druid 13/hierophant 5), was a hard woman for Montegron to convince when he tried to bring Charant Aros into the Sovereignties. The country was in complete ruin, but yet she refused to accept his aid under the terms he proposed. Eventually, she did accept his proposal (with many stipulations, public and private) and agreed to "entertain his decrees" delivered from FyxZharar. Since then, Montegron has helped Mievley rebuild her nation and develop it into a modern trading community.

Up to this point, Montegron has not had any open trouble from her, but it is rumored that Mievley had attempted to force Montegron into a wedding with herself. It is also rumored she is continuing her attempts, even as he is in his later years.

Military

Most men in the nation are brought up knowing how to fight, usually with fists. When a town or business needs protection, they don't look any further than their own local men. If a group of towns come under threat, then these men group together and quickly form a makeshift army on the spot. Pecking order of who orders who is determined mainly by the women running the various towns, usually the larger towns are given more of the officer positions than the lowly villages and hamlets.

If a dispute arises, usually the men will have their own appointed leaders fight each other to determine who is the stronger and thus the better leader. The women orchestrating the militia often let that method stand in order to quickly move on to dealing with the main threat. The Ci'tec appoints a single man to be her Lu'dyn (lead general) when she directs what she wants the army to do.

This ramshackle way has long frustrated the Great Sovereign Lord, and he has been in talks with Mievley, trying to get her to form a standing military. A small contingent of two hundred men named "The Distant Shout" has been formed with the purpose to become the officers of tomorrow. It is not clear how serious the Ci'tec is in developing this band further.

No woman may join any fighting force in Charant Aros under any circumstance, just as no man may enter a position of leadership.

Magic and Mysticism

Magic and mysticism is seen by most in Charant Aros as wonders to behold, awed, and kept away from unless it was in the will of the gods for one to meddle with. Rarely will a Charant Aros purposefully seek out magic. Many fanciful children's tales involve people who came in contact with magic in one form or another and ended up the worse for it.

There are those who are faithful to the gods, and because of their pious natures are gifted with magic. These men and women are people of great respect among the people. Many will see the most righteous women as close to the gods themselves (men may rise to great renown and ability within the church, but they are forbidden by local custom to take an office of importance within the borders of Charant Aros).

When the Tashrama was exposed as a fraud, many Arosan faithful left the church in disgust, convinced that the magic must be a hoax of sorts, possibly arcane magic made to look like the blessings of gods. A few others are recognizing mysticism as a divine magic of its own right and are trying to determine its own place in the scheme of things, whether related to the Tashrama or not. As for the Tashramadic mystics, one elder has suggested in passing that the Elder Dragons may be land-bound spirits in the process of rising up to become gods themselves. She has also made clear the statement was only conjecture.

Practitioners of the arcane are a puzzle to the eyes of most Arosans. Sorcerers are seen as foolish folk who willingly walk into the torrents of non-divine magic and will end up ruined by it. Wizards are a contradiction to them. They pay respects to a few of the gods but don't worship them, and yet they are gifted with magic. To many Arosans, the arcane is too much of a confusing and dark art for anyone to wisely deal with. No malice is usually directed toward arcane spellcasters, but no respect is beheld at best and fear is given at worse.

Major Geographical Features and Locations

Loec Lieva: This large fresh water lake was formed outside of the capital during the Drowning and was viewed by the survivors as a promise that the gods' love would return. No rivers run into Loec Lieva, but many flow outward in all directions, yet the lake's water level barely changes, even as the moons pull the tides. The lake is always a strong dark blue, except during the Festival of Rebirth, where tens of

thousands of red lily flowers are lain out over the surface. The number of days it takes for most of the flowers to be emptied out via the rivers is said to determine the number of births in the coming year.

Mogana Cave: Located on the thin treacherous peak of Kareen Hill, this small cave is a famous location overlooking the Sea of Tears. A legend says that during the early days of Krynn, when the gods warred with each other, one of the gods fell onto the ledge outside of the cave. A mortal traveler fended off beasts to protect the injured woman and brought her into the cave to shield her from the elements. The man, Arosamma, tended to the woman until she was well and only then learned of her divinity. He was blessed by the goddess and promised many children. He pledged his life to serve her, and left the cave a holy man. Many believe this man is supposedly the founder of Charant Aros, and this story dictates why the genders are separated in their duties as such.

Heeden's Wretch: Buried under the hills of southern Charant Aros is a tunnel leading to a ruined city. Many of the superstitious believe the city to had been one run by heathenish witches and unnatural demons a thousand years ago. Exactly what befell them is unknown.

Regional History

Ancient history suggests that the lands that later became Charant Aros were filled with feuding clans, possibly separate fragments of a forgotten religion. In time they came to a period of peace orchestrated by the first Ci'tec, a woman whose name has likewise been forgotten. Each clan ran their affairs on their own, but the Ci'tec guided all of the clans.

As history marched on, internal wars did break out, sometimes with sides going against the will of the Ci'tec. Sometimes the clans united, whole or in part, against other threats. These periods were not as well documented, but many Arosan legends were born during this time. The earliest well-documented history of Charant Aros began thousands of years ago when migrating dwarves passed through the region heading southeast towards their own religious calling of the Path. Many dwarves recorded their dealings with the Arosans, wondering how a people so withdrawn (at the time) came to have subtle Corinesti traits. Not all of the interaction was peaceful, as some of the Arosan humans did not care for the strange people traveling through, but a majority of the dwarven travelers were left to their own devices. Later on, when the clans began to divide, a few dwarves returned to Charant Aros, leaving their clans, in order to make a new home in the beauty of unspoiled land.

For most eras, the Arosans have had little interaction beyond occasional trade. Most humans had seen their mannerisms and habits as odd and strange, and so they left them alone. This changed when news of the Canon War spread. Ci'tec Glamduin Oenley left the lands of Charant Aros with a vast army behind her. She believed a "Goddess of the High" came to her and said that Charant Aros would fall to great ruin if it did not join the fight against the minotaur threat, and that if it did join, a great gift would be given to her people. The warriors of Charant Aros were considered some of the fiercest fighters in the human-dwarven alliance, fighting under the banner of Charant Aros' starmetal claymore, *The Wrath of Light*. Charant Aros' involvement in the war only ended when the Drowning came.

The waters rushed through the forests, and uprooted most woods. *The Wrath of Light* was reportedly swept away, but some storytellers say the massive sword was lost in battle almost forty-years earlier. In the centuries of healing that followed the Drowning, grasslands replaced the scarred land. The survivors replanted many of the forests, but the forests that grew were in vastly different locations. War was no longer the Arosans' concern. Rebuilding the land as it was took precedence. The faith of the people returned to worshipping the gods as a whole rather than individually. The "Goddess of the High" who came to Oenley was now believed to be a deceiver. The people of the land continued to practice their faith, but for many the gods seemed quiet.

What had been rebuilt over almost four hundred years was destroyed in a matter of hours during the Days of Darkness. Corrupt creatures swallowed towns and villages and beasts made of nothing. Yet the people fought bravely, and many survived. Eventually a man by the name of Montegron came and promised to help in the reconstruction of the land in return for a promise to join in his cause to unify the Midlands under a secure rule. Ci'tec Orla Mievley eventually agreed, but only after Montegron conceded to a multitude of conditions, many of which Mievley did not let the public become aware of. Since then, many Arosan men have gone off to join the military might of the Sovereignties, but the formal armies of Charant Aros remain purposefully weak. Some say that Mievley, for all of the grief she gives the Great Sovereign Lord Montegron, is secretly infatuated with him.

Current Events

- The Ci'tec has declared that she is going to sort out "the mess" between the Great Sovereign Lord and the Tashrama. She plans on visiting Glastious Forest in Drejor in two months to communicate with the Green Elder Dragon first.
- More and more Corinesti traders are no longer venturing out to sea. Along one stretch of shoreline to the north, a new settlement is being constructed both on land and in the lakes by Corinesti declaring they refuse to return to the waters.

- An unnamed woman and man have journeyed out of one of the mountainous hills proclaiming that the gods had spoken to them. This thrilled the local town until they learned that the gods made the woman a paladin and ordered the man to found his own temple.
- The Ci'tec's son, Gornintom Mievley, has fallen gravely ill. Rumor is running rampant that his illness is a punishment for turning away from the "true gods" of Krynn, the Elder Dragons.

Major Settlements

Charant Degalos (Metropolis 59,643): The capital of Charant Aros is a vast district of open land and sparse houses. A consistent spread of homes stretches out from the eastern shore of the lake Loec Lieva, heading further eastward. A traveler entering the Charant Degalos will be hard pressed to believe it really is a city, and it can be debated that it isn't. With such a low population density, it does not have the bustle and clutter of most large towns. But due to the consistency of the construction, there is no clear way to define a border. So the land is considered a single settlement even though thousands of square miles are included.

Dirt paths wind between the hills and trees, and many use horses in order to travel from one part of the city to another. Trading houses line sections of the main roads, and property owners tend to the grassy fields on their land. The Ci'tec lives in a modest home near Loec Lieva, and often conducts her affairs outside under the trees and sun.

Several families are donating land for the cause of turning the homes into a temple for the Tao-Shin. This is not widely popular to many of the local residents.

Dhu

Capital: Zmeineturu
Population: 100,372 (Human 87%, Adlar 5%, Corinesti 5%, Gildanesti 2%, Other 1%)
Government: Monarchy
Religions: major - Tashrama (blue branch), minor - Adlarism, Moanalosha.
Languages: Common, Hudieran, Elven, and Dwarven
Trade: Artifacts, Shrimp, Clams, Whale Oil, and Diamonds
Legions: Imperial Navy
Alignment: All

Dhu (Dhoo') used to be a much larger nation before the Drowning. About 90% of its land was swallowed up by the Sargassi Sea during the Drowning. In present times, Dhu is a relatively minor human nation that has great amounts of trade items, that brings in much needed treasure to the Midlands. Its major contribution to the cause of the Sovereignties stems from its diamond mines.

Life and Society

The small country had two major assets, the diamond mines in the tall hills of Munest and ironically the ocean waters that had long ago destroyed the Dhu Empire. Much of the population lives off of the sea. Fish, shrimp, and clams are important parts of the economy, but the highest amount of income from the ocean comes from the whaling industry. Whale oil is a valuable commodity for Dhu since the southern parts of the Sargassi Sea and the South Tabaran Ocean are teeming with a wide variety of whales.

More inland, Memorance Lake is also used for fishing. Another use of the lake is that often explorers and researchers dive into the waters to search the towns and cities resting deep beneath the lake's surface. Memorance Lake was formed by the Drowning, and vast numbers of highly populated settlements were lost. The hunt and recovery of lost artifacts is a common practice in Memorance. A tourism business was even begun to encourage foreigners to come and explore, for a price. More times than not, the casual vacationers only get a small amount of time to see the lost ruins before they need to resurface. But the awe the ancient structures give is more than enough to satisfy them. As such, true searches into the cities are done on a less condensed schedule and with much more preparation.

In the spire-like hills of Munest in the southeast, the excavation of diamonds has become a full time business. Discovered shortly before the Days of Darkness, Dhu at last found a method to pull itself out of the period of suffering that begun from the Drowning up to that day. In following decades, Lord Montegron of the Midland Sovereignties would extract much of the diamonds in order to help fund his methods to unify the Midlands. However this industry hit a major setback a few years ago when the local Elder Dragon Seresayon flooded much of the mines in a plan to extract the diamonds for her own needs. Even now many of the caverns are still in the process of being drained.

Religion

In the southwestern parts of the Dhu near the Holy Land of Heaventide, many follow the practices of the blue branch of the Tashrama. This branch promotes the concepts of ideal living through hard work and persistence. After the revelation that the church was run by dragons, many departed the lands around Heaventide to live near the capital. However the weakness portrayed by King Luciten has resulted in many moving closer to Heaventide in hopes of living under the strength of a mighty beast. How many of them will truly convert to the church's ways is unknown at this time.

The Adlar working on continuing the Path in the Heskeram Desert often come to Dhu for trade and supplies, using metals they find during their excavating in order to pay for it. A small but suitable number of

Adlar have found it most useful to live in Dhu and man a constant supply chain of goods and services from Dhu to the Path. Although these Adlar are distant from home, they believe they are doing their part for Reorx's plan.

Over the years, many heathen faiths based off of tales of the sea have come and gone. With the recent return of the Tao-Shin, some people are merging these myths with stories about some of the sea-gods on the various paths to enlightenment. The result is a small population whose faith is an odd mix of actual faith and heathen practices and customs. This bastardized hybrid religion has been named Moanalosha (roughly translates to "Pull of the Sea" in Hudieran) and is rarely heard of outside of Dhu and the surrounding waters.

Government

The authority of Dhu has been weakening for years. Although on paper King Luciten (CG male Midlander human noble 3) is in control, his inability to take decisive action has allowed Montegron to insert men and women into the Dhu government and military who answer to the Great Sovereign Lord instead of the king.

Also in the city of Emperium Gate, a man by the name of Troverhon Keelright (LE male half-dwarf fighter 4/rogue 6/inquisitor 2) has been building a national navy that may be under Keelright's control more so than Luciten's or Montegron's. Rumors are circulating that Keelright may be planning a coup in the future, but without evidence Luciten has been afraid to act. Furthermore, the king is also worried by possible actions that may be taken by the Blue Elder Seresayon if conflict between the Sovereignties and the Tashrama break out.

Smaller towns existing outside of the capital and away from Heaventide or Emperium Gate are run on their own with almost complete independence from larger governments. Only the settlements near the mines are in constant contact with the government in Zmeineturu.

Military

The Dhuish military is extremely weak, and Montegron has assigned several of his own people to both advise Luciten directly in how to handle situations and to build a stronger standing army. This army is growing in strength but is more an extension of Montegron's power rather than an army loyal to Dhu.

A navy fleet named the Emperium Navy is also under construction and is near completion if not already done so. The fleet was constructed under the direction of Troverhon Keelright, a sailor who had lived with pirates and smugglers since birth. Most of this navy is populated by former pirates who wish to unify their strength under Keelright's direction. Whether this navy is loyal first to Keelright, Luciten, or the Sovereignties remains to be seen.



Magic and Mysticism

Divine magic is often more trusted in Dhu than arcane. Often port towns will have a healer-woman (ironically named the Moon-Listener) who uses poultices, chants, and meditation to heal wounds and aches of all sorts. Most Moon-Listeners have joined the cult of Moanalosha and say they pull healing from the life-giving force of the waters in the same manner the moons pull the waves. To them the moons represent three gods of the sea. In truth, many Moon-Listeners are simply highly skilled herbalists, but there are others who are mystics, using their own power. A few may even be true clerics of the sea-gods, even if they believe they are praying "to the moons."

Arcane magic is scarce in Dhu, but it does exist in subtle fashions. Some sorcerers and wizards work on ships helping pirates, treasure hunters, and smugglers. These "wet-wiz folk" (as many teasingly refer to them) tend to keep their magic use subtle and unnoticed by most others beyond whoever has hired them.

Major Geographical Features and Locations

The first Major Geographical feature of Dhu is the Sargassi Sea and the South Tabaran Ocean. Located on a corner where the sea meets the ocean, Dhu has the ability to interact with both sea life and ocean life. Trading with the Corinesti elves is a high priority and the ability to conduct their own trades through ocean ready ships is vital to keeping Dhu's monetary flow alive, especially with the diamond market recovering from disaster and recession. For these reasons Dhu is rebuilding itself as a sea bound state first above all else.

Memorance Lake with the vast number of cities laying in a blue rest at the lake bottom takes up a fifth of Dhu's current area. All around it fishing villages and rest spots for tourists have taken root. Beneath the lake, a large collection of stone buildings constructed during the early days of Adlatum's civilization stand quiet as if the lack of people and the surrounding water was natural to their being. Unlike most of the cities destroyed in the lands that became the new sea, the land had buffeted just enough of the waves in order to let a majority of the buildings stand. The ancient designs of towers, palaces, manors, amphitheaters, stone roadways, aqueducts, and other marvels are now seen as things of beauty, rather than a reminder of the horrors of the flooding. Some also see the cities as potentially hiding treasures and relics of much worth. Others believe that lost knowledge useful in Dhu's redevelopment may also be hidden below. Although too numerable to fully list, major lost cities and towns include Aldayn, Bahnd, Lemoss, Renmal, Voen, and Zomahkaesta.

The Munest is a chain of tall hills that rise up from the ground in the southeast regions of the country. Under much of these hills are mines loaded with diamonds. With much of this region off-limits to travelers, security is very high. Montegron has stationed several members of the Midguard in Munest in order to help insure the supply remains steady, which it has not. Seresayon flooded many of the tunnels and had many more cut off from the Dhu miners in order to let her own people gain access to the diamonds. Slowly the caverns are being drained, and the rightful owners of the mines are regaining territory. However it is unknown how much of the diamond supply Seresayon was able to take a hold off and how many of the mines she is keeping well protected.

Regional History

Prior to the Drowning, Dhu was a sizable power whose influence was largely felt in the region, even as the Canon War threatened its existence. At its own high point in the war, the nation's territories extended from the edge of the Heskeram Dessert to lands now deep within the southern half of the Sargassi Sea. Even a small strip of the lands now in eastern Adlatum was within the Dhu border. Now Dhu is but a small fragment of the old power.

Being on the southern end of Adlatum, the Empire of Dhu took the grunt of a large portion of the wave. The low lying tropical jungles that covered most of the nation were leveled and lost as the Sargassi Sea was formed. Cities and towns were lost, either erased completely or partially sustained to become rubble for Corinesti to clean up. The capital Yuan was one of those cities lost. Although the national weapon of power, the trident *Springlife*, vanished when the capital was destroyed, Dhu was lucky in the fact that their king and his family survived the destruction. Before the wave hit, the court mage teleported the royal couple and their children outside of time, returning to the moment when the waters had receded.

The empire was gone. Only a corner of the territories remained above the waters, and a large portion of that was now a giant lake. The king chose the location of one of the devastated villages to be their new home, and so Zmeineturu was made the new capital.

The level of destruction was hard on the survivors even more than most other locations. No major city in Dhu had survived, and it would be generations before the shoreline was cleared enough for fishing ports to begin construction. The development of the new capital was also hampered. Although fishing in the newly formed Memorance Lake supplied food, it would be a long time before trade routes would be rebuilt and income from the fishing industry would assist in the reconstruction. Even the royal line would live in a large wooden structure for over a century before a stone manor would be made. Famine and disease was common, and many escaped by being lured into the servitude of the now-dead blue Elder Dragon Almissaive.

Civilization initially began to coalesce on the shore near the Sargassi Sea and the South Tabaran Ocean. It was not the gift of fish, shrimp, or even the whales at first which made this possible but ill defended foreign vessels. Piracy allowed the poor people of Dhu to leach off of the other nations and people who were fairing better than themselves. When pirates from other regions began to attack the Dhu fishing vessels, the local pirates came to their defense and made clear who owned the waters that used to be the Dhu Empire.

During the conflict, one pirate named Gussun gathered a fleet of seven ships run by seven competitive sea captains. The families of the sailors constructed a town under his direction, and Gussun's Port became their base of operations. Soon dozens of Dhuic pirate ships fall under the command of Gussun, now known as "The Admiral." After the conflict was resolved, Gussun's Port became a major seafaring stop for those traveling the Sargassi.

In 368 AD, a group of adventurers ventured into Memorance Lake and retrieved several artifacts from the lost city of Voen. Since then both researchers and adventurers have traveled to the lake bottom to investigate the settlements of the lost empire. Some Corinesti even assisted in the restoration of several of the structures by removing the dirt, coral, and vegetation covering the buildings. However it was soon discovered that although the fish had no problems with the Memorance waters, Corinesti can only breathe it for hours at a time before feeling ill and needing to retreat. A reason for this reaction has never been found. Still, the allure of traveling underwater to see ancient ruins began to attract travelers. Business around the lake finally began to boom. The capital finally began to attract a larger population. A decade later,

diamond mines are discovered beneath the Munest Hills. Hope for Dhu blossoms.

During the Days of Darkness, Dhu was hit hard. Being close to where the Adlar dwarves were digging the Path, a larger swarm of Chaos' creatures swept into and over the land. Several of the cities founded after the Drowning were wiped from existence and memory. Not even their locations were recalled. Villages and towns were similarly erased. Only the three major settlements survived: Zmeineturu, Heaventide, and Gussun's Port.

Gussun's Port had the greatest losses as they were attacked both from the swarm over the land and the monsters from the sea. Only a united defense of the people prevented the port's destruction. Many living around the lake or elsewhere inland fled to the capital for protection, and due to the increased concentration of forces the capital was able to hold the line against a variety of giant rat-like bears whose fur bled poison upon the ground along with a number of dark dragons that breathed the Void itself. The city survived, but both King Fozrok and Queen Helliena were killed. The young Luciten, only fifteen years old and witness to his parents' murder, was forced to take the crown.

The Blue Elder Dragon's lair Heaventide also put up a strong defense against the assault. Their casualties did not compare to those above ground, but the Church of Tashrama suffered a massive blow. The Blue Elder Dragon Almissaive was slain. However Almissaive's mate, Seresayon, succeeded her lover as the new "god" by unknown means.

After the conflict, many in Zmeineturu chose not to leave and remained in the capital. Those in Gussun's Port spread out to some extent, building new ports a short ways away, but they remained relatively close. Mining for the diamonds begun again, and it looked as if Dhu would recover much faster than it had from its last tragedy.

When the Great Lord Sovereign Montegron began to pull the Midland's together, he saw a great asset in the Munest Mines. He lent his followers to assist in the clean-up and met with King Luciten. After that meeting a large portion of the extracted diamonds when to help Montegron in his cause for unification and stabilization. During this period, Seresayon also sent representatives to Luciten. Not only did they attempt to forge good relations with Luciten but one of the followers attempted to seduce Montegron himself. Under pressure from Montegron, Luciten ordered the representatives slain.

Montegron saw other sources of potential for Dhu. Seeing the growing line of ports he ordered Luciten to begin construction of a naval port. Troverhon Keelright, Gussun's descendent, accepted this charge and changed the town's name to Emperium Gate. This new city also enveloped several of the newer neighboring port towns. Secretly, he began to use the money to also build up the whaling industry, the fishing boats, and also the pirate fleet that had been paying Keelright off for years. Still, the shipyard was completely rebuilt with the funding, and new ships were brought into the fleet. Keelright had concluded one thing in regards to the naval plan. Experienced sailors would be needed, and most of them whether honest seamen or criminal pirates were subservient to him.

Since then Luciten has lived in fear of both the dragon and the Lord Sovereign. Feeling lost without the additional training that would have come from his parents, the king has proven himself to be easily influenced by those around him. As such, the Sovereignties decided to help Luciten by stationing several members of the Midland Guard along with one of Montegron's personal mages in the capital. Many in the city's patrols now report directly to the Guardsman, actually putting the true sovereignty of Dhu in question.

Seresayon decided to strike back for her followers' executions by convincing many of the small villages and towns loyal to the Tashrama to not pay taxes to Luciten and thus Montegron. This quickly resulted in a military escort for the tax collectors and vast number of arrests. Homes and businesses were burned as examples. Many of those arrested were taken to Karsuhon for imprisonment, removing them from the influence of the blue dragon.

The blue responded by having her followers alter the tunnels underneath the Munest Mines and allowing millions of gallons of sea water flood in. The miners were forced to evacuate and the mining stopped. In the meantime, Seresayon's followers moved into the flooded and isolated tunnels to mine the diamonds on their own. With this new source of income, she used bribery to free her followers in Karsuhon.

In late 420 AD, as the Midland Guard was still reeling from the death of its founder Jermon Cavlin, Seresayon was able to bribe enough people to allow her faithful in the Karsuhon dungeons to escape. The plan did not work perfectly as Jermon's successor, Noragaen Veliya was able to sound an alarm. In the resulting conflict Seresayon lost half of those trying to escape, but those who returned were forever grateful.

The blue also has a large number of Corinesti followers living both in Heaventide and the sea. With these Corinesti attempting to sabotage sea trade and keep the flooded tunnels from being drained, Seresayon hopes to force the king into a polite conversation without the influence of Montegron hanging over their heads. She hopes to forge some type of connection with the nation, but is truly unsure how. The king is also terrified of the blue, likely as much as Seresayon fears Montegron. It is not widespread knowledge above ground, but under the cave of Heaventide, Seresayon's eggs are close to hatching. An invasion at this point is a threat she does not want to deal with, especially if it threatens her children's lives.

King Luciten has additional problems. Without the diamond mines operating at full capacity, funding for other projects, including building a second naval port, was scrapped. Luciten is becoming more and more worried about the sway Keelright has with those in Emperium Gate. Not only did he think the port would rebel, he is becoming convinced Keelright means to depose him. Unfortunately with the plans of a second naval port outside of Keelright's hands scrapped, Luciten has lost his one chance to economically undermine the man. Luciten's worry has become public knowledge, and those loyal to the king are hoping the Midlands will step in to solve the situation. Others are beginning to move to or near Emperium Gate, figuring it more stable and to be the growing power. A few others are even heading to Heaventide, wishing to subject themselves to the power of a dragon living in an underground paradise rather than put up with military and noble politics.

Current Events

- The noble families who used to advise King Luciten are no longer allowed to see the king. Instead Montegron's own advisers have taken their place. One of the noble families suspects these new advisers may be arcane spellcasters, using their shadowy practices for dark purposes.
- The body of an assassin was found outside of Keelright's own home. Nobody knows who hired him or who killed him. Half of the city thinks the Great Sovereign Lord wants Keelright dead in order to secure Luciten's position as a weak puppet, and the other half thinks an agent of Montegron killed the assassin in order to insure Keelright becomes the next strong king of Dhu (under his own rule, of course). Keelright simply wants to know what happened.
- A strong earthquake out in the Sargassi Sea opened up a chasm on the seabed. Flotsam from a long lost city of the pre-Drowning Empire floated up to the surface, and a few of the items look to be in relatively new condition. Treasure hunters are flocking to investigate.

Major Settlements

Emperium Gate (Large City 24,984): Located on the shores of the Sargassi Sea, this port city also has direct access to the South Tabaran Ocean. Originally named Gussun's Port when it was constructed after the Drowning, the town was begun as a combination whaling and pirate cove. According to many, it still is. Run by Gussun's descendent Troverhon Keelright, the city's name was changed when it was decided that the national navy would be built here. With King Luciten being viewed of by many as a weak ruler frightened by both the Blue Elder Dragon and Montegron's own shadow, Keelright has been proving himself a dedicated and hard-nose leader to the people who work for a living near and on the sea. With the knowledge that the naval forces will have to be manned by those locals experienced with life on the ocean, there is brewing question as to who the forming navy will truly follow in the future, Luciten or Keelright?

Heaventide (Small City 6,010): Immediately to the west of Munest and even partially beneath the hills, the blue Elder Dragon Seresayon has her lair. Named Heaventide, the lair is an almost entirely enclosed paradise of trees, grass, and water, all surrounded by rock. In Heaventide is a large bay of water that interconnects through a long passage known as the Seapass to the ocean. The Seapass also travels directly under many of the mines in Munest, and it is now believed that Seresayon used the Seapass to flood many of the mines' tunnels, cutting off the Midlands' ability to use it. Other tunnels also branch up to the surface, which Seresayon and her followers call the Abovelands. Only those loyal to the Tashrama and the Blue Elder are allowed in Heaventide.

Zmeineturu (Metropolis 39,512): The lakeside capital of Dhu is clearly the single major population center in Dhu, containing 40% of the national populace. The manor that acts as the royal palace is located directly on the water's edge and even has its own docks. The city was a small village prior to the Drowning, but afterwards its site was chosen to be the new government center. Unfortunately reconstruction of Zmeineturu was slow. Not until the discovery of the diamond mines in Munest would enough funding be available for a proper city to be built, but further reconstruction was slowed when Great Lord Sovereign Montegron redirected much of the funding to rebuilding the Midland infrastructure. Although a popular travel location for those who wish to see the ruins beneath Memorance Lake, the capital is in a period of uncertainty. Since the last census many people have moved to Emperium Gate in hopes of having a more stable life. With the future of King Luciten's reign in doubt and believing he is only in place because of the Lord Sovereign's will, several are looking elsewhere for stable leadership.

Drejor

Capital: Sharathen
Population: 182,222 (Human 98%, Hartdar 2%)
Government: Monarchy
Religions: major - Tashrama (green branch), Tashrama (black branch), minor - Tao-Shin
Languages: Common, Dwarven
Trade: Leather, horses, olive oil, fish
Legions: Road Watch, Court Swords, Mounted Cavalry of Sharathen, Watch of the Sea (navy)
Alignment: All

Drejor (Drey'-jor) is the sister nation to Trejor and one of the Midland Sovereignties. Also a portion of the nation

is under the control of the green Elder Dragon Glastious. The majority of the country is under the direct rule of Queen Luminecei Heymelion.

Life and Society

The population of Drejor outside of Glastious Forest is almost completely human with only some coin dwarf influence. The population inside the forest is impossible to get an accurate count of and is therefore ignored.

Drejor has extensive trading with the Coin Dwarves to the north in Kedaltol, and Trejor to the west. Also Drejor is widely known for the high quality of its horse breeding stock. Until the Falecohvo Ranch in Mauritand gained dominance, Drejor ranches were used to supply the Midland Guard with much of its stock. Although the loss of business with the Midguard dampened part of the economy, demand for the various Drejoran breeds still remains high throughout the lands.

Coastal fishing and the olive oil industries also make up a major part of the nation's economy. In the city of Gray Drethen, Behsatin Markoinyo is known as one of the land's more expert leatherworkers. Even with the Midland government's shift towards Mauritand for horses, Markoinyo still has a lock on leathering.

Although society is well developed throughout most of the country, whether in the large cities in the west near the shore or in the sparser towns in Drejor's heartland, towards the east much of the style of living is different. In Glastious Forest, the Green Elder Dragon who gave the forest its name hides within the trees. Animals, mobile plants, fey, and other races including humanoids take shelter under the canopy. However it is not a peaceful existence. The towns living near the forest experience a constant watch as Glastious' followers raid them and travelers of the neighboring roads. Locals of the towns refer to themselves as the borderlands, making a parallel between their own existence stopping the forest from spreading with those who live on the borders of the north and south of the Midlands, on the edge with barbaric creatures who wish to harm the stability of Midland society. As time has gone on, that view which likely had been born as a simply point of irony is now seen by many as a reality. Both sides of this conflict realize one thing however. The state of small continual raids by both sides into the others cannot go on forever. Soon major war will break.

Religion

With Glastious' forest dominating the eastern landscape, the Tashrama has a heavy presence in Drejor, but with no method available to safely or accurately count the population living within the woods, gauging its strength is difficult. Outside of the forest, there are scarce few who have begun to preach the return of the "true gods." This Tao-Shin faith is very small currently, and many see it as



a variation on the practices of the Church of the Divine Ladder (Tashrama) although those of the Tao-Shin claim to be reviving a faith of old.

Government

Excluding years when nobles war over a vacant throne, the monarchy of Drejor has a long-standing chain of kings and queens that go back to long before the Drowning. Queen Luminecei (LG female Midlander human noble 12/sorcerer 1) rules both Drejor and the capital city of Sharathen. All other towns and cities elect their own mayor by whatever method that settlement sees fit for itself. City and town issues are supposed to handle local affairs by themselves, but Luminecei has developed a habit of micromanaging things that catch her attention, believing her can solve problems faster on her own than those more directly affected by the situation. Much to the frustrations of many mayors, the Queen has proven herself to be very effective and capable of doing just that.

Military

A standing army is made of up a purely volunteer force, however in the past there have been cases where a draft was imposed during times of crisis. The last time this occurred, during the anarchy following the Days of Darkness, foreigners passing through Drejor were also impressed into service. Since then, the draft has never been imposed. Most who enter the service simply enlist, but for wealthier families, military training is available at several schools. Those who graduate with high enough marks are instantly given ranks as officers.

Several special branches within the army also exist. The Road Watch keeps Stonewatch Road, the major route between Sharathen and the east, clear of the expanding Glastious Forest. The Court Swords act as her own personal bodyguards and agents. The Mounted Cavalry of Sharathen is a large force of mounted soldiers who receive as much praise from the local population as the Midland Guard. The Watch of the Sea is the naval force that protects the waters off the Drejori shoreline. Of these branches, only the Road Watch and the Watch of the Sea allow newly enlisted soldiers into their ranks.

Magic and Mysticism

Those who practice arcane arts are seen by many in Drejor as useful, but their help is as often accompanied by a gnashing of teeth as often as praise. To many Drejori, magic is a venture into the unknown and the unknown is not to be fully trusted.

Opinions of divine magic vary widely. There are some who see the black branch of the Tashrama to the west as a group willing to assist others in need, but then they see the creeping threat of the green branch's forest within their own borders. Most Drejori look at the newly energized Tao-Shin as a fringe cult not worth their attentions, but lately many herbalists have been slowly turning to the Tao-Shin for guidance.

Major Geographical Features and Locations

The largest feature noted by most in Drejor is the Glastious Forest. In earlier days, the Stonya Woods was much smaller and safe to walk through. Now with the Elder Green and his followers, only those who desire to serve the dragon may enter safely. The forest also expanded greatly in size after the Days of Darkness when Glastious struck back at the minions of Chaos by literally re-growing the forest from dust and rock. As of 421 AD, the forest takes up almost a fifth of Drejor's area with smaller but still sizable parts in neighboring Guiteger. Many servants of the queen spend their time along Stonewatch Road doing what they can to keep the forest from overtaking the major traffic route between Drejor and Guiteger's capitals. Often military patrols accompany tree trimmers and animal hunters in efforts to keep the trade route safe.

Regional History

Deep in the early times of Adlatum, the nation of Trejor stretched from what is now Sakkaras down to Drejor. But that time was short lived. Before the unified period, the land was divided by a variety of warlords. A few years after the fighting was quelled, Drejor succeeded into its own nation. The reason for the division is know only known as a legend whose authenticity is questionable at best. A short summary of story is as follows.

In the ancient days before the Drowning, Trejor was originally covered by a number of warlord led tribes. This warfare lasted for centuries as the ground continued to soak in the blood. According to legend, the son and daughter of the Roanj Tribe chief came upon a sinkhole in the middle of the night. Both were swallowed up. When they came to, they found themselves in an old temple long buried beneath the earth. Before them stood three figures: an older man in armor of unknown design, a scribe with a closed tome, and a beautiful woman with eyes of a serpent. They brought before them a bow and arrow made of a strange metal. Even the string of the bow itself seemed to be made of this brilliant substance, yet it was shown to bend but never break.

"These are yours to forge a nation and unify these lands," said the scribe. "But you each have a choice."

"We three represent three paths you may walk, and may guide your people by," said the armored man.

"Not one of us will lead you to a life of ease. No such path exists," said the woman. "But great things may be had still."

The scribe stepped forward and gave the boy the bow and the girl the arrow. "If you both choose a single path, then in time peace will reign for Ages in the manner for which you set. One for the good of all, one for the strength of your own aims, and one to allow each of your nation to choose and live as they see fit. But if you choose differently, then division will be had and nothing can be promised."

The girl made to confer with her brother, but the boy had made his mind. "I choose the good of all," he said, and the armored man gave a warm smile to him. "Nothing can be more important than that, even if the individuals, even I, must share hardship." The eyes of the gods turned to the girl.

After a moment of thought, she said, "I choose the fourth path. It is not right for gods to force mortals to chose only between them, whether for all, for self, or for freedom. To do so is a detriment to all three. I will accept your gift to help my people, but my path is chosen." And she turned and walked away.

The brother was dismayed, but in his heart he believed he had chosen what was best. He learned the path of the armored man, and met up with his sister at a tunnel's opening. Hurt was felt between them, but they put it aside for the betterment of their people. However the divide did not ever heal completely.

In time the two came to lead their tribe as one, but often disagreements arose. Also never was the starmetal arrow fired from the starmetal bow. He used his own arrows, and she used her own bow. Never did the bow break, and always the arrow was retrieved. In time, through both war and wisdom, the warring people were unified. But only for a short while.

There were times where she believed that under specific circumstances immoral acts which only resulted in a better end were justified. He disagreed and believed it soiled the ideals they were aiming for. As disagreements continued, the people began to divide with them. The new nation swiftly split into two, Trejor and Drejor, as the sister took half of the country east.

Although forever divided, the nations of Trejor and Drejor remained surprisingly close. With the ability for each country to choose its own way, the disagreements that divided the people as one were no longer. Respect for each other continued, but the ability for each to make up their own laws appeared key in their sustained peace. In the following centuries, Drejor took Trejor's lead and started heavy trade with the Hartdar dwarves of Kedaltol to the north. In time, the dwarves were even hired to build the royal palace in Sharathen.

Throughout the centuries, a number of royal families took power. Sometimes the succession of dynasties happened when one line perished without successor. Other times there were political coups. But even in the worst cases where civil wars erupted, the nation always healed.

The bloodiest conflict for the royal throne lasted for a full century from 112 PD to 2 PD. The war began when King Rodeli was murdered by a masked assassin. When his son Phinio was in the middle of his own coronation, the capital of the Court Swords Logusha Heratecin noticed Phinio was sporting an injury to his arm in the identical location where he slashed at the assassin before he escaped. Enraged the capital ran the traitorous son moments before the crown was placed on his head. Immediately, Heratecin was killed by his own men, but not before he could explain his actions. With reason or not, Drejor's throne was without heir. The noble families began to ally with each other into multiple factions. When no one family gained majority support, secret plots began to remove competition. When the plots were no longer secret, skirmishes broke out in the streets. After the span of three years, full civil war took the nation. The War of Houses had begun.

As time went on the list of houses vying for control shifted. Those who controlled each noble house changed, and even minor houses that supported another changed allegiances. As the Canon War raged over the same period, Drejor assisted where it could. But most houses kept their best fighters in Drejor for the War of Houses. Even away near the front against the minotaurs, it was not unheard of for soldiers from different houses to attempt to kill each other while in the midst of a battle with the bull-men. For that reason many commanders in the Canon War did what they could to keep Drejorans from enemy houses apart.

The last seven years of the War of Houses was a period of cohesion for the country. Only three contenders remained. In 4 PD, the field narrowed further when agents working for one of the other two houses murdered house matriarch Lady Vivaya Quiral. With only two contenders remaining, Drejor at last had a prayer the conflict would end.

And end it did when in 2 PD, when contenders Lord Madred Heratecin and Lady Emecia Heymelion agreed to a compromise. Both of older years, neither expected to win the throne for themselves. Instead the Lord and Lady agreed to marry their respective granddaughter and grandson. Any resulting child would then be the ruler a reunified Drejor. The fighting stopped for the first time in over a century, and the celebration like no other was planned.

The ceremony and the celebration covered all of Drejor and even some of the neighboring countries who were sometimes affected by the nearby fighting. The wedding of Roric Heymelion and Pharaceilia Heratecin spanned the entire day, and it also lasted into the later hours when the greatest tragedy of Drejor befell them.

The great wave of the Drowning struck Adlatum.

Most of those at the outside celebration were swept away in the currents. Several noble houses that had spent 110 years trying to survive the war were wiped out. Roric himself was killed, and Pharaceilia was lost. Even the great arrow of legend *Faithfinder* could not be found although the palace suffered less damage than most. After the water receded, the land was in ruin. It is said that not a single surviving Drejoran capable of speech refuse to curse all gods of the heavens. But slowly, the people tried to rebuild.

Luck came to Drejor five years later when Pharaceilia was found wandering the land. She awoke from the devastation with no memory of herself or who she was. Once returned to Sharathen, she confessed some time after she began her wanderings she had given birth to a child, but being poor with no way to care for the boy she put it up for adoption. Believing that Pharaceilia had an affair with Roric prior to the wedding, a search was conducted to relocate the nation's rightful king. In the meantime Pharaceilia was declared Regent, much to the young girl's dismay for her memory never healed. It would be fifteen more years before the boy was tracked down to a family who had traveled into the mountains to the southeast in order to escape the possibility of more waters. The young man, named Solios by his adoptive parents, was already wed and father of twins. Soon he was returned to Drejor and crowned king.

The nation continued to rebuild, and relations with neighbors were restarted. The old alliance with Trejor was rekindled when in 53 AD, a blood tie between the lost Trejoran royal family of Durandae and the Drejoran noble house of Durde was found. Count Kalis Durde departed his beloved homeland for its neighbor and changed his name to Kalis Durandae prior to becoming Trejor's new king.

When word of the Tashrama faith grew in later times, the Heymelion line chose to give the faithful the benefit of the doubt unless trouble began to brew. It was soon learned that a powerful spirit connected to the faith resided in the forest, and it appeared to hold the forest completely in its control. It would be decades before they learned the spirit was bound in the form of a statue. It was decided that people have the right to worship as they will, and they let the followers of the Tashrama free pass into the wood to live as they wished so long as the people in the nearby towns were allowed to live their own lives. And although occasional stories of odd happenings stirred about from time to time, not much heed was ever given to the forest. In truth, the spirit was the Green Elder Dragon whose soul was bound inside of a stone statue in the forest. Although unable to move, he could project his will throughout the trees. Only those who were the most faithful came to learn the truth.

During the Days of Darkness, everything was put into a state of panic and high tension. It is known that the king himself had apparently launched an assault against the invading forces of Chaos during the conflict. Unfortunately all memory of this ruler of Drejor was destroyed. Even the entire army launched against the evil was wiped out. All that remained outside of the capital was a far-reaching field of armor, horse equipment, and the royal crown. By some cruel act of Chaos, even all written records of the king who ruled from 374 to 383 AD were wiped clean. Three months later, after swiftly descending into madness, Queen Lenyan took her own life. A regent would be appointed to run matters for the next decade as the young Luminecei Heymelion grew from a newborn into a beautiful young woman. On her nineteenth birthday, she was crowned queen.

During the period of unrest and rebuilding from the attacks by the Chaos creatures, new problems arose. Several towns and a small city were swallowed up by Glastious Forest. During the Days of Darkness the forest exploded in size and took over much land previously settled. In the towns newly bordering the forest, people began to cut the trees down in order to build new homes for the homeless refugees trying to begin their lives again. The followers of Glastious responded by openly attacking the settlements. Regent Moresi, Luminecei's second cousin, tried to stop the conflict by sending representatives into the forest to negotiate with the cult. The lead negotiator returned with his fingers cut off and a message. "Whatever the circumstance is for your kind, it matters not to me. Trim back the forest, and this is what I feel. This forest is not of Drejor. Remain distant and live." These words did not sit well with either the representative of Lord Montegron, who was in the process of unifying the Midlands and was present to advise the regent on matters. Still, both in the end recognized the lack of strength Drejor had in its current state and chose to heed the green's words.

The situation changed when new trees began to grow near the border, expanding the forest. The nearby towns took this as a slow incursion by the dragon and hacked the forest line back. Every so often during the night other beings would raid the towns, and so the fighting continued, albeit sporadically.

As Montegron's power in the region grew, the Lord Sovereign suggested Drejor post a strong line of sentries within and near the towns, and also along the roads running abreast of the forest leading east to their trading partners in Guiteger. Over time incidents occurred: men venturing only a short way into the wood and disappearing, animal raids, etc. But also there were responses: tree clearing, forest fires, and also massive hunts just within the woods.

Queen Luminecei is keeping a very close watch on the forest, and she sends periodic updates to the Great Lord Sovereign Montegron in Karsuhon on the situation. She had heard the spirit of Glastious was insane and recognized that trying to predict the being's actions would be an effort in futility. She has set up a horse mounted segment of the military known as the Road Watch to keep the major road route between the capital Sharathen and the east clear of the expanding forest. After Montegron exposed the power of Tashrama to be the Elder Dragons, she is also wary of the Black Elder Dragon residing across the border in Drejor. The Black Elder Xyvren was now known to have been helping the people of her sister nation, especially in economic affairs, but she has grown to distrust the Elder Dragons. With King Tojra of Trejor seeming to be taking a more pro-Tashrama stance in the recent years, she has begun to worry. She herself has long since cast her nation's lot in with the Sovereignties, and she is well aware of the mounting friction between the two powers.

Current Events

- A group of nobles worry that Luminecei has not yet married or had an heir yet, even though she is nearing forty-years old. Their Queen seems more concerned with political affairs rather than that of bloodlines and families. Unless they find a way to convince her to beget a child, the line of Heymelion will end with her, and the potential for another noble war will dramatically increase.
- Two men from Gray Drethen visiting Sharathen were all too happy to oblige a woman they did not know who told to them to "go jump off of a cliff." Their bodies were found in the rocks near the Trejor border.
- Several horses used by the Road Watch had spontaneously thrown their riders and fled into the woods. Three caravans have since claimed wild horses of

monstrous size had attacked them on Stonewatch Road.

Major Settlements

Glastious Forest (Population Unknown): The massive forest is made up of wild and enormous trees that take up almost a fifth of the nation's land. Effectively outside of Queen Luminecei's jurisdiction, the forest is ruled by the green Elder Dragon Glastious. The dragon is frozen in the form of a green tinted statue in the center of the woods, but he also has the ability to control the land, the trees, and maybe even the inhabitants himself. It is known a wide variety of creatures worship the dragon and attack the nearby populace on his orders. Many believe the dragon to also be insane.

Gray Drethen (or Grey Drethen) (Small City 10,034): South of the main trade route cutting across the middle of Drejor, Gray Drethen is a small city nestled in the rolling misty hills of the heartland. Ever since the Days of Darkness, a soft light fog has covered the meadows and the hills in the region. The sun has been partially obscured, but the diffuse light and the moist air continues the land to prosper as it had when the sun was able to shine strong. Since then Drethen has been called Gray Drethen, although the mood of the people does not seem to match its new name. In fact over time, the city's people have been proving themselves to be more and more generous to both each other and to those from other places.

Mainly arcing through a winding valley, the small city is home to many businesses and even a school of research. Two businesses stand out with the most renowned. One is that of Behsatin Markoinyo, master leathersmith. The half-dwarf master is known for his skills, especially in armor and horse accessories. Queen Luminecei herself has been a client of his. The other business is the Ifama Olive Oil Co. owned by Evereyen Rogosh. Rogosh is also owner of many of the olive groves scattered across the country. His business is extensive enough that he even ships to Etlarn on rare occasions.

Sharathen (Metropolis 46,642): The capital of the nation, Sharathen rests on a hillside that sweeps down and away towards the distant shoreline. When the city was destroyed in the Drowning, the only building to survive with minimal damage was the dwarven made structure that was the royal palace. The large edifice of a building was made of strong stone similar in appearance to marble, but with the exception of having a light violet sheen to it. After King Solios came to power, he hired the dwarves once again, but this time to rebuild the entire city. Honored by the offer, and the promised funds, the Hartdar set to work joining human masons already in progress. By 98 AD, Sharathen was a city of strong stone and skilled artistic craftsmanship. A common jest among people says "If the Drowning comes again, Sharathen will either stand or be washed into the sea as one whole solid piece."

FyxZharar

Capital: Karsuhon
Population*: 217,547 (Humans 70%, Hartdar 16%, Gildanesti 6%, Gnome 4%, Corinesti 2%, Oguna 1%, Other 1%) *Does not include Gnomorrah.
Government: Republic. However the Great Sovereign Lord of the entire Midlands rules his monarchy from FyxZharar as well. Decisions of the Sovereign Lord trump that of the republic.
Religions: Tashrama (white branch)
Languages: Common, Dwarven, Elvish, and Gnomish
Trade: Gems, Metal, Wool, Goat Products, Minting Coins, and Weaponsmithing
Legions: Army of the White, Midland Guard
Alignment: All

Modern FyxZharar (Fihks Zhah'-rahr) is divided up into three areas: the Midland nation under the power of the Great Sovereign Lord Montegron, the mountain passes and tunnels under the control of the White Elder Dragon Heriacious, and the gnomish nation of Gnomorrah. Although most of FyxZharar viewed as under the direct control of the Sovereign Lord, it is possible to traverse the nation's twisting passes and roadways without being noticed by loyalists of either Montegron or Heriacious. However, once one comes within proximity of the passes and roads controlled by either the Lord or the Dragon, being noticed is almost assured.

The small twenty-mile long nation of Gnomorrah officially recognizes itself as part of the Midland Sovereignties, but the complexities of gnomish society and law are so intricate that Montegron's unified government rarely involves itself in their internal affairs.

Life and Society

The style of life of those in FyxZharar varies greatly both on exactly where they are living and what type of life they are striving for. Those living in the farming communities in the flat valleys can live a fairly sheltered life away from most of the traffic that comes and goes from the cities. Those in the more developed regions exist in a very urban environment, dealing with everything from schooling and research, to governmental affairs, to military life, to that of a common merchant. Those living within the areas controlled by the White Elder Dragon Heriacious sacrifice much of the comforts of city and country life to spend time away in caverns, meditating and studying the arts gifted to them by their grand white god.

The attitudes of people within FyxZharar are just as various. In the republic's capital of Karsuhon, loyalty to the



Sovereign Lord is very strong. However, many within the city and surrounding Sovereignty-controlled settlements only wear their loyalty skin-deep. Their primary concerns are in taking in the grand wealth of knowledge that can be found or discovered in FyxZharar. Many towns visited by both the Sovereignty and those loyal to the Elder Dragon make themselves hospitable in whatever manner will let them be in peace at the time. Also in other locations, dedication to one side or the other may be consistently shown.

Surprisingly, although two opposing forces have their seats of power so close to each other, most of the conflict tends to occur out away from them. Up until now, neither side has believed they were in the best position to win a direct conflict against the other without take more loses than can be considered acceptable. With the war about to begin, this situation appears to be changing.

Religion

FyxZharar is home to a Holy Land of the Tashrama, the lair of the White Elder Dragon Heriacious. The Great Sovereign Lord may have outed the Elder Dragons are the true powers behind the church, but Heriacious herself confirmed the fact by appearing in public and openly declaring her divinity. Since then many have left the Tashramadic faith, but a large segment of the population remains faithful and believes Heriacious' claims. With the cities of Breenaak and Karsuhon so close to each other, views of religion in FyxZharar are almost completely polarized between support for Tashrama and support for the Sovereignties. As such, most other faiths have little to no influence on events, with the exception of Montegron's own secret faith.

Government

There are three governments in operation within the borders of FyxZharar. One is the gnomish government in Gnomorrah that is so confusing most non-gnomes cannot make heads or tails or it. Officially that government is under the jurisdiction of the Midland Sovereignties, but due to the complexities of Mentoi bureaucracy, Montegron and other Sovereignty officials leave it alone.

The other two governments are in direct opposition to each other. One is the government of the Midland Sovereignties under the control of Great Sovereign Lord Montegron, and the other is white branch of the Tashrama under the control of the White Elder Dragon Heriacious. There is a national government, a republic under the direction of Presider Gardel Legna (NG male Midlander human noble 7), which deals with FyxZharar's internal affairs, but most consider this a local extension of Montegron's power. Meanwhile, in Breenaak, the faithful of Heriacious view themselves outside of the Sovereignties' jurisdiction. Prior to the revelation of the Elder Dragons many thought Head Priestess Aynal Teralshall ran the local branch of the church and Tashramadic territories. But the truth was that Teralshall had always been working underneath the direction of the Elder White. These lands are effectively under a theocracy.

Military

A small weak local army does exist for the nation of FyxZharar. They are often referred to as the General Militia although they are officially named the Army of FyxZharar. The bulk of FyxZharar's strength lies in the elite Midland Guard (a.k.a. the Midguard). Headquartered in Karsuhon, the "rare few" are rather abundant here. The army is sometimes weakened when members of the Midguard require additional hands to venture out and perform services and duties for the Midlands. Often the Midland Guardsmen will take soldiers from the army to assist them in their endeavors.

The Army of the White is the military force of Heriacious and the white branch of the Tashramadic faith. As friction was mounting, the dragon knew a confrontation with the Sovereignties was unavoidable, and being a tactical expert in warfare she set out to build her own fighting force among the faithful.

Coincidentally, both the Midland Guard and the Army of the White had new commanders put in charge of them recently: Second Protector Noragaen Veliya for the Midguard, and General Damrye for the Tashrama.

Magic and Mysticism

Magic in almost all forms exists in FyxZharar. The mystics, "priests" of the Tashrama, are praised among supporters of the White and hated by supporters of the Sovereignties. Montegron keeps an abundance of sorcerers on staff to assist in magical needs, and Heriacious has also done the same. With the return of the moons, both sides are weighing the advantage gained by possibly including wizards in their ranks, and so a few are in attendance, but how useful they will prove themselves in comparison to the sorcerers has not been determined. The clerics of the true gods are extremely few, but they are quickly scrambling to have some impact on the coming war for better or worse. Odds are they will have little to no impact since so much build-up to conflict has occurred prior to the gods' return.

Major Geographical Features and Locations

The nation of FyxZharar is covered in sharp high peaks, vast deep chasms, green valleys where the air is warmed by pockets of natural gas buried deep in the earth, misty hilltops, stretches of rivers rushing down from icy summits, and lakes formed by water that rushed in during the Drowning that could not recede.

The passes and roads throughout FyxZharar wind, twist, and branch off in a myriad of directions. Two towns only a few miles away might require days or even weeks of hiking in order to travel from one to the other. Although the construction of tunnels are being done in order to make traveling through the lands more convenient, it is still heavily suggested that any newcomers to the region hire a guide in order to not get lost in their journeys. Even many of the locals do not seem to know every possible road or path through the mountains. The gnomes who used to be the original inhabitants also claim that many of the older roads were changed, reshaped, or broken apart when the Great Wave came.

A hard land to navigate, FyxZharar's scenery is still counted as one of the most pristine in Adlatum.

Regional History

Prior to the Drowning, the gnomes of Gnomorrah controlled the majority of the mountains, and FyxZharar was a minor kingdom existing primarily in the hills and only a small fraction of the taller mountains. With the exception of a collection of human and dwarven settlements, and items in caverns suggesting some earlier civilization unknown to history, most other races had not settled into the immediate area.

Everything changed when the Drowning came. Although the mountains were high enough to allow many to escape the rushing waters, much of the ocean still poured over and through the lower hills, valleys, and canyons that are scattered throughout the land. Many of the settlements within these areas were flooded as much or even worse than those on the plains. In some places, when the waters receded, deep lakes and rivers replaced valleys and gorges. Towns and villages remained covered for hundreds of years.

However, more to the center of the mountain, the land was high enough to avoid just about all of the damage. Much of the gnomish civilization survived, but much was also destroyed when water poured through caverns to the mining and farming towns in the valleys. The town of Glickanree was completely lost not by the water, but when the rushing floods struck the top of an over-mined hill. The pressure resulted in the ground heaving upward and collapsing upon everyone below. When the land calmed, a quarter of the population was verified dead while another 10% were never found. The dwarven population in the outlying areas suffered similar casualties.

Months went by, and efforts began to rebuild devastated lands the sea had given back. But they were not allowed to. Other surviving races began to seek higher ground, fearing that a second devastation could strike at any time. The influx of coin dwarves, humans, Gildanesti, and others resulted in the pressing the gnomes out of many areas where they had already settled, and in some cases, rebuilt. The gnomish nation of Gnomorrah was pressed northward and then surrounded by the growing Midland nation of FyxZharar.

In the following centuries, several relics were found within the deep maze-work of caves that network through the mountains. With the discovery of old tomes and other artifacts, many scholars and mages from all over Adlatum came to study and expand their knowledge in their respective arts. The perils of the complex network of caves beneath the summits were quickly learned by some and ignored by many more. Many of those who risked their lives to discover the knowledge and artifacts of old were never seen again.

In 130 AD the White Elder Dragon Heriacious learned of the relics buried deep within the mountains of FyxZharar and sent many of the faithful to search the caverns for items of use. Regardless of the nearby proximity, the mountains, caverns, and canyons makes traveling between the capital and the entrance of Heriacious' primary lair a long and treacherous journey. Heriacious' primary concern is learning about the forgotten civilization buried in pieces down below, not the current one nearby. She gathers Scalebound who think that the dragon's backing and knowledge of the caves will give them an added advantage in finding the buried secrets and making use of them.

After the Starfall, the Great Sovereign Lord Montegron chose to place his seat of power in the middle of the Midlands. Although Karsuhon was within fifty miles of Heriacious' layer, he realized that the city could be easily defended by any attack by the Tashrama or her secretive

Scalebound. Both Montegron and Heriacious have had groups continuously searching the deep tunnels beneath them for anything to be used to their advantage.

When Montegron exposed the Elder Dragons are the true powers behind the Tashramadic church, Heriacious revealed herself openly to her followers and declared her divinity. Several who had lost their faith tried to flee Heriacious' lands, but her military killed a large number of them before they could escape. A large number within Breenaak remained faithful however. During the Days of Darkness, Heriacious was seen during the conflict with the chaotic forces although her identity remained a mystery to many. The older followers remembered her when she showed herself to her believers, and they bowed before the beast who had tried so hard to prevent her people's destruction.

Current Events

- The tunnels underneath the mountains are a maze and complex webbing of darkness and mystery. Both the Sovereignties and Tashrama have sent explorers down in hopes of finding relics from an unknown lost civilization not recorded in any history. No one seems to be certain such a civilization existed, and no one knows what may be found that could be of any worth, especially in the coming war.
- After the funeral of Second Protector Jermon Cavlin late last year, his son Evtra Cavlin vanished. No one appears to have any knowledge of how he disappeared or where he could be.
- Great Sovereign Lord Montegron has ordered a majority of the Midland Guard back to FyxZharar after years of having them out trying to strengthen the local government forces in each of the Midland nations. Also large portions of the General Militia are being put under the direction of Midland Guardsmen. This may be the first open prelude to war against Heriacious and the Tashrama.
- A small unnamed organization operating out of Unadesum is trying to find a way to dismantle the power of the Sovereignties and the church in unison, hoping to deflate the damage a war will bring without letting one side triumph over the other. The leader of this organization is attempting to find clerics of the true gods, hoping such a holy person will be able to provide a miracle the Midlands desperately needs.

Major Settlements

Breenaak (Large City 24,090): The lair of the White Elder Dragon Heriacious resides within the mountain of Breenaak. The Scalebound live under the mountain cap with the White, while others who believe in the Elder Dragons' divinity reside within the city outside of the lair's main gate. Although Breenaak is a short distance geographically from the enemy stronghold in Karsuhon, the mountains and chasms make any land-based travel between the two settlements the equivalent of hundreds of miles longer.

Gnomorrah (Metropolis 70,324): The civilization of Gnomorrah used to cover much of the FyxZharar Mountains, but the influx of other races seeking higher ground after the Drowning forced the talker gnome civilization back into a small area. Now the main gnomish settlement comprises of a single area in the Thunderhead mountain range of 300 square miles. They are now completely surrounded by the Sovereignty of FyxZharar, and many humans bitingly refer to it as "No More-uh." Officially the gnomes are considered part of FyxZharar, but beyond that they are relatively autonomous. Many of those from Gnomorrah seek work elsewhere, including in the capital Karsuhon without much thought from anyone. A rare few more work for those loyal to Heriacious, but that number is much less. Since much, but not all, of the Sovereignty has no interest in intruding upon Gnomorrah, current relations between the gnomes and the Sovereignty as passively pleasing.

Paper mill factories take up a sizable portion of the manufacturing business in Gnomorrah, and these factories tend to constantly emit black smoke up into the area. Thousands of businesses and offices are littered throughout the mountain chain, and many more departments and agencies exist in order to regulate each and every industry in existence. Red tape is said to be Gnomorrah's number one product. This is not far from the truth since a literal red tape is used to bind many of the papers and binders together.

Karsuhon (Megalopolis 106,574): The capital of FyxZharar is sometimes referred to as "The Pinnacle of the Midlands." This is both because of its placement high up in the mountains and because it is the center of power for Montegron's reign. Broken up into a myriad of layers and sections covering the edges of a complex series of canyons, chasms, and mountain sides, Karsuhon's population is the largest of any city in Adlatum, if not all of Krynn. The city is home to a large number of businesses and schools, including three universities. One of the schools is completely devoted to the study of arcane arts of several types.

Within one of the mountains, Montegron had the Palsidion, a massive underground fortress, constructed in order to insure additional protection from any possible attack the Elder Dragons' or other possible enemy. The headquarters of the Midland Guard also resides there along with many of the mages who have sworn allegiance to the Great Sovereign Lord.

Trebiers (Small City 8783): Located on the border between FyxZharar and Tashramada, Trebiers is located on the major roadway between the two nation's capitals.

It is a major trading post, home to a large fort that houses a large number of smaller stores, businesses, and even an auction house. During the Drowning, Trebiers was somehow missed by the wave of water as it submerged the rest of the lands around it. Although credit is given to a freak coincidence in how the surrounding hills are laid out, others believe another more powerful hand was involved.

Unadesum (Large City 15,024): Before the Drowning, Unadesum was the capital of FyxZharar. After the Drowning annihilated just about everything, Unadesum was rebuilt as a lakeside city at the base of one of the largest waterfalls in Adlatum. Mining, farming, fishing, and trade with the Corinesti provide the city with most of its income. Many think there is a dragonmetal deposit located in the mines behind the waterfall, however both the city and the nation deny it.

Gnomorrah

Capital: Gnomorrah
Population: 80,472 (Gnome 97%, Dwarf 2%, Human 1%)
Government: Republic
Religions: minor - Melik Suud (Reorx) and Nekkarb (Shinare)
Languages: Gnomish, Common, Dwarven
Trade: Bureaucracy, Machines, Paper, Siege Weapons, Steam Powered Ships
Legions: Gnomorrah Regiments, The Mountain Naval Force.
Alignment: LG, LN, LE

Gnomorrah (No-more'-ah) is a small gnomish nation, in terms of land size, located in the northern part of FyxZharar. A single stretch of valley cuts southward twenty miles through the northern edge of the Thunderhead Mountains near the Guiteger border. Throughout this valley, and on and in the immediately surrounding mountains, settlements cover almost every inch of space.

The gnome civilization has existed here for many, many hundreds of years. Although a few gnomes involve themselves in technological engineering, primarily in steam powered mechanics, a vast majority are much more interested in social engineering, law, and record. Gnomorrah was built as a haven for record, bureaucracy, law, and technological experimentation.

Life and Society

A vast majority of those who live within Gnomorrah are very focused on their individual professions. Whether someone is a gnome or from another race, anyone who isn't a workaholic will be hard pressed to make any type of life for themselves here.

Most are obsessed with record keeping, legal interpretation and improvement, and general social engineering. The goal of many is to eventually create a utopia for all races, involving a perfect governmental system running the society, a perfect language for communication without misinterpretation, a perfect record of procedure for all things that can be done in life, and thus perfect peace. Unfortunately, very few agree on what is required for such a society.

A small part of the population is also involved in technological advancement. It is believed that a small ship of unknown origin was carried across the oceans to Adlatum on the Great Wave. The ten gnomes aboard survived and merged in with Mentoi society. Their technological knowledge was combined with Mentoi precision, and several devices operating on steam-driven power were constructed. Today, several devices make life easier for those living in Gnomorrah, even though only a limited few understand the complicated controls used to run them. Included are railway cars, automated lifts, and garbage disposal units.

Religion

Many gnomes have either a detached sense of the world they chronicle or they are so fixated on their roles as advisors, diplomats, arbitrators, politicians, and such that religion does not enter into their lives, except for maybe doing work for or with any church.

The exceptions are the church of Melik Suud (Reorx) and Nekkarb (Shinare). In the past, Suud had been honored as the founder of their race and thus the Chief Executive Founder of the Mentoi society. However beyond that he faith does not add much for the development and maintaining of society. In that, the honoring of him is only to honor, and not worship.

The gnomes have similarly honored Nekkarb for her faith's teachings in communication and business management. However Nekkarb's church does support communication, trade, and other methods of negotiation. For this, Nekkarb had established a majority hold of the pious within the Mentoi society.

With Gnomorrah so closely linked to politics throughout the Midlands, gnomes and Midland humans use the same names for the gods and share many of the same legends.

Government

"There will come a time when mortals will have uncovered and explained all mysteries the universe can possibly present. The last to be solved will be the understanding of gnomish bureaucracy." This quote from Etlarnic scholar Shera Rosio is not far from the truth. The operation of the Gnomorrah government is so complicated that no one outside of the gnomish race can follow how it works. The government's structure also appears to be changed constantly as theories on how to improve it are always

put into effect, experimented with, monitored, analyzed, removed, changed, upgraded, undone due to political backstabbing, and revamped again.

The most consistent parts of the government are the High Legislative (First Rank) Body of Legality, the High Legislative (Second Rank) Body of Legality, the various Lesser Legislative Bodies, and the Chief General Executive of Gnomorrah. The total number of legislative bodies (high, lesser, and other) varies frequently along with the number of representatives in each body. The Chief General Executive is the official leader of Gnomorrah, however the other branches of the government have several methods to override decisions through a very lucrative and lengthy process.

Military

Gnomorrah has never had a strong military presence until Lord Montegron of the Midland Sovereignties sent reinforcements to protect his interests in the region, but there are several small units made up of Gnomorran citizens. The various Gnomorrah Regiments are spread throughout the valley and mountains, acting also as a policing force.

The one military branch Montegron is trying to have disbanded is the Mountain Naval Force. Seen by many as unnecessary, the navy was constructed for the off chance that a Second Drowning would permanently sink the lands underwater. Since Gnomorrah was actually founded by gnomes on a beached ship, a proud tradition has attached itself to the navy. A half-dozen sizable steam powered ships are located near the highest peaks of Gnomorrah and are kept in pristine condition in case the dreaded day comes.

Magic and Mysticism

There is not much use for magic of any sort in Gnomorrah, however there are some who study magic in its various incarnations as a separate branch of science. There have been a couple of times in history in which magic was made illegal during some social experiments, but these bans rarely lasted long.

Major Geographical Features and Locations

The Gnomorrah nation is comprised of a single long valley stretching north to south from the northern edge of the Thunderhead Mountain chain along with the immediately surrounding ranges. Lakes and rivers flow through much of the valley, and gas vents naturally heat many ponds. These vents are what inspired the steam powered technology after the initial gnomes settled here.

Regional History

As the waves pulled back from Drowning, many things had been driven hundreds and thousands of miles from where they originated. One was a ship of gnomish design that was thrown north and then dragged back south into the Thunderhead Mountains. The dozen surviving gnomes were not Mentoi, and with their badly damaged ship stranded in mountains they began construction on new homes.

Using their skills, they designed methods of gathering steam from pools of water heated by underground vents and using the steam to power other devices, most of which made from parts of the cannibalized ship. During this time, many travelers were building homes in the newly re-established FyxZharar. Mentoi met these strange gnomes and investigated their world, for they had never seen its like before. So these gnomes were watched, and their technological skills were analyzed. A damaged valve one day resulted in an explosive rupture, killing nearly all of the ship's survivors, but a few of the Mentoi took to applying their own skills in steam-powered engines, and the settlement's future was forever changed.

The city-state grew as most gnomes found the settlement of Gnomorrah and chose to reside there. An official government was formed in 4 AD to begin the job of a state-wide census, making it easier for those who arrive to see if loved ones had survived and made it to Gnomorrah. The census sheet was the first record kept, and the original tabulation for the year is on display in the State Archives office.

As more and more people arrived, the bureaucracy blossomed. The government grew, and so did the need for paper. Factories were built to process wood and other materials in order to help in the expanding economy. Even today, the paper mills generate the greatest amount of income for the region.

In the later years, foreign rulers slowly learned of the meticulous work in the theory of law and advancements of record keeping in Gnomorrah. Representatives from these countries were sent in hopes of establishing good relations, and most were successful. In the Midlands, it became common practice for a king, queen, premier, or other executive to hire Mentoi as an advisors, scribes, court historians, legal advisors, arbiters, and even politicians. Although some rulers needed to learn how to deal with the Mentoi's odd behaviors at times, their ability to remember minute details of the law and figure out how to manipulate the system into producing a most desirable result made an occasional frustration seem vastly trivial. As such, many governments keep close tabs on the up and coming professionals coming out of the Gnomorran schools, hoping to use new talents to their advantage. At the same time, this allowed gnomes with various theories on social engineering to influence policy in foreign lands and examine results on larger scales throughout the Midlands and beyond.

The technological advancement of Gnomorrah was much slower. Those Mentoi who analyzed the devices

used by the city's founders found many unstable faults. After the initial explosion that almost destroyed the colony right after its creation, three Mentoi gnomes turned all of the devices off and began to rework the principles applied to make the engines work. The science was rebuilt from almost scratch, but after generations, a more stable steam engine was designed and constructed. In the centuries that followed, the technological advancement of Gnomorrah has been very slow but very steady. Sizable drills have been used to dig into the mountainsides to expand the city. Tracked cars are used for faster transportation as well as the movement of heavy loads. Also, the heating of houses and the powering of mills are now done with the technology left behind by the city founders. Unfortunately for non-gnomes, the controls used to operate the machines were made for those with Mentoi minds. This leaves anyone of another race baffled by the insanely complicated controls that any Mentoi can figure out with relative ease. Some do struggle to learn, but very few have ever succeeded.

Detailing the full history and inner working of Gnomorrah would be a vastly time-consuming undertaking, but one period sticks out as the greatest threat to Gnomorrah's survival – the Gnomorran Civil War.

In the late months of 368 AD, Gnomorrah's newly installed Chief General Executive Panoryesh came at odds with the High Legislative (First Rank) Body of Legality on a wide variety of issues many of which involved his ability to deal with foreign powers without having to bring every and all agreements or even suggestions back to the highest ranking legislative body within the nation. Specifically, he was getting frustrated at always having to do it, and always having his initial agreements reworded, reorganized, rewritten, and sometimes re-thrown out. Unfortunately for Executive Panoryesh, the legality of such matters was clear (for a gnome anyway), and unless the High Legislative (First Rank) Body of Legality, or three of the other ranked High Legislative Bodies along with approval from all six of the Middle Legislative Bodies, volunteered to change the laws they themselves supported, Panoryesh's desire for ease of control would remain a dream.

Over the next several months Panoryesh hunted through the law books, court rulings and even traffic ordinances trying to find a method to subvert the stranglehold his opponents had on the government. He finally found it in the form of a small loophole describing the rules in which the populations of the Legislatures were determined. The short of the legalese came to the following details: (1) a new representative could be appointed if a current representative was dead, incapacitated, or sick; (2) the appointment would be voted on by the legislature in which the seat in question presides; and (3) if the legislature cannot make a quorum of 50% of its members, the appointment will be decided on by the Chief General Executive.

Executive Panoryesh proceeded to use an executive privilege to keep all windows and doors open within the government halls (by law the highest ranking member of the government gets to control the steam powered humidifier and any other climate controlling device, of which the windows and doors qualified). Over the following winter months, most of the Legislatures got sick while Panoryesh made sure to have a private cleric nearby to keep himself healthy. Once all of the Bodies were over half sick with colds and flu, Panoryesh declared to several of the courts that he was going to appoint a replacement government seat-by-seat with gnomes from lesser-powered Bodies who supported his efforts.

These details are an oversimplification of the laws and do not give a perfectly accurate description of the situation, but for the sanity of anyone trying to understand gnomish law, it does give a general approximation with the benefit of actually comprehending anything.

The current Legislatures attempted to block the attempt, but the courts sided with Panoryesh due to the wording of the laws. However one member of the High Legislature (Second Rank) Body of Legality, Hayglmarch, noted that according to the wording of the laws, a member of the Bodies could only be removed from his/her seat if they were "deathly ill." The courts, to Panoryesh's annoyance, agreed.

As such, by mid-369 AD, two entirely legal governments took form within Gnomorrah: one comprised of Panoryesh's appointments, and the other being the original members who did not vacate their seats. The Civil War had begun.

The Civil War was at first not one fought with weapons. The two governments began to battle for control and jurisdictions by passing law after law against the will of the other. Much to Panoryesh's annoyance, the newly installed Bodies were so busy in legal combat with the original Bodies, they never had time to pass the change of rules needed to give him control over foreign affairs and diplomacy. Instead chaos irrupted.

Both sides passed bills, laws, and proclamations as each government tried its best to out-legislate the other and gain control. Meanwhile, the people were caught in conflicting laws, impossible procedures, and no way to act or not act without violating even the slightest ordinance. Due to the nature of gnomish society, law enforcement was forced to carry out all laws regardless of which side gave the orders. Things descended even more when both sets of Bodies began manipulating the committee that controlled the Gnomish Dictionary Standards. The definitions of words were changed in attempts to make the laws passed by the enemy Bodies mean something completely different than intended. Eventually laws passed that altered the

Gnomish Dictionary Standards themselves began to mean something different than were intended, and laws began to be passed which in the end meant something different than what either side wished.

Society began to crumble. The gnomes themselves could not make heads or tails of their own system, and physical altercations became commonplace. Most of the war had taken place on paper, but by 374 AD the number of deaths attributed to the war reached 9,000.

The war hit a climax during the latter end of 374 AD. After Executive Panoryesh was arrested for jaywalking in his own home, he broke out of prison easily (since locking cell doors was illegal after dinner hour). In a moment of insanity, he broke into the Records Hall and begun to burn all legal documents passed from 369 to 374 AD. Unfortunately his attempts to destroy only those records failed. The entire building caught fire and many of the documents were lost, along with Panoryesh.

All of the documents however had copies stored in multiple locations throughout the nation, but Panoryesh's death served as a wake-up call to those in the two governments. Over the period of six months, the two sets of Bodies met and began to work together to find ways to sort out the laws and even the language. Due to gnomish culture, the concept of simply ignoring the laws passed during the war was both alien and barbaric to them. Instead, the slow process of untangling the mess was begun. Officially the war was over.

It would be decades before everything would be straightened out. Many gnomes today still believe that more damage was done to Gnomorrah, and thus the world, during the Civil War than had been done later during the Days of Darkness.

The rise of Montegron's unified Midland Sovereignties after the Starfall had an overall positive impact on Gnomorrah. The added layer of government on top of the pre-existing nation government increased the need for paper and paper-related products along with those versed in legal and social studies both in Karsuhon and abroad. Much more recently Montegron also began funding to the technological engineers, hiring them to build siege weapons and other machines to use against the Tashrama in the coming war. Just recently, three steam-powered ships were constructed and transported to the Sargassi Sea for launch. Most of the operators on these ships are gnomes, but humans and dwarves make up most of the command staff and the military personnel. This period of time has so far tripled the economy in Gnomorrah, and so long as Heriacious' forces don't penetrate into the city-state and kill everyone, it may signal the coming of a Golden Age for Gnomorrah.

Current Events

- There is a mild pollution problem growing in the area. The paper mill factories take up a sizable portion of the manufacturing business in the city-state, and the factories tend to constantly emit black smoke up into the sky. The Astronomical Society has lodged a complaint against the nearby factories and is threatening to take their business elsewhere if something is not done.
- Chief General Executive Advaford's (LN male Mentoi expert 9) mother was dying from a hereditary illness that often strikes the elderly members of the family, but a mid-ranking priest of the Tashrama healed her. Sovereignty officials are claiming the priest made her sick to begin with, but evidence seems to point to the contrary. Considering Advaford's support for the war machine has brought untold riches to his people, he secretly is having people investigate the priest. The priest was arrested by Sovereignty guards but has recently escaped.

Major Settlements

Gnomorrah (Megalopolis 70,324): For almost four centuries, the nation of Gnomorrah and the city of Gnomorrah were synonymous. Once other settlements were founded outside of Gnomorrah but under Gnomorran law, the city became the capital to itself as a nation. Surprisingly for a hyper-bureaucracy, there is no city government. The national government runs all layers. Since the population of the city is almost 90% of the country, many still speak of the city and the state in the same terms.

The city includes all areas within the valley, the sides of the mountains facing the valley, and any settlements constructed under the mountains. Many of the oldest structures, including the main hall where the Legislative Bodies are, appear as large stone and metal structures on the mountainsides, but they also extend deep into the mountains for added security for both personnel and preserved records.

Steeleera (Small Town 1,325): Only after the Starfall did smaller settlements under the Gnomorran government come into being just outside of the valley. The town has a relatively even mix of dwarves, humans, and gnomes. Steeleera was constructed by the wealthy half-gnome Steeleera Smythree who wished to have a small settlement isolated from the rest of Gnomorrah in which she could conduct her social experiments at her whim with minimal oversight from legislatures. The highest legislative bodies granted permission and watched with interest.

Human and dwarven volunteers built the town on the far side of one of the mountains forming the valley, and Smythree is allowed (within reason) to alter the laws and social mixing within the small town at her leisure in order

to analyze and record her results at a rate much faster than other places where such experiments occur. The town has been in operation for twenty years, and Steeleera's publications in the Gnomorran Journal of Societal Research are some of the most read and dissected in the Midlands.

Citizens within the town are not forced to remain under the odd executive authority the town has, and all understand the additional trials involved in living in Steeleera. Those who tired of the experiment are free to leave, and other volunteers are often brought in upon Smythree's request.

Jamra (Village 542): The newest settlement of note in Gnomorrah is Jamra, a tiny schooling village made up primarily of students and staff. Those few gnomes who have the talent and skill to construct steam-powered engines and the machinery that implements that technology have found dwarves, humans, and others willing to learn how to construct, maintain, and use that knowledge. This village is located just past the southern tip of Gnomorrah's main city and was put together at the request of several non-gnomish citizens of FyxZharar who had experienced gnomish technology and desired to learn its secrets. Lord Montegron funded the construction of the town personally and hopes to see the school-town grow.

Guiteger

Capital: Novkia
Population: 175,093 (Human 84%, Hartdar 9%, Half-Dwarf 6%, Gnome 1%)
Government: Democratic Parliament (former Oligarchy)
Religions: minor - Tashrama (Green branch), Reorx
Languages: Dwarven, Common, Trejori
Trade: Horses, Wine, Rum, and Barley
Legions: Ington's Will, Noble Bands, Stonewall Cavalry
Alignment: LG, LN, N, LE

The nation of Guiteger (Goo'-tehg-er) has change types of governments many times over its long history, and its latest experiment in mob rule is being watched with mild curiosity and humor from several of the neighboring nations. The Guiteger nation strongly supports the Sovereignties under the Great Sovereign Lord's rule, and is also a major trading ally with the dwarven nation of Kedaltol to its north. However the current political climate is beginning to destabilize.

Life and Society

Guiteger is a major trade route connecting most trade from the west to the east to the north. Trade with the dwarves to the north is very extensive, and with the Thunderhead Mountains blocking or retarding most travel from the west coast to the east coast of the Midland those wishing a simple pass from one side to another must pass through Guiteger.

The citizens of Guiteger, the Guiteg, are a hard working people whose main focus is on the production of alcohols including rum, beer, and wine. Horse trading is also popular, especially with the Drejori breeds. The people of Guiteger, including the humans, are also considered master craftsmen, having learned many skills from their dwarven neighbors. The Guiteger people are strong backers of the Sovereignties although a minority of religious people are nervous of anti-religious sentiment growing to the point of being directed at all religions and not just the hated Tashrama.

Religion

The gods forsook the nation of Guiteger. At least that is how many citizens see it. The Tashrama has never been welcome by most of the populace here, and neither will any new faith that comes within this country's borders. To make matters worse Glastious Forest, the Holy Land of the green branch of the Tashrama, has begun to creep and grow over the western border from Drejor. This has resulted in a backlash against many of those who had faith in the other Tashramadic branches or even the Maker God (known primarily by the dwarven name of Reorx here). Those who do have faith in some higher power, whether it is Tashrama, Tao-Shin, or specific gods have been wise enough to keep relatively quiet during this troubled time. Those more vocal in the cause of spreading the word have met with unfortunate responses.

With such a close relationship with the dwarves of Kedaltol, a number of humans had begun to learn the dwarven methods of construction. With this relationship, the word of the Maker God Reorx also spread, leading to Guiteger to have the largest group of humans who worship this deity. They do not even refer to him by the common Midland name often associated with this being, Melik Suud. With the recent anti-faith sentiment, the Guild of the Maker (a large union of human and dwarven workers) are doing what they can to only show off their professional duties, and not their religious aspects.

The government has taken a negative view towards the Tashrama, but remains to be neutral in regards to those faithful to Reorx or the Tao-Shin. The pseudo-independent guard Ington's Will is striving to keep the peace as best it can while at the same time fending off the threat of the expanding dark forest to the west.

Government

The democratically elected parliament is in a tentative state currently. The representatives of Parliament are elected by the citizens of districts comprising of several towns and cities each. The representatives then elect a Prime Minister for as long as both the Prime Minister and the Parliament



wish to keep him in office. The thirty-member body decides most decisions of law, but whenever a vote results in between 40-60% voting in favor or against a decision, the Prime Minister makes the final decision. Before voting, the Parliament allows for a maximum of four-hours to be dedicated to debate. Once that time expires, a vote must be taken.

The old noble families who had been ousted from their seats of power five years ago are trying to manipulate the representatives into undermining the Parliament as a whole. Many towns under the control of these nobles do not participate in the voting process even though they are invited to do so.

Military

The general army was put together under the reign of the Oligarchy but was controlled by Auger "Sawblade" Ington (LG male half-dwarf fighter 12/legendary tactician 3/ Midland Guardsman 1) directly. Funding of their actions had been under the control of the Noble Seats ruling the government. Afterwards, complete control over military use was given to the Parliament, but most generals have stated their loyalty if first to Guiteger and second to Ington. Ington however has sternly told them to follow the directions of the Parliament.

There are two elite factions within Guiteger. One is the Stonewall Cavalry, an expert collection of horse riders who serve as reinforcements during times of conflict. They are known to travel on their steeds over long distances in short time in order to solve any problems that may arise. When massed together in combat, they are a force to be reckoned with. The Stonewall Cavalry is structurally part of the overall Guiteger Army. Their horses are mainly Drejori (the breed), but are raised in Guiteger.

The elite force of Guiteger that is separate from the army is a unit known as Ington's Will. The unit was formed after the Starfall by a small number of fighters within the traveling band who would later become the Midland Guard. When Ington was given control over the devastated nation of Guiteger, these men and women chose to stay behind and help keep the area stable. In later years, they developed their own view of how the Will should be managed, and became a beacon of light and hope for those in the ruined nation. They fight directly under Ington's command, and act for the cause of justice and good. For many in Guiteger, the Will is more highly respected than the Midland Guard. Every so often, Ington or another of the Will find new members both in and outside the national army who wish to do what they can to keep the Guiteg people safe.

A collection of fighting forces besides the Will is also in existence. The noble families who were ousted from their seats of power have small groups of soldiers of their own. These noble bands are loyal to their specific family and work to strengthen their master's influence on the land. Currently the nobles wish to overthrow the Parliament, but they do not wish to go against the will of Ington and possibly anger the Great Sovereign Lord over their southern border.

Magic and Mysticism

Magic of all types is distrusted in Guiteger. With the Drowning placed at the feet of the gods and people needing to surviving hard times on their own, magic of faith was never accepted by the Guiteg people. When the Days of Darkness tore the land apart, many saw the powers the destructive forces of Chaos had as an extension of magic, and so after the Starfall magic of all kinds became hated.

Ironically, this led to Guiteger having one of the few state-funded schools of the arcane. Since sorcery was distrusted, anyone who showed an inclination to magic was legally forced to enter the state-run School of the Arcane in order to hone their skills. This way Guiteg mages would be trained to use their talents properly with the least amount of risk to the populace. Guiteg mages who had graduated the school in Saadow are not fully trusted, but they are at least tolerated more than those who never were under the state's direction. With the return of the moons, the school is seeking to enlist wizards in order to bring the newly returned magic under the Parliament's direction.

Major Geographical Features and Locations

Coral Mountain: The Drowning did not just sweep things away. It also pulled strange things ashore. Coming to rest in Guiteger, a mountain-sized collection of coral lies in southeastern Guiteger. This mammoth is covered

in a variety of colors not seen in above-water nature. In the decades after the Drowning, the mountain has sunk partially into the ground, and water had poured out of the mountain into the long scar Coral Mountain ripped into the land before it had come to a complete stop. Once the water began to flow out of the porous structure, it has not stopped. Yet once the scar was completely filled, Coral Lake did not increase its area even though more and more water could be seen pouring out. The mountain is located in the middle of the wide northern end of the lake. The lake thins out to a point as the shoreline continues south.

Adventurers had crossed the water to explore the alien tunnels within the mountain, but the only woman to return came back insane, unable to speak. Since then few have explored the region. As the centuries rolled on, forests of tall trees began to grow up out of the water as if there was no lake on the ground. Stories of creatures being seen walking on the outside of the mountain during the middle of the night also began to be popular among the locals.

Glastious Forest: The forest is the Holy Lands of the green branch of the Tashrama, and unlike the lands for the other Tashrama it is growing. Mainly situated in the nation of Drejor, it has recently expanded over the border. The forest is a dense location from where very few return. It is believed to be home to many fey creatures that support the insane Green Elder Dragon Glastious along with several humanoids who have forsaken civilized life. (For more information on Glastious Forest, see information provided under Drejor.)

The Hanging City of Rothlessa: When the city of Rothlessa was destroyed in the Drowning, the isolated hill it was on was pressed and rolled upwards, tipping the city to an eight-five degree angle. Most of the structures were destroyed, but a large section of stone foundations, walkways, and roads remained intact while at the extreme incline. There are a couple of buildings that had somehow help together, but they were much more the exception than the rule. Only a portion of the city exists, but less then a half square mile of the city hangs barely supported with the lowest portion of the marvel one hundred and twenty yards above the base of the often green hill. Villages around the site take advantage of people traveling to see the strange ruins by making the area a tourist spot. However no one is allowed into Rothlessa itself since the structures are believed to be unstable.

Regional History

Long before the Drowning, Guiteger was a collection of city-states ruled by individuals claiming themselves to be monarchs and warlords. Conflict was often settled with bloodshed over these centuries as control of territories shifted chaotically. This came to an end in 1098 PD, when Gambriel Guiteg, a Tao-Shin cleric of the Path of Power was able to convince five other warlords to bend knee to her. This cleric of Rasala Hage (Takhisis) launched a strong offensive across the states and brought them under her control within the span of seven years. She let her five loyal warlords act as governors over segments of the nation, but she ruled above them as both a High Priestess. As famous as she was a star metal staff of unholy light known as Innerdark.

The nation of Guiteger was founded as a theocracy under the tenants of the Tao-Shin faith. Followers of the Path of Power continued to rule until halfway through the reign of Gambriel's granddaughter Ines Johan, in 1001 PD. Seeing the needs of Guiteger changing, she had an epiphany and changed from the Path of Power to the Path of Light. The infrastructure of the theocracy remained the same, but the goals of the government shifted to helping its citizens rather than securing a domination of them. In 965 PD, the government changed again when Ines was murdered by lesser clerics of the Path of Power. Ines' son Merko revealed the plot, and the Archcouncil appointed him the next High Priest of Guiteger. Merko was a cleric of the Path of Serenity, and he restructured the Archcouncil to include priests of all three paths, not just Light or Power depending on who was ruling at the time. Three years later, when the transformation was complete, he resigned from his post and disappeared, never to be seen again. His last message to the Archcouncil was "I have only prepared Guiteger for the next leg in its travels. There are many roads to come and not all lie directly before us. The Gods have shown me not my density, but the beginning of my next road. I will return to my country and the Middling Lands when I am needed." He disappeared without a trace, taking Innerdark with him.

In 760 PD, the Archcouncil was showing itself to become a bed of corruption. Every law and ruling was declared to be the will of the Gods, and those who disagreed with the decisions were excommunicated. The Archcouncil also began to counter the decisions of the Tao-Shin churches outside of Guiteger. The friction within the faith came to an end in 749 PD when High Priest of Alnath (Sargonnas) Rainer Nadlis realized that the religious friction within the Tao-Shin would be damaging to everyone in the end. He held on to his personal faith in the Path of Power and the Tao-Shin, but he resigned his post within the church. However, he did not resign his position as the head authority within Guiteger. He forcefully disbanded the Archcouncil and over a bloody eight months turned Guiteger into a monarchy, with himself as king. On his deathbed, he declared that the lineage of rulership would always pass from parent to child, and proclaimed his estranged son, a priest of the Path of Light, as his heir. His young son, Ruben Nadis, had been horrified by his father's actions over the past several years, but he knew the restoration of a corrupt body was not what Guiteger needed. He resigned from the church as well and took the

new throne of Guiteger. A golden age for Guiteger began as a new leadership focused on helping its people came to be. Although human, his reign lasted a staggering hundred and twenty-one years, and he had twenty-three sons and daughters from the three wives he had wed over the years. Legend says than when he died, he looked no older than fifty.

The golden age ended in 123 PD when civil war tore the nation apart. Imbalance in taxing laws between districts led to an uprising in the northwest. When the national army put the rebellion down, false rumors spread that Queen Chrystan's army had massacred thousands. Karole Elverd, a man thrown out of the Queen's guard when he had made indecent advances on Chrystan's daughter Lena, formed a band of those wanting to overthrow the "corrupt and murderous throne." The civil war lasted for six years, and ended when Elverd beheaded Chrystan himself in front of a public crowd cheering her death. The princess had escaped the capital of Novkia the night before the final siege began. Rumors of where she vanished to were always widespread, but a fictional tale named "Lena of the Fallen Light" had become popular in the following years. Elverd took control of the government as "Chief Guardian of the People," but this title was a thin mask for the new dictator.

Complications in Elverd's reign began when the Canon Wars began. Unwilling to let the minotaurs sweep in and take what he had already laid claim to, Guiteger joined the human-dwarven alliance against the threat. During these years, relationships between Guiteger and Kedaltol blossomed as trade increased and tactics used by the humans and dwarves were exchanged.

When the Drowning came Karole Elverd's great-grandson, Sebas Elverd, lost his seat of power in Guiteger along with his life. The entire Elverd family was lost, along with most cities. Being so far inland, Guiteger buildings had no design for withstanding flooding. Almost every location was decimated. The century of strong military control was at an end. A dark time of anarchy began.

Plague, famine, and death were common in Guiteger for the next three hundred years. Pockets of villages sometimes came together to support each other, but rarely did any real security come of it. At best, so-called "nobles" enslaved section of the population and declared them to be the serfs of their fiefdom. With no opposition, these nobles gained in wealth as others suffered.

The Days of Darkness unleashed a nightmare upon the Guiteg people. With most of civilization still in disrepair, the creatures of Chaos tried a different assault upon Guiteger. Everyone's dreams began to come true. People gained massive wealth from nowhere, rendering the values of the coin worthless and inflating the prices of everything beyond the reach of everyone else. Others were forced to fall in love with those who desired their attentions, even if they were wed to another. Those who despised others suddenly saw them drop dead in painful and horrible fashions. Towards the end, many of those surviving the chaos wished themselves dead, and their desires were granted. Very few monsters of chaos went into Guiteger, as such there was nobody for the Guiteg to fight but each other, and once the Starfall ended the war for everyone else, Guiteger continued to rip itself apart.

The chaos did not end until over eight years later when a band led by to-be Great Sovereign Lord Montegron came into the land. Montegron, along with Jermon Cavlin and many of the men who would later form the Midland Guard, took it upon themselves to bolster the forces of a few of the surviving noble families and quiet the land under their rule. It was not an easy task. During a battle between Montegron's men and a village of insane men and women twisted during the war into savage horrid shapes, Montegron was almost murdered when dragged off by a mob of the human-beasts. One of Cavlin's men, a half-dwarf named Auger "Sawblade" Ington, led a group of six into the village and were able to rescue Montegron from being hung and devoured.

Once the land was quelled, Ington decided that Guiteger needed some of them to stay behind to keep the peace. Partially as thanks for saving his life, Montegron handed Ington the right to be Guiteger's new king. Ington knew Guiteger would need close support from Kedaltol to rebuild itself yet again, and being the son of an exiled dwarf, he knew his becoming king would not help. Instead he took an "advisory" seat to guide an oligarchy run by the five noble families. Together the Noble Seats would run Guiteger, rebuild a national defense, and set the path for the future. However when some of Ington's men chose to stay with him, Ington came to have his own small elite guard to help protect their new home.

Thirty-years later, Ington came to see his mistake. The nobles never had the wellbeing of Guiteger in their vaguest thoughts, and he could see none of their heirs bettering their parents and siblings. As Guiteger's situation deteriorated, Ington proclaimed to the nobles that their rule was ended. In the midst of the arguments that followed, the nobles demanded to know what type of leadership he proposed to put in place. Ington told them, "I don't know, but it would be better to let the whims of a random mob rule this land than you five." Later that night, Ington decided to do just that.

Over the next year, he took direct control of the government but began grouping towns and villages together on the maps. Each group of towns would let their own people vote on whom to be their representative in a board of Parliament. Then the Parliament would choose its own leader. At first Montegron was furious to hear such a weakly structured government was being installed in his Sovereignties, but after thought he has come to bless the plan for unknown reasons. Not all towns participate in

the new government however. Many are under the direct control of the old nobles, and they are doing what they can to prove this democratic parliament to be a failure.

Current Events

- Rumors are circulating that Lord Bermarg is a follower of the red branch of the Tashrama. Bermarg has stated this is slander coming from the Parliament itself, trying to defame his name and distract attention from the failures of the new government. Bermarg is demanding an investigation to know who started this falsehood.
- The Guild of the Maker is planning on investigating the Hanging City to see how it is holding itself up at such a dangerous angle. Many of the nearby villages are demanding they stop. They make most of their money off of tourists coming to see the wonder, and they are worried that if the Guild visits the city, they will end up destroying it.
- The water around the Coral Mountain have begun to change into a strange mix of brilliant colors, and the trees growing up out of the waters are becoming encrusted with what looks to be coral and other undersea life. Witnesses are reported to have seen fish, eels, and other creatures from the water flying up out of the water and drifting in mid-air before returning to the colorful liquid. The villagers want somebody to risk going to the Coral Mountain itself to find out what is happening in the mysterious mass.
- Villagers living near the encroaching Glastious Forest are coming more violent as they rage against the trees. They have begun to argue with each other more, and brawls have broken out. In the small town of Keegsa, where the Forest is almost on its doorsteps, fights have broken out in ten of the homes. Seven people were killed, and now ten are missing.

Major Settlements

Erraii's Cliff (Small City 7,450): After the completion of the two-layer city of Saadow, the Guild of the Maker met with the Trading Union on developing an outpost on the northern border with Kedaltol. The plans have expanded into the creation of a large multi-tiered cliff-side city built into both sides of a canyon cutting deep into the mountains. The start of the project at Erraii's Cliff has been slow going, but two tiers above the ground level have been built on both sides of the canyon pass currently and work on the third has begun. Traders and other humans and dwarves have moved in, believing Erraii's Cliff to be a major center for Guiteger's economy in the future.

Novkia (Large City 24,343): The capital of Guiteger is a large wheel of a city with the Beurn River running through the middle of it. A redstone wall circles the outer edge with four main gates leading in from the north, south, east, and west. Novkia was destroyed during the Drowning, but after the Days of Darkness Ington renamed the large town of Landof, located near the site of the lost capital, and had the Guild of the Maker begin expanding the city to accommodate the five ruling lords along with the army headquarters. After the Nobles Seats were expelled, Novkia became the location of the meeting hall of the Parliament.

Retiera (Small Town 1,846): On rare occasions, some of the gnomes of Gnomorrah tire of their lives in the midst of bureaucracy and paperwork. Upon reaching an older age in which their finances are to adequate levels, these few leave Gnomorrah to live a quieter life. Retiera is a popular town where many of them come to retire. Retiera is almost entirely populated by Mentoi from Gnomorrah, and very few of them have full families here. A majority of them at most have come as elderly couples with their children in the prime of life, either still in Gnomorrah or working elsewhere in the Sovereignties. The town was founded shortly after the Gnomorrah Civil War when several elderly gnomes did not wish to spend their remaining years cleaning up the legal mess left by their younger heirs.

Saadow (Large City 38,544): The city of Saadow is the most populated settlement in Guiteger and is seen by many to be the greatest achievement of the Guild of the Maker.

The greatest success in reforming civilization was the city of Saadow, which rebuilt itself in the form of the city-states of ancient history. The city was rebuilt under the direction of human descendants and dwarven children of those who fought together during the Canon War. The dwarves taught the humans many of the dwarven construction techniques, and the newly formed Guild of the Maker began to rebuild Saadow in 278 AD as a place both livable and defensible. Lord Meinha was grateful for the development on his territories and ordered many of his slaves to join the guild before joining himself. Prior to moving to Saadow in 285 AD, Meinha was one of the men personally involved in the manual labor. Once the city was suitably completed, he freed the serfs and slaves who had performed well in their duties to reconstruction.
A nightmare began however in 299 AD. As the city settled into the ground, a quake caused the city to sink a full three feet. Examination of the ground showed the land underneath had been softened by the Drowning long ago. The quake destroyed the single layer of crest holding the city up. Soon Saadow would sink under the earth.

The Guild of the Maker began its greatest feat to date. With a blending of dwarven-taught construction and human ingenuity, the Guild began to dig tunnels under the city and construct and second layer to Saadow underneath the first. This lower level was resting on the solid rock beneath the sinkhole, and with the buildings up above resting on the buildings constructed beneath, the city stopped sinking. Bridges and raised platforms were made for roads and walkways, and the soft earth was removed. Now Saadow is a two-layered city with the bottom recessed

into the ground. The top layer is relatively level with the surrounding ground with many areas open to allow viewing of the city below. Saadow is a construction marvel, and many Guiteg people came to living in the accomplishment. Since much of the construction had been done during the Corinesti Trade War, the Kedaltol neighbors to the north supplied almost all materials. Currently, Saadow has a higher population than the national capital, Novkia.

Hudiechia

Capital: Rebria
Population: 128,000 (Hartdar 48%, Human 37%, Half-Dwarf 5%, Gnome 5%, Adlar 3%, Other 2%)
Government: Egalitarian Council
Religions: Nekkarb (Shinare), Mirac (Sirrion), Melik Suud (Reorx), Anphlasaad (Habbakuk)
Languages: Common, Dwarven
Trade: Exotic Dyes, Mineral Wealth, and Trained Engineers
Legions: No formal military
Alignment: NG, LN, N, and NE

Hudiechia (Hoo-deech'-ee-ah) is an egalitarian mixed society of dwarves and humans. The area was settled initially by small groups of allied Midlander and Hartdar dwarves after the Drowning. It is also one of the few places where a large number of half-dwarves are known to reside and live in general peace and acceptance.

Life and Society

Life in the Archenwald, the raised stone platform tiers that make up the city of Rebria are fairly comfortable. The city itself is supported by elegantly crafted stone arches and reinforced stone platform tiers. It is topped with minarets and a multitude of water cisterns that have been constructed to provide the only sophisticated indoor plumbing in all of Adlatum. By Council decree no building on the Archenwald may be built of wood. Instead most buildings are formed from pour stone, a malleable mixture of burnt lime and concrete mortar reinforced with iron rebar. This mixture allows for lightweight building materials that can be shaped into many different forms that are absolutely watertight. Beneath the Archenwald is the Foul Burg, or as it is sometimes called the Undercity. The Undercity is home to the itinerant traders and those trades that cannot be supported in the Archenwald such as the ironmongers and dyers guilds.

Everyone, regardless of race, is a member of a guild. To be a citizen is to be a part of a guild. There are more than 300 acknowledged guilds, each guild has one vote that it casts in order to determine the five members of the Guilded Faction of the ruling council. The other two factions consist of the five members appointed by the Engineers and the five members of the Foresters association. The current Regent of Montegron is Dalys Thal, a half-dwarf who was appointed directly by Montegron to lead overseeing the Council of Fifteen.

Humans and dwarves share the land equally at least in theory, while dwarves seem to make up the majority of the population, humans seem to supply much of the ingenuity that has sparked the dwarves into creating one of the most unique societies of Adlatum.

Religion

The religion of Hudiechia reflects the ethics of its residents. Reorx, Nekkarb (Shinare), and Mirac (Sirrion) are revered, as are Anphlasaad (Habbakuk) and Miraphayt (Mishakal). Although the Midland names for the gods are used in Hudiechia, just as often the dwarven names are often used as well.

Government

The government of Hudiechia, as mentioned above, is a council of elected and appointed individuals representing the guilds to which every citizen belongs to, as well as the two largest consortiums made up of those self same guilds. Up until the Council of Fifteen and Lord Montegron made a treaty of non-aggression and trade, the Council ruled the area with little dissent and much mutual benefit to its citizens. After the compact Lord Montegron established the Regent, an individual who would represent Montegron's interest in the area. The Regent has the ability to veto any council decision, but does not have the authority to instate new policy. He may request that a member of the council present his wishes to the council for consideration however. The current Regent is a half-dwarf by the name of Dalys Thal (NE male half-dwarf noble 7); a self-serving sycophant of Lord Montegron who believes his human heritage makes him superior to his dwarven forefathers.

Military

All citizens living in Hudiechia are considered to be part of the military. There is no official standing army, however a small contingent of the Midland Guard has taken up residence and recruits from the local citizenry. The Regent has lately had several members of the Council ask to have the Midland Guard recognized as an official guild of the city.

Magic and Mysticism

Magic and mysticism are more common in Hudiechia than in most other dwarven lands. It is assumed that the large number of humans present has slowly modified the dwarven mindset. While wizards and sorcerers are rare, Wood Witches and Fire Weavers make up the

majority of the divine magic users available outside of the temples. Wood Witches (Plant Mystics), Fire Weavers (Fire Mystics) Stone Brothers (Earth Mystics), Dowsers (Water Mystics) and Wind readers (Air Mystics) are fairly common.

Major Geographical Features and Locations

Buraachak: Once a city larger in population than Rebria, Buraachak was destroyed during the Days of Darkness. Almost the entire population was killed protecting themselves from Chaos' horde, but in the end the platforms and pillars were twisted and smashed and the land cursed. The few survivors found were insane and could tell no cohesive tale of what happened. Those who have since traveled into the ruins during the night and escaped all tell various stories of horror, none consistent with another. The wise avoid the ruins at all cost.

Lonespire: A left over from some forgotten time, Lonespire is a ruined keep located on a treacherous rock outcropping, which might at onetime have had a fortified bridge. Many have tried to scale the cliff walls leading to the tower but none have ever returned. Theologians and historians have noted that the appearance of the tower closely resembles the myths concerning the Bronze Tower of Lesuthiyat (Morgion) located in the Abyss. The Lesuthi clergy are silent on any association between the two locals.

Low Vale: A deep valley located in the north of Hudiechia Forrest. It is said that a great battle during the First War of the Prophet was fought here. It is now a semi-sacred place teaming with oddly fearless wildlife.

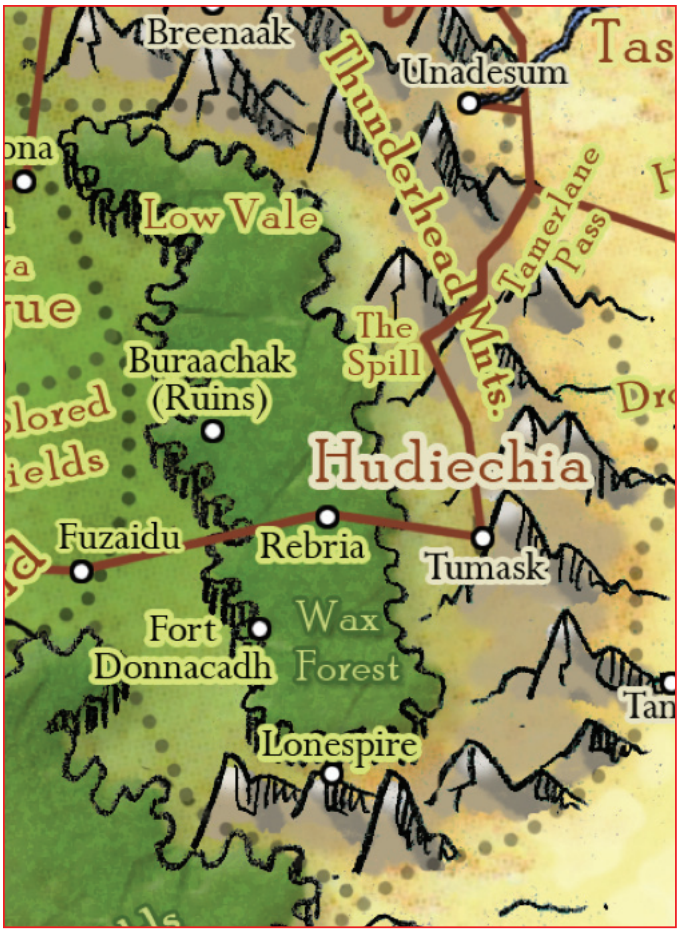
The Spill: Located at the western end of Tamerlane Pass, the spill is a series of narrow cutbacks leading down the mountainside. In bad weather entire trade caravans have been know to be washed over the treacherous path as devastating flash floods stream down the trade way.

Tamerlane Pass: A profitable trade way from east to west bringing much needed wood and mineral wealth to the eastern kingdoms and coveted spices and silks to the west. It was recently constructed within the last ten years, granting the southern kingdoms faster access to the opposite side of the Midlands. The pass was Lord Montegron's idea and its construction was completed ten years ago.

The Wax Forest: An anomaly discovered after the Days of Darkness where an entire potion of the wood seemed to melt under some intense bizarre heat. Over the last few years a strange waxy substance seems to have covered everything. This substance is highly flammable and slightly caustic to the touch, but when processed correctly produces many alchemical substances.

Regional History

The ancient history of the region known as Hudiechia is vastly unknown by the civilized world of Adlatum.



The thick lush forests are sub-tropical in nature with some southern areas beginning to resemble the tropical vegetation of the Vacant Lands. This cuts down on visibility in most places and allows for easy ambush, which many believe is what happened to earlier explorers.

The Thunderhead Mountains to the east and south protected much of the forests in the western half of the land, but what happened to the rumored inhabitants is unknown. It was said a mysterious and territorial race of elves used to live deep within the forests and mountains, but historians have yet to find any definitive proof. The only evidence that the area was once settled is the fact that the language of Hudieran is said to have originated in the region. There are also accounts of battles during the War of the Prophet having been fought there, but many of the specifics of that ancient history were lost with time.

After the Drowning, one large group of tradesmen and artisans sought to escape the wrath of the gods by heading into the previously avoided region. This group of travelers was made up primarily of Midlander humans and Kedaltol Hartdar displaced hundreds of miles from their home, many of whom were not even sure of the survival of the rest of their families and friends. But stuck between known regions of devastation and an unknown land lush with

vegetation, clean water, and rocky mineral deposits, the choice for them became obvious.

Throughout the forest and the mountains, relics of a lost civilization were found. In many cases, it did not look like they were lost for very long. But regardless of what was left behind, no complete villages or cities were discovered. They'd marble statue on top of a fountain in the middle of the forest in one spot, and a grandiose archway leading nowhere would be found miles away with nothing but wilderness in between. No roads were found. No farms were found. Just random items that said civilization had been there, and nothing else.

Several historians claim that these items were washed into place from elsewhere during the Drowning, or that other parts of settlements likely built with weaker materials were washed away. However the diaries of a few of initial immigrants said they saw no signs of debris or that the items had been washed into place. One diary had an entry that claimed they found no sign of the Drowning at all. Many historians discount their statements based on the fact that these initial settlers were untrained in what to look for to make such assessments.

Soon the settlers came to realize how dangerous the region was. Wild predators, quick sinking swamp bogs, and poisonous mobile plants began to whittle away at their numbers. Even in the mountains beasts that blended into the surrounding rock feasted from the camp while most slept and others stood watching their surroundings. Using their skills and training, the men and women began constructing massive platforms called the Archenwald, lifting them away from most predators. Traps were set to ensnare many of their would-be killers, and meat and plants were provided to settle their appetites. Many became skilled in not only hunting the creatures in the trees and rocks, but new and innovative ways were developed to fend off the wild and help the town of Rebria prosper. Various tasks were given to groups of individuals who showed promise in their related fields, and the initial guilds were born.

Each guild did not only have the duty to provide the essentials needed for Rebria's survival, but they were also tasked to come up with new and better ways to provide those same needs. In time wells were discovered in caverns deep under the ground, and wells were constructed through the massive stone pillars supporting the city. Later generations would then come up with methods of using air and pressure to push the water up to higher levels in order to make retrieving the water more accessible. Some plant-based substances that were initially poisonous to the settlers were discovered to become medicines for several illnesses when combined with other mixtures. Simple machines of weights, swings, and pulleys allowed people to have easy access to the ground while also being able to quickly pull up ramps and stairs to seal off hungry wildlife. Methods of grinding and disposing of waste were also refined over the years.

The centuries passed, and the population grew with new settlements were founded elsewhere in Hudiechia. For centuries the only major settlements were Rebria, Fort Donnacadh, and Buraachak, but many other smaller towns sprouted up in time. Still, contact with the nations outside of Hudiechia was kept to a minimum. The Drowning was a sign that the gods cursed rest of Adlatum, and that the key to a good life was by remaining in Hudiechia and letting the ways of the cursed land alone.

Rebria continued to grow in population, but the ground beneath wouldn't take additional weight from move pillars holding up more of the city. Most of the wildlife had learned to keep distant from the city, so many of the underprivileged had begun to build homes on the ground underneath the platform high above them. The Undercity, or Foul Burg, was born. Eventually, the Undercity began to make a living for itself and several guilds found that operating on the ground made things must more convenient. With enough protections around the city, most thought the older threat from their environment was all but gone.

The Days of Darkness changed much for Hudiechia, if not during the horrors but after. As the hordes flew out of the Path over the other side of the mountains, much of the wildlife became twisted and perverted by Chaos' touch. Shadows in the forest became hungry for marrow and life itself. Other creatures bore into men's minds and drained them of their ability to think and apply their skills, rending them useless in the eyes of others and themselves. During the struggles, many people were torn apart or maimed beyond recognition. The greatest damage to the nation wasn't realized until after the Starfall, when the entire city of Buraachak was found destroyed. The city platform had collapsed and all of the pillars impossibly twisted and ruined. Not all were dead, but all of the so-called survivors had been driven insane. Up to this day, Buraachak is left alone as a place where Chaos took root and make it His own. The stories of those who venture into the ruins at night vary wildly, but always those who make it out refuse to go back.

Buraachak took with it over half of the nation's population, and the loss of many other isolated villages and towns depleted the population even further. The creatures roaming the forests, mountain passes, and caves did not all revert back to normal "safer" predators after the Starfall either. The land truly became even more dangerous than it was to the initial settlers almost four centuries earlier. The ruling Council came to the conclusion they needed help.

A small body of travelers was sent out into the Cursed Lands (what the Hudiechian's called the rest of Adlatum) to search for a foreign body strong enough to establish diplomatic and trade ties to. They say the rising power of

Lord Montegron, and the Council agreed that he would be the one to pull Adlatum out of its accursed state brought on by the Drowning.

Lord Montegron was initially shocked by the arrival of the representatives from Hudiechia. When planning on unifying the Midlands, he had discounted the commonly thought haunted region as too dangerous a place to risk sending anyone into. But now he had its civilized people begging for assistance.

And so he gave it.

In return for his assistance, and help from the nearby Midland Sovereignties, he would assign a Regent to be his representative in Hudiechia's Council of Fifteen. No decision of the Council would be allowed without the Regent's permission. As a check to power the Regent would not be allowed to propose or enforce policy, but he would be given the right to call a member of the Council to hear his suggestions. It would then be up to the called member to present the suggestion or not. Eager to join the growing superpower of the Midlands, the Council agreed.

Montegron's forces found Hudiechia to be a much tougher land to assist than was first thought upon signing the agreement. The wildlife was found to be untamable and almost at times unbeatable. Several members of the Midland Guard lost their lives or simply vanished as Rebria and other settlements scrambled to rebuild and improve their defenses. In time the city was refortified, and many of the Midland Guardsmen who transferred out of Hudiechia said the land was the harshest training ground they had ever seen. One guardsman who was lost for over a year told his superiors "It was if the Days of Darkness never ended."

Upon such reports, Montegron decided that those people who had the potential and willingness would be sent to Hudiechia to train. The casualty rates for this training is known to be exceedingly high, but those who survive are often on the fast track to promotion (or even assigned to dark ops).

To further assist the people in rebuilding their economy, Montegron ordered the construction of a road cutting through the impassable mountain range in the east, leading to the cities and towns in western Tashramada who were loyal to the Sovereignties. Many gnomes risked moving to Hudiechia to learn of their laws and legal structure, as no record of that nation's events had been known for hundreds of years (a great tragedy by gnomish standards).

For the last twelve years, Dalys Thal has been Montegron's selection for Regent. Although Hudiechia has a measurable number of half-dwarves within its population, Thal has adopted several of the prejudices of the outside world. Specifically he believes that his human blood makes him superior to his dwarven kin, but he is also suffers a mild depression over the fact his blood is tainted by his dwarven heritage. This has made Thal a pain to deal with in the opinion of many of the Council, but others have come to realize that when Thal speaks for Montegron, regardless of the spirit of the initial treaty, Montegron's will is made reality. And lately, Montegron has wanted the hard working populace of Hudiechia to produce devices and equipment for the upcoming war with the Tashrama. This puts many people in confusion in how to handle many of the political and economic decisions. Most do not want to be pulled into a war that most feel do not involve them, but yet the assistance of Sovereignties and especially the Midland Guard has given the nation a second chance.

Current Events

- Adlar dwarves from the east have begun preaching The Path and are seeking converts in Rebria. Some of the more fanatical have taken to wearing red robes and inciting small riots.
- Montegron has requested that a large number of siege engines be constructed and sent to his forces along with teams of trained sappers. He is also pushing, via the Regent, for the Council of Fifteen to recognize the Midland Guard as an official guild.
- Caravans traveling between settlements have begun disappearing in the middle of the forest regions. Scouts in the area claim to have seen creatures during the night resembling mutated centaurs with the upper body and heads of insects.

Major Settlements

There are no large settlements other than Fort Donnacadh and the capital Rebria, although the growing Tumask is beginning to be considered as one. Most settlements are itinerant or semi-permanent mining and logging camps, or small Fortified Clan Holds.

Fort Donnacadh (Small City, 10,000): Also known as the Large Fortified Clan Hold called by residents, Fort Donn began as little more than a small hill fort built to protect the small farms of the region from hostile invasion. Since then it has grown into a relatively large Fortified Clan Hold. Fort Donn is also home to the largest concentration of half-dwarves in the region, Dalys Thal. The Regent was born in Fort Donn.

Rebria (Metropolis, 28,545): The first major settlement of Hudiechia, it was constructed in the years following the Drowning in efforts for the initial settlers to escape the predators of the forest. Made up of raised stone platform tiers called the Archenwald along with the poorer Foul Burg beneath, the city is an engineering marvel in the middle of a dark forest filled with violent creatures and natural traps. The Midland Guard has one of its elite training facilities located here.

Tumask (Small City, 5,013): Instead of being fully supported by pillars, the platforms of growing city of Tumask project outward from the mountainside of the

Thunderhead ridge. By reshaping the rock face, Tumask has limited the number of passages leading into and out of that side of the city while insuring access into the mines buried deep underground in the mountains.

Isryan

Capital: Iqurliny
Population: 320,583 (Human 89%, Corinesti 6%, Gildanesti 4%, Gnome 1%)
Government: Democratically Elected Monarchy
Religions: Tao-Shin, Tashrama
Languages: Common, Elven, Gnome, and Trejori
Trade: Metal, Artifacts, Clams, Corn, Grain Wheat, Leather, Oysters, Pearls, Whale Oil, and Wool
Legions: Army of the People, Coastal Line, National Navy.
Alignment: LG, NG, CG, LN, N, LE

Isryan (Is'-ree-an) is located south of Solishairon and Kedaltol, east of Guiteger, and north of FyxZharar and Tashramada. The nation is the largest of all the Midlands nations in terms of population, with well over 300,000 people living in it, and the largest elven population of any other Midland nation on Adlatum. For having such a diverse population, they became a democracy following the Drowning. They also have the largest standing army of any other Midland nation on Adlatum with nine legions. The men and women from Isryan are known for their producing great mariners and swordsmen infantry.

Life and Society

The people of Isryan are a spiritual people, even if their specific faiths and believes are in opposition with each other. Many traditions of the old theocracy have survived, often drastically changed, since the ancient days of the empire. Although the worship of the Tao-Shin had fallen away over the centuries until the true gods' return in 350 AD and 421 AD, a segment of the populace has come to apply their spiritualism to the Tashrama.

Other than being a spiritual people, patriotism is also strong and healthy. Since they see Isryan as a lasting segment of the theocracy, the strong sense of spiritualism also bolsters their love for their country. Lately the youngest generation has begun to transfer their love of Isryan to the Midland Sovereignties as a whole or to the Tashramadic Church, depending on which side of the conflict the individuals have sided with.

Religion

The Tashrama gained much support from Isryan during the first century of its existence. After the fall of the Tao-Shin church during the Starfall, the Church of the Divine Ladder spread through Isryan very quickly. It was only in 406 AD, when the Tashrama's army at Brimstone



was revealed to be a major threat, did the popularity of that church begin to fall. When Lord Montegron exposed the church's power to be that of five powerful Elder Dragons, the church's hold in Isryan fell again. However, a large portion of Isryan still is loyal to the church after all these years. But with the return of the true gods, the Tao-Shin has begun to lure in those who had been put off by the revelations about the Tashrama. Their size is nowhere near to matching even the record low numbers the Tashrama has currently, but if current trends continue, the Tao-Shin may become a major influence on the region.

Government

The nation of Isryan founded the first democracy in the known history of the Midlands. However the ability for the populace to change or curb the actions of their government has been curtailed by Lord Montegron's reorganization after the Days of Darkness. The head of state, the Premier, is elected by the people to a life-time term, and the requirements stating who can vote in these elections have become so strict that now only a mass of several hundred elites make the decision. In addition, Montegron himself can remove a candidate's name from the election ballot if he so chooses.

Although Premier Avex has proven very popular with the people for the last several decades, the recent reorganization of Guiteger's government into a form closer to Isryan's pre-Starfall days has made some people question the Sovereign Lord's twenty-five year old decision.

Military

The main body of Isryan's defense is the Army of the People, although it is simply called 'the army' by most citizens. The bulk of the force is made up of volunteers who either enlist or go through a six-year period of schooling and training before directly joining the officer corps. All boys of the age of sixteen to seventeen must attend schooling that combines military training with classes on honorable and spiritual behavior. Women are allowed to take this training if they volunteer to do so. Those men and women who wish to join the officer corps are given the chance to continue their studies for four-years after the required two-year training is up. Anyone who wishes to become an officer after this offer is given and rejected must go through the full six-year curriculum before being accepted, unless they enlist and try to become an officer through hard work and promotion.

In times of war, there have been a few cases where a draft was put into effect. Those who had completed their two-year training are eligible to be drafted. The Premier is debating a measure that would require women to take the two-year program the men must take now, however the general populace of Isryan does not yet seem open to the idea of making women eligible for the draft.

One subsection of the Army of the People is the national navy. In 9 AD, several small towns on or near the new shoreline began to construct boats to begin a livelihood off the sea. But it was soon realized that there was a much danger in and on the water as the land had before the Drowning. The towns began to build ships for the specific purpose of protecting the fishermen and other sea-going vessels. The towns and rebuilt cities joined together to form a cohesive fleet, and in 54 AD the Army of the People began to directly fund the naval fleet in return for giving those sailors official rank within the military.

In 59 AD, the Coastal Line was commissioned as an elite block of sailors, guardians, and ships operating for the good of their nation. Although the national navy has its own ranking system, it is considered a sidearm of the army. The Coastal Line however, is considered an elite sidearm of the navy and is only called in when circumstances require their talents on land or sea. It is rumored that the Coastal Line has even conducted missions into the small portion of the black cloud of Brimstone and returned. The government denies it.

Magic and Mysticism

Divine abilities are seen by many to be a sign of spiritual completeness. When one is able to use such talents, it means that the magic user has attuned themselves perfectly to one spiritual sense or another (i.e., nature, the gods, a cause, etc.). Even if someone is considered an enemy, most Isryan's will give more respect than someone from another nation may believe the enemy deserves. Recently this mostly applies to the clergy of the Tashramadic church. The Isryan government sees the red branch of the church as a direct threat to security and will take whatever actions are needed to protect itself and end the threat, but it has also gone out of its way to be polite and give respect to those high ranking officials within the church. Still, Isryan does have several warrants out demanding the arrest of several Tashramadic priests involved in the Army of Brimstone's attack against Solishairon in 406 AD, and they will not hesitate to arrest them if the chance is given.

Arcane abilities is another matter but not far off. Demonstrating the talent to shape, destroy, and affect the world by use of magic not divinely achieved is seen by most as a wondrous and horrifying concept. Most believe it is the first step in mortals striving to become like the gods, but how that is reacted to varies from community to community. Some will retreat in fear. Others will worship the caster as if they were a partial deity (although a very weak one) themselves. Many others see such acts of spell casting as hubris and will take whatever actions to stop such heresy. One cult of druids and rangers has been found who take in (or force in) arcane casters and convert them to their own nature-bound ways, encouraging them to abandon arcane for divine magic.

Major Geographical Features and Locations

The Tall Fields: The southern regions of Isryan used to be an ordinary stretch of wheat fields and farmlands. In 384 AD, a sect loyal to the Tashrama came to the providences during a period of drought and famine. For three years the sect wandered the lands that were slowly turning into a dustbowl. In the autumn, on the forth year in 388 AD, the fields from the edge of blight to the southern border of Isryan began to grow. Wheat, corn, barley, and many other plants grew to record heights, and the magic bestowed upon the land continued harvest after harvest. Whether through the intent of the sect or by a lack of control in the magic, the plants grew from five to ten times their normal sizes. The famine ended as quickly as the food could be harvested and shipped to the starving. Although the sect disappeared before the plants grew to such incredible heights, many farmers joined the Tashramadic church. A few however are no longer as appreciative, since a few rare plants have become hostile, and mobile.

Huvado: During the reign of the theocracy, one small county dedicated itself to the Path of Power. A collection of six towns surrounding the lord city of Huvado were consistently focused on promoting their beliefs to any willing to listen. Although forceful in their methods, those on the Path of Power were tolerant of visitors who wish to follow other ways. A half-century before the decay of the theocracy had clearly begun to tear away at the nation's stability, all seven communities vanished. Oddly, each town on the exterior appear to each be in different

stages of preservation. The southern town of Valmanor is in immaculate condition, but with no people in it. Bryal's buildings are standing but with moderate damage. The further north the outer town is, the worse the condition. Schangel, the northernmost town, is the exception. The buildings, along with the people, no longer exist. But that area does have one quality identical to all others: almost all who walk into these towns are never seen again. As for the condition of the Lord City Huvado itself, with no one able to get close to it, that is unknown.

Regional History

The nation of Isryan was formed thousands of years ago when the Tao-Shin theocracy crumbled under the weight of political and ideological friction that had built up over centuries of diverse interpretation of scriptures and political convenience. As one of the larger providences it was home to the earliest theocratic capital, but after skirmishes and silent departures dissolved the once great empire, the providence of Isrynonamae held a majority of itself together to form the nation of Isryan. In the centuries to come, the borders would shift as smaller nations were absorbed or fell away. Sometimes squabbles with neighboring nations would adjust the nationalities of those living in border towns as well, especially near Solishairon. But Isryan endured and struggled to keep some of the traditions salvaged from the forgotten theocracy alive, even as it formed an identity of its own.

When the Drowning hit Isryan, the nation was lucky in one sense because they only lost a few hundred acres to the Sargassi Sea. For this good luck, they lost their leadership and an artifact. The former capital of Atlitium was swallowed up by the Sargassi Sea, and now lies at the bottom of it along with the star metal greatsword Loadbarer that was held by the king. At the time of the Drowning, Isryan was a monarchy. Their King of Isryan, Jakys Arderne, along with all of his family was in the palace in the capital, and all were killed when the sea swallowed them up. This left the nation leaderless.

At first, the minor nobles of the nation went to war with each other, but the general population would not support this war. Instead an election was held, something that had never been seen before in all of the Midlands. Two nobles were in the forefront to win, but a young noble by the name of Cakah Iqurlin won over the population, and he served as their leader for the next ten years, taking the title of Premier.

During his time, Cakah had the capital moved to his fortress of Iqurliny, a port town, and a huge city grew up around there in time. Isryan and its capital of Iqurliny quickly grew as a cultural and trade leader in the whole of Midlands. In the year 5 AD, the Corinesti elven nation sent traders to the capital to establish trade. Cakah was more than happy to sign trade agreements with the elves.

For a number of years, Isryan had problems with the nation of Solishairon to the north in the Mining Rights Wars. From the years 15 AD to 23 AD, a series of border skirmishes took place between the two nations. Even though they are termed Wars, they really weren't. The conflicts came to a conclusion when three legions from Solishairon and two legions from Isryan confronted each other in the Battle of Crotili near the small village of the same name. What should have been an easy win for Solishairon wasn't by far. The better-trained warriors of Isryan decimated Solishairon's three legions, resulting in thousands of deaths. Solishairon lost the mining rights near the Afanstein Mountains just over the eastern border of Kedaltol.

Ten years later, the nations of the Midlands began to do extensive rebuilding. A cleric by the name of Svebic Dularin was elected to power as clerics all over the Midlands came to power to form the Tashrama.

The Corinesti Trade Wars of 300 AD affected Isryan greatly. Three of the greatest Corinesti houses were based in Isryan, and much destruction was caused to the coastal cities including the great capital. When Isryan's Premier threatened to kick all the Corinesti out of the nation if they continued, the elves wisely took their fighting off their land.

When the gods returned to Adlatum in 350 AD, half the nation of Isryan was extremely happy for their return, and half were not. When many prophets of the gods started sprouting up with their followers, the Scalebound attacked them immediately to try and stop the spread of religion. Isryan broke out in outright civil war, with the current Premier named Eleah Dayne siding with the Scalebound.

One year later in 351 AD, some unknown assassins killed Eleah, and the support for the Tashrama collapsed. Churches seemed to sprout up over night, mostly worshiping the gods of good and neutrality. Evil had a few temples that were tolerated by the populace, but not many at this time. A new Premier was elected in a one Yulii Nelens, who happened to be a new cleric of Erraii (Paladine) in the Tao-Shin faith.

Over the next 32 years, Nelens ruled with both mind and heart. Although he never pushed his faith upon his subjects, the teachings of the god were at the very center of his decisions and policies. In 359 AD, the Premier wed Luriana Skelva. A scandal broke out in 363 AD when it was discovered that Luriana used to be a thief and assassin for a foreign power before coming to Isryan. There was even some doubt as to whether her name was truly hers. But the questions died down when the Premier's three children, all identical triplets, were born in 365 AD.

In 378 AD, Nelens informed the public he would not seek another term as Premier. He stated his desire to rest from service to his nation and instead focus on his family. "To serve my people, my nation, and my god had been the greatest drive in my life. Never would I dream that there

could be something more important to me than all three. But I found it. Erraii bless everyone, I did in my wife and children. For a long time I have done what I could to serve everyone as they deserve, but my energy is not as it used to be. Priorities must be decided on, and I choose my family."

Nelens endorsed Judarn Provess to succeed him, and Provess showed himself to be a very capable political leader in earlier years. But in 379 AD, Provess died from a sudden heart attack while visiting a group of cities smashed by a sudden hurricane that appeared in the Sargassi Sea. The next front-runner was Vayvanne Cloves, a woman who Nelens never trusted. When Nelens learned through unknown channels that Cloves was sympathetic to the aims of the Tashramadic Church and Brimstone, Nelens reluctantly stepped in to replace Provess as a candidate for Premier. Nelens won by the smallest of margins. Although Cloves lost, her supporters gained much more influence throughout the government.

The reign of Yulii Nelens ended shortly before the Days of Darkness in a manner similar to his predecessor. While walking through the streets of Iqurliny, an unknown man simply walked up to a small space amidst Nelens' security and fired a crossbow bolt close-range into Nelens' chest. Nelens' was brought to a healer as soon as they could, but it would be a week before the Premier returned to consciousness. The would-be assassin was arrested, but nothing but the barest details could be determined about his identity. He was a human with the facial traits of being from Tashramada, but his accent pointed him to be from Galachot. Nothing more was found out about him, and the failed assassin was dropped into a dark dungeon to be forgotten about.

The Premier never recovered fully. Physically and mentally weakened, he resigned from his post. But upon his announcement the sky grew black, and the horrors of Chaos descended on Isryan. The horde swarmed Yulii Nelens. His protectors had no ability to stop them, and when the horde separated from the stage on which he stood, the Premier was gone. At that point, all of Chaos' forces began work on destroying everything.

Many of the cities were torn apart, deformed, or vanished by the time the assault mysteriously ended. With the Premier gone, Cloves made a play to seize control of the government, but a group of warriors blocked Cloves' path into the reconstructed palace. Clove's troops attacked and killed most of them, but one archer among the warriors was able to shoot Clove's in the back of the head as she fled the battle. Four of the assassins were captured and arrested, but after several years, Lord Montegron and his followers came to Isryan and forced their release. Two members joined the group that would become the Midland Guard. Another left to travel to Solishairon to combat the growing threat of Brimstone. The remaining man, the archer who went by the name Skyhawk, chose to stay in Isryan and help rebuild.

Lord Montegron took control of rebuilding efforts and adjusted the highest levels of governmental structure. Instead of a ten-year term for the office of Premier, the election would determine a Premier for the duration of the winner's life. To keep a sense of continuation to the democratic process, he also determined that upon the Premier's removal, death, or resignation a new election would be held to choose the next Premier. In order to assist in the stability of the government, during a period between the loss of a Premier and the induction of a new one, Montegron would appoint a regent to run the state's affairs. He also adjusted the rules determining who was allowed to vote in elections.

Dulasa Avex, a former carpenter who had returned to her old life rebuilding destroyed homes, was elected Premier in 390 AD. Since the beginning of the following year, she has ruled Isryan with a questioning loyalty to Montegron and has kept Skyhawk near her as an advisor, protector, and possibly lover.

In 406 AD, Lord Montegron personally returned to the region to lead a conglomeration of armies from Guiteger, Isryan, and Solishairon to smash the Army of Brimstone to the north of Isryan's borders. Somehow Montegron knew the Army of Brimstone was planning an attack again Solishairon's government and rallied the forces against them in a very violent but decisive victory against the militaristic wing of the Tashrama. This victory brought many of those who were skeptical of Montegron's international rule to the belief that the unified sovereignties were necessary.

In 421 AD, an aged Premier Avex continues a strong rule with a youthful yet human-looking Skyhawk at her side. At this time, her primary concern is that the Army of Brimstone appears to have been rebuilt and is ready to launch a new attempt to seize control of local authorities.

Current Events

- For years, people traveling the Tall Fields have seen figures, somewhat humanoid, moving through the grain. Descriptions suggest these beings may be plant-based, at least partially. A few weeks ago traders came across an abandoned village in the Tall Fields. Signs of fighting are all over the place.
- Although strong, Isryan's forces will have to be split between a northern front against Brimstone and a southern front against Tashramada should war against the Elder Dragons break out. Considering that some of the Isryan population is more loyal to Tashrama, the country will likely be torn apart by the conflict. The Premier is desperately seeking options to try and keep Isryan whole.

- Three adventurers who entered the surrounding towns of Hudavo twenty years ago have recently walked out. One was a youthful elf when he entered, but now he appears to be over a millennium old. The next adventurer was a human male of thirty upon entry. He walked out the same age as when he disappeared. The third was a young woman who has returned as a tiny babe. None have been willing to tell anyone about what they found, but they are desperately seeking others to assist them in their planned journey back.

Major Settlements

Cyandra (DM's option) (Small City 11,584): This secluded settlement was purposefully built after the Drowning in a large box canyon near the Afanstein Mountains where the mining towns are. With only one path winding in and out of the city, it is easily defended and those who the inhabitants do not wish to enter are kept out. It is unknown why most of the city keeps itself away from others, and most Isryans see Cyandrans as recluse eccentrics, barely Isryans at all. Cyandra's secret is that a large portion of their population has psionic abilities. Since this talent is not understood or tolerant, Cyandrans have withdrawn themselves from the rest of Isryan and the world. Local farms existing on nearby plateaus assisting in the city's self-reliance, but recently the city's population has been growing to the point where either it must become more open to the outside world, or else accept starvation to curb their numbers.

Iqurliny (Metropolis 84,321): The capital of Iqurliny is a multi-tiered city surrounding Jolyn Bay. Records indicate that prior to the Drowning and the Canon War, Iqurliny was made up of buildings that often reached up as high as ten to twelve stories tall. During the Drowning, most of the city was destroyed. Much of the area Iqurliny took up sunk into the newly formed bay. But the people did what they could to rebuild. Although the buildings are nowhere as high as before, the city was constructed in three layers with bridges and walkways connecting the upper-levels of the buildings with each other and ramps and stairs allowing traffic to flow between the layers. The Premier's Palace is the second largest structure in the city, connected to all three layers with two additional floors raising it up higher than any other building.

The largest building in the city is the newly refitted Davsfort Tower. It is the only tower of Pre-Canon War Iqurliny still standing. For centuries the ruined building barely poked up out of the bay while passing ships gave it a wide berth. But ten-years ago a Corinesti trading family bought the landmark from the city and began to rebuild it. Now it is larger than the palace, when the underwater floors are considered, but it still only rises up to one level above the city's top tier. The Corinesti family Khelanna says they plan to make it into a trading center once bridges and pathways can be constructed over the water, but it still doesn't explain why so much space is needed.

Mangonello (Large City 18,534): The sister city of Maskaska, Mangonello is a city dedicated to the research and practice of faith and spiritualism. Many schools are in Mangonello, each studying as objectively as possible all of the different types of beliefs that exist in Adlatum. The greatest structure in the city is the Achpago, a massive temple originally constructed in the days of the theocracy. It contains a central complex filled with chambers and courtyards of many styles ranging from simple to ornate and from stone to wood to glass with everything in between. Extending from the central complex, and connected by tall rounded archways, are three significantly sized wings. Each one was dedicated to a certain path in the Tao-Shin faith. After the Tao-Shin's fall, the building had been used for a variety of purposes over the centuries. Currently the Tashrama has ownership and use of it.

Maskaska (Large City 19,849): The sister city to Mangonello, Maskaska is a city dedicated to sorcery, even though the rest of the nation keeps itself more in focus with the divine as opposed the arcane. Many foreigners jokingly refer to it as Little Etlarn, but most locals take offense when compared to the magocracy of the east. There are five independent schools of magic in the city, and many businesses and people of power come to Maskaska to fund research in new magic that would give them a leg up. A board of deans from the five schools runs the city, and often the laws are lenient on magical experimentation other places would try to prevent. It is this liberal enforcement that attracts more seedy elements willing to pay for research done by mages willing to think "outside the box." But regardless of differing opinions on many issues, Maskaska and Mangonello remain close in their relations.

Iveraque

Capital: Krasevlu
Population: 165,698 (Human 84%, Hartdar 7%, Corinesti 5%, Gildanesti 2%, Half-Dwarf 2%)
Government: Monarchy
Religions: Tao-Shin, Tashrama
Languages: Common, Elven, Dwarven, and Hudieran
Trade: Shrimp, Octopus, Tuna, Beans, and Wines/Spirits
Legions: The Ersciton, The Marnalzu
Alignment: All

The kingdom of Iveraque (Eye'-ver-ack) is a small lush nation still prone to flooding during hurricane seasons. The warm seasons dominate the year, but a steady rainfall and cool winter helps keep the land fertile and fruitful. The nation is run primarily by a vast number of Families who control their respective territories. In the past fights have broken out between them, but the strength of the ruling

king or queen has consistently been able to keep these breakouts localized. The royal claim has been based off of the fact that the Nilonè Family has been dominant for the last hundred years, a fact that is coming into question lately.

Life and Society

Although it is not the breadbasket of the Midlands, a large amount of seafood, beans, and spirits are produced in Iveraque. A vast majority of the businesses that gather and produce these products are owned and operated by the Families. In Iveraque's history, competition between the businesses was as often settled by bloodshed as was by better sales. This often makes life difficult for the commoners who worked the lands and shops, for they were targeted more often than direct members of the Family (in order to not encourage a direct retaliation).

Very rare would a full-blown war erupt in the common sense of the word. Often *Family Wars* involved strategic hits, kidnappings, disappearances, and other criminal acts that made tracing personal involvement difficult. So many people could live normal lives during these periods of strife, and only on occasion would personal loss strike them hard. But over long years, eventually everyone became affected by these conflicts.

The rule of Montegron has quieted the Family Wars over the last thirty years (when Iveraque officially acknowledged Montegron's reign). Since then the Families have needed to be more cautious in how they deal with each other in order not to catch the attentions of those higher up on the food chain. This had made things much easier for the commoners in some regards, and more difficult. With the conflicts between the Families lessened, the Family Heads are now using their time to exploit their own workers even more than before, making their lives not much better than indentured servants in some areas or serfs in others.

Religion

The heads of the Families often try to show themselves to have religious piety matching those of the common folk, but the truth is that it is primarily just a show. They see religion as simply another way to control and manipulate the people, or as a way to put them into a better light. As such, some of the families were members of the Tashramadic church during its heyday, but beyond going out to publicly celebrate the holidays or giving a small donation to the church, they had no real interests in the Church of the Divine Ladder. After the outing of the Elder Dragons, the number of Families still belonging to the church is less than a handful. Most of the commoners have turned their backs on the organization that had deceived them for so long, and so the need for the Families to keep a connection to the Tashrama vanished instantly. Only in



the city of Menan has the Church of the Divine Ladder held on to any significant following.

However, with the sudden appearance of the Tao-Shin, some of the people are beginning to turn to this old-faith returned. The popularity of the Tao-Shin is small but growing quickly, and several Families are quick to show themselves "honestly with their people" by not waiting to show their own allegiance to the true gods. Others however are hesitating. To join another religion so soon after the collapse of a previous one invites them to look foolish if the Tao-Shin proves to be another hoax. Still, the general population remains needing something to believe in, and the Tao-Shin has been the most likely candidate to appear.

Government

Previously the government was generally ruled by whoever headed the strongest Family in the nation. Often this led to multiple powers running different regions with conflict in areas that were in dispute. This changed in 233 AD when the Nilonè Family came out on top after succeeding in manipulating three other Families into annihilating each other. Since then, Nilonè had kept dominant control. And so long as loyalty, respect, and revenue is given to Nilonè, each Family is allowed to govern their own territories internally with minimal interference. The current king of Iveraque is Gianvuoto Nilonè.

Military

Each Family has its own militia, however the Ersciton (the Nilonè militia) makes up a large sum of the nation's armed forces. After Montegron's reign came to include Iveraque, the Sovereign Lord informed all of the lesser Families that

the monarch had the right to order any of their own militia as if they were part of the Ersciton. Since then, the Families have so far obeyed that order.

The Marnalzu is the name of the nation's naval defense. When the Drowning altered Lake Aquila into the smaller Aquila Bay, it was recognized that the capital was now much more open to sea-going traffic. A small collection of ships posted near Krasevlu was all that protected the capital and the palace for a hundred years. In 380 AD, Ombrarra Nilonè ordered the Marnalzu, the navy of the ancient Iveraque Kingdom, be reconstructed. Today the Marnalzu is one of the stronger militaries in the southwest.

Magic and Mysticism

Arcane and divine magic is fairly uncommon in Iveraque except around the major cities. Most people view magic when they do encounter it with awe and suspicion. Mages in general have been proven not to be trustworthy in the long run, although they may be useful in the immediate. In Krasevlu and Menan, some businesses and government officials keep mages on staff. A majority of the populace does not understand the difference between arcane and divine magic, and therefore their views of mystics and clerics are the same as wizards and sorcerers. "Magic is magic."

Major Geographical Features and Locations

Ombra Wildlife Preserve: King Gianvuoto's fascination with the world around him led to his founding of a wildlife preserve in central Iveraque. This large swath of area contains a large number of animals and plants (both mundane and magical) from all over Adlatum. Rumor has it that he is in talks with the Corinesti, trying to get them to bring unseen wildlife from the distant lands of Krynn those land-bound on Adlatum have no access to while many believe the Corinesti do.

Although the territory allows a large number of animals to roam within the preserves borders, often some hunters have been known to illegally enter in attempts to harvest creatures, whole and in parts, that would be difficult to obtain without traveling to distant locations.

Sognasia: The crystal palace of Iveraque once stood on the shoreline of Lake Aquila, but the Drowning eroded the land around its foundation, leaving the beautiful and elaborate structure standing completely within the water of Aquila Bay itself. For over two hundred years the metallic and crystalline structure was a beautiful but unstable ruin lying offshore, but after Queen Michela Nilonè took control of her household and a majority of the nation, she started the reconstruction and rescue of the complex with the help of both human and Corinesti laborers. Now the palace is a vast complex of towers, bridges, walkways, courtyards, and wings rising up out of the shining blue water. The main entrance to the palace is a long arcing bridge connecting the gate-doors to the mainland with giant statues of past rulers and people of renown lining each side.

Tiarlasono Stadium: In the city of Vernoa, a massive stadium draws many spectators every year. The structure is one of the few standing buildings said to have been constructed during the days of the ancient kingdom. What it was originally used for in unknown, but currently Tiarlasono is used for two national loves: the sports of bullfighting and delverdo. Delverdo is a game involving two teams trying to score goals with normally five balls in play. It is only recently beginning to catch on outside of Iveraque in Mauritand.

Regional History

In more ancient times, the Kingdom of Iveraque was ruled by a strong central monarchy that prided itself on power and glamour. However that era of avarice and domination passed into conflict long before the Canon Wars, and smaller territorial factions struggled against each other for the years to come. These factions were initially comprised of noble remnants of the lost age. But as years went on, large families who had gained influence through acts both criminal and legitimate in nature replaced these noble bloodlines. However it would be centuries before any of them could claim to have a majority over the nation for any extended amount of time. Many believe that when the star metal weapon of Iveraque was lost during the monarchy's downfall, it was decided by higher powers that Iveraque would never again have a true leader. As time passed, many details of the ancient kingdom were forgotten. Exactly what the star metal relic of Iveraque was, none could remember. Even the name of the royal family had disappeared from memory. Some scholars debate on whether Iveraque ever had a star metal relic.

The Canon War was a time of great manipulation, intrigue, and violence in Iveraque. Those Families who sent the most to defend the Midlands from the minotaurs were thanks by their competition with subversion and undermining. The more one group sent to the lines, the less they had to protect themselves at home. Those Families that sent little to none, they often became the stronger power within Iveraque's borders. Soon many of the Families who had sent their sons and daughters to the lines allied with each other to pool their resources against those who sought power in Iveraque at the possible cost of Iveraque itself.

The Militias War lasted from 89 PD to 53 PD. It was not a civil war in the fullest sense, but strategic attacks, threats, kidnapping, and other acts of hostility were at the highest rates recorded. The war ended when an explosion of unknown origin, presumed magical, destroyed the Ravaldi Estates when six of the Family heads were meeting



together. Since the meeting was a mixture of supposed allies and supposed enemies, nobody has yet been able to sort out who or what was responsible for the blast. After the incident, those of influence in Iveraque were able to minimize activities against each other in favor of focusing on the Canon War.

In 7 PD, Iveraque's war efforts floundered. Most of the Families began to debate the need to send their own forces abroad to fend off an enemy that has not impeded on Iveraque's soil. By 4 PD, most Families brought their surviving sons and daughters home while other nations were still sacrificing their own. This was a harsh hit to the human-dwarven forces in the war, especially when it was discovered over three years later that many businesses in Iveraque had begun to openly trade with the minotaurs for goods and profit. The Empire of Dhu threatened Iveraque with military action, but nothing ever came of it. Dhu was spending all of its resources fending off the minotaurs. They couldn't afford a two-front war.

The Drowning killed many and reshaped the coastline. But other than giving an opportunity for younger weaker Families to take the place of stronger ones who were wiped out in the floods, Iveraque did not change that much. The palace of Sognasia had been occupied by many who tried to claim control over the entire nation, but it never was truly a seat of power for ages. And since the palace was now a ruin out in the waters of the reformed Aquila Bay, it was likely never to be again. Everywhere else, pieces were picked up, and business as usual was continued.

Dynamics of the usual shifted in 233 AD when a weaken family led by Harnando Nilonè successfully manipulated the three largest Families in the nation to effectively annihilating each other. Since that time, the Nilonè Family has ruled Iveraque as dominating influence on the lesser territories. Harnando's daughter, Michela, took control one-step further when she hired human and Corinesti laborers to renovate Sognasia. By 249 AD she had moved all operations into the palace and declared herself queen. None of the other Families had enough backing to challenge the claim.

Over a hundred years later, the royal line suffered from an internal coup. The elegant and alluring Ombrarra Nilonè was not expected to rule the Family when she was young, but her ability to coerce, manipulate, charm (through both mundane and magical means), and eliminate opponents and pawns eventually let her take control from her uncle Abramno, who barely escaped Iveraque with his flesh, mind, and soul intact. Most of the nation was unaware of Ombrarra's private practices, but she had a fascination with creatures of the divine realms, especially the demonic beasts of the Abyss. While not orchestrating events both within Iveraque and in other neighboring nations, she dedicated herself to the study of dark magic and the forever "living" creatures of nightmare and torment. As Ombrarra's skills in controlling the demons she summoned increased, more of those who plotted her downfall from both within the Nilonè household and without either vanished, were found mutilated, or found insane.

Yet during her reign the nation flourished, and the common people came to love her. This love she reveled in.

Her secrets were finally exposed to the public during the Days of Darkness. As the creatures of Chaos swarmed in from the southeast, she called upon all of her strength to summon the strongest creatures of darkness she could. With gods of all kinds resisting the oblivion, she discovered she did not need to exert her strength in controlling these monsters. Upon summoning them, they willingly fought to fend off the tide of annihilation for their own destruction was also at hand.

The people of Krasevlu were initially terrified, but as they saw their queen summon demonic forms to fight the invading army of horrors, they began to rally. A third of the nation's population died, but in the end credit for the survival of the city went to Queen Ombrarra. Exhausted, she did what she could to send the demons she bought to Krynn back to the Abyss. Most did, but not all. Some disappeared, making it seem as if they had been sent back, but in truth they sensed the Starfall before the night sky had even shown. They knew the world had changed, and opportunities would present themselves. Still, with the Days of Darkness too soon ended, they retreated to separate shadows to watch and plot.

In the following years, several of the demons let loose by Ombrarra appeared in various locations and caused mayhem. But the people believed them to be remnants of Chaos, and so the Queen's actions on that day were not questioned. But by unknown means this information was given to the rising star Lord Montegron. Using this information in 388 AD he blackmailed Ombrarra into tying Iveraque to his unified Midlands. Ombrarra tried to use her talents on the lord to put him under her control, but this backfired disastrously.

After Montegron had departed, Ombrarra summoned a creature of seduction and ordered it to go after the lord and undo him. Instead of leaving the capital it reshaped itself to that of a devilishly handsome male. After some time, it was able to guise itself as a young Mauritand lord who came to Iveraque to do business dealings with the Marcari Family (whom the creature had terrorized into assisting). Not recognizing the creature, and being to vane to believe one of her own servants would turn on her, she became seduced by the man.

In time, her desires for the lord began to distract her from everything else. Her own plots and manipulations fell apart, and yet due to her lust she could not see control falling from her fingers. After a single weekend alone with the creature at a get-away cottage in the east, her brother

Reniar found Queen Ombrarra mentally ruined. Insane and unable to speak coherently, none could determine what exactly happened to her. Her lover had disappeared and the entire Marcari Family was found hang from nooses in their homes, all suicides. No one could even remember the handsome lord's name. It was later realized no one ever asked him what it was.

The worst matter was kept from public ears. Mystics were called forth to tend to the queen, and they made the horrifying discovery that although her body was alive and her mind operating (even if shattered), her soul was no longer present. The Queen was nothing more than a babbling empty shell. At this point, Reniar was made king. Six months later, Ombrarra gave birth to a son.

Considering what happened to his mother, the Nilonè was exceedingly cautious of the newly born Gianvuoto. The boy was raised with all of the privileges in a royal family, but it was quietly decided that Reniar's own children would be the next to rule. That was the plan, until Montegron made passing mention to Reniar at an annual celebration that he could not wait for Gianvuoto "to come of age and rightfully succeed his mother." With that one brief comment heard by nobles and royalty from several nations, Reniar's ruling lineage was doomed.

Soon after, others in the Nilonè Family plotted to have Gianvuoto killed in an accident, but Reniar heard of this plan and saved the innocent child at the cost of his own life. Montegron then sent a contingent of the Midland Guard to Iveraque to act as protector for the child until the throne could be handed to him from an appointed regent.

As Gianvuoto aged, he showed a propensity for both cruelty and incite. The talents of the mother had passed on to the son tenfold. Even before the age of fifteen he was able to guide the regent into taking directions he wanted, including ordering the deaths of some of his own allies. According to many who knew better, Iveraque was under Gianvuoto's rule when he was only twelve.

Gianvuoto grew into an extremely handsome young man (although some say he is more "beautiful in a manly fashion") with dark hair and features. The few inhuman physical traits he had were easily kept hidden. His face resembled his mother's, but his eyes were clearing that of his father. He also apparently shared his father's desire of physical intimacy. The only woman who resisted his charms was a Midland Guardsman by the name of Qialna. The Gildanesti woman was so dedicated to her duty to protect the to-be king that she resisted the desire to bed with him. This rejection only caused Gianvuoto to double his efforts, but Qialna remained pure.

In 405 AD, Gianvuoto was coroneted as king of Iveraque, but the ceremony was interrupted when a mage attempted to incinerate the young man. Qialna impaled the would-be assassin through the heart as he released a fiery spell. Both died. The incident shocked Gianvuoto who at first couldn't understand Qialna's sacrifice for him. After a week of seclusion, Gianvuoto came to realize he did have a love for the woman.

Over the following years, Gianvuoto decided he would not allow himself to simply fall into the lust for corruption and evil his parents had reviled in. He began to spend time studying humanity and decency, trying to learn how to exert his will over his urges. Using time to meditate, he was able to temper the demonic-blood in his vanes and behave more as a human would. He never sought to repent for his past actions, for he believes them to be the early steps of a journey in self-improvement. It was self-control he wished for.

Over the next ten years, Gianvuoto ruled using acts of violence only when strategically necessary, and not when it would only give him pleasure. He expanded his research to include the practices of many races and even animals. His interests in learning about the world around him matched his mother's interest in the creatures of the Abyss. In 418 AD, the king ordered the construction of a zoo near the capital and also a wildlife preserve further away in order to allow him to study different communities of creatures without leaving Iveraque.

In order to further extend his practice in restraining his Abyssal desires, he has sent out to hire a monk-master so he may better calm his blood and mind through meditation. Lord Montegron has not been pleased with Gianvuoto's recent practices, hoping instead that the king would be more aligning the Iveraque forces together for the coming war with the Tashrama. But Gianvuoto has been suspicious of the Sovereign Lord's motivations and has dragged his feet in getting his country on a war footing.

Current Events

- In order to better relations between Iveraque and the Midland Sovereignties, Montegron has sent Gianvuoto a monk-master of his own choosing to assist the king in his training. Several captains in the Ersciton are not finding his monk very trustworthy.
- Abele Roma is the head of a small Family gaining power in eastern Iveraque. It has been discovered that Roma is the grandson of Abramno Nilonè, the Gianvuoto's great-uncle and former king. Rumor is that Roma believes that he himself is the rightful ruler of Iveraque and is positioning himself to seize control.
- The wine made by the grapes grown just outside of the wildlife preserve is causing those who imbibe it to behave strangely. With so many magical creatures concentrated in a relatively small area, it may be affecting the nearby plants. Or is someone else doing something to the grapes?

Major Settlements

Barlona (Large City 17,638): Resting over the Acousta River, Barlona has the largest concentration of dwarves and dwarven-kin in Iveraque. It is also has the largest number of churches that used to be dedicated to the Tashrama. In 357 AD, in order to show his religious-side to his devout people, Lambra Selivè had eight cathedrals and churches built within his territories. Three of them were built in Barlona itself. Although the churches were abandoned after the exposure of the Elder Dragons, a very elderly Lambra is seeking a worthy follower of the Tao-Shin to donate the land to. Barlona is known for its architectural style along with it being the business center of several wineries, many whose vineyards lie in the Selivè territory.

Krasevlu (Metropolis 27,003): The capital of Krasevlu is nestled around the shoreline of Aquila Bay. The city has still not reached the population it had prior to the Days of Darkness, and Krasevlu has adjusted accordingly. Many older abandoned buildings had been taken down to widen the streets and line the roadways with cherry blossom trees and statues of renowned heroes and figures of the past. The Sognasia, the royal palace, rests out in the waters of the bay and near the shoreline it is the dominating aspect of any view. Near the city edges ports allow for the fishing industry to thrive along with the naval shipyard. Areas closer to the palace are dedicated to catering to the needs of Corinesti traders and other sea-bound folk.

Menan (Large City 18,320): Caspra Leonal runs the port city of Menan and a small amount of land around it. This makes her territory fairly small compared to the others while still having a very sizable and relatively secure population. Menan is a major educational center, even containing a few small schools to the different studies of magic. This city is one of the few holdovers where many in the population continue to have support for the Tashramadic church.

Vernoa (Large City 12,737): Vernoa the largest city in the southern district of Toscalise, controlled by the Pisoia Family. It is famous for being the birthplace of the sport of delverdo, the national pastime. The Tiarlasono Stadium attracts many sporting enthusiasts and tourists every year. Vernoa is also a major trade stop near the border with Mauritand, and the flux of products coming and going brings healthy revenue to both the city and the Pisoias.

Kedaltol

Capital: Kedaltol
Population: 470,000 (Hartdar 94%, Human 3%, Gnome 1%, Other 2%)
Government: Republic
Religions: major - Reorx (Reorx), minor - Ki Ulit (Kiri-Jolith), Tonol (Mishakal), Slinoter (Shinare).
Languages: Common, Dwarven
Trade: Mercenaries, Gems, Steel, Metal Goods, Marble
Legions: Ice Legion, First through Fourth Legion.
Alignment: LG, NG, LN, N

The republic of Kedaltol (Kehd-ahl-toel') is a singular province that is controlled by its capital of the same name. It is primarily mountainous but does contain a few valleys where agriculture flourishes. The republic borders Vjenor and Trejor on the west, Dejor, Gulteger, Isryan on the south, Solisharon on the east, and Ogun, Sakkaras to the north. This nation is a well settled nation but it still contains a few unexplored parts. A great highway runs through the nation connecting all of its major cities.

Life and Society

Life in the republic is one of handwork, but the citizens here live in more comfortable lifestyles then others around western Adlatum. Most dwarves here have some interest in the trading markets of the world and most businesses provide services that are related to trading. The businesses of Kedaltol employ small armies to protect assets and to assist with the movement of goods throughout western Adlatum.

The military of Adlatum contained five legions that all serve directly under the High Warden. The Ice Legion was a famed and legendary force that specializes in fighting in extreme conditions. The size of each legion was 10,000 dwarves led by a High General. All citizens are required to take part in militia duties although some citizens were exempt from such service.

The legal system of Kedaltol was based on a written code of laws created by the Council of Elders and enforced through the High Warden's courts. Magistrates traveled to local villages to administer justice, while judges held courts in the three major cities. Sheriff and town watches enforced the laws of the land and detained prisoners until the arrival of a magistrate or judge. Also under the law males and females were recognized as equals.

The office of the High Warden ruled the Republic; the warden was selected by the Council of Elders. The High Warden governed the nation with both executive and judicial powers. The legislative power lied within the Council of Elders.



Religion

There was no formal religion recognized, but most dwarves recognized Reorx and honor his memory. There were three other churches, Ki Ulit (Kiri-Jolith), Slinoter (Shinare), and Tonol (Mishakal) that had limited power in the Republic. Since the battle against Chaos, these churches had become places of learning and now specialized in training in fighting, business and healing. The Priests of the gods continued the ancient practices and hope that their teaching would someday bring back the gods.

Government

The High Warden and Council of Elders rule the government of the republic. The High Warden carries unlimited executive and judicial power. He appointed judges and magistrates to oversee the everyday judicial activities of the empire but heard any special cases. The High Warden was also in control of the five legions of the military.

The High Warden had five Wardens under him who oversaw the various parts of the government. They were the Warden of Trade, Warden of the Mines, Warden of the Legions, Warden of the Law, and the Warden of the Realm. These Wardens oversaw the day to day problems of their specific areas. The Wardens were appointed by the High Warden and served their posts until either they retired, died or the High Warden left office.

The Council of Elders was the lawmaking body of the realm. It was a 300-member body that draws its members from the six clans of the Kedaltol. Each clan was allowed a 50-member representation and council members were appointed by clan leaders to the position. This position was considered a great honor in dwarven society and council members were quite proud of their position. The council had one extremely important task and that was to appoint a new High Warden, when the old High Warden died or retired.

Military

The Kedaltol military was under the direct command of the High Warden. Handling the day to day operations of the military was the Warden of the Legions. The military consisted of five legions that were placed throughout the realm. Each legion consisted of 10,000 members and additional units that made up the Engineer's Division, the Supply Train Co., and the Field Hospital Corp.

Guarding the capital was the famed Ice Legion who is currently under the command of Gen. Copper Ironsong and was positioned in and around the city. This group specialized in fighting on different terrains and rarely left the Republic. Its primary duty was to protect the High Warden and members of this legion took their jobs seriously.

The other four legions were spread around western Adlatum. The First and Second Legions were still located in the Republic. The First Legion had been placed in the western city of Ilberdin and was under the command of its military governor. The Second Legion was scattered throughout the realm is in charge of guarding the roadways, mines and small communities scattered throughout the Republic.

The Third and Fourth Legions are currently on loan to the Midland Guard and have been placed under their command. These two legions are comprised mainly of

heavy infantry troops that are supported by human forces. The legions are currently scattered in the Midlands and are the command of Gen. Tolk Brokenaxe and Gen. Unthor Marblebranch.

Magic and Mysticism

Magic in the republic was almost unheard of and was rarely seen in public. Prior to the attack by Chaos few dwarves could use the earth magic that the Adlar dwarves possessed. Many of the dwarves that could use magic keep their talent in hiding fearing that they would be treated differently by other dwarves. Following the Days of Darkness there was no accounts of dwarven sorcery.

The dwarves had relied heavily on clerical magic in the past as they had always felt a close connection to Reorx. Even following the Drowning and God's Departure the temples of Reorx remained a focal point for many dwarves. These temples not only encouraged the practice of worship but also were a meeting place for the workers of metal to exchange ideas. With no true dwarven clerics left, mystics have taken over most of the clerical duties in the Temple to Reorx. The other temples employ mystics to some extent but not on the same level as the Temple to Reorx does. There are also mystics who wander the land offering healing to those in need. They exchange their services for small items of need so that they can continue their journey.

Major Geographical Features and Locations

The High Gate: A pass that was the first defensive location in the Pullonas Mountains and guards the road that led to Kedaltol. It was constructed during the Canon Wars to prevent raiding parties from attacking settlements outside of the capital. The gate was a massive gate that stands 50 feet high and was a 100 feet long. It was placed in the middle of high wall, which was built in a pass and was manned by several hundred Legionnaires.

Mount Mazama: A large mountain that the dwarven capital of Kedaltol was built into. The peak of this mountain contains snow year around. The dwarven capital was built underground this mountain.

Iron Mines: These mines are the newest discovered mines south of Red Home. The mines appear to contain an abundant source of metals and gems that should keep miners busy for centuries to come.

Valley of the Lily: This valley is the primary agriculture growing area for Kedaltol, which is located near the city of Red Home. Many villages have been built throughout this large valley and much of the land is cultivated for farming.

Tomb of the Missing: This tomb was created by Ren Copperforge following the Drowning as a tribute to both the lost armies of Hammervald and to Hammervald itself. Inside are the remains of several dwarven warriors whose bodies were found but their names were unknown. Also inside are the personal effects of many of the victims of the drowning. This tomb is considered one of the most sacred sites in all of Adlatum.

The Watchtower of Tildon: This watchtower was built in the western part of the republic following the Drowning by members of the Ice Legion. The dwarves built this tower to scan the horizon for possible survivors. It was the place where the Sundarin/Kedaltol Pact was signed and has been an instrumental tool in keeping peace in the west.

Beacon of Sacrifice: The beacon was constructed on top of Frost Mountain and tribute to all who fell saving Adlatum from the dangers of Chaos. The beacon is actually a lit flame of natural gas that was leaking out of the top of the mountain. Dwarven engineers tapped the gas and now control the flame. It burns in memory and is a place of pilgrimage for travelers from all over Adlatum.

Regional History

The Republic of Kedaltol was founded in 2612 PD in the Pullonas Mountains as a safe haven for dwarves. The capital city of Kedaltol was designed to be a fortress and quickly became a large dwarven settlement. Also near the city there were numerous small mined that contained various metals and gems and miners flocked to this area beginning a brisk trade. Several other settlements sprang up all throughout the Pullonas and quickly the mountains were filled with dwarven settlers and miners.

Within a few years the dwarves of Kedaltol have grown to large for their current surroundings. Seeking a more spacious surrounding the dwarves sent explorer Nolas Copperforge to explore the area to the west. In his exploration he discovered the Nolas Mountains and their inexhaustible sources of metals and gems. His discovery caused many of the dwarven settlements to become abandoned and torn down. By 2253 PD only three fortresses, Kedaltol, Red Home, and Ilberdin, remained standing.

Much of the focus for the dwarves prior to the Canon War was on the Hammervald Empire to the west. Although Kedaltol was considered a province of the empire, little changed over the centuries as most dwarves considered the Pullanos Mountains not worth the time mining. The three cities almost disappeared as mines were continually closed do to the lack of a labor force.

When the Canon War began the dwarves living in the Pullonas Mountains found themselves in one of the key staging areas for dwarven armies. As the decades passed on many dwarves traveled from other parts of the Hammervald Empire to live in the cities found in the Pullonas Mountains. These cities grew and became key strategic areas for the dwarven armies.

The drowning changed the geography of the mountains little but yet affected the dwarves living there deeply. Many of the dwarves were cut off from their homelands and were shocked at the destruction that

occurred across Adlatum. The dwarves living in the mountains were fortunate to have several key government figures living in Kedaltol. These people would reform the nation and put the name of Hammervald behind them in honor of those who had perished under the waters. In its place they chose to honor the original settlement of the Hartdar and became known as the Republic of Kedaltol.

In the years following the Drowning the citizens of the Republic of Kedaltol have had their economic successes and failures. Shortly after the drowning many of the older mines were reopened but these mines proved to be shallow and were closed quickly. It took the dwarves decades to find suitable replacement mines.

The dwarves had begun the trading festival called the Remembrance in honor of those who were killed during the Drowning. The festival quickly grew as Midland merchants traveled to the dwarven city of Kedaltol to trade for new wares. This also allowed dwarves to return home and conduct clan business.

Prior to the return of the gods, the dwarves of the republic had experienced the discovery of several new mining sites that proved to be profitable. They also met the Sundar and Nordar dwarves and were startled to learn that there were survivors. The Sundar and Hartdar signed a mutual agreement pact that would profit both sides.

After the return of the gods, the republic experienced a golden age as their goods were highly sought after all over Adlatum. The dwarves had also discovered mines containing dragonmetal and began to secretly create new weapons and armor out of the rare metal. The dwarven cities expanded and grew and several new settlements were built throughout the Pullonas Mountains.

When the forces of Chaos attacked the Midlands the republic answered the call for help. Sending their best legions to the front lines, they battled alongside humans and Sundar dwarves to turn the forces back. The Pullonas Mountains were affected little physically by the attack of Chaos but many dwarves carried the scars of that battle for years to come.

Current Events

- The Midland Guard has asked for more soldiers to help support their missions.
- Goblin tribes in the north have begun to raid settlements.
- Dwarven craftsmen are in high demand as nations all over the Midlands are still seeking their work. High Warden Calan Copperforge has decreed that all contracts for foreign jobs must be accepted through the office of the Warden of Trade.

Major Settlements

Local cities control their own government with approval of the High Warden. The largest settlement is in the southern part of the Pullonas. It is home to the Council of Elders and the Ice Legion. It was founded after the departure of the Hartdar from the Adlar dwarves.

Kedaltol (Megalopolis 121,000): The largest city and capital of the Hartdar dwarves and the gem of the Republic of the Kedaltol. It is a five level city that was the original settlement of the Hartdar following their departure from the dwarves of Heskeram. The top level of the city contained the government offices and the Palace of the Warden. The middle levels are a combination of residential, commercial, and industrial buildings. The lowest level offered access to the nearby delvings and contained the city's smelters. The Current High Warden is Calan Copperforge (LG male Hartdar noble 5/fighter 6)

Red Home (Metropolis 89,400): The second largest city of the Republic was one of the fastest growing cities. With the discovery of new mines around the city, dwarves flocked to this area seeking work. It was a city that consisted of three levels and was partially built into the Pullonas Mountains. The city was legendary for its defensive measures and was considered the most defensible location in all of Kedaltol. The government of the city was a three-member council that oversaw the military, mining and everyday affairs of the city. The current leaders are General Chane Stonekiller (LG male Hartdar fighter 11), miner Sledge Coalgate (NG male Hartdar fighter 4) and city representative Jinna Axehome (NG female Hartdar commoner 7).

Ilberdin (Large City 43,200): The westernmost city in the Pullonas Mountains and the smallest of the three fortress cities of the Kedaltol. It was located by the newly excavated iron mines of the empire and is the home of the Ilberdin's School of Mining. The city contained two main levels and was placed on top of the peak of Blackfrost. The current governor of Ilberdin is Gen. Gran Ironstone (LG male Hartdar fighter 12)

Mauritand

Capital: Losojadan
Population: 140,675 (Human 80%, Hartdar 7%, Gildanesti 4%, Bakali 3%, Mentoi 3%, Sekhnesti 1%, Corinesti 1%, Other 1%)
Government: Monarchy
Religions: None Prevalent
Languages: Common, Dwarven, Hudieran
Trade: Diamonds, Glass, Horses, Slaves, Timber
Legions: The Daimyo Law, Sword Infantry
Alignment: LG, NG, LN, N, LE

Distant from the power centers of the Tashrama, Mauritand's (Maw-rih'-tand) primary concern is it's protection of its own people and the Midlands from the wilds of the untamed lands to its south. Lord King Abuyk Nugosh is an open supporter of the Great Sovereign Lord

Montegron's unified lands, but he is quietly struggling to strengthen Mauritand to a point where it can hold its own pride without the need of subjugating his own royal line to a foreign power.

Life and Society

The need to pull income from business labors drives most communities in modern day Mauritand. Those who become the most successful end up gaining influence with town elders, or possibly becoming elders themselves. Wealth is not the only factor in gaining prestige however. Class and keeping close allies are just as important.

Mauritand has a relatively sparse population compared to other nations with the capital of Losojadan housing over a quarter of the populace. The sovereignty is covered with hills of bluegrass leading up to the tropical forests of the vacant lands, and much of the land is used for horse ranging.

Mining is conducted through many of the hills in highly secured regions. Diamonds have been vital to the economy for the last two hundred years. The lumber industry has also expanded into the northern stretches of the tropical forests in the Vacant Lands. But lately there has been an increase in the attacks committed by the cat-folk (Sekhnesti elves) who live in the forests south of the border. This has resulted in a recent shift the slaves taken in from conflict from bakali to the cat-folk. Slavery of other races in Mauritand is still permitted, but most slaves of civilized races are children of slaves. Rarely are their any new human, dwarven, Gildanesti, etc. slaves brought into the market.

Another recent commercial enterprise entering the markets is delverdo, a sport originating from Iveraque. Many of the northern towns have come to love this new pastime, and some entrepreneurs are attempting to find ways to cash in on the sport.

Religion

In early times, the nation held a deep tradition connected to the Tao-Shin faith. But after the Drowning, many people lost faith and little of it has returned since. When the Tashrama began to expand its presence, it discovered no love in Mauritand. All gods were blamed for the destruction of the golden age when the waters came, no matter what religion they were a part of. So after four hundred years of surviving and struggling on its own, Mauritand was not affected by the revelation that the Tashrama was being run by Elder Dragons or the news that the gods of the Tao-Shin had returned.

Strangely, although gods are seen as responsible for the Drowning, most in Mauritand harbor no ill will towards those who do have faith. Clerics, mystics, shamans, druids, and others devote to a higher power are not shunned like those who travel to the border states in the northwest



of the Sovereignties (yet there are always exceptions). According to most citizens, to hate those who only see differently than you is a waste of effort and shows a lack of focus. As such, temples to the Tashrama, the Tao-Shin, and other faiths do currently exist in Mauritand. However attendance to their temples is naturally low.

Government

The nation is ruled by the lord king from his palace in Losojadan. For centuries the title of the ruler was Lord Emperor, but upon joining the Midland Sovereignties, Umaka Nugosh agreed to change the name of his seat upon the whim of Sovereign Lord Montegron, who believed the title to be too grandiose when compared to his own.

The Lord King has full control of the nation-wide government and a strong influence on local affairs. In the past one hundred years, the towns and cities came into a common practice of sending the Lord King a short list of candidates for any mayoral spot that opens up. The list usually consists of names of local elders, business leaders, or town favorites. If the Lord King cared to, he would choose from the list the next one to lead. Otherwise he often appoints an adviser to make the selection for him. Some towns elect their mayors for life while others have ten or seven year terms.

Military

Prior to the Drowning, cities and towns were often run by Damiyo, brave and honorable knights chosen to lead for their honor, intellect, wisdom, patience, loyalty, and humility. In modern times, all that is left of the Damiyo is The Damiyo Law, the Lord King's twelve elite bodyguards.

Some say that Jermon Cavlin, founder of the Midland Guard, studied the Damiyo and adopted a few of their practices when forming the elite forces of the Sovereignties. Many in the Damiyo have gently and with good humor said if that were the case, he should have studied more.

The Sword Infantry is an elite army of foot soldiers and cavalry trained to protect the capital and the pasturelands from incursions from the uncivilized cat-folk and bakali of the south. They also serve to protect the general populace when a town or city is in need of additional support. The head of the Sword Infantry, the Blade-Master, is a member of the Damiyo Law assigned by the Lord King to head the Infantry. Other than the Blade-Master, no member of the Sword Infantry is also in the Damiyo Law.

Magic and Mysticism

"Awe and respect; distance and caution" is the common theme of how the people of Mauritand see spellcasters. Even those who have magic users in their families will often stay away from them once they take up any of the arts or practices, but otherwise deference is given to them whether they are near or far.

This custom applies to all casters, although primarily to those of the arcane arts. Respect will be given even if one is seen as an enemy and practitioner of dark and violent arts (although that won't stop them from trying to stop, arrest, or kill the wizard).

Divine casters are given the same respect, but often there is an underlining sense that they are just humoring them. The power of faith is tolerated, but religion in modern Mauritand has a very weak foothold. People are free to practice their religion, but most of the population sees no real purpose for it.

Major Geographical Features and Locations

The Colored Fields: To the northern reaches of Mauritand, the land undergoes a strange alteration of color. Instead of grasses and plant-life growing green, all of the plants exhibit odd and beautiful variations of color. Grass grows vibrant violets, and trees sparkle with golden leaves in some locations. In other acres the trees shimmer with a shining blue and the shrubs rustle in bright oranges. At times even the sky seems to be different. No explanation has ever been found for the strange yet beautiful colors, and nothing appears otherwise wrong with the wildlife. Yet the lands known as the Colored Fields (even though much of it technically aren't fields), is a sight many who visit Mauritand wish to experience. Some recent converts to the Tao-Shin religion have come to meditate within these grasslands and woods.

The Doom City of Fuzaidu: The doomed city of Lacada fell under the rule of Damiyo Kensuke Hisorte during an unremembered time in history. The city is a massive multi-tiered marvel that completely covered a lone mammoth of a hill. Each circular level of the city is sectioned off by its own wall of stone and timber, making any invading armies attempts to reach the manor on the top of the hill from any direction extremely difficult. Other than the gates letting people in from one section to another, waterfalls spill out from each tier to the bottom, originating from a giant spring internal to the hill until the falls finally reach the lake surrounding the city.

The exact events that caused Lacada's damnation varies from tale to tale, but some elements remain the same. The people of the city became complacent with their well to-do lifestyles and began to turn away from the gods. Corruption in the city was everywhere except for one sparkle of light, and that was in their lord Damiyo Hisorte. Hisorte preached to his people, hoping to turn them from their conceited and vile ways. But in the end he failed. A dark shadow fell on the city. What type of shadow varies between the stories, but in the end Hisorte is murdered by his own civilians.

Over the course of a single horrific night, the metropolis turns in on itself. Murder, hubris, greed, lust, wrath, and far worse. The people of the city tear each other apart as evil runs wild. By morning no one in Lacada was left alive. The city of Lacada became the city of Fuzaidu, The City of Dark Souls.

As far as any alive can remember, Fuzaidu is a ruined city of undead spirits and husks hateful of both the gods and the living. Any intruder who enters the city, day or night, will likely be tortured and killed by those the gods damned to remain on the mortal realm, trapped within Fuzaidu's walls. Corruption lays everywhere. Even the water of the falls has turned to black sludge, and unholy things swim in its waters.

But one light remains in the city. On top of the ruins, the manner of Damiyo Hisorte remains as pristine as its days of greatness. When the gods damned the city and the corrupted souls within it, Damiyo Hisorte refused to go onto the next life. He accepted the charge of guiding Lacada to his heart, and although his own people murdered him and his family, he chose to remain with them. He hopes to eventually turn these cursed beings away from darkness and towards redemption and peaceful rest. Until then, he will not leave them, no matter how many times they turn on his home and slay him, night after night after night.

Falecohvo Ranch: The Falecohvo family runs what is arguably the most successful horse ranch in the entire Midlands, if not all of Adlatum. The ranch has been passed down from father to son for six generations before being passed down father to daughter ten years ago. The Falecohvo family has specialized in breeding stronger and faster horses over the years, and many come to learn to ride as well as purchase the animals. Located on the

outskirts of Josal, the ranch has the advantage of not being broken up by the tributaries. Instead the ranch extends over eighty continuous acres near where the Maurtran River begins to break apart.

Although he officially retired, Gosma Falecohvo spends most of his time here with his wife Rudaen, helping his daughter Hannean in choosing which horses to pair together to produce the better stock. Hannean Mavaire takes of the various breeds as well as gives lessons to new and expert riders. The second of Gosma's three daughters, Noragaen Veliya, is the current Second Protector of the Midland Guard. Since her ascension to her rank, the Falecohvo Ranch has become the number one supplier of horses to the Midland Guard and many of the Sovereignties.

Regional History

The Drowning swept most of Mauritand away, including all of its most ancient history. From what can be gathered and remembered from tales, Mauritand was part of a slightly larger nation that included sections of Iveraque, Hudiechia, and some of the Vacant Lands. But over time this forgotten nation fell apart. In time Mauritand formed, possibly under the direction of its first Lord Emperor, or possibly not. Histories conflict as to whether the Lord Emperor ruled Mauritand in the earliest days or not. These contradictions leave even gnomish scholars in frantic debates whenever a new piece of evidence is uncovered.

What has been generally agreed to (for now at least), is that ancient Mauritand had deeply held traditions linking itself to the Tao-Shin religion. Some historians, but only a bare majority, believe the original Lord Emperor was also the religious leader of the land as well as political. A recent scroll depicts a story suggesting the original line of Lord Emperors contained the blood of the god (or goddess) Tsanahenan. Unfortunately no records could be found to identify the modern name this god uses, if it is a true god at all. Since the ancient Lord Emperors appeared to also be regional leaders of the Tao-Shin faith, it would be expected that Tsanahenan would be recorded somewhere in Tao-Shin writings, but so far no other mentioning has been found. Most historians state with absolute resolve that the story was likely written to further glorify the Lord Emperor and is not based in any degree of fact.

Although the details of the ancient history were lost, many of the events occurring during the last several hundred years up to a thousand years before the Drowning have survived, mainly from records discovered in other countries or underwater by the Corinesti.

The dominant figures of Mauritand's past underneath the Lord Emperor were the Damiyo. Damiyo were a style of knights who were known for their honor, wisdom, patience, education, adherence to tradition, and finally their skill in combat. They were believed to have trained themselves into a state of being blessed warriors of light and justice. They believed in showing gods of darkness only the respect they deserved as gods, and further more they acknowledge the dark forces by decorating their intricate battle armor with masks of demons. In one of the few books that survived the Grand Library of Losojadan's destruction, Breath of the Damiyo by Eijin Baota, "The mask symbolizes the inevitable tide of evil needing to turn and devour itself. Our souls and actions are solely for the light, but the mask lets those who forward chaos and destruction know what they see inside themselves as they look inward in their final moments. As the face of the demon flows towards them in battle, they will cower and look away, into their own soul. There, they see the more horrid demon and must come to terms with that during their first moments of eternity."

Many Damiyo of renown were given charge of lands within Mauritand to rule under the will and guidance of the Lord Emperor. The boundaries of their provinces appear to have charged as often as when a Damiyo is assigned, but often the province would only include a single town or city. Many times when a Damiyo was bequeathed a province, only a small area was given until his ability to "give his land guidance" was proven in the Lord Emperor's eyes. Once done, the Lord Emperor would then add more lands to the Damiyo's responsibilities. This suggests that many regions of the country were outside of the Damiyo's control since the Lord Emperor did not appear to have to remove land from another Damiyo's province before giving it to another. History also suggests that although the Lord Emperor was sometimes a member of the Damiyo, it was not a requirement for the nation's ruler. More often than not, the Lord Emperor was never of the Damiyo but had some Damiyo training.

History was replete with times when lands without Damiyo leading them came under the control of a local figure. Even though many of these individuals may be fair leaders, sometimes they may also grow to be warlords. There had been several internal conflicts in which a warlord has challenged a claim set by the Lord Emperor that his or her own lands were to then be set under the guidance of one of the legendary knights. Sometimes a warlord would not wait for such an edict, and they would try to grow their control by attacking neighboring provinces. One legend tells the tale of a warlord who was so successful, for forty years his own lands were larger than those controlled by the Lord Emperor. Upon his death, the warlord ordered the weakened Lord Emperor to take his granddaughter as his wife "so her blood will inject strength back into the line in which wisdom reigns." The Lord Emperor accepted the old man's dying wish, and the nation was reunified. His successor, the warlord's great-grandchild, was said to be the strongest and wisest of all Lord Emperors, Raiusam, with his younger sister becoming the

first of the rare few rare women to become Damiyo during the earlier days.

Lord Emperor Raiusam's era is unknown. Many historians do not believe he actually existed and is only a figure of legendary tales.

During the Canon War, many of the Damiyo left to lead and serve in the armies against the minotaurs. Some served as generals, others as rank soldiers, each to their own talents and abilities. But they were not the only ones to serve. Much of the general population went to fight the bullmen when Lord Emperor Ude, a sixty-year old man well trained in the art of war, led the charge against the threat. During the Battle of Roden in 89 PD, Lord Emperor Ude sacrificed his own life to save the life of a minotaur he had just taken prisoner. The Mauritand forces in the battle became cut off from the main battle lines as a result of treachery conducted by an agent of the Empire of Dhu. The minotaurs swarmed their enemy. The Battle of Roden lasted for two weeks with non-stop fighting. The minotaurs had contained thirty-nine Damiyo along with the Lord Emperor, but the fighting went on for much longer than expected. In the end, tens of thousands of Mauritand's forces were killed.

When the minotaurs found Ude's body, a hatred for the Lord Emperor weld up within the minotaur commander. Ude had been a major thorn in their side during the early decades of the war, and he planned to desecrate the body to demoralize the human-dwarven forces. The young minotaur Kol whose life the Lord Emperor saved from a stray arrow, stood against Commander Jorkef. When Jorkef ordered the boy's execution for disobedience, many of his own men turned against him, remembering Ude's sacrifice. The Battle of Roden continued for three more days, minotaurs against minotaurs. Jorkef's forces won the battle, and those who stood with Kol were slain as traitors, but the Commander ended up losing an eye and a leg in the battle. Jorkef was forced to leave combat for the remainder of his days.

There is now a legend in Mauritand of a brigade of minotaur spirits, led by a young one, who roam the borders of Mauritand, seeking to protect those soles who are willing to sacrifice themselves for the cause of justice. It is said their first appearance was far outside of Mauritand, and that they had participated in three of the lesser-known battles of the Canon War. These ghostly minotaurs wear armor that is a blending of Mauritand's own and that of the minotaurs of old.

Two more Lord Emperor's would fight in the Canon War, and both died. The Lord Emperor Urati died the hour before the Drowning began to engulf the continent. Having failed to protect his injured sister from a group of human mercenaries working for the minotaur army, he saw the coming wave and believed the world doomed for his inaction. He begged the gods' forgiveness and took his own life moments before the wave struck. The remaining Damiyo honored their fallen Lord Emperor by standing guard against the coming water. The wave wiped the noble heritage from the face of Krynn. Whether located on the fronts, in Mauritand, or even at the doomed marriage of Roric Heymelion and Pharaceilia Heratecin in Drejor, every one died.

For Mauritand itself, the wave and floods swept almost every standing structure (and almost all of the population) into the Sea of Tears. Only a small percentage of the original Mauritand population survived, and most were men and women away to the north fighting in the war.

In the following years, the Midlands were in flux. People were searching for lands of stability where there was little to be had. Many foreigners from the north settled in the Mauritand region in order to escape Iveraque's constant flooding. Many individuals came to the south to take advantage of others in their desperate situations, and some regions of Mauritand were claimed by the wild. Encounters with the bakali of the Vacant Lands escalated into warfare. Eventually the industry of slavery of captured lizard folk helped to stabilize the country. Slavery had always existed in Mauritand as far as any could recall, but this was the first time foreigners were bought and sold.

Mauritand recovered as many who initially came south to take advantage of the destitute began to turn to other avenues of business. Within a generation Mauritand was rebuilt by those who sought to exploit it. Loret Nugosh, a veteran of the Canon War and a distant relation of a previous line of Lord Emperors, was installed officially as the new leader of Mauritand, but it would be thirty years before his reign would be recognized by all of the current territories now within Mauritand.

Business and work ethic became the new code in the following century. During the years in which the Lord Emperor's word was weak, those business leaders who had hands on experience in rebuilding the individual towns or building new towns from scratch became the elders, the new warlords of Mauritand. Swords and war changed to money and negotiations. The Damiyo was reformed in a fashion under Ashina Nugosh in 40 AD as his personal bodyguards, now called the Damiyo Law, but the control they once had and the awe they inspired were lost, even after imperial control was fully reestablished.

During the Days of Darkness, the forces of Chaos flowed over the borders like a tidal wave. The Lord Emperor Umaka Nugosh's son Abuyk saw the Damiyo Law fighting with every ounce of their being to defend his father and sisters. The image was burned into his mind. He believed in those days the Damiyo of old had truly been reborn, but when the time to rebuild came, everything not only returned to the status quo, but it turned in Abuyk's eyes for the worse.

Conflict with the Sekhnesti (called the cat-folk locally) escalated as the timber companies began to press into the forests of the Vacant Lands after the forces of Chaos destroyed the forests in eastern Mauritand. When Lord Montegron helped press back the incursion, he was able to convince Umaka to bring Mauritand into the unified Sovereignties. Montegron also convinced Umaka change the name of his title to Lord King, believing the title Lord Emperor was too glorified when compared to his own title and that of the other kings and queens of the Midlands. Abuyk watched as the pride of Mauritand diminished.

A decade later, Abuyk became the Lord King of Mauritand after Umaka suffered a stroke. Publicly the Lord King supports the Sovereignties and the Great Sovereign Lord Montegron, but his aims are reaching higher. He dreams of Mauritand standing on its own and the Damiyo returning to their old noble glory, replacing the business men with knights of valor. Ironically, he is seeking aid from their old enemy, the bakali. Montegron currently has no knowledge of Abuyk's traitorous interests.

Current Events

- It has been rumored that the Sovereign Lord has explicitly forbade the Lord King Abuyk Nugosh from appointing any of the Damiyo Law as a city mayor. This comes after the former major of Losojadan put Damiyo Sumsata, his own grandson, on the list of candidates to be considered for his replacement.
- Abuyk has somehow been traveling to Fuzaidu to meet with Lord Kensuke in Fuzaidu to learn more about the Damiyo of old. How he is getting by the cursed souls safely is unknown.
- Ten bakali were murdered one night on the border town of Hekaja. The raiding party that committed the killings was spotted crossing back into the Vacant Lands. The party seen was fully comprised of bakali, not cat-folk.

Major Settlements

Hekaja (Village 433): This tiny village was built in 418 AD when a group of freed bakali slaves promised the Lord King to serve Mauritand, the country some of them were born in, by watching a stretch of the southern border that had before been lightly protected. Previously this land was not viewed as a weakness during the days when the bakali were seen as the major threat from the south, but with recent attacks by the cat-folk, the need to keep an eye on more of the land near the tropical forests is becoming paramount. Many of the bakali citizens were given their freedom for unknown reasons by someone high within the national government.

Josal (Large Town 4,825): This town was founded by foreign travelers and carpetbaggers in the years following the Drowning. Even to this day, most of the family names in the city sound as if they were from elsewhere in the Midlands.

The coastal town of Josal is cut up into many minute pieces by the Maurtran River, which breaks up into several small tributaries before letting out into the Sea of Tears. This results in the town being interconnected by a network of bridges extending from island to island to mainland. Josal is also bisected over the famed Kavite Bridges by one of Mauritand's major roads leading directly to the capital to the southwest.

Josal has a strong fishing industry and also produces medium to small size boats. However it is better known for the ale produced by the local brewery and the horses bred at the Falecohvo Ranch on the eastern side of town.

Losojadan (Metropolis 39,305): The capital is a large city located near the southern coast of Mauritand. As such militia, Sword Infantry, and Damiyo Law protect Losojadan from the uncivilized threats not too distant in the Vacant Lands. The city is a major port and conducts constant trading with the Corinesti Trade Guilds. The center of the city, away from the docks, is a secured city seemingly separate from the rest of Losojadan. This inner city is dedicated to the wellbeing and lifestyle of the Lord King.

Prior to Mauritand joining the Midland Sovereignties, only the Damiyo, the Imperial Family, and those invited by them could enter its secured walls. But now, under the Sovereign Lord's orders, any who have a need to deal with their Lord King or those within the Mauritand government may enter. The Midland Guard also has established a small local headquarters to assist in protection of the southern border within the Central City.

Solishairon

Capital: Port Solishairon (Metropolis, 51,445)
Population: 201,546 (Human 87%, Corinesti 6%, Oguna 4%, Gildanesti 3%)
Government: Monarchy
Religions: major - Tashrama (red branch), minor - Tao-Shin
Languages: Common, Elven, Igurni, Trejori
Trade: Reef Fish, Antiques
Legions: Army of Brimstone, Runesheer
Alignment: NG, CG, N, LN, CE

Solishairon (So-lih-shair'-on) is located north of Isryan, east of Kedaltol, and south of the Ogun in the Broken Lands. Solishairon is one of surviving nations from the Drowning and had one of many lasting monarchies from the time before the Drowning. Bordering the ogre lands to the north has allowed for the Oguna to travel into the lands, establishing their own towns there and answering to the crown of Solishairon. The men and women from Solishairon are known for their trading and sailing skills. Solishairon is also home of Brimstone, the

dark Holy Lands of the red branch of the Tashrama, and the Red Elder Dragon Traxus.

Life and Society

The nation of Solishairon focuses itself on three pillars: trade, sword, and song.

The first pillar is primarily supported by a strong shoreline fishing industry. Trade was bolstered further by trade with the Hartdar in the west, the Corinesti in the east, the Oguna to the north, and the rest of the Midlands to the southwest. Major imports to Solishairon are antiques from before the Drowning recovered by the Corinesti. Many wealthier citizens have taken to purchasing and trading of these expensive relics.

With a decent amount of trade conducted with neighboring nations, Solishairon has a healthy economy even though it occasionally suffers hardships due to the war-bent red branch of the Tashrama having its Holy Land towards its southern border. After the Army of Brimstone attempted to seize control of Solishairon in 406 AD, the nation's leader Archduke Terstah Hendurg began to expand the standing army and navy. Citizens began to volunteer in record numbers.

Another major focus for the people of Solishairon is the arts. Many sculptors, painters, composers, chefs, and other artists of all sorts had come to this country to receive formal study. The city of Onster was founded as the new location of the Midland's premier bardic college, and many other cities have numerous museums and performance centers spread throughout.

The people of Solishairon believe in the importance of their pillars: trade to gain the funding to make society work, the sword to protect the lives from the evils outside of their country and from within, and song to give the defended and funded lives meaning and spirit.

Religion

Many faiths are welcome in Solishairon, which views itself as culturally diverse. Still there are always critics and even dangerous detractors regardless of the religion in question, especially the Tashrama. Only in the towns near Brimstone do supporters of the red branch staunchly defend their territory, preparing for an expected attack by the Sovereignties.

The Tao-Shin has found a small haven here in several towns and cities. Many are finding this "fresh new" religion as a source of inspiration for their art. This results in many people being open to the Tao-Shin, but not overly inclined to join it. A minority of the population does complain about the new religious sect, but in Solishairon there are always some willing to be a critic about anything.



Government

Years after the Starfall, Montegron deposed the ruling king of Solishairon on the grounds of incompetence, corruption, and treason. The dukes and guild heads appreciated the removal declared Montegron king. Unwilling to keep his goals focused on a single nation, he appointed Duke Stefan Hendurg to rule in his stead as Archduke, but officially Montegron is the king of Solishairon.

The position of archduke has tremendous influence on the nation, but both Stefan and his grandson Terstah don't often use this power to any great degree. Matters of military are handled by Batila Commander Strode. Matters of economy are handled by Trade Guildmaster Luccas Serannah. Even though the Guildmaster is not officially part of the government, his influence with the Archduke effectively makes his word on these matters law. During the twenty-six years of Stefan Hendurg rule, he acted to make sure aims were coordinated between those who were experts in their own fields, but otherwise he left most of the decision making to those who knew better than he. Even during the 406 AD attack from Brimstone, he left most of the decisions to Batila Commander Strode and Lord Montegron. After his retirement, his grandson became Archduke and began to use the position solely for the perks. However by neglecting his duties and continuing to allow those his grandfather trusted to run their various areas of Solishairon, so far the nation has been continuing to prosper.

Military

The Runesheer is the joint army and naval forces of Solishairon. Originally formed as a group of soldiers and

mages fighting in union during the Canon War, after the Drowning the Runsheer became the official defense of the nation after the original fighting force was destroyed. Since the Starfall, the number of spellcasters within the Runsheer had fallen off, but for the last few years some spellcasting refugees escaping the turmoil in Etlarn have come to Solishairon and chosen to join the local defense while others have joined the workforce.

The second largest military in Solishairon is the Army of Brimstone. The military minded branch of the Tashrama has been trying to rebuild its numbers since the devastating defeat in 406 AD. High Priest Pharon Blayda, who secretly is running the entire red branch of the Tashrama, leads the Army of Brimstone.

Magic and Mysticism

Both arcane and divine magic is generally welcome in Solishairon, although divine magic has had more detractors due to the country's history with the red branch of the Tashrama. With the slowly growing Tao-Shin offering a 'new' source of divine casting, many citizens are becoming more open to it.

Although magic is usually not feared in Solishairon, a majority of the population is vastly ignorant or misinformed about the capabilities each type of magic has, how they works, and what each can do. Many artists also write stories, operas, and songs that exaggerate and over aggrandize things for the purpose of making their works appear more epic. As such, what wonders many spellcasters are capable of tend to disappoint most people, even if they had never seen magic in use before. This has resulted in the minority of available spellcasters to be taken for granted even though their abilities are becoming vital in the further development of towns and cities.

Major Geographical Features and Locations

Brimstone: On the southern shore of Solishairon, close to the Isryan border, a fifty square-mile circle of black smoke covers the region. No light source is able to operate within, and nobody's eyesight whether natural or magical can see through this cursed darkness, with the exception of a few devout. Brimstone is one of the Holy Lands of the Tashrama and home to Traxus, the Red Elder Dragon. Although impossible to see in this land, the interior is a hellish inferno. Even for a good distance outside of Brimstone's borders, the air is thick with the smell of sulfur. Rents in the land emit smoke and superheated black flames. All of the rocks on the ground are scalding to the touch. Nothing grows in these lands, and rarely will any enter to visit. Even High Priest of the Tashrama Pharon Blayda rarely enters, and does so only to keep up appearances that he is receiving instruction from the Elder Dragon within.

The Domed Towers of Ampyer: Near the tip of Cape Prayer in southeastern Solishairon this is a large gray dome made from unknown material rising up from out of the ground. Partway-up one side of the smooth surface is a small crack just large enough for a man to crawl through. On the inside towards the middle of a flat tiled surface of brown, orange, and yellow shapes, are six towers. Each tower stands at least three hundred feet tall and is connected three-quarters up by arcing bridge-ways, forming a hexagon with each tower at an apex. There are no doors or opening at ground level to any of the towers, but some figure there must be openings higher up where the bridges connect. The dome is gigantic enough that the tower tops are only halfway up to the curved ceiling above.

All magic appears to fail both inside the dome and within ten feet of the exterior. No one has yet been able to climb up the highly polished towers to get to the bridge level in order to investigate the tower interiors. Since the opening on the exterior is jagged, sharp, and difficult to climb to, few ever venture inside.

To the best of everyone's knowledge, the dome was first seen after the Drowning. There are no records of any such structure existing prior to the Drowning.

Regional History

Solishairon has a long history as one of the oldest nations in the Midlands. When the now lost magocracy of Shyrsa collapsed thousands of years ago, pockets of civilization clung together. One of these fragments became the nation of Solishairon. The ruling family of Joaneir began a rule that would make it the longest chain of generations ruling uninterrupted for a single family anywhere in the Midlands, and possibly Adlatum. The first king, Franko Joaneir, began his reign after leading armies against the armies of a power red dragon (many now theorize the red to had been the Elder Dragon Traxus) during the Dragon Wars of ancient history.

Over the years, as the rival Kingdom of Isryan grew in the south, animosity between the powers similarly grew. War and peace broke out between them sporadically as centuries passed. Many times the reasons for the war were as foolish as an insult given at a gathering of nobles, and some times the reasons were as intricate as a conspiracy in which money was laundered through false trade agreements from one nations treasury to the other. Once around 1498 PD, when Isryan joined the power of a growing theocracy, Solishairon was attacked as part of a declaration of the country's excommunication.

Then in 1250 PD, Solishairon turned its focus against the minotaurs when a border dispute turned into a full scale conflict known as the Midland-Etlarn War (Etlarn joined the fight on the side of the Midlands, against the minotaurs).

Things returned to normal in 1032 PD, when Isryan broke off from the theocracy by ignoring church decrees and attacking Solishairon on its own, simply to show itself as an independent state. The Premier of Isryan ended the war quickly and paid Solishairon for damages done, but hard-feelings lasted for centuries.

Conflict between the empires ended when the Canon War began in 100 PD. The animosity remained, but rulers from both nations recognized the greater threat and joined forces against the minotaurs. Both nations' had their borders drastically altered as fighting fronts shifted. One of the largest battles in the Canon War was the continuous seven-year siege against the Joanucian, the capital of the Solishairon Empire. Towards the end of the siege, , the minotaurs took a lance named Megonue, the star metal weapon of Solishairon, from the corpse of King Ranze. Two days later, one the day before the capital was predicted to finally fall to the minotaurs, one wielding the dead king's own lance, the Drowning ended the war and the city.

Much of the lands that were either still under Solishairon's control or had been taken by the minotaurs during the war were sent beneath the waves of the newly formed Sargassi Sea. The royal family of Joaneir survived only due to a young Prince Jeorg venturing through a mountain for a magical legend meant to insure his country's survival and the end to the minotaur threat. He found nothing, but while in the caves, the rock buffeted the impact of the water. He was knocked unconscious, but when he came to, he left the mountain to discover himself on a small island surrounded by water. It would take him a year before he was able to rescue himself and find the mainland that was the remainder of his country. The small port village, which was not a port over a year before, took their prince in and nursed him to health. Upon coming too, he made the village, Port Solishairon, his home and the new capital.

The people of Solishairon quickly adapted. They were no longer the Empire they were before, but they were not as bad as many other locations in Adlatum. Still King Jeorg Joaneir had much to do to keep his surviving nation from ruin. In 14 AD, Isryan began to lay claim to mines on the edge of the Afanstein Mountains that had been under the control of Solishairon. The Drowning had vastly shifted the path of a river that had marked the border of the nations under a treaty written in 108 PD. King Jeorg knew the mines were an important resource to Solishairon, especially during this period of reconstruction. In 15 AD, the two nations went to war with each other for the first time in 125 years. In 23 AD Solishairon surrendered, allowing Isryan to move its control further into what was Solishairon lands.

King Jeorg was able to keep his nation alive, but it would be his son Benedek who would get Solishairon back up on its feet. The economy of Solishairon turned primarily to fishing and sailing, an odd shift for a country that had been landlocked. He also met with the Corinesti traders and lured many into comprehensive deals, keeping their business close to Solishairon shores. Benedek proved himself to be a crafty and ingenious businessman who could out-deal even the shrewdest of Corinesti traders. Often many walked away from talks with Benedek certain they had come away with a great advantage, only to discover they were given a small pittance for a component in a much larger deal involving other agreements they weren't even aware of.

In 141 AD, King Andras welcomed the priests of the newly founded Tashramadic church. Five years later, Andras became a mid-ranking priest of the church. Good relations between Brimstone and Port Solishairon only late one more year when Andras' decisions displease the Tashramadic Council and the king refuses to change the laws of Solishairon to meet the needs of the church. Andras dies at sea in 148 AD. Although Andras' death is an accident, Andras' son Petre takes steps to try to keep the Tashrama isolated to the areas around Brimstone.

In 300 AD, the Corinesti Trade Wars hit Solishairon hard. With a vast number of trade agreements being unfulfilled as Corinesti businesses continued to go bankrupt. To keep some degree of wealth stored, King Partrick hired free-lance adventurers to go into the deep waters that used to be the center of Solishairon's civilization and find ancient relics not yet collected by the Corinesti. With the help of spell casters, enough of the ventures proved to be successful enough for Solishairon to make it through the economic depression that followed.

Several generations later, the large "church guard" gathering around Brimstone attracts the attention of Port Solishairon. King Hanos meets with Premier Eleah Dayne of Isryan to talk about the threat he sees in Brimstone. Premier Eleah Dayne publicly supports the church to Hanos' dismay. In 351 AD, Eleah Dayne is assassinated. Her successor, Premier Yulii Nelens, is a cleric of Erraii in the Tao-Shin. He works with Hanos to publicly speak out against the Tashrama. For the first time in centuries, the two nations work together in an alliance.

The ancient rule of the Joaneir family ends soon after the Starfall. The Days of Darkness left Solishairon in rubble, and Hanos' successor, his nephew Fered, used the state of his country to pull what money the citizens of Solishairon had left to build his own fortune. As his country starved, King Fered and his closest friends became fat and slothful. In 391 AD, Lord Montegron came to Solishairon and found the weakened state of the country. Disease and starvation was rampant. Farmers could not afford to seed their lands. Oguna were traveling across the border from the north freely to join the Army of Brimstone. With no legal authority, Montegron deposed Fered on grounds of corruption and treason. The people were so happy to have a real leader within their country, the dukes outside of

Fered's graces handed Montegron the crown. Montegron tried to refuse the title, but the people of Solishairon would not hear of it. Eventually Montegron appointed Duke Stefan Hendurg as Archduke of Solishairon. The Archduke would rule in King Montegron's place, while he fought to rebuild the entire Midlands.

In 406 AD, the Army of Brimstone attempted to depose the Archduke and claim Solishairon as its own. However Montegron somehow knew the attack was coming and assembled the armies of Solishairon, Guiteger, and Isryan. This period of time has so far been the only time Lord Montegron used his title as King of Solishairon to rule its people since he was crowned in 391 AD. Montegron predicted each of the tactics the Army of Brimstone tried to implement, and what could had become the start of a long destructive war was ended in a day. This win convinced several other Midland nations to agree to Montegron's proposal for a central Midland government under his control.

Since this victory, Solishairon has become soft. Some of the population are convinced that the Tashrama can be easily handled and have no concern about the rebuilding army. They believe they are in a period of prosperity, and they do everything they can to better the arts and appearance of their cities.

Current Events

- The Army of Brimstone has been constructing trenches, walls, and ships in order to better fortify themselves. They are convinced an attack is coming, and the Runesheer watching from affair are worried that anything, no matter how small, could set off a full-blown conflict.
- Local authorities are convinced that one or more refugees from Etlarn are spying on Solishairon for their home country, but they can't tell whom. During a quiet investigation a week ago, a masked individual assaulted one of local guard during the night. The figure told the guard to turn his eyes away from what does not concern him.
- Two-dozen Corinesti are requesting the construction of a sizable lake away from the Solishairon shoreline so they may live inland in comfort. They refuse to give a reason why, but considering the amount of money they promise to pay the Solishairon government, the Archduke is entertaining the idea, regardless of the Guildmaster's opinions. The Guildmaster wants someone to hunt through the caves under the proposed site to see why the Corinesti wish to have the lake dug at that particular location.
- An Oguna male was arrested and convicted for killing a man in Port Solishairon while in the middle of an emotional rage. The Oguna continues to proclaim his innocence although eight witnesses said otherwise. Now, two days after the trial concluded in a decision of guilty, the bodies of two of the witnesses have washed ashore near Cape Prayer.

Major Settlements

Charnod (Large City 24,503): A sizable city just outside of Brimstone, High Priest Pharon Blayda runs the affairs of the red branch of the Tashrama here. The Scalebound "holy man" pretends to carry out the orders of the Elder Dragon Traxus, but in truth Blayda runs the branch from his offices and temples in Charnod. Most who living in Charnod and the surrounding towns are either loyalists to the military wing of the church here, or mercenaries and thugs believing that the growing Army of Brimstone will eventually become a power strong enough to rival Montegron for the riches of the Midlands. Construction of Charnod began in 385 AD during the initial build up to the Battle of 406 AD. Charnod was burned to the ground after that disastrous campaign, but Blayda had it rebuilt to show that "his" church would not be so easily defeated in the long run.

Charnod has few if any of the marks of beauty held by the cities and towns under the Archduke's rule. Enjoying a soft life is not Blayda's aims, and he makes sure his growing army remembers that. Almost every building in Charnod can double for a barracks, and many are forced to live in shared residences "so the faithful will know whom they are fighting along side." Streets are relatively straight lines running parallel and perpendicular to each other. Most buildings are made from wooden planks or logs with the larger ones having stone foundations. Since the Elder Dragon were exposed, Blayda is often seen in public without any illusion guising his Scalebound appearance. "The time for deception has ended."

Onster (Large City 15,222): Founded as a college town for the Onster Academy of the Arts, the town of Onster grew in population over the years as many graduates constructed their own studios, restaurants, museums, theaters, and other places of business nearby. The city's three and four floor structures are stylized with statues and relief images. Most are made of marble, sometimes of varying colors. The beauty of the campus and the rest of the city are maintained with great diligence and rival the beauty of Port Solishairon. The school itself now houses over three thousand five hundred students and two hundred staff.

Port Solishairon (Metropolis 51,445): The capital of Solishairon is a vast city with many ornate buildings over four stories in height. The city has ten miles worth of shoreline, some of it dedicated to the ports, and the rest to assist the Corinesti in their trade with the mainland. On both ends of the city, wide tunnels formed by magic out of the rocky ground lead down under the water, allowing air-breathers to venture under the sea to Seaview, an

underwater extension to the capital. This is one more example of the further development the city has been implementing over the years. A major development twenty-years ago was the construction of a new sewer system built to lead waste a far distance away in order to keep the waters used by the Corinesti nearby cleaner.

The city has a large number of palaces and manors, with a multitude of fountains at each intersection. Ever street is paved with white cobblestone. Three city parks are spread out to different parts of Port Solishairon, each with a number of trees from different locations of Adlatum. The only part of the city not kept up to the prestige of the rest of the capital is the "Oguna Hovel," a sizable district where the poorer citizens must live since they cannot afford the high-class style of the rest of the city. Due to recent tax hikes, the population of the Oguna Hovel has gone up by 25%.

Seaview (Small City 5,032): By hiring a number of spellcasters from both the Midlands and Etlarn, an underwater district was constructed at the bottom of the sea a mile out from Port Solishairon. Two major tunnels connect Seaview to the capital. Mainly these tunnels are covered in rock, but as visitors close in on Seaview, rock turned translucent by magic allow the air-breathers to safely see into the underwater landscape around them. Most of Seaview is filled with buildings and roadways similar to that of Port Solishairon's style, but with much more of the Corinesti flare. Several of the buildings on the outer edge of the clear cavern at the bottom of the sea have pools that open up into underwater passages to allow Corinesti visitors and citizens entry. The city of Seaview was founded in 405 AD, and is seen by many outside of Solishairon as an engineering and magical marvel. To most in Solishairon, the general opinion is that it is simply one more thing the "better society" can produce.

Tashramada

Capital: Sahterilka
Population: 275,347 (Human 93%, Corinesti 4%, Gildanesti 3%)
Government: Oligarchy/Theocracy
Religions: Tashrama
Languages: Common, Elven, Hudieran
Trade: Metal, Artifacts, Clams, Corn, Grain Wheat, Leather, Oysters, Pearls, Whale Oil, Wool.
Legions: Tashramada Legion (Svasevta), The Rocuran Fleet, The Hand of the State.
Alignment: LG, NG, LN, N, LE, NE

Before the Drowning, Pelcatis, the nation that would become Tashramada, was much smaller than its current form. The nation of Narstedh, located directly east of Tashramada, was most swallowed up by the Sargassi Sea. The lands that survived merged with Tashramada in order to survive in the time following the Drowning.

In the current age, the nation of Tashramada is a place of turmoil and uncertainty, but it is also a place of steadfast fanaticism. Much of the central to southern regions of Tashramada are covered with a tropical savanna that did not exist prior to the Drowning. The northernmost reaches are covered with both wild and maintained wheat fields.

Life and Society

Even after the Great Lord Sovereign exposed the Elder Dragons as the true powers behind the Tashramadic Church, a vast majority of the citizens in Tashramada held fast to their believes and support of the church. Although there are no Elder Dragons located within its borders, the church was founded in these lands in the 150s AD when representatives of the dragons came and met in secrecy in the capital Sahterilka. The Tashrama became the first strong cohesive power in Tashramada, and so a majority of the people supported them. Since then, their influence within the borders has not wavered.

A few towns in the mid-west of the nation comprise of people who are not so "pious" as the rest of the country. These people primarily support the unified Sovereignties or are apathetic to the situation as a whole. But they are in the vast minority here, and if it wasn't for their proximity to the main trade routes into FyxZharar, it is likely those towns would had been enveloped by extremists of the Tashrama long ago.

Still, even with the conflict and friction of the Tashrama and the Sovereignties coming to a head, most people continue to focus on their daily lives. The farmers to the north supply much of the Midlands with wheat, corn, and breads. The coastal villages have adapted to their new shoreline and have become experts in fishing bivalves and crustaceans (fish is oddly minimal along Tashramada's stretch of the Ason Coast). The whaling industry has also taken off. Water buffalo hides have recently become a new major export, and the mining towns scattered throughout the Droakcalm hills on the southern border have been turning out useful metals for over a century with no sign of depletion.

Religion

In the scattered villages, towns, and cities across the heated grasslands, most Tashramans uphold their religious traditions and practices with a devout passion. Up until recently, they had obeyed the declarations of the secretive Tashramadic Council without question. With the Elder Dragons exposed, some sects have appeared who believe that the time of the Council is done, and that worship of the "Gods made flesh" (as they believe the Elder Dragons are) should be done directly. Others believe that the Council comprises of those few chosen mortals who best

exemplify their gods teaching and thus should be obeyed as if they were the mouths of the gods themselves.

Followers of the newly reforming Tao-Shin are widely seen as heretics and are treated and abused as such. The severity of how they are treated depends specifically what community they are in at the time. Those few towns more supportive of the Midland Sovereignties tend to be more open to them, but on the whole the number of Tao-Shin followers in Tashramada is extremely small.

Government

The nation of Tashramada is divided between two governments. The Tashramadic Council has had control of the welfare and spiritual needs of the Tashraman people for centuries, but in the last few decades a small and insignificant (at least perceived so by the church) challenge had arisen.

The Council of State (the Locohra) was installed with the backing of the Midland Sovereignties, intended to be a replacement for the secretive theocracy. This government body of twelve plus one chairman (the Sabanya) was created to run the affairs of Tashramada and bring the nation under the rule of the Midland Sovereignties.

The ability for the Council of State to enforce its rule over the nation has been problematic at best. Most towns and cities refuse to pay taxes to them and instead send tithe to the Tashramadic Council. The Locohra has on occasion targeted some towns and begun applying pressure to bring them into their own control. The Tashrama has also applied similar pressure in some western towns that have come under the sway of the Sovereignties. Many times those working for the Tashrama have tried to penetrate the well-armed offices of the Locohra in Sahterilka, but most tries reached very bloody ends.

Military

The Tashramadic church has two local militaries separate from the church's own guard to protect Tashramada from enemies both foreign and domestic. The Tashramada Legion, formally named the Svasevta (which means "The Breath of God"), is the standing army of the country under the direction of the Tashramadic Council. The Svasevta holds itself to religious and spiritual standards as much as to skill in battle and the desire to protect the faithful. Adherence to tradition is also highly praised within the legion.

The Rocuran Fleet is the naval forces of Tashramada. Up until recently they were loyal to the church, but upon the discovery of the Elder Dragons as the power of the church, the leader of the fleet Adimia Orassa began to lose faith. Quietly he began to hunt through the ranks to find men and women who felt the same way. In time, his heart came to hear the call of one of the true gods, a beautiful spirit of the sea. As the rest of the Tashramadic



church began final preparation for the coming war with the Sovereignties, Orassa launched a massive assault against the sections of his own navy still loyal to the church. Now the Rocuran Fleet sails the waters off the Ason Coast, only rarely risking to make port on their homeland. They continue to patrol the sea to protect their homeland, but the remaining navy is hated by those on the mainland who side with the Tashrama.

The Council of the State is not without its own forces. The Hand of the State, referred to by those loyal to the Midlands as simply "the army," does what it can to keep the towns under the jurisdiction of the Locohra safe and also bring more towns under their control.

In the past several years, the Hand and the Svasevta have battled several times over lands. It is expected to decay into full blown civil war shortly, a war the Svasevta will have the upper hand with if the Locohra does not receive a large amount of outside assistance.

Magic and Mysticism

Magic of any sort is highly prized and respected in Tashramada. There are many sects and parishes that use magic as part of their ceremonies, especially those who hold the Black Branch of the church in higher regard. The use of magic to the Tashramans is a sign of the blessing of talent or holiness, depending on the type of magic being used. To use magic without acknowledging the blessings of the church is an affront to the gods (namely the Elder Dragons) who "gifted the ability to use the magic in the first place," or so they claim.

Major Geographical Features and Locations

Ason Coast: From the Kiyeb peninsula in Tashramada to Emperium Gate in Dhu, the Ason Coast is a famed fishing ground that produces maritime resources demanded in much of the Midlands and Esorucak Islands. Oddly enough, the amount of fish available off of Tashramada's shore is small, but the waters are filled with other seafood: including clams, lobsters, crabs, sharks, whales, and other more dangerous creatures. As such, "fishing" villages are scattered up the coastline. With there being a local custom of only certain rare types meats from land-based creatures available for consumption, the desire to dine from the sea is very popular in Tashramada.

A local legend claims that a massive sea monster, a dragon of sorts, swims in these waters. But other than a few deaths contributed by most to shark attacks, no clear evidence has proven this beast truly exists.

Droakcalm Hills: Although the weather is identical to the heat in the Heartlands of Tashramada, the Droakcalm Hills on the southern border near the Heskeram Desert form a blocky horizon for those to the north. The plateaus and canyons manned by a number of mining colonies working on delivering steel, iron, and other useful common metals to the nation. Tight and brutal security insures that nothing is stolen by greedy outsiders, including Montegron's forces, and also that the mining villages and tunnels are protected from the wildlife that roams the yellow and dusty-tan rocks that form these steep cliffs.

Narshik Forest: The only sizable forest in Tashramda lies to the north of the capital between Memorance Lake in Dhu and the Ason Coast. This area receives a high quantity of water from the constant rains that pour down on it, which allows the vegetation to grow and thrive. The reason for the perpetual rain that does vary from light sprinkles to hurricane forces is unknown. Ever since the Drowning, the Narshik forest has been watered from the eternal clouds above it.

In the forest, many variants of the animal-life that desire shelter from the hot conditions of the Heartlands or the civilized settlements around other areas of Memorance Lake live here. A small number of villages populate sections of the forest, mainly by those who give highest respect to the Green Branch of the Tashrama.

The Heartlands: The savannah-like area that covers most of the central regions (and some south) of Tashramada is known as the Heartlands. Villages, towns, outposts, and cities dot a sun-baked land covered in tall grasses and parched earth. Lions, rhinoceros, elephants, giant spiders, and other exotic creatures not often found elsewhere in Adlatum roam here. Traders, travelers, and the army use some of these animals, just as rhino and elephants, as mounts or pack animals. Travelers who do not cross these lands with some method of protection often become prey for the wildlife. After the Days of Darkness, a larger variety of wildlife has been seen in the Heartlands, much of it more vicious and dangerous.

Regional History

The history of Tashramada begins with a land named Pelcatis. It was initially formed as a province of a long-fallen theocracy thousands of years ago. Upon the larger nation's collapse, Pelcatis continued to exist as its own separate and smaller entity. Although weak compared to its immediate neighbors, it acted as a buffer between several powers that grew and faded over the years.

During the Canon War, Pelcatis sent units into the battle, but were often put under the command of officers from the Empire of Dhu or the nation of Narstedh. Often when Pelcha soldiers were promoted, they were impressed into the Narstedh armies to further show the greatness of Narstedh without Pelcatis gaining any importance in the view of the overall alliance.

The tide of history changed due to both the Drowning and a minor rebellion conducted by Pelcha forces. Tired of subjugating themselves to larger more arrogant powers, Captain Rajani Abhay, one of the few female Pelcha officers disobeyed orders and led her units out of position to prevent a large incursion of minotaurs from pressing south towards her homeland (having been born on the battlefield, Rajani Abhay, ironically had never seen her homeland until her fortieth year). Her superiors were willing to risk Pelcatis' safety in order to better surround the enemy and destroy the incursion. Captain Abhay did not wish to sacrifice the lives of her own citizens at the orders of heartless foreigners from Narstedh. A large percentage of her forces included men from Pelcatis, and they followed her treason. Those within the unit who showed objection were executed in the night.

Captain Abhay's forces began hit and run attacks against the minotaurs, slowly cutting their numbers down while minimizing their own losses. However the incursion was too strong compared to their own numbers, and four out of five soldiers in her ranks were slain. Eventually the minotaurs reached Pelcatis and burned three towns. The Narstedh forces nearby under the direction of General Kamsthun were purposefully held back from surrounding the enemy as punishment to the Pelcha who turned against the orders of the higher command. When the minotaurs reached their first city in Pelcatis, Abhay and her remaining seventy men stood at the city gates on the hillside, ready to kill as many minotaurs as they could before the city of Kutaray would be sacked. She prayed for her people to be protected. In a bittersweet way, it was.

The attack began, but the minotaurs never reached the walls. After a massive onslaught of arrows, boulders, and magic, the minotaur army charged up the tall hill to undermanned Kutaray. A roar paused the charge, and every turned to the southeast in horror as a giant

tidal wave began to crash over the lands. The minotaurs quickly charged the city again, but this time hoping to get to higher ground. Very few made it in time, and most who reached the city were slaughtered by the defenders. Out of an attacking force of seventy-eight thousand, only twelve made it within the gate. The wave struck Kutaray, destroying buildings, roads, and the hill itself. But days later when the water levels receded, everyone who stood within Kutaray's walls when the wave struck had miraculously survived. It would take years for families and friends to find each other as many were swept far and wide during the horrors of the flooding, and many were injured severely. But the greatest lost was when it was discovered that Captain Abhay and her remaining men had all perished holding as many of the minotaurs outside of the city as possible. Whatever blessing held for those who within Kutaray's walls, it did not extend to those outside.

The rest of Pelcatis was in shambles, but even with the destruction and death, many were grateful. The Canon War ended with the destruction of the invading armies, and the two empires that had been using Tashramada as a source of fodder, Dhu and Narstedh, were destroyed. All of Narstedh's major cities were removed from the map, and Dhu only had a small fraction of land left to hold its name. Over time, the Narstedhi survivors turned to Pelcatis for help, and it was given. What was left of Narstedhi was annexed along with the lands abandoned by the people of FyxZharar who fled into the mountains, turning what used to be a small province into the largest post-Drowning nation of the Midlands in area.

A large period of adjustment followed. For the first time Pelcatis had a shoreline, but the heat from the warm waters changed the landscape. In place of green hills and lush forests, the savannah of the Heartlands formed. Wild animals, many Adlatum had never seen before, began to prowl these territories, trying to adapt to their new surroundings. Many of the Narstedhi survivors built small towns along the Ason Coast and turned to life living off the sea. The northern third of the enlarged country began to grow wild grains and other plants. Pelcatis healed faster than many other countries in the western half of Adlatum, and it became a stabilizing force of trade in the region. But although stabilized, it was not strong enough to keep the peace. Warlords, bandits, and various factions struggled to cut away at the land and rise up from the ashes of the Drowning as powers of their own. True stability would be a long ways off.

In 142 AD, priests began to return to the land, many focusing their attentions on the people of Pelcatis. These Tashramadic priests told of how the gods were forgiving, and that if they ended their squabbling and come to worship in faith again that the gods would accept them. Stories of the healing magic also traveled the land, and with demonstrations of these powers at specific holy sites around the Midlands the Pelcha came to praise the gods and join the Tashrama, the Church of the Divine Ladder. In 230 AD, the selected elites from the major settlements decided to consolidate Pelcatis' power into a small board made up of the spiritual spokesmen of the various branches of the church. Historians debate as to whether this was the formation of the secretive Tashramadic Council, or if the council already existed and this was merely a handing over a power. Eight years later, Pelcatis changed its name to Tashramada to further honor of the church.

Although none of the Holy Lands of the church were within Tashramada's border, the theocracy became a meeting place for members of all branches of the faith to come and freely worship and mingle. The government of Tashramada and the leadership of the church became synonymous (although many believe this was actually the case since 230 AD, but the public was unaware of it). The influence of Tashramada grew in the following centuries. By 350 AD, the church had extended its reach into each and every Midland nation.

Soon in the following years, men and women preaching the faith of false gods began to sprout up in the Midlands. Some recognized this faith to be a throwback to the ancient theocracy that existed long before the Drowning. Many of these new clerics showed the ability to demonstrate clerical magic and healing outside of the Tashramadic Holy Lands. In Tashramada and many other places, followers of this new religion were denounced as heretics and persecuted, imprisoned, or in some extreme cases executed. The Tashramadic Council called on all of its priests to preach the good works done by the Tashrama over the last two centuries and to fight these heretics with sermons and proper teachings. For thirty-years the Church of the Divine Ladder struggled to put down the heresy of this Tao-Shin, Church of the Divine Paths.

When the Days of Darkness came, and the beasts of Chaos filled the sky, the Tashramadic Council heard of the deeds of a noble warrior from the northwest who had taken control of many of the Tashramadic armies to the northwest and led them to victory against the darkness. With the Starfall came the realization that the Tao-Shin was swiftly doomed. With the false gods gone, the land was theirs.

In order to further secure their own place in the spiritual needs of the Midland people and also the political control of the region, the Tashramadic Council quietly offered to this praised warrior hero, Lord Montegron, to put him in charge of a unified Midlands. He would be a holy warrior standing tall as an example to all. The populace would praise him, and through him the Council would have a more direct say over the actions of the Midland nations.

Montegron agreed to decision, but upon secretly meeting with church representatives, he added a single

stipulation. He would not be a puppet for the Tashramadic Council. He would rule the Midland Sovereignties on his own. Realizing that such an arrangement would make their own say on foreign matters obsolete, the Council attempted to have an accident befall the hero. Their repeated attempts failed, and Lord Montegron began to move forward with the concept of a unified Midlands under his own rule. Both sides kept their earlier negotiations with each other out of the public eye in order to save face, but from that point on the Tashrama and Montegron's Sovereignties have been at odds with each other. To make matters worse, even while Montegron was in talks to the Tashrama, he had already sent out his own men into the various nations to help stabilize the regions and secure any governments weakened by the Days of Darkness. Their acts became praise for Montegron, and the Lord began to collect the loyalty of the nations under his belt. For years, only Tashramada was outside of his reign.

This changed to a small extent in 409 AD. Sovereign Lord Montegron snuck a large contingent of mages and guardsmen into the capital of Sahterilka, where many believe the Tashramadic Council meetings are held. A noble named Rejada Harshal opened up his mansion to the Midland forces upon suspecting that the Tashramadic Council would soon be excommunicating him. Rejada, who's father was a Corinesti and mother a Gildanesti noble, allowed his home to become the offices of the newly installed government, loyal to the Midland Sovereignties.

The estate was exceedingly well manned by Montegron's military personnel, and the Tashramadic Council was unable to uproot the Sovereignties' tiny hold in the capital. Instead they focused their efforts in keeping the influence of Montegron's puppet government (the Locohra) bottled up. So far the word of the Great Sovereign Lord Montegron appears to only extend to the extreme western border of Tashramada (where the original Pelcatis used to be) and to wherever the Sovereignties' forces roam to at the time.

Since Montegron made announced to the people of the Midlands that five powerful dragons were truly running the Tashrama with the Tashramadic Council as their puppets, the Locohra has attempted to push its control into more towns. So far it has had only mixed results. A majority of Tashramada is remaining faithful to the church their have supported for almost 300 years.

Current Events

- Rumor has it that the Rocuran Fleet battled one of the Sovereignties' ships when some type of negotiations turned sour. The common belief that the fleet would be joining the Midlands appears to no longer be valid.
- Nine of the twelve members of the Locohra were assassinated during a number of separate attacks all conducted in a single night. The three surviving Councilmen and Sabanya Kanta Amar have vanished, possibly having gone into hiding.
- The Tashrama is seeking an alliance with the Aldar dwarves to the south, claiming that the Midland Sovereignties wish to tear apart any religion or faith that does not conform to their own standard, and that soon they will turn their eyes onto Adlarism once the Tashrama has been sundered.
- Arguments have erupted between Tashramada and Dhu over the rights of artifacts found within Memorance Lake. Many cities and towns destroyed in the Drowning exist in a preserved state at the bottom of this lake, and Tashramada has been sending teams out to salvage what can be found. The weakened nation of Dhu claims ownership over the entire lake and its contents, but Tashramada has countered that it has as much claim to those waters as the remnant of the smashed Empire of Dhu does.
- A Corinesti trader is quietly hunting for adventurers. She is convinced that the whale meat and oils being solid out of one of the villages on the Ason Coast actually originates from murdered ocean gliders.

Major Settlements

Hrika (Large Town 1,839): In 374 AD, this Corinesti village located underwater off of the Ason Coast chose to show its piety by allowing Tashramada to annex it. Although it is inaccessible to most Tashramadans, this underwater community has held fast to the church's teachings, even after Montegron exposed the true power of the church to be the Elder Dragons. Most other Corinesti shun Hrika as traitors since they have fully allied themselves with a land-nation. Hrika is located thirty-five miles off of the shoreline.

Pavatan (Large City 10,930): This coastal city to the north stretches for ten miles without going more than mile inland. Pavatan brings in a majority of seafood and imports to Tashramada while farmers outside of the city borders produce much of the region's grain and corn supplies. Pavatan used to be the second largest seaport in Tashramada, but the larger city of Nubai located north of the capital was swallowed by the sea during the Days of Darkness. The Tashrama has recently bolstered its own military presence in Pavatan thinking it would be a likely target for Montegron's forces in the coming war. The fishing guild has promised to support the holy army in any and all fashion should war break out.

Sachi Ajat (Small City 6,520): Located in the Droakcalm Hills, this city is the oldest mining settlement still in existence. Although it was built to house those who would cut into the plateaus and hills in the best way possible to extract metals, the town itself appears to had been shaped out of the living rock, as if the land had somehow shaped itself into homes, stores, and roads. Sachi

Ajat was built as an intricate maze of crevices (roads) through the rock (buildings) that would slow down any invading force not familiar with the city layout.

Sahterilka (Metropolis 40,442): The walled capital rests south of the Narshik Forest and on top of a cliff overlooking Memorance Lake in Dhu. None of the buildings are flush to the streets. Instead wide stretches of well-tended grass and trees that would find difficulty surviving outside of the capital in the Heartlands buffer the roadways from the homes, businesses, and palaces.

The museums, temples, and palaces are unique in style compared to the rest of the Midlands. Many use high walls with rounded, yet peaked, archways to give a feeling of spaciousness between rooms or to the outside, and tear-shaped domes are often built into the center to show off the high points of the structure. Brilliant red sandstone and marble are the most common materials used in the highly detailed patterns on the walls, and those with wealth use gold and silver as adornments to give the holy city a greater sense of grandeur.

The Harshal palace, where the Sabanya fought to rule Tashramada in a manner loyal to the midland Sovereignties, is no exception. However high walls surround the main building in order to give the many archers a great advantage over any attacking force. Thus only the central dome and its central spire can be seen from the outside, hardly an impressive symbol defying the Tashrama.

It is rumored that the Tashramadic Council also meets within Sahterilka, and many of the temples are worshiped as locations where the Council often meets. Many believe they cycle from temple to temple in order to keep moving. But the truth is that the public has no sure knowledge as to whether the secretive council even meets in Sahterilka. All that is known is that decisions of the Council are first proclaimed to the public here.

Trejor

Capital: Dekartor
Population: 179,030 (Human 98%, Hartdar 2%)
Government: Monarchy
Religions: Tashrama (black branch)
Languages: Common, Dwarven, Trejori
Trade: Trout, Bass, Grains, Corn, Glass, Pottery
Legions: Band of Lukset's Wall, Army of the King
Alignment: LG, LN, LE

Trejor (Trey'-jor) is a nation long dedicated to the unified Midlands, until the most recent months. Trejor has long been under the control of the royal Durandae family, but recently a quiet coup has shifted the balance with few realizing it.

Life and Society

Above all else, the trade from the fishing industry along the coast is the major source of income for those living in Trejor. However for the people living further inland corn and grain are also major commodities. Glass production also assists as a notable export, and many of the middle to upper class homes in the nation sport glass windows throughout the buildings.

Along with Drejor, the population of Trejor is the most human dominated in the entire Midlands. The attitudes of many of the people reflect this, and several towns and cities do not care to do business with non-human visitors. Because of these attitudes, even the Corinesti tend to avoid Trejor's ports. It does no good to waste the energies to meet with people inclined to not do business when there are much more hospitable ventures elsewhere. Still, the nation does have a long standing trading partnership with the dwarves to the northeast, and some dwarves do take up residency within Trejor itself. Occasional harassment is something many of them tend to accept as a price for living in the sovereignty.

The people of Trejor have been loyal to the royal family for centuries, even though a group of disenfranchised citizens plotted to execute the Durandaes soon after the Days of Darkness. Their own loyalty to the Midlands under Montegron is much more debatable. However, for over three decades the royal family and specifically King Tojra Durandaes had supported the re-affirming of civilization under the unified bond of the Sovereignties. For these reason only have the majority of people accepted the word reigning from the distance FyxZharar.

A smaller group within the population however has quietly come to support the Tashmaradic church instead, believing that a distant power is not in Trejor's best interest. For that reason, a large segment openly backs the resident Black Elder Dragon, Xyvren. King Tojra was always nervous of the Tashmaradic faith and had done everything possible to keep the influential powrs within the church appeased. He was also aware he own seat as king may be in jeopardy if either Montegron or the church grew too annoyed with him. Although openly loyal to the Great Lord Sovereign, Tojra did what he could to allow the Tashrama great freedom to operate.

Religion

The Holy Land of the black branch of the Tashrama, Barja Pendan, is located within Trejor's borders, and so a large number of the faithful live in and near the isle. With over a century history of the black branch being rather assisting to the needs of Trejorans, albeit inconsistently, the church has a decent level of tolerance from many. The primary loyalty of all Trejorans is with the monarchy, but since King Tojri is slowly becoming openly supportive of the church, the people have become more open as well.



Government

King Tojra Durandae rules the nation from his throne in Dekartor, and is openly active in arbitrating agreements between traders and federal offices, between disputes between Trejoran towns, between Trejor and other lands, and others. For years Durandae had slowed down in his work, leaving many duties to his Cabinet or Nobles and also his son Yuneil. But lately Tojra has been showing a second-wind, initiating new projects and talks between rivals. He is even attempting to start peace talks between the Sovereignties and the Tashrama.

The Cabinet of Nobles is a body that deals with many of the day-to-day aspects of running the city and the country. There are five seats, and the patriarch of the noble family that owns each seat chooses its representative. Often that representative is the patriarch himself, but to have another appointed by the patriarch is not uncommon. Women have in the past become a ruling matriarch of a house, and no law forbids it, but such occurrences are rare and sometimes are seen to be against custom and decency.

Towns and cities run their business primarily on their own with usually little interference from the national levels. Any grievance or issues they need to bring up much be passed through the Cabinet before being brought to the king.

Military

Two major military units guard the land. The general army is referred to as "The Army of the King." Long after the Drowning a subset of the army became the nation's navy, however by sake of hierarchy it is still considered part of the army since the head of the naval forces still reports to the Chief General under the king. The second major military unit is known as "The Band of Lukset's Wall." This band comprises of those whose duty is to protect the king, the royal family, and the palace. Where the name came from or what or where Lukset's Wall even is has been lost to time. Yet because of tradition and the belief there is a forgotten source of pride in the name, the band has refused to change their name to something more relevant.

Magic and Mysticism

With the black branch of the Tashrama so influential in the region, in combination with the king's good relations with them, many Trejorans are becoming accepting of church. Thus the mystical abilities of the clergy are not as shunned as it is in other lands. The black branch itself is highly supportive in the investigation and research into magic in general. Sorcerers and now wizards are encouraged to come to Trejor by the church, and some have even received invitation to be allowed into the Holy Land. With such a tolerate view of all types of magic, many Trejorans have begun to see magic as a useful and intriguing tool rather than a secretive art shrouded in darkness.

Major Geographical Features and Locations

The ruins of Morogan Pendan are seen as a cursed and haunted place. For millennia, the Black Elder Dragon Xyvren was trapped in his lair beneath the tall rolling hills away from most settlements in Trejor. However the Days of Darkness changed that when the influence of chaotic magic ran out of control. The primal magic exploded in power and came alive, destroying and mutilating everything in sight. The Elder Dragon fled before the entire underground tunnels exploded and collapsed most of the entrances. Every so often stories are heard of a wanderer who finds an opening hidden in the complex maze of hillsides. What the tales claim the person finds varies in both content and believability depending on the bard reciting the story. Considering half of the stories end in no one surviving the venture, most listeners discount all stories as fiction outright.

Regional History

A sister nation to Drejor before the Drowning, it has retained its alliance throughout the years with them, longer than any of the other Midland nations. Even though prejudices against non-humans are strong, for a long forgotten reason Trejor has had extensive trading going on between themselves and the Coin Dwarves in the mountains over the border in Kedaltol. Whether through a long standing tradition, or maybe just out of habit, this one contradiction with their own beliefs of purity seems to have endured without question.

In the ancient days before the Drowning, Trejor was originally covered by a number of warlord led tribes. This warfare lasted for centuries as the ground continued to soak in the blood. According to legend, the son and daughter of the Roanj Tribe chief came upon a sinkhole in

the middle of the night. Both were swallowed up. When they came to, they found themselves in an old temple long buried beneath the earth. Before them stood three figures: a older man in armor of unknown design, a scribe with a tome who's pages remained in shadow, and a beautiful woman with eyes of a serpent. They brought before them a bow and arrow made of a strange metal. Even the string of the bow itself seemed to be made of this brilliant substance, yet it was shown to bend but never break.

"These are yours to forge a nation and unify these lands," said the scribe. "But you each have a choice."

"We three represent three paths you may walk, and may guide your people by," said the armored man.

"Not one of us will lead you to a life of ease. No such path exists," said the woman. "But great things may be had still."

The scribe stepped forward and gave the boy the bow and the girl the arrow. "If you both choose a single path, then in time peace will reign for Ages in the manner for which you set. One for the good of all, one for the strength of your own aims, and one to allow each of your nation to choose and live as they see fit. But if you choose differently, then division will be had and nothing can be promised." The girl made to confer with her brother, but the boy had made his mind. "I choose the good of all," he said and the armored man gave a warm smile to him. "Nothing can be more important than that, even if the individuals, even myself, must share hardship." The eyes of the gods turned to the girl.

After a moment of thought, she said, "I choose the fourth path. It is not right for gods to force mortals to chose only between them, whether for all, for self, or for freedom. To do so is a detriment to all three. I will accept your gift to help my people, but my path is chosen." And she turned and walked away.

The brother was dismayed, but in his heart he believed he had chosen what was best. He learned the path of the armored man, and met up with his sister at a tunnel's opening. Hurt was felt between them, but they put it aside for the betterment of their people. However the divide did not ever heal completely.

In time the two came to lead their tribe as one, but often disagreements arose. Also never was the star metal arrow fired from the star metal bow. He used his own arrows, and she used her own bow. Never did the bow break, and always the arrow was retrieved. In time, through both war and wisdom, the warring people were unified. But only for a short while.

There were times where she believed that under specific circumstances immoral acts which only resulted in a better end were justified. He disagreed and believed it soiled the ideals they were aiming for. As disagreements continued, the people began to divide with them. The new nation swiftly split into two, Trejor and Drejor, as the sister took half of the country east.

How much of the legend is true is now unknown. But relations between the two countries remained close now they had the ability to run things in their own manner. Ages passed, and Trejor's royal families continued to hold onto the bow, *the Originator*, as a symbol of their rule. Trejor used their skills in using the earth to make pottery and glass. Trade with the dwarven-kind is thought to had begun with these products.

Shortly before the Drowning, *the Originator* was stolen from its place directly over the Throne of the Shining Heaven. The eight sons of the King Uelhas ventured out to track down the bandits responsible. Before it could be retrieved, their world was covered in water. The southern portion of the nation was flooded and sunk beneath the waves.

Trejor was further divided several decades later in 51 AD. With surviving members of the hierarchy struggling to hold the remaining lands together, Urzai Lanla, the cousin of Bhadlum's leader, sought to gain his own territories by successfully getting the northernmost districts of Trejor to claim independence. Without enough security in the region, and believing that Bhadlum would come to the aid of the Vjenor's claim of secession, Trejor grudgingly allowed the lands to depart. Relations between Trejor and the north would take centuries to heal.

In 53 AD, a blood connection between the old royal family and a Drejoran count was established. Count Kalis Durde, although reluctant to leave his homeland, eventually changed his family's name to Durandae to further bridge the connection between his new rule of the Trejoran nation and those of the past. Due to the Drejoran roots of the current Trejoran royal house, relations continued to remain strong between Trejor and Drejor. In fact mutual assistance helped them reorganize themselves in the post-Drowning era.

Centuries after the Drowning, a portion of the hilly countryside came secretly and quietly under control of the Black Elder Dragon Xyvren. Although a number of his own followers proved to be a great nuisance, Xyvren himself took many actions to try to be amiable with the human rulers in the land. In 300 AD, Xyvren used his own people to assist in the transportation of Trejor's trading items when the Corinesti Trade Wars sparked many problems in moving items by sea. Xyvren was also using the nation's added protection to make sure his own rare spell components and items were shipped unmolested, but the agreements assisted both parties through the troubled time well. In 347 AD, the reigning monarchy Lewrin Durandae was an open member of the Tashrama and assisted Xyvren, who he was aware of, in his plans to experiment with magic. Five years later King Lewrin was slain by four unknown adventurers set against Xyvren's

aims. The assassins were themselves killed when trying to escape. Lewrin's son Jogahl, a man with no trust of the Tashramadic church or the newly returned True Gods, succeeded his father on the throne. Since then Xyvren had been rarely seen by even the highest members of the clergy, and it is suspected that the black dragon may be seeking new ways in magic to release himself from his bound nature to his lair.

During the Days of Darkness, Xyvren's lair was changed to a small island off the southern coast of Trejor. Since then the ruling king, Jogahl's son Tojra, has been trying to balance keeping the black and his followers of the Tashrama happy while staying loyal to the united sovereignties of Lord Montegron. This entailed allowing the Tashramadic church much more freedom than Tojra himself would like.

Starting in 419 AD, the older Tojra seems to have changed his opinions on matters. In fact he had begun making public some of his support for Xyvren's policies against Montegron's hold across the Midlands. With most Trejorans loyal to their king first and foremost, Montegron may be on the verge of losing an ally in Trejor.

The truth of the matters is much more dire and much less known. King Tojra has in fact been dead since 417 AD. The being impersonating him is none other than Xyvren himself. Slowly he is moving the nation's policies away from the good of the Midland Sovereignties. The ultimate aims of his plans, like both his identity and how he has in some manner freed himself from his lair, has not even been revealed to his closest confidants.

Current Events

- King Tojra is allowing representatives from Barja Pendan to reside within the palace. Publicly he stated this was to help foster better relations between the Sovereignties and the church. Tojra has even sent an invitation to the Great Sovereign Lord to come to Trejor to begin talks with the Tashrama "and help ease unnecessary tensions." He has even sent an invitation to the recently exposed Black Elder to join in dialogue with the Sovereignties at the edge of his Holy Land.
- Tojra's son, Yuneil Durandae, has recently discovered that his father has several books on the subject of Black Wizardry. Worried that if this news was to become known, in combination with his more friendly relations with Barja Pendan, Yuneil is putting together a secret circle of allies who will come to his father's aid if the Sovereignties decide to attempt Tojra's removal from power (by subtle and fatal means). This circle will also do what it can to keep any more of Tojra's embarrassments from getting out. Unfortunately, Tojra has begun drawing up plans for the construction of a school dedicated to the re-emerging wizard arts.
- To even the king's surprise, there are more and more reports of twisted and nightmarish things being seen in the hills and trees near Morogan Pendan on nights where the unseen moon is at its weakest (new moon). Representatives of the government are looking for the brave and foolhardy willing to venture into the cursed lands.

Major Settlements

Barja Pendan (Large City 20,322): The lair of the Black Elder Dragon Xyvren is a small island less than a quarter of a mile away from the mainland shore that was formed when the land around it was swiftly eroded away by the Drowning. Like much of the shoreline of Trejor, the island has high cliffs on all sides with only a few locations allowing easy access to the water. The island is covered in a variety of strange tall trees that grow nowhere else in the Midlands, and a tall sharp spire of rock marks the center of the island. In the base of this formation is a cavern that leads down into Xyvren's lair. Xyvren was forced to claim this isle as his lair after the Days of Darkness resulted in his bound realm being moved. Although the island homes a number of Xyvren's loyal followers, the dragon itself is rarely seen. Most of Xyvren's followers have built their homes on the nearby shoreline of the mainland.

Bolmryan Fields (5 Small Towns, 10,185): Although Trejor is a highly human populated nation with ingrained intolerance towards other races, by what can be called through either tradition or habit Trejor continues to do consistent business on decent terms with the dwarves living to the northeast in the mountains. Bolmryan Fields is a large collection of over half a dozen smaller towns nestled in a large flat of plain sitting between the high twisting hills of Trejor and the tall mountains across the border in Kedaltol. The towns are not completely independent from each other in that each mayor elects one of their own to insure trading laws remain consistent and fair throughout their collective. Farmers use the lands on the edge of Bolmryan Fields for much of the nation's grain supply, and surplus is bartered with the dwarves for a fair price. It is in the Fields that Trejor has the highest concentration of dwarven citizens (8%), but outside of fair-trading they are still prone to being accosted by the occasional racial slur. Most dwarves living here are willing to put up with the slights since the business tends to be much better than average.

Dekartor (Metropolis 29,993): The capital of Trejor used to be an expansive city during the pre-Drowning eras. However half of the city was destroyed when the waters came in and collapsed much of the land. Sitting high on a cliff-side, half of the palace fell into the sea as the land gave way under it. Now the building appears to naturally end at the land's edge, giving the palace a wide view of both the sea and the city around it. The city itself surrounds the

palace below the hill. When the elevation is low enough, docks had been constructed, allowing trading by both land and sea. Up until recently, the city had no protecting wall, but following the chaos of the Days of Darkness and the following unrest, Dekartor began to take a more sobering view of the world and encased itself in a wide semicircle curving from the shore and heading inland. Like most places in Trejor, loyalty to the king is foremost. Even local supporters of both the Tashmara and the Midland Sovereignties seem to join together in national pride, seeing their other loyalties as secondary.

Port Rokarta (Large City 14,549): Relatively near the border with Drejor, Port Rokarta was formed a century after the Drowning when additional water erosion caused a portion of cliff to collapse into the sea. A valley leading down to a sizable bay was the result, and a number of traders who used the nearby trade route between the countries elected to build a new seaport. After several more centuries, the port grew into the largest trading city in the nation. Considering most in Port Rokarta avoid doing trade with the Corinesti Trading Guilds, the success is all the more impressive until one realizes that most of the success stems from it avoid most of the troubles from the Corinesti Trade Wars of 300 AD. During this period the Black Elder Dragon assisted Trejor government by helping to support caravan trade over land through the city to Drejor and also through shipping by use of funds donated supposedly from his own horde. The result was an economic boom that lasted until the Days of Darkness and arguably even through it unimpeded until present day.

Vjenor

Capital: Tormso
Population: 170,557 (Human 77%, Hartdar 9%, Sakkaran 4%, Oguna 4%, Half-Dwarf 3%, Gnome 2%, Other 1%)
Government: Monarchy
Religions: major - Tashrama (Black branch), minor - Tao-Shin
Languages: Common, Dwarven, Trejori
Trade: Bass, Corn, Fur, Hides, Jewelry, Lumber, Slaves, Trout
Legions: North Watch, The Waveriders.
Alignment: NG, CG, N, CN, NE, CE

Vjenor (yeh-nor') is one of the border states of the Midlands that have been struggling against the recent incursions of the Sakkaran minotaurs from the north. Both Vjenor and Bhadlum are under almost constant attacks making life in the region brutal and dangerous. But the Vjeno people have grown harsh over the centuries and are willing to strike back at their enemies with a similar brutality, while at the same time building their strength off of both new and old alliances.

Life and Society

Short cool summers and harsh winters are commonplace in the northwest of the Midlands. That in combination with the continuous assaults by the minotaurs from Sakkaras makes life fairly difficult in the long run for those in the north. Most Vjeno citizens learn informally how to fight at an early age, regardless of gender, race, or class. The further north and closer to the border a Vjeno lives, the more brutal they've learned to defend themselves. "Do what you can to survive" is a lesson learned early on.

Only those who live on the southern shore or in the capital have an easier time. No minotaur incursion has ever gotten as far south as the capital Tormso, and that knowledge has put the citizens there at ease. Fishing and general trade take up most southerners' time. In the north, the focus and effort is in protecting trading caravans, not necessarily purchasing from them unless they are supplies needed for survival.

Although there is no directly shared border between Vjenor and Kedaltol, a small series of passes exist in the treacherous hills and mountains barely outside of their jurisdiction inside the Broken Lands. Luckily the rocky hills and passage make it difficult for the minotaurs of the north to securely claim that land, and so a few human and dwarven villages line the trade route between the nations. It is believed that Vjenor plans to send additional forces into the passes and claim much of the roads as their own. According to many, these towns already are within Vjenor's expanded borders.

The people of Vjenor tend to be focused on their own needs, and their loyalty to the Midlands as a whole is questionable. The strife between the Sovereignties and the Tashrama is not something they are overly concerned with. Southerners are concerned with their own comfort and needs, and northerners are focused on the Sakkaran threat. Everything else is of a lesser priority.

Religion

Through most of Vjenor's history after the earliest days, religion has not played a significant role. Yet since the Starfall, the Tashrama has become more and more popular. At first Vjeno often believed that anything worth doing was best done with their own two hands, but the divine and arcane magic supplied by the black branch of the church has been accepted in the past decades as exceedingly useful. Men and women in the capital find spell casters entertaining and amusing, but those in the north have some to learn that the destructive forces of magic can quick decimate a tightly group charge of rampaging Sakkarans. Also to be quickly healed in the middle of combat and thus able to return to a heated fight is also an aid the northerners do not shy from. Because of this, the Tashrama has gain measurable influence along the border.



After Lord Montegron exposed the power behind the Tashrama to be the Elder Dragons, popularity of the Tashramadic church disturbingly failed to fall in Vjenor. The softer men and women of the capital were not followers of the church, but their amusement of both divine and arcane magic did not change. Those in the north did not care where the magic comes from, be it from a god, a dragon, or a floating rock in the sky. So long as they have the strength and ability to defeat the invaders, then anyone bestowing that strength is welcome. And with the old gods having just returned, one traveling to Vjenor's north should not be surprised to see followers of the Tao-Shin and the Tashrama standing side-by-side defending their homes.

Government

The current monarchy of Vjenor is King Carlonae, a both lively and portly personality well into his middle years. Although his consistent practice of carousing young ladies and enjoying spirits has mellowed a little in recent years, Carlonae has always made sure he knew what was going on in his government at all times. Many duties and lower offices have been delegated down to various nobles and citizens of his liking, but he keeps a strong hand in the affairs of each department.

Individual towns and cities in the south are run by various members of the noble court, each family being assigned a town, city, or village upon the king's strategic whim. Only settlements in the north often are left to either fend for themselves, or let themselves be run by local officers in the military. On occasion, a count or duke who has fallen exceedingly out of favor with the king is assigned to a northern town, purely out of punishment. Frequently, due to the noble's inexperience in combating minotaurs, the noble does not survive overly long.

Military

Although a standing army exists throughout Vjenor, it is the North Watch's duty to insure that civilization is protected from the minotaurs living across the border in the Broken Lands. The North Watch is spread out across the border, and they also have a presence in any town or city in the northern half of the country. Most of the members of the North Watch are people who living close to the border and wish to gain access to whatever weapons and training the Vjenori government reluctantly gives.

Ironically the elite naval forces of Vjenor, the Waveriders, receive as much funding from the government as the North Watch. Up until recently Vjenor always had a small seafaring presence, but under King Carlonae's rule, the navy has been expanded to record heights, and their presence in the Sea of Tears is becoming more common (but not always welcome).

Magic and Mysticism

Regardless of where in Vjenor one is, most people have little understanding as to the difference between divine and arcane magic. With the Tashramadic church's Holy Land for the Black branch so close in Trejor, the concept gets even more muddled since that branch has a special interest in the arcane.

There are two general lines of Vjenori thought in regards to magic. Southerners see it as something amusing or entertaining. For example, many of their stage shows will include a mage or two to assist in special effects during performances. Northerners have the more desperate view of seeing it as a needed weapon against the constant assault of Sakkaran minotaurs who raid border towns and sneak deep into Vjenor to pillage and burn towns.

On the whole, both types of people in Vjenor see magic in all of its forms as nothing more than a tool, whether it is for entertainment or defense. It is only in the north however that those who cast either healing or destructive energy are respected and shown gratitude. In the south, many mages are seen only as amusing as their talents are showcased.

Major Geographical Features and Locations

The North: The northeastern half of Vjenor is a place of harsh living and constant threat. An attack from the minotaurs in the Broken Lands is a frequent occurrence, and anyone who wants to call this region home must learn to fight. Some animal ranches operate near the northern cities, and furs and hides are a major trading commodity, along with weapons and armor. The northernmost section of Vjenor has been under control of minotaurs since the early 300s.

The Eastern Pass: Technically this pass exists in Sakkaras of the Broken Lands, but the steep rocks in the hills and mountains effectively cut off the route from the

north. A few small passes to the north exist, but the mass of passages in that direction has made the risk of encountering a bunch of minotaurs somewhat low. The main pass winds its way through the hills connecting eastern Vjenor to the western tip of Kedaltol, the Hartdar nation. Popular thought is that Vjenor will officially annex the pass soon in the coming years.

The South: The southwestern half of Vjenor has been protected from the threat of minotaurs. The North Watch has guarded these cities so well that no Sakkaran force has yet penetrated into the southern half of the nation. This has gone on for so long that the people have grown complacent and see the minotaurs as a "northern problem." Their main interests are trade, the arts, and popular gossip. The major trade route between Trejor and Bhadlum runs through the capital on the southern border.

Regional History

The land currently occupied by Vjenor was once part of Trejor up until 51 AD, however the land was wrought with turmoil since the Canon War when minotaurs flooded into the region. Only the Drowning prevented the minotaurs from pushing further into the Midlands. In the decades following the continental disaster, the region was a mess of survivors trying to both rebuild and prevent the remnants of their enemy's forces from re-gathering.

The surviving members of the Trejoran hierarchy were struggling to keep all of their lands together, but Urzai Lanla, a cousin to Bhadlum's High Sheriff Morgan Degentry, sought to gain power by getting the northernmost districts of Trejor to claim independence. Without enough military influence in the region, and backed by the belief that Bhadlum would aid Vjenor's claim of succession, Trejor reluctantly allowed the territories to form their own state, choosing to focus on rebuilding what they could instead of heading into a conflict neither side could afford to waste their efforts on.

Urzai's victory was short lived, however. Soon after Vjenor's independence the Sakkaran minotaurs sought to take down any signs of civilization being constructed nearby outside of their own control. After Bhadlum was able to pressure the minotaurs out of their land, the additional assistance allowed Vjenor to push the bullmen north into the Broken Lands. Since then, the minotaurs of Sakkaras have consistently attempting to break the border to the south. But the great threat of the Canon War had been decimated. The attacks were relatively disorganized, usually only consisting of several dozen or at worst a few hundred minotaurs. Although losses were incurred, Vjenor was able to hold its own.

Urzai's daughter Romau organized the North Watch secretly without her father's knowledge. But when reports of a unified force consistently defeating the minotaur raids came back to him, Urzai gave the credit to his son and heir Gaulav before formally rolling the North Watch into the military hierarchy. Gaulav had to wait forty years before he could take the throne and put the public record straight, but by that time Romau had fled Vjenor. Popular myth says she boarded a ship of her own and sailed westward across the ocean to the distant lands rumored only accessible to the Corinesti. Historians believe she simply changed her name and disappeared into the masses wandering the Midlands.

Over the centuries, the North Watch and the people living in the part of the nation most Vjeno call the north (although it is really more the northeastern half) became used to defending both their homes, their lives, their loved ones, and as a result the Midlands from the minotaur hoard in the Broken Lands. Unlike their neighbors in Bhadlum, they were so successful that only in the most rare of circumstances had any incursions reached the southern half of the state. In time this became their bane.

The southern settlements, including the capital of Tormso, became comfortable and decedent. Having not been hit by any serious threat, the Vjeno of the south slowly became assured that no matter what happened, they were safe. As such, they took the struggle the north was in for granted. Even the respect given to those who fought to hold onto their land dwindled. In 300 AD, the economy of Vjenor crashed. The Corinesti Trade War stopped most overseas shipping, and Vjenor was only able to get most of its goods out to their immediate neighbors. The Black branch of the Tashramadic Church in Trejor gave some assistance, but there was only so much that could be done.

The depression was short but hard felt, and it would take years for much of the economy to recover. During this period, King Bisarm elected to cut the budge of the military forces in the north, especially the North Watch. The number of minotaur attacks had been down in recent years, and he took it as a sign that the risk of reducing arms production and personnel was minimal. For several years, his judgment appeared correct. But in 308 AD, the hordes of Sakkaras made an attempt to push down into Vjenor, hoping to press into the Midlands and to also cut Bhadlum off from the Midland interior.

A sergeant in the North Watch, Kurrik Gorald, took command of his unit after the initial surge resulted in the death of six of his superior officers. Gorald was a large ugly man believed to have ogre blood in his veins, but Gorald was also a very brutal and brilliant tactician. Unable to get support from the south quick enough, he organized the remainder of the North Watch and the northern towns that had yet been razed. His makeshift defense halted the minotaurs' advance in most locations, and it let him send men and women into Sakkaras quietly to conduct high-risk missions.

Gorald was able to launch a series of merciless attacks on the home villages of several minotaur tribes deep

within Sakkaras. By making it appear that other tribes, sometimes Oguna and sometimes other minotaurs, were responsible, news spread to the minotaur lines. Those who believed that enemy tribes were responsible began to attack other sections of the horde rather than the Midlanders. Those that believed the Oguna were responsible left the borderlands to wage war on Ogun. This confusion did not instantly end the siege, but it allowed Vjenor a fighting chance. After another seven months, the border was secured with only some loss of territory. Even to modern day minotaur settlements and forts inhabit small sections of Vjenor, but in the grand scheme of things, the north saw what happened as a great victory. They held a line against considerable odds. The south was saved.

As the economy of the region healed, King Bisarm came to the opinion that the current level of funding to the North Watch was already at acceptable levels. Since a massive siege was repulsed and it would be unlikely the minotaurs would be able to re-gather themselves into such a force again for decades if ever, he believed there would be no reason to spend the extra money to bring the North Watch's budget back up to where it was prior to the trade war. The north was dumbfounded.

When Sergeant Gorald challenged Bisarm's decision, the king was insulted and had Gorald exiled into the Broken Lands where the minotaurs who knew he was responsible for their defeat would surround him. Several northern towns rioted in protest, but soon the Sakkarans saw this as a sign of weakness and attacked many of the towns again. The north was forced to defend itself again, and the protests stopped. The minotaurs were pushed back yet again, but not before destroying many villages. In return for ending the riots, Bisarm sent some funding for the homes to be rebuilt, but not much more. The north had no choice but to remain quiet or else become homeless.

The north finally received a boon in the mid-350s. After the fall of Ogun's capital, Zorhasic, a few thousand Oguna had invaded deep into Sakkaras during a harsh reprisal for the loss of their leader and center of power. However these Oguna had pushed much further west than the rest of their nation, and they soon found themselves surrounded in enemy territory. After a long struggle, they reached border of Vjenor and pleaded with the northern settlements to let them build homes in the Midlands. In return for their hospitality, they said they would stay, help kill any of the bullmen who came too close, and give whatever assistance they could to defend their new home. The north was more than gracious and accepted these strong warriors without hesitation.

The town of Helris Heart was built with whatever materials and money the northern people could donate, and soon after their new allies were put to the test. The Sakkaran minotaurs in Vjenor were enraged that those from Ogun could cross their nation and come out the other side alive. In 359 AD they attacked Helris Heart. The Oguna stayed off the attack with a decisive win. The minotaurs in the battle were too used to fighting Midlanders, and the change of fighting styles and tactics confounded them. When the minotaurs retreated back, the Oguna followed. The Oguna and North Watch liberated several towns that had been under minotaur control for a half-century before they finally had to stop their advance. Not only were the Oguna celebrated, but also many town elders claimed their styles harkened back to the days of Kurrik Gorald.

Although markets waxed and waned under normal economic currents for the next few decades, overall the south of Vjenor was most successful than most over regions in the Midlands. Lucrative trading contracts with the Corinesti Trading Guilds more than made up for any shortfalls caused by the crash at the start of the century, and the wealth gained allowed Tormso to be developed into the cultural central center of the northwest. Tourism to the city bloomed as people traveled through the main roads along the shoreline or directly into the city ports on the water.

The Days of Darkness were highly destructive for the short term in Vjenor. Ghostly invisible strands flowed during the night in the north, each eventually seeping into the mind of a single unwitting victim. Once someone was infected with these creatures, later named notions, a single overpowering urge would drive them to do a single act or to believe one overwhelming idea. These acts would vary from person to person, but often it lead to insane and chaotic results. As the hordes of beasts later came out of the darkness to slaughter the people, many Vjeno did not even raise a hand to defend themselves or their families. One man continued to obsessively align the grains of dirt in his garden as a fire demon murdered his wife nearby, a woman refused to flee her town when she felt the need to clean the bloody bodies lying in the street, and an officer in the North Watch attacked his own citizens believing them to be minotaurs wearing human skins. Even after the Starfall, many were not freed from their notion's domination.

Those in the south were attacked in a different manner. At first things seemed more annoying than dangerous. Buildings seemingly shifted from one part of town to another. Streets joined and met up with wrong roads, never allowing anyone find their way out of the cities. People inside became lost as rooms and hallways lead to rooms they had never seen in their homes before. Windows suddenly shown out upon horrific landscapes, and people who were separated by a single door would open it to find their loved one's missing. None were able to find their way out to the streets. Then things turned fatal as their possessions were animated and began to attack them, causing many victims to flee into halls and rooms filled

with creatures of nightmares and animated instruments of torture. After the Starfall, almost all homes returned to normal but a large segment of the population was never found again.

Although the north was hurt from the Days of Darkness, the Sakkaran minotaurs were likewise decimated. Neither side of the conflict had enough resource to attack the other. Ironically the creatures of Chaos caused the longest period of complete peace between the north and the minotaurs, almost ten years.

The south recovered quickly. The stockpiles of wealth amassed in the prior years helped repair much of the damage caused by the horrors. Playwrights and authors found great success during these years writing stories of suspense and dread reminiscing and even aggrandizing the Days of Darkness. As tales of horror grew in popularity, the people spoke of Chaos' siege in order to brag about their own exploits and so-called moments of heroics.

When a charismatic Bhadlum warrior named Montegron began collecting nations together in the Midland Sovereignties, Vjenor was one of the earliest to join. Several members of North Watch recognized that the minotaur threat would be at a lull for years and took the opportunity to assist this man in rebuilding the Midlands. King Phaegan was publicly against the idea of unifying the lands, but after his death two weeks later, Phaegan's son Carlonae quickly signed on. Since then Carlonae and Montegron have been said to be in good relations. One story says that Montegron introduced Carlonae to his beautiful wife Delissa. Another rumor, one not often stated in public, says that Delissa is a distant relation of Montegron who the Sovereign Lord did not care for and forced into marriage with the king. Not much if anything is known about the queen's life prior to her wedding in 384 AD, and the king has been very protective about his wife's privacy.

In late 392 AD, the minotaurs of Sakkaras once again attempted to break into the Midlands, but this time they were dealt a blow stronger than before. In the interim between the Starfall and the attack, Vjenor found a route in the rocky hills on the southern end of Sakkaras. The hills separated a thin strip of land in Sakkaras from the rest of the minotaur-controlled regions. These passes allowed the Vjeno to travel to the border of Kedaltol with relatively little risk of attack. Since then trade between Vjenor and the dwarves of Kedaltol expanded exponentially, and those in northern Vjenor were very appreciative of the new sturdier weapons and equipment. As such, the minotaurs were not ready for such as well-fortified front when the raids restarted.

The south was again reluctant to change, but they found the products made by the coin dwarves durable and long lasting. Eventually having artifacts of dwarven make was considered *in*, and business once again boomed.

Times and situations changed however. After several decades, Vjenor has developed a trade deficit with Kedaltol. King Carlonae confused many economic scholars, including his son Ilumar, by simultaneously declaring that his army would annex the pass between Vjenor and Kedaltol and that imports from Kedaltol would be subject to tariff. Carlonae also started spending additional funds to expand the national navy, the Waveriders.

As the war between the Tashrama and Sovereignties approaches, Vjenor seems apathetic to the conflict. Those in the south have no interest in a spat against "some religion about lizards," and those in the north are more concerned with the stronger and stronger attacks the minotaurs have been throwing against the border.

Current Events

- Ships flying the Waveriders colors have been spotted attacking Nordar and Sundar ships in the Sea of Tears. On occasion other trading vessels have been seized as well. Carlonae denies his fleet has taken such actions, but he also stated that if the Waveriders did engage in combat with other ships that the destroyed vessels must had been pirates.
- Many in North Watch are becoming increasingly frustrated with the lack of assistance from Tormso in defending the border. Several towns directly on the border have declared independence and refuse to send King Carlonae any more tax money. Several units from the general army have been dispatched to quiet the few rabble-rousers.
- Some of the border towns in the northwest are unhappy over the fact that a Sakkaran minotaur was appointed Townsman in the village of Gef-throth, directly across the border in Bhadlum. Although an official protest has already been sent, some angry citizens are planning to go to Gef-throth and settle things in their own way.
- Although not as severe as during the Days of Darkness, one priest of the Tashrama claims that weaker notions are still searching for victims in northern Vjenor and southern Sakkaras. She has observed subtle but strange behavior from many individuals and is trying to prove her claim.

Major Settlements

Helris Heart (Large Town 3,275): Named after the fallen leader of Ogun, this town is made up primarily of the descendants of the Oguna who had traveled across the minotaur controlled territories to find a home in the Midland borderlands. The customs and appearance of Helris Heart is a mixture of Midland and Ogun styles, and the town's population is generally well-received by most in Vjenor's north. Those from the south however find Helris Heart more of a disgrace than the minotaur settlements

captured from Vjenor over a century ago. Although trade with the southern towns is minimal, Helris Heart does constant business with dwarven traders from Kedaltol. The people here are all trained warriors, and many join the North Watch. But there is a good amount of culture here not fixated on warfare, and there is a sense of stability that is not often found in the Ogun towns in the Broken Lands.

Kandamus (Small City, 6,855): This northern city has been almost burned three times in the last century. Once trade with Kedaltol expanded a stone wall was constructed around the settlement, and additional homes were constructed for dwarven immigrants. Colonel Vilhiam, head of the North Watch, is stationed here along with his offices. When northern towns wish to have their needs heard, they often find more luck coming to Kandamus than Tormso.

Tormso (Metropolis, 31,438): The capital of Vjenor is a port city on the southern border of the country. Much of the city sits cupped in a valley beneath a rounded cliff up against the Guott Sea (a body of water off of the Sea of Tears). Originally the section of the city sitting all around the top of the cliff was reserved for nobles and well-to-do merchants, but after the economic boon late in the forth century enough of the city beneath the cliff was renovated to the point where the wealthy could live almost anywhere in style. With much of the city under-populated from the souls lost during the Days of Darkness, the cost to gain sizable property and build is up was at a minimum. The playhouses, museums, parks, ballrooms, and amphitheaters in the city have made it a cultural center. Many foreigners refer to Tormso as "the Solishairon of the west."

Aecka, Outside the Midlands

Upon leaving the Midlands, instantly gains the feeling of having traveled to foreign lands much greater in their differences than even the Midland nations are to each other.

To the north, conflict is the primary factor that dominates the Broken Lands and Teusten. Sakkaran minotaurs and Oguna battles constantly against each other for what resources are available. Even within their own territories, they are frequently fighting their own as well as other races. The Teusten humans on the other hand live for the thrill of combat and the joy of boasting about their adventures. To the farthest reaches of the north, in Terragrym, what is believed by most to be a frozen wasteland of wild beasts secretly holds one of most advanced civilization in Adlatum.

To the south, there is little influence from foreign powers. What societies exist often try to keep to their own, but they often struggle against their neighbors for both their beliefs, their lands, and their survival.



To the west, the Ironvald Empire has been forever struggled bolster itself as the great seafaring power of the Shattered Sea and beyond, marking itself as a greater nation than the destroyed Hammervald Empire of centuries past. Meanwhile Sundalin has been struggling to keep itself safe from enemies and all sides and within.

Dragon's Noose

Capital: None
Population: Unknown
Government: Unknown
Religions: Unknown
Languages: Goblin, Hudieran
Trade: None
Legions: Unknown
Alignment: Unknown

Land Overview

Most of the information surrounding the mysterious islands of the Dragon's Noose has come from stranded sailors who have been able to escape being marooned on the islands. Sixteen major islands make up the Dragon's Noose, with many, many tiny islands that hold no life at all. The islands are covered in jungle, with no discernable civilization can be see from the ocean. Most that land here though never return, making it a haunted land to most

sailors who steer clear of them. Most of the islands have two or more races living on each one of them.

Those that have returned, talk about a brutal society of goblins living on one of the islands. They are the Zukatm, who live on the island of Garamesh. Nothing is known about these goblins, other than that they are very territorial, and kill anyone who encroaches upon their lands.

Humans also live on the islands, those of southern Adlatum who were trapped there when the Drowning occurred. The island of Keroshic holds the most humans on it, but the exact numbers or where on it they live is unknown. Most of them speak the languages of old, and live in the ancient cities and villages. Similar to the humans that were in those lands prior to the Drowning, they are isolationists.

Heskeram Desert

Capital: Azoine
Population: 340,000 (Adlar 88%, Human 6%, Gnome 4%, Other 2%)
Government: Hierarchy
Religions: Adlarism
Languages: Dwarven, Common
Trade: Mercenaries, Gems
Legions: Prophet Guard
Alignment: NG, LE, NE, CE

Heskeram (Hes-ker'-am) is a divided empire split over religious reasons. Prior to the Days of Darkness this empire was a strong nation but the results of the bloody fight with Chaos left some Adlar dwarves debating the nature of their duty.

Life and Society

Life in the Heskeram Empire has become difficult due to recent events. Since the fight against Chaos, the Adlar dwarves have become split and are fighting their own internal struggles. Many dwarves following this even became disillusioned with the beliefs of Adlarism and questioned its authority. These dwarves left Azoine and returned to the ancient ruins of Tandarton.

The society of the two cities is completely different as Azoine has a strict and rigid culture. Citizens living in Azoine center their lives on the Path. All duties and actions are done to promote the Path. The dwarves of Azoine immerse themselves into the religion and take part in religious festivals several times a month. Dwarves living in this city rarely travel outside of its borders and try to remove themselves from world affairs.

The dwarves of Tandarton have thrown off their Adlar religion and have embraced what they believe is traditional dwarven beliefs. Their culture has become more focused on survival and the spirit of the people. Forgotten religions have been rediscovered and while most of the dwarves in Tandarton are slow to convert to them, they are growing. These dwarves have also begun to explore the world and become involve in the events outside of their own city.

Religion

The religion of Heskeram has changed dramatically since the fight against Chaos. Prior to this the Adlar worshiped the God of the Path without question believing it to be Reorx. Since the fight though many Adlar have renounced this religion and returned to Tanderton where they have reopened the older temples, worshipping gods thought to be dead.

Government

The government of the Heskeram Empire is a split government. The people of Azoine follow the traditional religious leader of the Stonebellow clan while the dwarves of Tandarton have elected a council of elders to lead them. The legal system of Azoine is one dictated by the High Prophet while in Tandarton the Council of Elders has created the Code of Honor.

Military

All citizens living in Azoine are considered to be part of the military. They are told since birth that they will sacrifice their lives for the good of the Path. In times of conflict the individual clans bring warriors to protect the city. These forces are led by the High Prophet. A small permanent guard called the Prophet Guard guards the priests of Adlarism at all times.

In Tandarton the dwarves have created a volunteer army to defend the city. This army allows dwarves to volunteer for years of service. The military is compromised of heavy infantry with crossbowmen in support.

Magic and Mysticism

Magic in Sodbottom is rare, but for those who possess it they are given places of honor in their tribes. Many of these dwarves are given position of advisement to chieftains and are often revered by their clans. The magic is not moon magic but rather chaos magic.

Mysticism is uncommon among the dwarves but since they do not publicly acknowledge the gods the dwarves have turned to it. Nearly every tribe in Sodbottom has a mystic who leads religious practices of a false religion.

Major Geographical Features and Locations

The Path: A deep hole that travels into the depths of Krynn. The Path led to the forces of Chaos twice and while the Adlar dwarves no of this, they refuse to believe that it contains evil. Instead the dwarves living in Azoine have



sworn their life to find the secret of the Path and guard it ferociously.

The Seven Mesas: The Seven Mesas are the area that the dwarven city of Azoine was built on. At its height the Seven Mesas were home to six small cities and the kingdom of the dead. Since the fight with Chaos four of the mesas have been abandoned and the gates to those cities sealed. The interior of those cities are the same as when the original inhabitants left.

Mines of Tandar: These mines were recently discovered again after the repopulating of Tandarton. The mines provide iron and stone that the dwarves craft into a finished product. The mines are west of Tandarton.

Ruins of Awarth (the unknown): The Ruins of Awarth are the remains of a forgotten city built east of Azoine. It is unknown who lived here and why they left. The ruins were discovered after the fight with Chaos.

Regional History

Following the death of Corrod Bladeender in 3312 PD, the clans chose Duncan Fateender to become the new Warden of the Tandar. During Duncan's reign the dwarven prophet Adlar Stonebellow received a series of vision he believe came from the god Reorx. In truth, the visions were bestowed to him from the Graygem, and from these visions Adlar comes to believe that he must have the dwarves construct a deep hole. By constructing this hole, "The Path," this would result in unleashing the knowledge of the Path.

Adlar pressured Duncan into allowing two of the twelve clans to travel to the place his visions showed to him. Accompanying Adlar was his own clan, the Stonebellow, and the Hilldigger clan. They traveled to where Adlar claimed to had seen the beginning of the Path.

In this place, the dwarves built the city of Azoine to encircle the dig site. Adlar was given the power of chaos magic from the Graygem, and using the power Adlar raised seven great mesas for the clans foretold to come to him. He gave one mesa to the Hilldigger clan and keeps one for this own clan to construct individual communities. In 3227 PD, he raised one mesa directly to the east of the Path to become the city for the dead.

Duncan Fateender died that same year. The clans chose his son Kerto Fateender to succeed him, but the reign was brief. Under Kerto's reign the Tandar expanded new mines, but he ignored the growing influence of Adlar's followers. In 3219 PD, the Firesmith clan sought permission from the Adlar to build a community in Azoine. Adlar Stonebellow granted the clan permission, and Kerto allowed them to move to Azoine unchallenged.

Kerto Fateender died during a mine-collapse during a visit to the area. His death was mourned throughout the empire, and the clans chose his brother Garik Fateender to become the new Warden. Garik, a weak ruler, gave into the demands of the Stonebellow clan when they asked if the Earthslasher clan could move into Azoine as well.

The Earthslasher clan was the fourth clan to move into the city. An aging Adlar Stonebellow continued to convert more dwarves who had skills in creating tunnels. He also continued to receive visions, and his magical powers showed signs of increasing as the Path got deeper. He taught his skills to the other priests of the Path, and although other clans began to call all dwarves in the region Adlar, he called them the Chosen.

With the death of Garik Fateender in 3178 PD, the clans chose Ade Fateender, Garik's son, to lead them. Ade became a vocal opponent of the Adlar influence over the government as he viewed the Adlar responsible for his uncle's death. Adlar Stonebellow argued with the ideas of Ade as Ade tried to establish trade with other nations. Ade believed the dwarves would grow stagnant if they didn't involve themselves in the affairs of Adlatum.

In 3144 PD, Adlar Stonebellow died in a mysterious fire that the Adlar dwarves believed was caused by Ade Fateender. This caused a rift between the clans that nearly resulted in war until Biln Stonebellow declared Adlar's death to be an accident. To show his support of the Warden, Biln invited Ade to Azoine for a formal visit in 3124 PD.

Ade Fateender approached the city of Azoine with the idea of ending the digging for the Path. Unknown to Ade, Biln plans Ade's murder because he believes Ade was responsible for Adlar's death. Biln sends out riders to greet Ade, but he secretly ordered them to slay him. They attacked his retinue, killing the Warden. With Ade's death, his retinue fled back to Tandarton, spreading the tale of the Adlar's treachery. A civil war erupted with two factions, the Adlar and the Tandar, fighting for control of Heskeram.

The rival clans battle each other for dominance for three years with no clear victors. Finally, in 3121 PD, the clans meet again and elect Tarc Marblemolder to lead them, ending the war.

Tarc rules with an iron fist as soon as his reign begins. Under his reign, Tarc attempted to force all Tandar to follow the teaching of Adlar Stonebellow. The Marblemolder clan moved to Azoine that year to show their support of Tarc's Laws. The Tandar refused to follow the Laws of Tarc and threaten to resume the war if the laws are not rescinded. Tarc refused, and he orders all temples in the city of Tandarton closed.

The Tandar revolved under the leadership of Barth Bladeender. Tarc then responded to the revolt by creating even more harsh laws including the closing of all temples and banishing of all clerics. Barth attacked Tandarton, defeating Tarc's small army. Tarc himself is slain by Barth on the steps of the Council Hall in 3119 PD.

Barth was elected Warden following the assault, and the temples in Tandarton were reopened. The Adlar living in Azoine hand over the prophet Biln Stonebellow to avoid the wrath of the Tandar, and Biln is executed for treason against the Warden. His body was buried in an unmarked grave.

The reign of Barth was a time of relative peace and prosperity for the dwarves. With the death of Tarc Marblemolder and Biln Stonebellow, the to-be-named Adlar dwarves were in a period of reorganization as they searched for a new High Prophet. The Tandar ruled Heskeram unopposed and made great strides in securing the personal liberties of the dwarves.

Barth did have one major flaw. He was unable to recognize his son Ber Bladeender's faults. Ber was infatuated with the religion of the Adlar and converted many of the young dwarves of the Bladeender clan to his cause. Barth appointed his son to rule after his death, and the council approved it. In 3004 PD, Golden Age of the Tandar ended.

The twelve clans of the Tandar broke apart as many dwarves came to follow the teachings of Adlar Stonebellow. In 2968 PD, followers officially adopted the name Adlar to separate themselves from the Tandar clans. Six clans (the Bladeender, Marblemolder, Earthslasher, Stonebellow, Firesmith, and Hilldigger) followed the teachings of Adlar and began to put pressure on the unbelievers. These other clans doubted that Reorx would demand them to dig a hole in the ground, and they spoke out openly against the Path.

Jarib Bladeender came to power after his father Ber Bladeender, a priest of Adlar, abdicated the throne to pursue living at the Path. Jarib was a devoted follower of the religion and revived the harsh laws of Tarc Marblemolder, which tried to force all Tandar to practice Adlarism. Dwarves from the clans of Fateender, Giantbattler, Ogrecutter, Battleheart, and Redquarrier, and Copperforge spoke out against the Laws of Jarib and demanded that the laws be renounced.

Jarib became heavily influenced by the opinions of Ror Stonebellow, a childhood friend and descendant of Adlar Stonebellow. Jarib came to dream of a mighty Adlar empire, as opposed to the fractured nation of the Tandar. Ror told Jarib he would make a better Warden and Jarib would be happier living a simple life. Jarib abdicated the throne, claiming that Ror Stonebellow had a vision for the people to follow and the influence to carry it out.

Ror Stonebellow announced that all clans must convert to Adlarism and that all the temples to the other gods in Tanderton be closed. The six unbeliever clans again spoke out against this, and Ror gave them an ultimatum: convert or leave. Being disgusted with those who also shared the name, these clans renounced the name Tandar. They left heading north in 2903 PD, and as they departed, they witnessed the Adlar burning Tandarton to the ground.

The mesas outside of the path became small cities to house the six clans of the Adlar. This was a time of building and peace for the Adlar. They were forced to change much of the terrain as the magic of the Graygem granted the ability to wear out the land in turn for yielding incredible harvests. Slowly the land changed from a lush forest to a desert barely able to support life.

In 1311 PD, the Graygem sent a new vision to Adlar High Prophet Ro Stonebellow showing him an impassable door. Ro awoke from the vision and told the Adlar that they would need to find something that could open the door. The Adlar knew of no known weapon that would do what they needed, so they began to search throughout Adlatum for it.

The Path continued to become deeper, and the Adlar became isolated from outside affairs, concentrating solely on the Path. The deeper the hole, the more power was shared among the prophets. The prophets for the next five hundred years expanded the Heskeram Empire to the west to mine the mountains for materials.

In 814 PD, a tragic event occurred at the Path as five hundred members of the Earthslasher clan dug into a new layer. Unknown to them, they stumbled into a Chamber of Chaos containing sleeping forms. Before they entered, they summoned a Stonebellow prophet and a group of twenty acolytes to document the event. The miners and priests entered the mine and expected to find the secret of the Path.

After they entered the cavern, an earthquake struck and collapsed several miles of tunnels. Inside the miners and priests faced unspeakable horrors as the forces of Chaos wake and battle the dwarves. Although the forces are small, massive casualties are taken.

The shadow wights of Chaos attacked the priests first and wipe their existence from people's memory. The miners retreated into a small opening and attempted to

hold off the creatures. After a month of fighting, the last of Chaos' forces are defeated, but the cost is high to the dwarves. Nearly four-hundred members of the Earthslasher clan had disappeared from the touch of the wights. Only thirty-four miners were rescued, however they found the gear for hundreds more along with mysterious prophet and acolyte robes.

The miners who were rescued were physically changed by the ordeal. Their skin was turned pale, and they were now deathly afraid of going underground. The miner's leader Ton Blacklight met with the Adlar High Prophet Hind Stonebellow to tell him what he learned of the creatures they faced. Hind recorded the conversations but kept them a secret from the other prophets, knowing that such stories were dangerous. He then decided it would be best to eliminate the Earthslasher clan, as many of them were displaying the effects of memory problems.

Ton Blacklight met with the Earthslasher's patriarch and convinced him of the story, explaining why so many of the dwarves living on the Earthslasher mesa were suffering memory problems. A young acolyte, Micah Stoneplow, arrived during the meeting and warns them what Hind had ordered to happen that night.

Before morning, the entire Earthslasher clan traveled in secret from their mesa, leaving nearly all of their possessions behind. They were able to elude the Adlar warriors, as they were busy preparing for the attack on the mesa. When the Adlar reported to Hind of the Earthslasher's disappearance, he placed a bounty on every Earthslasher's head to help keep the secret. Hind ordered the city sealed and that no dwarf should ever enter it. He renamed the Earthslasher mesa to the City of the Unbelievers. He then ordered the Adlar military to pursue and killed those fleeing, now named the Neskuda.

In 813 PD, the Adlar begin their chase of the Neskuda all over southern Adlatum, in hopes of catching them. They're cornered in 796 PD, and the Battle of Still Waters was fought as these two forces finally met. The Neskuda managed to rout the Adlar troops, and they followed the retreating Adlar armies back to Azoine.

In 795 PD, the Neskuda raided Azoine to steal items that they believed would prevent the unleashing of the monsters they fought. The Adlar were caught completely off-guard, as the army had just returned and reported the Neskuda were routed and not a threat. The Neskuda steal many items including the journal of Adlar Stonebellow, the Crown of Ral, and the Axe of Barth.

The centuries passed, and even as the world around them died and turned to desert, the Adlar focused more and more on the Path. They were religiously consumed by it, completely forgetting about all other things. The dwarves dug through to the chamber that the Neskuda found, and there they found a strange mark that guided them further along the Path.

Little changed in the Adlar world when the Drowning occurred. Only small cave-ins are recorded in the upper levels, and within a few weeks life returned to the normal feverish pace. Although the other races lost their clerical power, the Adlar continued to have the ability to cast. As in the past, the ability grew stronger the closer to the Path they were and the deeper the Path got.

Guided by the strange markings, the Adlar continued to dig towards a destination unknown to them, seemingly with no end. In 121 AD, the dwarves uncovered a strange door connected to a solid stone wall. The dwarves were unable to open the door no matter what they attempted.

During next year, human merchants traveled to Azoine to trade "dwarven relics" to the Adlar dwarves. At first the dwarves were disinterested until a human merchant, Tom Uliman, presented a relic he found in the mountains. The relic was an ancient iron box, small in size and locked. The Adlar High Prophet, Aoc Stonebellow was told about the ancient box and that Adlar Stonebellow had a vision that the contents of the box would provide the key to open the door.

Aoc Stonebellow ordered the merchant and box brought to him so he could study it. The vision Adlar wrote down told of a fair-skinned human bearing an ancient iron box that no human could unlock. When Aoc saw the merchant and the box he believed this to be the fulfillment of the vision. Aoc used his earth magic to open the box, and he was disappointed to find only a riddle inside.

He sent out a message to all dwarves that the dwarf who figured out the riddle would become the Lord of the Path and have the honor of unlocking the door. Dwarves began to search out clues to the riddle as Aoc had it spread throughout the city Azoine. In 146 AD, an ancient scholar solved the riddle, figuring it was referring to the Pick of Aenor. The pick, however, still remained hidden somewhere.

In 147 AD, the Adlar dwarves in Azoine all shared the same dream, a message that Reorx was not helping them and that he didn't want the door unlocked. Reorx attempted to break the hold of the Graygem over the dwarves. He failed. The dwarves woke, and High Prophet Aoc Stonebellow decreed that the false Reorx had attempted to interfere with their dreams and that they would continue with the Path.

For over 140 years, the Adlar continue to search for the pick. The High Prophets expanded the Path and began to dig side tunnels, searching for other entrances that could lead around the door. All of their efforts were done in vain as there was no other way found that would lead them to where the door went.

In 291 AD, dwarven scholars deciphered further clues in the riddle and pinpointed the Pick of Aenor as being located in the ruins of Tandarton. It was located under the Council Hall in the catacomb of the dwarven general



Telindus. High Prophet Galot Stonebellow ordered a hundred dwarves under the leadership of General Turq Marblemolder to search the ruins and retrieve the pick. He also rescinded the former order from Adlar Stonebellow incurring death to any Adlar who entered the city.

Turq Marblemolder led his troops into the city and fought few buildings that had survived the fire. One of the buildings that survived perfectly intact was the old Council Hall. Traveling into the catacombs beneath the tomb, Marblemolder discovered a daemon that had escaped from the Path and made the catacombs his lair. The daemon killed nearly the entire force that ventured into the catacomb, but it was slain by Marblemolder himself. The pick was discovered and returned to the Path.

High Prophet Galot Stonebellow held onto the pick for nearly a year before deciding that it was the real pick. He ordered a celebration of thirty days before the door would be opened. This was a major celebration for the Adlar for all of their hard work throughout the centuries. On the eve of the ceremony, Talin, a human rogue Reorx convinced to stop the opening of the door, stole the pick.

Talin traveled with the pick across the sea to a distance island inhabited by strange creatures called kobolds. The kobolds agreed to hide the pick underneath a large natural waterfall they worshipped as a god. Talin returned to the Midlands and lived out the rest of his life in hiding.

The Adlar attempted to discover the thief or the pick's whereabouts. They searched throughout Adlatum in hope of discovering some clue. Much of the work at the Path was halted as dwarves were sent throughout the continent.

In 374 AD the Adlar learned about a human bard who told of a story about the theft of a pick that was the key to unlocked a door. They traveled to the bard and told him they needed the pick to free enslaved dwarves that were kept by the minotaurs. The pick was the only thing that could guarantee their freedom as they were locked in the Dungeons of Nelos. The bard Telnor, a grandson of Talin, agreed to accompany the dwarves on the adventure to retrieve the pick, but only if they allowed him to travel to the island alone, in respect to his grandfather. A group of young friends wished to travel with Telnor as well because they didn't trust the dwarves, and they convinced him to sail separately. The dwarves agreed to the demand and hoped to outrace Telnor's boat and retrieve the pick before his boat could arrive.

Telnor was the first one to reach the island when the dwarves in the other boat mistook another island as the one Telnor described. As he made his way to the kobold camp, he received a vision from Reorx telling him the truth about the Adlar. Telnor retrieved the pick and fled from the island, only to be spotted by the dwarves who pursued him.

Telnor managed to elude the dwarves for many years, traveling throughout Adlatum. In 382 AD, they finally catch up to Telnor in the Midlands. He had hidden in the city of Iqurliny, in the nation of Isryan, for nearly three years before he was founded murdered by the dwarves on the roof to his home.

The Pick of Aenor is returned to the Adlar dwarves in early winter in the closing days of 382 AD. The High Prophet Wolon Stonebellow decided there would be no ceremony and that the pick would be used in secret at night. Stonebellow traveled the Path and swung the pick to crack the door. The door split in two, and as the door fell away, the army of Chaos was unleashed.

The Adlar by the door were slain except for the High Prophet, who barely escaped with his life. He traveled back to his mesa and rose the alarm. The army of Chaos quickly caused much damage, leaving alive only the dwarves who hid. Stonebellow survived and tried to rally his people to reenter the Path. The grieving families not only ignored his words, he was also murdered by several who had flung him into the Path.

Several days later near the beginning of the new year, the forces of Chaos subsided and the sky changed in the Starfall. The Adlar prophets lost much of their power following the unlocking of the door, and they struggled to maintain control over the clans. They tried to convince them that Reorx had sent them a test to see if they were worthy enough to hold onto his secret. Most clans voted to leave Azoine and travel back to the ruins of Tandarton to rebuild the fabled city. Only the clans of Marblemolder and Stonebellow remained behind to continue work on the Path.

Today, the area around Azoine is a wasteland with little vegetation as the dwarves had sucked the nutrients from the land. Inside the city, the dwarves use sorcery and mysticism to provide water and plants. The area known as the Heskeram Desert is a hot and unforgiving climate. The outer areas of the desert contain small shrubs while the interior is known for its steep sand dunes.

Current Events

- The dwarven clans living at the Path have resumed the digging of the path. They have encountered strange things as they have uncovered the caved in sections of the path.
- The dwarves living in Azoine have declared that the city of Tandarton belongs to them. All dwarves living in Tandarton must return to Azoine.
- The dwarves living in Tandarton have uncovered the lost catacombs of the city and are rediscovering their heritage. Also they have increased their patrols in fear of an attack by Azoine.

Major Settlements

The cities and outposts of the Heskeram Empire are supposed to be under the control of the High Prophet. In

the days following the fight with Chaos, many dwarves living in Azoine forsake the Path and moved to Tandarton. Tension between the two cities is running high.

Azoine (Metropolis 93,000): This town is the current home of the High Prophet Aros Stonebellow (CN male Adlar noble 3/fighter 1/mystic 7). The city is located on the seven mesas that surround the path. Originally all seven mesas served as homes to the various realms of the dwarven clans, but after the fight with Chaos four have been abandoned. These mesas are sealed and if any dwarf is found in them they will be put to death.

Tanderton (Metropolis 82,000): This was the second largest town in the Heskeram Empire. It was repopulated following the disillusion of several dwarves following the fight with Chaos. The town now serves as a place for dwarves who no longer believe in Adlarism. Currently Tor Hilldigger (NE male Adlar noble 2/fighter 6/rogue 2) is the leader of the town.

Reorx's Hearth (Large Town 2,550): This is town built at the entrance of the Path. This town guards the Path from any intruders and serves as a supply depot. Built in the town is a large temple dedicated to the Path. The current leader of the town is Path Protector Raxoni Stonebellow (LE female Adlar noble 1/fighter 3/sorcerer 5).

Ironvald Empire (Nordarin)

Capital: Hollowvasser
Population: 170,000 (Nordar 93%, Hartdar 2%, Human 2%, Sundar 1%, Other 2%)
Government: Totalitarianism
Religions: major - Moli (Zeboim), minor - Reorx, Ki Ulit (Kiri-Jolith), Tonol (Mishakal), Slinoter (Shinare)
Languages: Dwarven, Hammer-talk, Common
Trade: Mercenaries, Gems, Steel, Metal Goods, Ships
Legions: Imperial Fleet, Imperial Marines
Alignment: NG, CG, LE, NE, CE

The Ironvald Empire is a collection of island nations which were located in the Shattered Sea and Sea of Tears. This empire exists primarily on the non-submerged lands of the former Hammervald Empire. The nation settled in many of the former settlements of the Hammervald Empire and has tried to retake former lands of the Hammervald back into their empire. Hollowvasser and Ironvasser are connected by two different ways, one is shipping lines and the other is a massive underground tunnel that reaches both cities.

Life and Society

The life in the empire was very disciplined and controlled by the emperor. Most of the citizens that lived in the empire found their lives filled with hundreds of laws and military discipline. There are two seasons in the empire; winter and raiding. During winter most dwarves live in their homes and prepare for the upcoming raiding season. At this time dwarves repair or build ships, forge new weapons, train new crews, and prepare for their future raids.

All raiders of the empire must pay a special tax to obtain a permit to be a legal raider. These raiders are called the Lord Protector's Fleet and are free to carry out raids in any part of Adlatum. The raiders that do not obtain a license are considered outlaws and can be hunted down by the Imperial Fleet.

The military of the Ironvald Empire consisted of the Imperial Fleet and Imperial Marines. These two groups provided the safety of the realm and were spread throughout the empire. The fleet consisted of 100 ships and 15,000 sailors and the marines consisted of 20,000 dwarven fighters. These two groups specialized working together.

The legal system of the empire is dictated by the emperor and his laws are posted throughout all cities and towns in the empire. Lawbreakers were treated harshly and were often jailed without a trail. The Imperial Courts often gave judicial control to local watches.

The office of the Emperor of the Iron Islands was the highest office in the land followed by the position of Lord Protector. The emperor had control over all parts of the empire but often delegate's tasks to the Lord Protector. Following the death of the Lord Protector Brigg Giant-battler, the title was considered unworthy of being used for a ruler and Argent Giantbattler declared that the title of Emperor of the Iron Islands would be used as the official title. The office of Lord Protector became an advisory position to the Emperor who could act with the authority of the Emperor.

Religion

There was no formal religion recognized, but most dwarves worship Moli (Zeboim) and offer her sacrifices even following the gods departure. Also the Nordar recognize four other gods as helpers to Moli and they were Reorx, Ki Ulit (Kiri-Jolith), Slinoter (Shinare), and Tonol (Mishakal). Since the departure of the gods, most of the minor god's churches have been abandoned but the worship of Moli continues.

Government

The government of the Ironvald Empire is totalitarianism and allows for little freedom. The Emperor controls all of the power and may divide it in whatever manner the emperor wanted to use. The office of emperor is a hereditary position inherited by the oldest son or male relation to the emperor.

The Emperor is advised by the Lord Protector whose position carries similar powers to the emperor. The Lord Protector oversees many of the day-to-day issues of the

government and can delegate work to other individuals. The military is under the direct control of the Lord Protector and the emperor. They are led by a Fleet Admiral and Marine General.

Military

The Hammervald Empire's military is divided by two units, the Imperial Fleet and Imperial Marines. These two groups often work together and the marines often serve on board the fleet's ship. The fleet contained 100 ships and 15,000 soldiers and the marines had 20,000 dwarven warriors.

The fleet is under the control of the Fleet Admiral and is based in Hollowvasser. Although it is one unit the fleet is placed throughout the empire at several key resource or strategic areas. The marines are controlled by the Marine General and provide security aboard ships, key resource, and strategic areas. The overall structure of the marines is stylized after the Hammervald legions.

The Lord Protector's Fleet is a military raiding fleet of the empire. These raiders are legalized through the acquiring of a raiding license. The raiders operate the heaviest in the summer and fall months preying on ships all over Adlatum. In the late fall these ships return back to the empire. These ships may also be used in offensive and defensive campaigns by the empire.

Magic and Mysticism

Magic in the empire was almost unheard of and was rarely seen in public. Prior to the attack by Chaos few dwarves could use the earth magic that the Adlar dwarves possessed. Many of the dwarves that could use magic keep their talent in hiding fearing that they would be treated differently by other dwarves. Following the Chaos War there was no accounts of dwarven sorcery in the empire.

The dwarves of Ironvald Empire have discovered mysticism and use it as a tool. Not viewing it as a religion they have outlawed the teachings of mercy that many of the original healers preached. The healers of the Ironvald Empire are often outsiders who are employed by the empire in the military. The few mystics that are discovered in the Ironvald Empire are pressed into military or civil service.

Major Geographical Features and Locations

Iron Islands: These islands are the land that was left above sea level following the Drowning. The Ironvald Empire considers any island that was once part of the Hammervald Empire to be part of the Iron Islands. Notable islands in the Iron Islands are the Emperor's Island and the Lord Protector's Island.

Nolas Mountains: This is the chain of mountains that the Hammervald Empire once lived in. Even though most of the chain was destroyed during the Drowning there are still two parts left above the water. The Eastern Nolas



Mountains are where the city of Hollowvasser is built into and contains the peak Mt. Anneghis. The Western Nolas Mountains are where the city of Ironvasser was built into and contained the peak Mt. Phenoli.

Great Tunnel: The Great Tunnel was an immense underground tunnel that connected Hollowvasser to Ironvasser.

Citadel of Gold: This citadel was the entrance for the gold mines on the Western Nolas Mountains. The Lord Protector Brigg Giantbattler had the massive citadel constructed to secure the mines and prevent outsiders from raiding the precious material.

Brigg Shipyards: This shipyard is located near the city of Hollowvasser and is the chief shipyards of the empire. The shipyards are located in the only natural harbor found on the Emperor's Island and was built as the first line of defense for the island.

Regional History

The Hartdar removed much of the military forces from the Hammervald Empire to use against the minotaurs during the closing years of the Canon War. They believed that one last battle would break the Minotaur Empire, and they exhausted their resources. In 4 PD, the Hartdar's High Warden Tildon Copperforge left Hollowvasser to lead the troops on the front line while instructing his son Ren Copperforge to travel with the Ice Legion.

This act left no ruling force in the city, but Tildon decided to create the position of Lord Protector to rule in his stead until he could return. He chose General Alon Fateender to become the Lord Protector and left him one legion to command. Fateender ruled from the Warden's Palace with the authority of the High Warden, waiting for his leader to return.

The wait for a final victory was long, and years later they learned was that both sides were still preparing for the coming battle. Times were good for the dwarves living in the Hammervald Empire as production demands were high. Lord Protector Fateender had an easy time ruling the empire as many dwarves were happy with his relaxed laws.

This period did not last long, for the dwarves of Hollowvasser barely survived the Drowning. They were shocked to see the destruction inflicted upon their network system, linking other cities to the capital. What was once joined mainland became a scattering of islands. The Lord Protector sent out search parties to learn what happened and make contact with the rest of the empire. When they returned they brought grim news of the entire Hammervald Empire destruction. All that was left of their civilization was the island they lived on. Fateender told the dwarves that there were still Hartdar alive in the world and that they would seek them out shortly. After the initial shock of the Drowning wore off, hope began again as many dwarves heeded Fateender's words. They believed they would be rescued.

The months turn into years as no help came from the outside, and hope turned to anger.

The dwarves of Hollowvasser began to call themselves Nordar, reef dwarves, to represent their current status. They forsook their citizenship status as Hartdar and began to demand that Fateender do something to end their suffering. A struggle for power broke out, and Fateender was killed when the Warden's Palace was burned to the ground in 9 AD.

The Nordar began to struggle to survive living in their city, underground on an isolated island. Many dwarves perished during this time since there was no Lord Protector to ration out the supplies. Factions developed in the clans, and they began to act in their own interests to ensure survival.

In 27 AD, Tib Battleheart organized the various leaders of the city into a council to vote on issues. Many of the dwarves heeded his call, and order resumed in the city. Most dwarves knew a way off the island would be needed to ensure the Nordar survival.

In 39 AD, a dragon turtle approached the Nordar Council and offered them a chance to escape the island. The turtle would remove their fear of the sea if the dwarves began to worship the creature's mistress, the goddess Moli. The Nordar agreed, and they began to construct ships to travel to the mainland of Adlatum.

They found the continent much changed and that many of the human nations of the Midlands refused to trade with them based on credit. The dwarves turned to piracy to get the things they needed. The Nordar Council agreed with the idea and issued a proclamation promoting the idea of "take what you need" to ensure survival.

In 56 AD, the dwarves began to travel the various islands around them to look for other survivors or possible areas to colonize. They located several survivors and relocated them to Hollowvasser. The Nordar found the surviving city of Ironvasser on a nearby island, and the small population there welcomed the arrival of the Nordar.

Later that same year, the dwarves made contact with the human nation of Teusten. The two nations went to war, and the dwarves were forced to give up many of their islands for they did not have the army or navy large enough to secure those isles. The Nordar carried a grudge from the war and vowed vengeance someday against the Teusten.

In the late 60's, many dwarves came to feel that piracy was wrong, and they voiced their complaints against the practice. Among these dwarves was Tib Battleheart, who took the issue to the council. The issue was debated and voted on, and the final vote outlawed piracy. But the Nordar people ignored the vote, calling those who voted for it soft and forgetful of the old ways. Among those who were the chief supporter of piracy was Yilan Copperforge, a distance relative to the former High Warden Tildon Copperforge.

In the mid-70s, pirate attacks against Corinesti vessels sparked a minor war with the trade guilds of the local sea elves. This propagated Tib Battleheart to take action.

From 75 to 76 AD, Battleheart secretly shipped dwarves out of Hollowvasser, moving them to settle on the mainland coast. He was betrayed by a young ship captain, who hoped to win the support of Copperforge. Battleheart and the remainder of his supporters fled to the mainland coast to construct the city of Sundarton in the cliffs for protection.

Now calling themselves cliff dwarves, the Sundar and the Nordar began to raid each other's settlements, each believing the other was at fault for the schism. The Nordar also believed that because the Sundar's departure they lost the war against the sea elves, and the Sundar believed that they were entitled to the resources on the Nordar controlled islands.

The War of the Reefs was primarily raids on the each others colonies along the Shattered Sea and the mainland coast. The Nordar in 78 AD landed an army near Sundarton and attempted to destroy the Sundar capital city. The Sundar met the Nordar in the Valley of the Eagle and fought one of the largest battles in the war. The Sundar leader Tib Battleheart was killed as was the Nordar General Yilan Copperforge. The Sundar routed the Nordar forces

and burned their ships on the beach with a daring raid led by Tib's son Uloc Battleheart.

In 80 AD, the Sundar commenced the last major battle of the war as they conducted a raid on Mt. Anneghis. This attack eliminated any chance of the two clans reuniting and forced the Nordar to sign a peace treaty, recognizing the Sundar lands of Sundarin as a free and independent nation.

With the death of many of the major leaders during the War of the Reefs, many minor nobles began to fight for the title of Lord Protector. These dwarves were unable to ever hold the title for long, and the city of Hollowvasser was divided into many territories. The council of Nordar continued to meet, attempting to stop the war. But it was to no avail. The warlords continued to fight, destroying large portions of the city. Even when a Hartdar delegation arrived in 146 AD, the Nordar took little notice of their cousins. They believed that the Hartdar had come back to claim dominance over them, and the council ordered the Hartdar to leave, claiming that Hollowvasser was an independent nation on the Iron Islands.

A small element of the Hartdar spoke of the riches of Hollowvasser and its sister cities. The cause slowly gained support over the years as the Hartdar mines began to decline, and many dwarves were forced out of work because of a lack of materials. This caused many dwarves to believe that the riches and wealth of the former Hammervald Empire still lay in the city and that they were controlled by unworthy dwarves.

The dwarves formed a small army that convinced Sundar merchant of their crusade to reclaim past riches. As they waited to board ships many Sundar joined them to travel to Hollowvasser to reclaim the lost wealth. They journeyed to the former dwarven capital and prepared to take what they wanted. The crusaders were led by Brigg Giantbattler, a cruel and jealous dwarf who desired a kingdom of his own.

As they arrived on the island that held the city they were met by a force of Nordar and defeated them in battle. Once in the city, they discovered the horrors of continual war had created on the Nordar. The city once the jewel of the Hammervald Empire had been for the most part laid to waste as various warlords tried to seize the title of Lord Protector.

Many of the dwarves grew angry when they learned there were no fabulous riches in the city or in any of the mines. They instead decided to create their own empire to make themselves rich. They enslaved many of the rival clans in the city and created a military government, declaring Giantbattler as Lord Protector of the Nordar.

Giantbattler created many changes in the Ironvald capital, Hollowvasser. He first ended the continuous fighting and initiated reconstruction on many parts of the city. The dwarves also began to delve an underwater route to Ironvasser. Also the Nordar began to battle the sea elves in order to control certain areas of the sea. The battles were light, and no actual war was ever declared. The dwarves ended the attacks after they were driven back several times in 289 AD. They declared an uneasy truce and secretly vowed that the sea elves would pay for their acts of violence.

For most of his reign, Giantbattler sought to enlarge the empire, but he was unable to do so and was defeated at every attempt. He did manage to create several new mines and opened trade with some of the Midland nations. Even so, most dwarves living in Nordarin survived on piracy, continuing harassment of merchant ships around Adlatum.

The Days of Darkness has some impact upon the dwarves living in the Ironvald Empire. The crabmen that harassed Sundarin also attacked Nordarin, but not in as great of numbers. The Nordar managed to kill them without suffering many casualties. Two years later, the Nordar learned of the Chaos' destruction inflicted upon Sundarin, and they planned to overrun their cousins in revenge for the War of the Reefs. A large force sailed from Hollowvasser and met a much smaller Sundarin navy. The Nordar made a temporary alliance with Teusten in the hope that the two nations would destroy and sack the Sundar cities. Although the Teusten did not make any formal agreements with the Nordar, many Teusten ships agreed to come along in hopes of getting into a fight.

The Sundarin navy met the combined forces of the Teusten and the Nordar near the Sundar city of Portswind. The Sundar used fireships to turn back both fleets. Upon hearing the news of his navy's defeat, Giantbattler suffered a stroke, dying a few months later. The Teusten survivors meanwhile returned home with their own exaggerated tales of excitement.

Brigg Giantbattler was succeeded as Lord Protector by his son, Argent Giantbattler. Argent has slowly rebuilt the Nordar force and is seeking to expand his empire to the northern islands by forcing the Teusten people off of them. He has created the idea that the humans have invaded the ancestral lands of the dwarves and that they must be driven off.

Current Events

- Raiders are searching for the entrance into the legendary dwarven city of Forgevasser. According to legend there were two volumes in the city when it was destroyed. Also there is said to be fabulous treasure and great secrets left in the city.
- The Empire has recently discovered one of their settlements in the northern Iron Islands was recently destroyed. There were no survivors but clues left behind make many dwarves believe the Teusten are behind the attack.
- The Emperor has declared that raiders in the coming seasons must harass the Sundalin shipping lines to

prevent that nation from obtaining more wealth. He also wants an accurate report of the status of their navy.

Major Settlements

Local cities and settlements are under the control of Imperial officers or governors who are appointed by the emperor.

Hollowvasser (Megalopolis 102,000): The capital of the Ironvald Empire is an ancient city built centuries before the Drowning and now located on the Emperor's Island. The city originally had 22 levels and was large enough to hold over half a million dwarves. In the years following the Drowning most of the city was abandoned after frequent internal conflicts killed much of the city's population. Currently only levels 7-12 are in use and have a mixture of residential, commercial, and industry zones spread throughout the levels. The Emperor rules the city and the current emperor is Argent Giantbattler (LE male Nordar noble 4/fighter 6/mariner 2).

Ironvasser (Small City 15,300): This was the second largest city in the empire. It was discovered by Nordar explorers in 56 AD and welcomed the Nordar explorers as most of the population had died during the Drowning and its aftermath. The city contains only two levels as the rest of the city was destroyed in the Drowning. The city is found on the Lord Protector's Island and is a mixture of residential, commercial and industry. Governor Thom Stormsight (LE male Nordar noble 2/fighter 7/mariner 5), powerful and iron-fisted, rules the city with the intent of someday ruling the empire.

Ogun

Capital: Zorhasic (fallen)
Population: 221,000 (Oguna 82%, Minotaur 4%, Kunda 3%, Other 1%)
Government: Anarchy (various warlord domains)
Religions: Manrian (Chislev), Pharlon (Sirrion), Korolothe (Kiri-Jolith)
Languages: Common, Ogre, Minotaur
Trade: Little
Legions: Army of the Unified-Blood, various warring factions.
Alignment: NG, CG, N, CN, NE, CE

The eastern portion of the Broken Lands is often named Ogun (Oh'-goon), the Oguna nation. However the border of Ogun with the Sakkaran minotaur lands to the west is vague at best and undefined at worse. The conflicts that rages through this would-be nation are not only for the existence of half-ogre nation, but it is also a fight for the Oguna to find their own identity.

Life and Society

Survival is a constant struggle in the Broken Lands. In the west Sakkaran minotaurs struggle to push their control eastward in order to gain control of the more fertile regions, and the Ogun are in constant battle to push the bull-men back. Away from the war with the minotaurs, tribes put together by strong warlords battle trying to gain dominance, aiming to build a strong Ogun under their own governance.

A majority of the land is covered with both nomadic tribes and barricaded villages. The only city of significant worth was Zorhasic, located on the southern shore of Glisemegh Lake. It had stood as the center pillar that many Ogun were hoping would bring about stability to their birthing nation. But in 352 AD two separate armies of minotaurs destroyed it. Since then, hope has been a hard thing to come by.

Not all of the Oguna are warmongers. In fact very few see themselves "born for battle" even though all Oguna, man or woman, must know how to fight at an early age in order to survive. In a land where those who have embraced their ogre instincts and use their human talents to better wage battle for domination of the lands, keeping out of the fighting is extremely difficult. Many learn to fight to better protect themselves of raiding armies or other invaders. Others join the conflict in the west to help keep the minotaurs away from their homes. But some have also been moving south into the Midlands to try to succeed in a more civilized world, either to use force to gain wealth or to escape the constant bloodshed.

The minotaur settlements that are deep within what is otherwise Oguna territory, the bull-men consider their own lands to be part of Sakkaras and defend it as fiercely as they would their lands to the west.

Religion

Most of those living in Ogun have no faith in a holy power. With life so difficult, many feel that they are nothing more than rejects from the rest of the world not worth more than what themselves can get for themselves.

Still, a few individual faiths have survived the years. Although the Tao-Shin faith is spat on by most due to its respect for gods as a whole, worship of a few individual gods has arisen. For many Oguna, any power that can given them the ability and strength to survive may be worth respect and praise. The major exception to this is Ordrion (Sargas) who is hated for his support of the minotaurs. Manrian and Pharlon used to be supported in the past, and lately there have been signs of a few Oguna who have returned to them. Another god who has been gathering support lately is Korolothe. Many of the Oguna wish to rebuild the promise of a better day, and Korolothe's teachings of focusing their inner fire towards noble causes is drawing support.

Some from Ogun have migrated south into Solishairan to join the militant Red branch of the Tashrama, but only a few of them have joined due to religious reasons. The rest are simply bringing their desire for battle to a new land.

Government

From 340 AD to 352 AD, Ogun was on the very of forming a functioning government in the city of Zorhasic. Both the city and the Army of Unified-Blood was put together by Helris, an Ogun Battlemaster who had come from a family who had led his tribe to a long history of battle for survival. Although Helris did what he could to stabilize his own nation while keeping the minotaur threat out, his law could not extend more than one hundred miles from his throne. Yet for many it was still a sign that a stable and secured nation would be in Ogun's future.

The future ended in 352 AD when two armies from Sakkaras successfully attacked the city and razed it. Since then the most Ogun had to offer in the way of a government were the vast number of feuding warlords vying for control or trying to push the minotaurs westward. Until then, most can only have dreams of the "next Helris" coming to power.

Military

With so many warlords and tribes combating each other, Ogun is filled with a vast number of small to mid-sized armies. The largest army ever gathered was the Army of Unified-Blood, under the direction of Battlemaster Helris. This army was made up of over fifty smaller armies from various clans, tribes, and villages who joined together to end the largest minotaur incursion into Ogun. The Army was destroyed less than twenty-years later when the newly built capital Zorhasic was destroyed and Helris was slain. Splitter groups from the Army of Unified-Blood continue to exist, but they are nothing more than the descendants of those who had once stood against the threat of the bull-men and tried to build a new homeland for themselves.

Many of the warriors among the Oguna are known as beastriders. Within the Broken Lands a number of large beasts roam the land, and the Oguna have long ago learned to train and keep these various creatures as fierce pets or mounts. One of the more popular creatures ridden in battle are the hucovi, a wide six-legged green and yellow striped creature with a head vaguely similar to a shark whose claws can grind easiest through both rock and bone. The second-most popular mounts are the fresajou, long fury ferret-like animals that have bat wing-like webbing between their long fore and rear legs that allow them to jump and glide long distances. The fresajou are favored among Oguna scouts.



Some historians believe the techniques of the beastriders may originally have belonged to the human ancestors of the Oguna.

Magic and Mysticism

Arcane powers and those who wield them are feared by most in Ogun and respected by many. There are no major centers for studies in the arcane, but often mages will travel with their student(s) and educate them on their lessons in magic (often for purposes of battle). War-trained mages are common among Ogunish wizards and sorcerers. Several battlemasters who have proven their talents not only as warriors and spellcasters but also as leaders. Nowhere in Ogun do spellcasters act as advisors to local leaders. If a mage is wise and strong enough to advise others, then he or she is strong enough to rule.

Divine magic is rare in Ogun. With few popular religions, there are not many divine spellcasters in the area. However, when holy men or women of some sort are encountered, they are often heeded with respect. Exceptions exist. For example, any follower of Ordrion would be beaten, tortured, and desecrated after death. Respect is never given to a minotaur, no matter their place.

In the easternmost reaches of Ogun, where the land is the most fertile and some forests even grow, shamans and druids are a little more plentiful. Here they are often

viewed with the same awe, respect, and fear as arcane spellcasters.

Major Geographical Features and Locations

The Fertile Lands: Although not as harsh as the rocky dusty land of Sakkaras, much of Ogun's hilly terrain is not very suitable for farming or other methods of cultivating. But the further east one travels, the land begins to improve. The Drowning brought additional water into the land by forming the watery gap between the Broken Lands and Galachot. The increased rainfall during the only mildly cool summer seasons let nature grow to a greater extent than before. Now in eastern Ogun, farms can thrive during the short summers, and forests have begun to grow on the eastern shore. This land is both a blessing and a curse to Ogun. It has made life much more survivable than before, but it is also the reason why the minotaurs in the west invade. In the Broken Lands, fertile soil is a prize most would proudly kill for.

Zorhasic: The ruins that used to be the capital of Ogun. Destroyed in 352 AD, its fall spoiled the immediate hopes of the Ogun people in that a true leadership would unify the eastern half of the Broken Lands into a secure state of its own. The ruins of the city are very extensive with many of the buildings still standing, albeit in relatively unsafe conditions. Even the sewer system underneath is fairly intact. Vegetation and wildlife have moved into the remains along with bandits and occasional nomads hoping to claim the some of the glory lost long ago.

Regional History

Sometime during a long forgotten part of history, the Igurna of Terragrym began the practice of discarding those children they deemed not up to their expectations. Thrown into the wild, most died unable to fend for themselves. But over time, those discarded over the Endless Reach survived. Some found a way to exist on their own, and more were found and cared for by early human settlers. As the years went on human and Igurna bloodlines mixed, and a race of half-ogres came into being.

Little is known about the original humans who had befriended and cared for the exiled Igurna. It is believed by many historians that they either died out or had completely merged into the growing Oguna population. But one thing was certain, the Oguna were not liked by those races from elsewhere in Adlatum. Even in modern times, most in Adlatum see them as nothing more than monsters that are only a little tamer than the more dangerous monsters in the unseen north.

With no choice but to survive on their own in later centuries, the Oguna population spread out over a healthy block of land in the north. Sparse ruins throughout the Broken Lands pointed to their being a lost civilization having existed in the region before their coming, but not enough had been found to learn much more of their earlier settlers.

The Oguna banded together into various groups of tribes or clans. Some attempted to build towns to give themselves a stable home. Others became nomads who lived off the land and traveled to wherever suited their needed. Their hot ogre blood made them more prone to violence and feuds broke out constantly between the various communities. The Oguna tendency for depression added to their frustrations, making an optimistic outlook for their future difficult. When some Oguna settled too close other "civilized" races in the south, the humans, dwarves, and elves would send armies in to sack their villages in order to keep the barbaric threat back. Sometimes war-taught Oguna would take control of a tribe and strike at the settlements of the other races, not bothering to wait for an inevitable attack. And so a never-ending cycle of bloodshed dominated most of the Oguna history.

The closest the Oguna came to an alliance with the other races occurred in the early years of the Canon War. At first the Oguna saw the minotaur-invasion as a method to remove their frustrating neighbors to the south. For the first few decades, the half-ogres predominately sided with the minotaurs, but they eventually realized that they were being used as fodder and distraction while the minotaurs sought to penetrate into Igurna lands and steal the ogres' Volume of the Prophet. Some Oguna shifted their allegiance to the alliance standing against the minotaur invasion while others fought merely to protect their own lands. During the later years of the war, the minotaur armies swallowed the lands of Ogun completely, and the Oguna were forced to aid the minotaurs as slaves.

Six months before the Drowning, a young Oguna teenager was forced to watch his father beaten and tortured in public after the boy failed to properly place the meats on the plate he served to his minotaur master, a well respected major. The young teen, Hroce (named by his master from the minotaur word meaning "spit"), snapped and charged the major in the middle of his father's execution. Hroce's father died, but after killing a guard, the boy shot the major in the head at close range with a stolen bow and arrow. As the boy was apprehended and beaten, the rest of the slaves were likewise emboldened. A riot broke out resulting in the destruction of one of the larger minotaur cities to be build during the war. Over the next six months, the Oguna were slowly able to hurt the supply chain from the minotaur empire to their forces in the west. After the Drowning, the surviving Sakkaran minotaurs only held what they had left in the western Broken Lands. The lands claimed by "Hroce's Cry" (as the rebellion was called) became what are roughly known in current years as Ogun. Even the human slaves who were freed by "Hroce's Cry" remained to continue the fight against the Sakkarans.

The state of Ogun, although reduced in size, returned to the state it was in prior to the Canon War. Internal fighting and struggle for survival between rivaling clans and towns were a constant. The only real change was that they now also had to deal with the constant attacks from the surviving Sakkarans who wished nothing more than to claim the eastern-most Broken Lands were the earth was much more accommodating for farming and livestock.

One minor change to the location population did occur to Ogun in 71 AD. A group of thirty-nine Hoda kunda on Terratrek who had somehow managed to stay together ventured into the Broken Lands and took an interest in Oguna-life. Understanding what it was like to not always be well-received by others and living a life that appears to be cursed by the gods for no fault of their own, the kunda joined the Oguna in their fight against the vile bull-men. These kunda never returned home to the Kundamarsh. Instead they settled in the region, building their own community or joining up with others, and taking on many of the more local customs while still holding onto their own faith and traditions. Opinion on the local population of kunda in the Broken Lands varies from hatred to high respect depending on one's experience with them. But in time, their skills in combat are not questioned by many.

The conflict with Sakkaras turned for the worse in the 330 AD. The Sakkarans had successfully gathered themselves together into a massive military force when two harsh winters and a poor harvest encouraged them to seize territory in Ogun, hoping eventually take control of the fertile soil in the far east of the Broken Lands. Over the next several years, Ogun tribes were defeated time and again. The minotaurs had successfully conquered almost all of the territories up past the eastern shore of Glisemegh Lake.

In 333 AD, one tribe's battlemaster began to gather a number of tribes together under a single banner. Battle-master Helris used strength, intelligence, and bravery as he led the assault against the Sakkarans. His skill, with the aid of hundreds of normally separate and feuding villages and tribes, enabled him to slay all three of the minotaur clan-leaders leading the assault. By 334 AD, the invasion's back was broken by the Army of the Unified-Blood, and Helris reclaimed the lands almost up to the western shore of Glisemegh Lake.

Unwilling to let his people fall back into their centuries old tradition of anarchy and civil war, he gave his followers new missions. The primary one would be to hold the then-current line against another minotaur invasion and to allow rid Ogun of the pocket areas splinters of the Great Invasion left behind. The second mission was more monumental. He desired a large capital city to be constructed on the eastern shore of the lake where one of the hardest fought victories of the war took place. Oguna craftsmen from all over Ogun and also from the Midlands came to construct the city. Battlemaster Helris, now called by many Battleking Helris, named the city Zorhasic after the late love of his life, Zorhanya.

In six years, Zorhasic stood as a shining white city of marble constructed completely by those who called Ogun their home. All of it built by hand with only the occasional magical enhancement given by those few spellcasters in the Ogun populace. Much of the stone used in the city's construction was pulled from quarries in the north near the minotaur-controlled lands. Sakkarans constantly tried to halt the city's development, but their efforts for the time being failed. In 340 AD, Helris and Ogun had its capital.

Unfortunately only a minority of Ogun recognized Helris' rule. Many of the warlords feuding in the central and eastern regions refused to recognize his claim. Being so far from the minotaur incursion, his victory meant nothing to them. Yet many of the Oguna in these places saw Zorhasic as a symbol of hope for their people, and they prayed for their strong and patriotic Battleking to come and unify their nation.

Fate deemed the course of history to be otherwise. Two separate armies of minotaurs, neither aware of the other's existence, circled Glisemegh Lake with hopes of sacking Zorhasic. Both armies successfully dodged most of the Ogun patrols and quietly slew those they needed to. The two forces then attacked the capital from both sides on a single night. The capital's defenses failed, and the minotaurs swept in. Helris was slain in the throne room, giving time for his only daughter to escape. The desecration done to his severed head was made public during the fighting, and the shock lasted long enough for the minotaurs to finish the city off. To this day, Zorhasic remains ruined.

In the months that followed Zorhasic's fall, many of the Oguna in the east who had only hope that Helris would come and unify the land grew angry. Many abandoned their villages and clans, charging westward against the invading armies. It was said that the rage of the Ogun made even a minotaur seeing red to flee in fear. Many of the minotaur villages in Ogun lands who were not even part of the more recent invasion were massacred. The minotaurs were forced back once more, but not quite as far as Helris had done before.

Soon the rage of the Ogun people fell to depression. The Army of the Unified-Blood fell apart as many of the officers tried to take control and become Helris' successor. One battlemaster attempted to force Helris' daughter Gorro into marriage as to embolden his claim. His attempt failed when the young Gorro emasculated him before disappearing into the east. The anarchy and civil war Helris strove to destroy had returned. Status quo was resumed.

After the Starfall, the population of Ogun has begun to take notice of the political, military, and religious issues

of the south. The nation of Solishairon has opened some minor trade with many of the tribes and villages living close to their border (mainly out of arrogance to prove to the rest of the Midlands how accepting they are of those who are different). This also allowed word of the Tashrama to seek into Ogun, and large numbers of Oguna traveled south to join the Army of Brimstone, the military of the church's red branch. When the Army suffered a massive defeat in 406 AD the flow of travel with the south slowed, but in more recent years the numbers those emigrating to Brimstone have increased once again.

But for those who live away from the southern border, life has not changed much in the past sixty-years. Even when the creatures of Chaos assaulted the world in 383 AD, most saw the event as just another enemy trying to swipe them from the face of Krynn. Such a sense of pessimism and futility is commonplace in Ogun, that and a hope that a new Helris will arise to bring a sense of pride back to the people.

Current Events

- The Sakkaran minotaurs have apparently gained the allegiance of tribes of humans that had been living in the northern parts of Sakkaras. These allies are making it easier for Sakkaran-loyalists to enter into Ogun controlled lands without being noticed.
- Layaga, an old respected druid living in the forests of the Fertile Lands, was discovered to in truth be Gorro, daughter of Helris. One of the nearby Battlemasters had Layaga and her children murdered, but it was discovered that four of her grandchildren might have escaped. Many are hunting for them, either to help revive Helris' dream or to help permanently end it.
- The number of minotaur sightings in the ruins of Zorhasic has increased, but so far they have not attacked anyone and have tried to stay hidden. Oguna patrols from one of the nearer tribes hopes to put an end to this possible threat.

Major Settlements

Alyst (Small Town 940): Fifty miles from the ruins of Zorhasic, Alyst was one of first towns liberated by Helris after the Great Invasion. After the capital's fall, it was re-enslaved by the minotaurs until the Ogun rage forced them out. Battlemaster Chorta Lovan (CN female Midlander human barbarian 9), one of the few humans to make the rank of battlemaster and the only human woman, now rules Alyst. There is no place near Alyst suitable for farming or raising livestock, so Alyst needs to get its supplies from either trade with those in the east or the fishermen on the lake or from raids against the minotaurs in the west. Due to the scarceness of food in this region and the destruction of a working economy when Zorhasic fell, minotaur meat has become an acceptable food product.

Ko (Large Town 3,503): The Sakkaran minotaurs living in Ko consider themselves to be living in the easternmost "reaches" of Sakkaras. This town was founded during the Great Invasion of 330 AD and was able to survive both the Invasion's destruction and the onslaught of the Oguna after Helris' death. Located where the soil is just fertile enough for mass planting, the minotaurs of Ko spend much of their time fighting to hold onto their town and fighting to keep their food shipments back to the west safe. No years have gone by without Ko's stonewalls being tested by a siege coming from the savage Oguna of the east. Lately the town had been able to take in more soldiers from the west in preparation of a second Great Invasion.

Morest (Village 803): In the Fertile Lands, the town of Morest lies on the border of one of Ogun's larger forests. Distant from the threats of the west, Morest is often more under the threat of the warlords and battlemasters who fight and constantly attempt to take over more and more villages. Morest itself has changed hands several times over the centuries, but it has consistently under the iron rule of Battlemaster Vroek (N male Oguna fighter 12/ranger 2) for the last ten years. After so many campaigns, the older Vroek has begun to tire of battle and is now primarily concerned with protecting the five towns he has along with the farms in between. His twin daughter and son Ukina (CN male Oguna noble 1/fighter 6) and Troest (NE female Oguna rogue 7/shadowdancer 2) believe their father to be weakening and desire to replace him and get the war machine moving again.

Varin (Small Town 1,865): Named for the kundaspeak word "Hope," Varin is the largest kunda settlement in Ogun and one of the larger port towns in all of Ogun. Located on the Bay of Drialis, the kunda are used to attacks from minotaurs, pirates, and some of the Ogun tribes who have taking a disliking to them. The Hoda of Varin are friendly and liked by several of their immediate neighbors, who they trade and meet with often, and they are also known as fierce warriors who will defend themselves and their friends to their dying breath. Even the fire-born Hoda from the Kundamarsh are often stunned by the unified and targeted savagery their "Ogun-cousins" use in battle. Although battle-hardened from the many generations who have lived in the Broken Lands, the Hoda here keep to their traditions of enjoying what they can in life to the most they know how.

Sakkaras

Capital: (none)
Population: 395,000 (Sakkaran Minotaur 90%, Oguna 7%, Other 2%, Human 1%)
Government: Tribal
Religions: minor - Shurong
Languages: Minotaur, Ogre
Trade: Little
Legions: Various warring factions
Alignment: N, CN, NE, CE

From the Endless Reach through to the northwest border of the Midlands, the Sakkaran minotaurs have primary dominance of the wasteland of arid steppes and dry plateaus known as the Broken Lands, but its exact borders are ill defined at best. When the Great Wave struck, the Chôt-tang Empire was destroyed, but a sizable portion of the invading Chôt-tang military survived to become Sakkaras (Sak-kah'-ras). Tribes of the Sakkaran minotaurs roam the Broken Lands, following herds of the large, docile noceadon and making raids on bordering nations. Fresh water is a commodity over which tribal wars erupt on a regular basis. The descendants of the Chôt-tang army scarcely resemble the glory of old. The only time the tribes unite is when they stand a chance in taking land from the Oguna in the east or the Midlanders in the south.



Life and Society

Day to day life in the Broken Lands is a constant battle to survive. The once-fertile topsoil washed away by the worst of the Great Wave left only sand and rock. In the days after the Drowning, as the land struggled to heal itself, the surviving Chôt-tang minotaurs found themselves in a severe desert, barren plateaus where all life struggled to survive. Slowly the Chôt-tang evolved into who they are today, nomadic "savages" as severe the land that is both the source of their strength and their greatest curse. Young or old, male or female, all Sakkaran minotaurs have come to learn that the rule of strength – to take what you need – is the only way to stay to survive.

The vast majority of Sakkaran minotaurs live in nomadic tribes, following the herds of noceadon from oasis to oasis and raiding settlements along the borders of Bhadlum, Vjenor, Kedaltol, and Ogun all these have proven themselves more than capable of withstanding Sakkaran invasion. Sundry tribes have established settlements on the coast of Lake Borlesko to little avail. Borlesko is a salt-water lake that is both treacherous and guarded by Teusten and Bhadlum vessels.

Regardless of whether the Sakkarans live in coastal villages or fight the desert for their livelihood, all Sakkaran make annual visits to one of the Pools of Viriene. When the Great Wave washed away the thick layer of topsoil to create the Broken Lands, it exposed dozens of natural springs. At first, these fonts of fresh water were no more remarkable to the Chôt-tang minotaurs than the other fast-disappearing oases in the region. Eventually the Sakkarans discovered that the waters of some pools rejuvenated and invigorated anyone who bathed in them: healing wounds, restoring health, and dramatically increasing fertility. The pools are protected as sacred places, the secret of their power never spoken of to outsiders. Multiple tribes may compete for sovereignty of a pool, but no tribe will shed blood within sight of these sacred oases, for fear of poisoning the waters.

As living in the Broken Lands was hard, life expectancy was equally short. The first generation of Sakkaran minotaurs realized their doom would come inevitably unless measures were taken to proliferate their kind. Thus was established the Rite of Viriene, in which young males and females were made to bathe in the waters of these enchanted pools on nights when the white and red moons, Sura and Lusa, both ascended full. This ensured a generation of minotaur calves would be born as twins and triplets.

Sakkaran minotaur yokes (as twins, triples, etc. are collectively called) are raised as one person, having no name other than the order in which they were born. From the very first, a fierce competition amongst the yoke is fostered to establish a hierarchy. By name-day, usually in

the yoke's tenth year, a pecking order is established that lasts until death. The strongest of the yoke chooses a name for him or herself; the others take the strongest's name as their own, with a suffix indicating their status within the yoke. From this day forward, the relationship between the self-named minotaur and his yoke-kin is that of master and slave. Few yokes survive the death of the master, as the successor can be any minotaur and is established by combat. Thus the orphaned members of a masterless yoke must constantly prove themselves.

Religion

The vast majority of minotaurs in Sakkaras will snort at the slightest mention of any god. Most believe in strength of arms, self-reliance, and survival of the fittest. Life has been too hard for too long for the Sakkaran to have any respect for the divine pantheon.

This view is the most popular, but it is not unanimous.

The only god given any amount of honor to in the Sakkaran culture is Shurong (Sargonnas), the high god of wrath and inner fire. According to the teaching of the faith, Shurong battled and slew the other gods who used to reign above this world, and those priests who gain spells from other gods are only using the power of the dead gods' fading essence. As sole divine power of Krynn, the world is his by right of conquest. Unfortunately, upon striking down Arreld (Paladine), the last god to oppose Shurong, the corpse of the goddess fell to the mortal world and impacted with the ocean far away. According to the teachings the Great Wave was a result of her striking the water. The victory in the heavens led to the delay in the victory on the world.

Many had worshiped Shurong in the Canon War, but after the Drowning, the tale given to explain how such devastation occurred resulted in many turning away from their faith. If Shurong had been so victorious in the heavens, then why were they still suffering so? Most shamans and holy men point to this lack of faith as to the exact reason as to why Shurong does not assist them, but the damage was done, and the influence Shurong had on the Sakkaran's dwindled.

A druidic order of Sakkaran minotaur exists to protect the sanctity of the Pools of Viriene, but there is seldom more than one caretaker per pool, thus the entire order comprises but a handful of druids.

Select few tribes that have interactions with the Maliaru of the Harkestol Mountains have encompassed totemic or elemental worship into their cultures, but the power manifested by these soothsayers and shamans is derived from mysticism not divine grace.

Government

There is no formal government in Sakkaras. Each individual tribe has developed its own method of determining a chieftain: lineage of blood, named successor, and ritual combat are all equally common. Indeed, the method of a tribe choosing a leader varies as often as a change in leadership occurs. Without fail, the chieftain (whether male or female) has an entourage called the cabal who acts as captains, bodyguards, and advisors. Significant gatherings of Sakkarans from multiple tribes are rare, and they often result in an invasion of Ogun or Bhadlum.

Military

As there is no formal military in Sakkaras. Any military-grade force of minotaurs is often nothing more than a gathering of tribes bent on war and conquest, often in the hopes of gaining control of less desolate lands. The largest military force put together since the Drowning was in the 330 AD invasion of Ogun. Prior to that, the only force in the Broken Lands recognizable as military in scale was a remnant of the Chôt-tang Empire, who sacrificed themselves in a hopeless battle to invade Kedaltol in 14 AD.

Magic and Mysticism

In the aftermath of the Drowning, spell components became as scarce as farmable land, and faith in the gods dwindled to the domain of superstition and ridicule. The only tribes in Sakkaras who still practice arcane or divine magic are the faithful of Shurong or those who live near the shamanistic human tribe Maliaru. It is important to note that these few tribes are of a great minority in the overall Sakkaran population.

Mysticism is marginally more accepted among Sakkaran minotaurs, as it draws power from within, and from ambient sources, which reinforces the Sakkaran principle of self-reliance. The Pools of Viriene are often

Pools of Viriene

The Pools of Viriene are the greatest secret of the Sakkaran minotaur, and the secret is kept at all costs. There are no more than a dozen pools throughout all of the Broken Lands. No two pools are the same, but each pool is guarded by a drusi (minotaur druid), a devout guardian dedicated to overseeing the use of the pools, conducting the Ritual of Viriene, and protecting them from outsiders.

At most times, bathing in a Pool of Viriene is no different than bathing in a regular pool of water. However, during a seasonal equinox, or on the night of any full moon, the bather will recover hit points and temporary ability score loss after one hour of bathing as though he or she had completed a full day of bed rest. Additionally, the bather is guaranteed to produce twins (80%) or triplets (19%) or even quadruplets (1%) when next he or she mates.

sites were spell casters of any kind are at least tolerated, if not granted a certain respected status.

Despite the superstitions nature most Sakkaran harbor toward spellcasters, it is common for chieftains to seek out a shaman or sorcerer to be part of the chieftain's cabal.

Major Geographical Features and Locations

Broken Bay: The secluded eastern bay of Lake Borlesko is ringed cliffs a hundred feet above the waterline, except the easternmost shore. Because of the unique geography, this is the only portion of Lake Borlesko over which the Sakkarans have complete control. This is also the site of the only permanent minotaur settlement, dedicated to building ships of war to dominate Borlesko. This settlement's existence is secret and unknown by even most Sakkaran tribes.

Harkestol Mountains: Between Teusten and the Endless Reach, a range of sharp tall peaks covers the often frozen landscape. Travel through this region is exceptionally difficult, as finding safe paths to walk is almost an impossibility. Yet several Maliaru tribes make their homes in the secluded valleys not often accessible to outsiders. Some ogres who had been rejected and exiled from their people in the north past the Endless Reach try to survive on their own here. Exceptionally few make it.

Lake Borlesko: With both the seafaring Teusten and the Midland ships from Tavlanor, Bhadlum, often patrolling the lake's eastern shore, few minotaurs risk forming large settlements on these shores unless they are close to the easternmost section of the lake to the north, Broken Bay. Despite the danger, the abundant fishing of the summer months outweighs the risk of attack.

Pool of Viriene: Not a single location, but one of perhaps a dozen of identical oases found sporadically in the Broken Lands, a Pool of Viriene is a sacred place to the Sakkaran. Throughout Sakkaras, minotaur tribes come to the Pools of Viriene to meet peacefully with rival tribes and perform the fertility Rite of Viriene. The locations of the pools are kept secret at all costs. Bathing a pool for one hour restores hit points and ability scores as though you had taken a full day of bedded rest and removes all non-magical disease. The magic of the pools has waned since the Drowning to the extent that they are only effective at certain points on the calendar, such as an equinox or new moon, but the fertility effects on the Sakkaran race have become permanent to the minotaurs of the region, with or without the Ritual of Viriene.

The Rotted Oasis: It is said there is a lush oasis in the heart of the Broken Lands, with colorful trees bearing fulfilling fruit. Some say this oasis is cursed by Shurong, to further punish the Sakkaran for turning their backs on the gods. Others say this was once a Pool of Viriene, and warring tribes spilled each other's blood in the oasis waters. No matter the truth of this place's origin, the Rotted Oasis is cursed. Although a peach may appear and smell perfectly ripe the interior is blackened and oily. Surrounded by long miles of arid sand with no plants or water to find, many have come to the oasis unaware of the plague here. Those that bite into the food often die horribly within minutes as their bodies decompose into an oily sludge. Within an hour, such remains seep into the ground to give nourishment to the plants of this otherwise waterless oasis.

Regional History

Prior to the Canon War, several smaller nations of various races, including parts of the Hammervald Empire, covered the lands that would become Sakkaras. Some portions regions were untamed, under the control of the ill-favored Oguna tribes. When the Canon War erupted, the Oguna initially sided with the invading Chôt-tang minotaurs, but when it became clear the Oguna were being used as fodder, their allegiances quickly changed. But as time went on, more and more ground was lost. The northwestern regions fell, and the minotaur fleet began to set sail beginning strikes on the western shores.

Six months prior to the Drowning, the Chôt-tang minotaur western assault forces suffered a major setback. Many of the Oguna who had been taken as slaves after their betrayal earlier in the war revolted and took control of many settlements east of the westernmost fronts. In response, the minotaurs split their regional forces in two: one force to press the main war front further into the Midlands, and the other to take back the Oguna lands and reconnect supply lines with the east.

The Drowning prevented any advance from going much further. The eastern Empire of the minotaurs was destroyed, and the survivors in the west were on their own. In the distant east, the once-great capital city of Rhas-lac, the Verdant Provinces, and the eastern Chôt-tang forces all disappeared under the Great Wave. The entire fleet was also destroyed or forever swept away. Many tried to settle in some of the remains of the dead empire of Hammervald (Bhadlum) and what had been the northern portion of Trejor (Vjenor). But soon they were pressured out of those lands and were forced to live in the decimated territories now called the Broken Lands. With the top levels of the military gone, the remains of the army collapsed as officers of various ranks tried to take control of the overall army. Instead of unifying their efforts and supplies, everything was expended as those who had dreams of leading the great army of the Canon War waged war on each other. The seafaring people of Teusten, a former enemy in the war, took pity on them and traded supplies, weapons, and slaves with them after a non-aggression treaty was signed. But eventually the Sakkarans had little to offer and trade dried up in a matter of years, and although there was a peace treaty, many Teusten raiders have patrolled and attacked Sakkaran settlements without the permission of

the Teusten government. In the end, they became nothing more than warring tribes squabbling over water holes and animals to use as food.

Generations passed as the descendants of the Chôt-tang western invasion force adapted to life in the harsh landscape. Military discipline gave way to strength of arms, old loyalties spawned bitter hatred, and regimented battalions became rival nomadic tribes.

Little is known about the internal conflicts of the land that became Sakkaras between the warring tribes. However various confrontations with other lands have often been well documented or recited.

Hordes of allied Sakkaran tribes decimated Vjenor's borders in 308 AD, hoping to penetrate into the Midlands and isolate Bhadlum from its neighbors. The people of Vjenor fought back with a tenacity the minotaurs were not expecting. The Sakkaran invasion was stopped, even as it started; the Sakkaran tribes gained control only a small swath of land that Vjenor to this day does not recognize as Sakkaran territory.

In the late 320s, two harsh winters ruined what little crops the minotaurs harvested. Desperate for more fertile land, tribes gathered together and invaded Ogun. Over the next several years, Ogun tribes fell back time and again to the Sakkaran minotaurs. Though they did not reach their ultimate goal, the lush Fertile Lands where the North Tabaran meets the Sargassi Sea, the lands gained by the Sakkarans were far more arable.

The advancement was halted in 333 AD when one Oguna Battlemaster Helris managed to rally enough of his own people together to strike back at the Sakkarans. During the counterattack, Helris successfully slew all three minotaur clan-leaders who led the assault, including Seronis who masterminded the campaign. By 334 AD, the invasion's back was broken by Helris' Army of the Unified-Blood, and the Oguna reclaimed the lands almost up to the western shore of Glisemegh Lake.

During the following years, the Sakkarans watched as Helris had a capital constructed with the hopes of unifying his own people and making Ogun a nation recognized and respected by the other political powers of Adlatum. Unwilling to be bounded by a stronger nation on their east, two Sakkaran warriors, Drogar and Kanar let two independently planned invasions into Ogun. Both groups of forces, neither aware of the other's existence, circled Glisemegh Lake with hopes of sacking Helris' capital of Zorhasic. The two forces then attacked the capital from both sides on a single night. The capital's defenses failed, and the minotaurs swept in. Helris was slain in the throne room. The desecration done to his severed head was made public during the fighting, and the shock lasted long enough for the minotaurs to finish the city off.

The reprisal was harsh and merciless. The Oguna in the east who dreamed of turning Ogun into a civilized nation raged and tore the invading tribes apart. Many minotaur villages deep in Oguna lands that had nothing to do with Zorhasic's fall were burned to ashes. Still, not all of the land gained by the two simultaneous incursions was taken back. Losses aside, more territory was gained for the Sakkarans.

In 389 AD, the High Sheriff of Bhadlum took matters for the Midlands onto the offensive. A small but strong fleet of ships was sent up the coastline of Lake Borlesko. Their mission was to destroy any boats the Sakkarans might be using or building. Since the Bhadlum capital was on the southern tip of the lake and Bhadlum had always been prone to small raids over the border from time to time, High Sheriff Mendel Haeg believed his invasion was justified. Starting thirty miles north of the Bhadlum capital, a number of minotaur villages were discovered with a variety of smaller boats, primarily used for fishing by the local Sakkarans. Haeg evaluated that they were not a danger at that time, but if all of the boats from all of those villages were used in one cohesive force, his capital might be under threat. He ordered the villages burned, and the Sakkarans were forced back inland.

The Bhadlum fleet continued up the coast destroying ships and villages where encountered. The fleet took many casualties as they traveled further and further north. But upon traveling a hundred miles, they spotted a port where the minotaurs were trying to rebuild a warship by using the remains of an ancient minotaur ship as a guide. Sakkaras's sparse land and lack of wood suitable for building a seaworthy vessel had made things slow for them, but the project was well underway.

The Bhadlum fleet destroyed both ships and razed the village. The minotaurs used several smaller boats of their own to fight back, and they even temporarily seized one of the Bhadlum vessels. The Midlanders were quick to correct the situation, and a Midland ship rammed the stolen craft, sending both under the cold waves. By the time the fighting was done, the minotaur port was completely destroyed, but the fleet was forced to turn back.

As the Midlands likely begin to head towards civil war between the Sovereignties and the Tashrama, the Sakkaran tribes are gathering again. High Sheriff Jessup Haeg is aware that minotaur activity has increased and is worried about another major siege by a horde. Those living in northern Vjenor feel the same way. But if the minotaurs are smelling weakness in the Midlands and Montegron puts too much effort into solely dealing with the Tashrama, the Sakkaran minotaurs may finally be able to move their four-century old war front along and gain the resources needed to launch a stronger raid into the heart of the Midlands and against the Oguna who have pestered them for so long.

Current Events

- Several of the Maliaru, especially from the Frinjan tribe, have come to see the Sakkaran minotaurs' need to take the southern lands. Volunteers have joined the latest gathering of tribes bent on breaking off part of the Midlands and making it their own. With humans on their side, the Sakkarans have been sending the Maliaru into the Midlands to either spy or cause damage where they themselves would be more easily noticed.
- Although Mendel Haeg's attack led to the destruction of what would have been the first Sakkaran fighting ship since the Canon War, several of the minotaurs who worked on constructing that ship escaped and fled north. Unknown to most who live outside of Broken Bay, far from Bhadlum's patrols, five ships are well underway.

Major Settlements

By all accounts there are no major settlements anywhere in Sakkaras. Tribes can vary in size from a few dozen to a few thousand, but rarely do the large gatherings stay together for long. The one exception is on the eastern shore of the Broken Bay. Here allied minotaur tribes have established Sigtxan, a community of over a thousand minotaurs dedicated to gaining control of Lake Borlesko by building a fleet of war ships. What *sigtxan* means none know, but *sigx* is the Sakkaran word for the furious dust storms that plague the inner Broken Lands.

Selestianas

Capital: None
Population: Unknown
Government: Unknown
Religions: Unknown
Languages: Sylvan
Trade: None
Legions: Unknown
Alignment: Unknown

Land Overview

Extremely little is known about the peninsula off of the southern border of Sundalin. None have returned from entering the land, and ships that pass by it while entering or leaving the Guott Sea or when staying clear of the Ironvald Empire while traveling into the Shattered Sea have conflicting reports as to where coastal forests are located in Selestianas. Even maps detailing where cliffs and hills have been spotted do not seem to remain accurate for long.

Some sailors have claimed to see dancing lights near the shoreline during sporadic nights and have heard their own names being sung to them, enticing them to make



landfall. Only those who have turned away have been able to report these events.

Sundalin

Capital: Sundarin
Population: 130,000 (Sundar 91%, Hartdar 5%, Gnome 2%, Other 2%)
Government: Monarchy
Religions: major - Reorx, minor - Zeboim, Kiri-Jolith, Mishakal, Shinare
Languages: Common, Dwarven
Trade: Gems, Metal Goods, Mercenaries, Ships, Steel
Legions: The Crimson Guard, the Guard of Sundarin, the Magenta Guard, and the Navy of Sundarin.
Alignment: LG, NG, LN, N

The Kingdom of Sundalin was a singular realm that was controlled from its capital city of Sundarin. It existed primarily on the Plains of Uloc and in the southern part of the Brassgrove Mountains. The kingdom bordered Bhadium on the east. The nation was settled primarily along the sea with small villages in the interior parts of the nation. Most of the area to the north of the country was considered wild country and was controlled by tribes of goblins and other creatures. The cities in the realm were

connected by a highway but it was underused as most dwarves preferred traveling by ship.

Life and Society

The life in the kingdom centered on the sea and was one filled with danger. Most of the citizens that lived in the kingdom had comfortable lifestyles but were aware of the danger that lurked to the north and in the sea. Most dwarves had some interest in the shipping industry and worked in some area of that field. Many of the merchant fleets of Sundalin worked to trade goods with most of western Adlatum and a few merchants even ventured to the eastern parts seeking exploration and new ports.

The military of Sundalin contained 3 fleets that provided the safety of both the merchant and private vessels. Each fleet was stationed around one of the major cities of Sundalin and concentrated on preventing pirates from raiding the realm. The army was a very small unit that was broken into 2 units. The Crimson Guard protected the city of Sundarin and consisted of 5,000 dwarven warriors. The Magenta Guard protected the northern border of the kingdom and consisted of 15,000 dwarven fighters. This group also inhabited many of the old goblin fortresses left from the Wyvern War.

The legal system of Sundalin was based on the ancient Code of Tandar. This legal system allowed for the Senate of Sundalin to create laws and run the courts. Judges ruled on the cases, while city watches patrolled for lawbreakers. This system was filled with controversy as many viewed the system of courts as corrupt.

The rank of the king was the highest rank and ruled the executive powers of the kingdom. The current king was King Belaek and he had ruled since his father's death in 383 AD. The king had the right to nullify any law that he deemed unjust and was in charge of the military.

Religion

There was no formal religion recognized, but most dwarves recognized Reorx and honor his memory. There were four other churches Zebiom, Kiri-Jolith, Shinare, and Mishakal that had limited power in the kingdom. Since the battle against Chaos, most of these churches have been abandoned. A new religion has spread into the kingdom that is called Mulonic which means heart in dwarven.

Government

The government of Sundalin was a constitutional monarchy. The king controlled a majority of the power but some of the power rested in the Senate. The rank of king was a hereditary position inherited by the oldest son of the previous king, if no son was alive or born it would be inherited to the oldest daughter.

The king had a council of advisors that oversaw much of the land. This council oversaw the shipping, taxation, and law system of the kingdom. They then made recommendations to the king based on their findings. The military answered directly to the king and was under the direction of the Admiral of the Sea and Land.

Military

The Sundalin military was organized under two divisions, the Navy of Sundalin and the Guard of Sundalin. These two organizations acted independently of one another but were both under the control of the Admiral of the Sea and Land. The Navy consisted of three fleets; each fleet contained 30 ships and 7,500 sailors. The Guard consisted of two divisions and contains 20,000 members.

Each fleet of the navy was connected to one of the major three cities of Sundalin and bore that name in their title. The Fleet of Sundarin patrolled the waters south of the city; the Fleet of Portswind patrolled the western shoreline of the kingdom, while the Fleet of Dovestorm patrolled the northern coastal areas. These fleets were the first line of preventing an attack on the kingdom and have been heavily invested into.

The guard was two armies that patrolled the land of Sundalin. The Crimson Guard was stationed in the south and patrolled and protected the capital and its outlying cities. The Magenta Guard patrolled the northern parts of the kingdom and the border with Bhadium. Each unit was under the control of a general.

Magic and Mysticism

Magic in the kingdom was almost unheard of and was rarely seen in public. Prior to the attack by Chaos few dwarves could use the earth magic that the Adlar dwarves possessed. Many of the dwarves that could use magic keep their talent in hiding fearing that they would be treated differently by other dwarves. Following the Chaos War there was no accounts of dwarven sorcery.

The dwarves of Sundalin have embraced mysticism as their chief religion. They have founded Healing Centers in the major cities and mystics travel across the land. The military has recently added a new division to its units and is recruiting mystics to fill as both spiritual leaders and healers.

Major Geographical Features and Locations

Plains of Uloc: These plains cover much of Sundalin in the west. They were broken up by occasional hills and valleys. This area provided much of the farmland of the valley and during the winter months the plains filled deep with snow.

White Mountain: A large mountain that was northeast of Dovestorm. On this mountain dwarven warriors battled and killed a group of draconic eagles. The mountain was considered haunted by the spirits of the dead following this battle.

Silver Mines: These mines were discovered in the foothills surrounding the town of Dovestorm. The mines contain a major source of silver and provide the craftsmen of Portswind with the metal.

Valley of the Eagle: The valley was the site of one of the major battles during the War of the Reefs. This valley contains relics from the battle and has become the home of the University of Sundalin in the town of Rockeagle.

El-Del Narro Fortress: The fortress was originally one of many goblin strongholds found in the southern mountains of Brassgrove. This fortress has been converted into a dwarven stronghold and serves as a training center for new recruits to the Guard.

Regional History

The Kingdom of Sundalin was founded in 76 AD by Uloc Battleheart after the Council of Hollowvasser refused to end piracy. The nation became a secret refuge for the dwarves as they created their new home in the cliffs near the Brassgrove Mountains. The dwarves hoped that their city would remain a secret but a young ship captain betrayed them and informed the Lord Protector of Nordar, Yilan Copperforge.

A series of battles resulted as the newly escaped dwarves battled against returning back to Hollowvasser and its horrors. The Hollowvasser dwarves battled the Sundalin dwarves in the Valley of the Eagle in the largest battle of the war. The dwarves from Hollowvasser had hoped to march their men across the plains and attack Sundarton from above. This battle ended in victory for the Sundalinians but it was costly as their beloved leader Tib Battleheart was killed. Also the dwarves of Hollowvasser lost their Lord Protector Yilan Copperforge.

Two years later the dwarves of Sundalin pushed the forces of Hollowvasser back to the Mount Anneghis where they won a decisive battle. Following the battle the dwarves of Hollowvasser had recognize Sundalin as a free an independent nation. The new nation elected to follow a king and chose Uloc Battleheart as there first king.

King Uloc Battleheart quickly expanded the kingdom to the north attempting to build new colonies and trying to capitalize on the abundance of natural resources located there. The nation responded to this as cities in the north grew quickly while the south remained primarily agriculture. Uloc also realized a strong navy was important and created the fleet system that Sundar would use in the future.

In 132 AD a mysterious plague developed in Sundalin which was called the Plague of the Black. Victims of the plague developed a black rash that would spread throughout their bodies and would die within four days. All known remedies failed as the healers struggled to discover a way to contain it.

Believing the plague was a curse sent by the dragon turtle that gave them the courage to take the seas, the dwarves traveled to find her. A group of dwarven adventurers located the dragon and learned that the cause of the disease was the dragon's old nemesis a group of draconic eagles called the Telniva.

The dwarves then set out to search for the eagles and located them in the spires of the White Mountain. They also located the cause of the disease was a black soot that was produced by the eagles. The dwarven army attacked the eagles and nearly the entire Crimson Guard was killed during the battle or developed the plague after the battle. King Uloc was killed swinging the deathblow that killed the eagle leader, Tol un Holeap. Having contacted the plague two days before the battle, Uloc knew he was going to die and ordered that his son Pick become king.

For many years the Kingdom of Sundalin prospered and established permanent shipping lanes in the sea. The dwarves at also made contact with the Republic of Kedaltol and signed the Sundalin-Kedaltol Pact which gave mining rights to the Kedaltol and trading rights to the Sundalin. This pact was also a mutual defense pact.

In 211 AD the Sundalinian dwarves are attacked by goblin clans who gather under the banner of the Wyvern. These clans become famed for their mounts they fly into battle and become a menace to the safety of Sundalin. The Sundar dwarves counter quickly creating accurate ballista that shoots targets in the air. Neither side can gain an advantage as the goblin strongholds are located in the Brassgrove Mountains and the ballista is unable to be used. The goblins are also unable to re-enter the plains as the ballista has nullified their air attack.

In 247 AD Sundalin activates the recently signed Sundalin-Kedaltol Pact. With the aid of the legendary Kedaltolian Ice Legion, the dwarves of Sundalin are able to drive the goblins to the north of their kingdom. King Pick orders that the goblin fortresses are to be studied and rebuilt so that they can be used by dwarves.

In 350 AD King Helm Battleheart (Pick's grandson) learns of the return of the true clerics and meets with an elder cleric or Reorx who was a young copper dragon in disguise. This cleric tells King Helm of the danger of the Elder Dragons and the threat they pose to the safety of his kingdom. Not knowing what to do, King Pick orders that clerics preach of the coming danger and to travel throughout Adlatum alerting people of it. Many people would later mistake the message the dwarves were preaching as a foreshadowing of the war against Chaos.

As the war with Chaos begins, the dwarves of Sundalin were unaware of it. They received news of the war from their allies the Kedaltol and immediately joined the forces of Adlatum to fight. The Crimson Guard traveled with King Helm Battleheart and fought against the forces. In

this battle the king would be slain and only 500 dwarves returned home.

In Sundalin the Chaos War had much affect as crabmen crawled onto the shores slaughtering dwarves by the hundreds. Belaek Battleheart, King Helm's son, organizes the evacuation of many towns and cities before the crabmen could strike. The dwarves then counter-attack and drive the crabmen back into the ocean. The cost of victory is high as many of the town and cities were damaged or destroyed.

Following the Chaos War in 385 AD, the Ironvald Empire and its allies attack the Sundalinian city of Portswind hoping to catch the nation off guard. The nation manages to turn back the Ironvald fleet by using fireships that cause havoc to the fleet.

Currently most of Sundalin has been repaired following the Chaos War. Most people have returned to the coasts but a few have elected to remain in the ancient goblin fortresses. Times are prosperous for the dwarves but they are keeping a wary eye to their neighbors and believe that war is coming again between the nations.

Current Events

- Goblin tribes in the north have recently clashed with the Magenta Guard.
- Raiders from the Ironvald Empire have recently pillaged the small town of Rockcliff.
- The shipping industry has recently lost several merchant ships traveling to the north to trade goods with the Teusten.

Major Settlements

Local cities are given noble governors to lead them and they are appointed by the king. All local governors control the city watch and militia.

Sundarin (Large City 24,500): The capital of Sundalin was the oldest city and was founded by Uloc Battleheart. Originally named Sundarton the city was renamed following the Days of Darkness to Sundarin. This city was built into a cliff side and consisted of nine different levels. The top level of the city was a military fort of the Crimson Guard. Level 8 contained the king's palace and government offices and levels two-7 contained various residential, commercial, and industrial buildings. The lowest level contained the docks of the city and was 200 feet below the second level. To travel to different levels dwarves must ride a lift system. The king of Sundalin was the ruler of the city and the current king is King Belaek Battleheart (LG male Sundar noble 7/fighter 6/mariner 2).

Portswind (Metropolis 52,700): The largest city of the kingdom was a major commercial ship building center. With a natural harbor and access to resources the town grew quickly from a small settlement in 112 PD. This settlement has been rebuilt several times over the century and is a city that now consists of one level that is protected by many interior walls. A noble appointed by the king runs the government of the city and the current official is Lord Doget Silverbreaker (NG male Sundar noble 5/mariner 2).

Dovestorm (Large Town 10,600): The northernmost city in Sundalin this city is an outpost city near the frontier lands. This city contains access to the kingdom's mines and is considered vital for the economy of the nation. The city is a one level city that served as the mining headquarters for the kingdom but also housed a third of the Magenta Guard. The city is run by a noble appointed by the king and the current official is Lady Jewel Ogrehammer (LG female Sundar noble 4/fighter 7).

Terragrym

Capital: Verachtet
Population: 431,583* (Igurna only; brute ogre numbers unknown)
Government: Council of Elder Houses
Religions: major - Dakranas (Takhisis), Greasnas (Zeboim); minor - Spartlana (Kiri-Jolith), Tradastern (Paladine).
Languages: Igurni, Wedoegla, Common
Trade: Gems, minerals, ore, slaves.
Legions: General army
Alignment: LN, N, LE, NE, CE

Terragrym is the northernmost of all the nations of Adlatum, and is a nation that lays claim to the most lands even though vast reaches in the central and northern parts are unsettled. Most Igurna want nothing to do with the nations on the outside, and will not pass the Endless Reach or cross the ocean to have contact with the lesser races.

Life and Society

The society of the Igurna is a highly advanced society. They have been able to use their sorcerous abilities to their advantage, and were able to make wondrous advancements in technology. Most cities are very well lit at night, have indoor plumbing, great sewer systems, modes of transportation provided through sorcery that will teleport an Igurna from one spot to another in the city. They have a vast highway system in the nation that connects all the cities via a raised road system. The road heights vary from ground level to being one hundred feet above the ground.

Newborns are examined for deformities and developmental lapses. Those rare few who fail this testing are disposed of, often by being discarded over the giant wall known as the Endless Reach. It is said that in the past failures were much more common. All children are sent at a very young age to school, and there they determine how much magical ability an ogre has. After their first year, the ogres are split into differing schools depending on their

magic ability. Those ogres who have no magical ability at all are cast down to almost the status of slaves but have more rights than a slave. Only the children of those who have been deemed magically inept are put into a full status of slavery. Igurna children of full slaves are spot checked for any talents in magic. Any enslaved and any freed are not allowed contact with their families. Slaves of other races are not allowed on Terragrym's shores. Igurna slaves are never allowed to be brought out of Terragrym.

Many of the more prestigious families tend to follow ancient traditions. These traditions have varied and decayed over the centuries, but even so many of these families hold to the current incarnation of these practices with steadfast fervor. As such these families tend to be lawful evil.

Lately however a growing number of Igurna are throwing what is left of these traditions aside, seeing them more as a hindrance to whatever their aims are. This growing minority of families and individuals tend to be chaotic evil in nature.

The Igurna have a vast number of secrets about what they have available for both military and conventional use, but they are absolutely unified in making sure these secrets never fall into the hands out outsiders and foreign powers. Their dedication to protecting their way of life even extends to not speaking the Igurni language in the presence of outsiders, even the Teusten. It is for this reason that Wedoegla and Trader's Common are often learned. This way, if there are foreigners about, they will not be blessed by hearing the Igurni tongue.

Religion

As with most ogres in the history of Krynn, the noble ogres have long been followers of Dakranas (Takhisis), which means "Black Ice" in the Igurni language. Huge basilicas to Dakranas have been built in each of the major cities, along with many shrines and smaller temples. Following the Drowning, Greasnas (Zeboim), which means "Blue Deep" in the Igurni language, has found a greater following in noble ogre society, rivaling even Dakranas in followers. The current ruler of the Igurna is an open follower of Greasnas, but he has refused letting the church influence affairs of the state.

There have always been a few other sects favoring other religions. Beginning a few months ago, a couple of influential families have come to taking to the teachings of Spartlana (Kiri-Jolith) and Tradastern (Paladine). The general populace has not yet been made aware that the clerics of Dakranas and Tradastern have no talent in divine magic.

Government

Where the Igurna rule, the Elder Houses of Terragrym decide most matters. However the ruler of Terragrym, the Mahkalif, can dictate on what matters the Council of Elders may rule. If the Mahkalif does not believe the Council will judge in-line with his opinion, he may hold decisions in limbo indefinitely until the Council is convinced otherwise.

The Mahkalif meant to be the most physically imposing and demanding Igurna capable of controlling the Council. When a new Mahkalif is needed, a secret group of the strongest sorcerers in Terragrym, the Shadowed Light, use their divination talents to select their next leader from the populace, slaves excluded. This insures the Mahkalif has some magical abilities while having the physical strength and will to guide the Council. Once chosen, the Mahkalif holds his office until his death or 777th birthday. There is nothing forbidding the Mahkalif from being a woman, but it has not happened yet. It is rumored that the Shadowed Light is made up of only sorceresses, but none know their identity. How the sorcerers communicate their decisions to the Council is also not public knowledge.

The rule of the Mahkalif and the Council extend throughout the cities of the Igurna nation of Terragrym, but away their walls and into the frozen wild their say has little influence. However in these regions, there is rarely a settlement worth mentioning.

Regional Lords run the individual cities. Their selection is the only matter the Mahkalif cannot stop the Council from voting on, however the Mahkalif can force a vote on a Regional Lords removal or refuse to let a removal vote occur.

The current Mahkalif, Kutudel Un-Non of Clan Lysagra, was recently installed by the Elder Council. Kutudel was born as a seventh generation slave but was shown to have great magical abilities during the spot-checking. He is an open follower Greasnas and has been since his days serving as a kitchen-boy in a former Regional Lord's home, and was chosen by the Shadowed Light to be the new Mahkalif a few days after the thirty-fourth wedding anniversary to his second wife.

Military

The military for Terragrym is extremely powerful, but most of it is towards the defense of their nation. The entire nation is surrounded by a series of sensors called the Sentinels that when someone crosses an alarm sounds off at one of the series of forts around the border. At this fort, an Igurna sorcerer can see who has crossed the border through the Sentinel. If the sorcerer deems the person(s) to be an intruder (i.e., not an Igurna native or a Teusten trader) they will fire off one or multiple launchers on shore, called Cazariga's Hand, at the ship. The projectile is a white and black sphere that is split in the middle and will trail smoke when launched. Once the shot reaches its crest in the air it ignites in flame, and homes in through magic on the target. Once the projectile hits its target, it explodes

into liquid fire. The system through a combination of magic, alchemy, and sorcery hits its target almost every time. The only possible way not to get hit is to out run them once the projectile peaks and pray.

If the invaders reach the shoreline, the army will be summoned to deal with the invaders. Most of the army is made up of foot and cavalry that have the abilities to use sorcery. Archers use their magic to enhance their weapon distance and accuracy. Fighters will enhance their speed and strength when fighting in hand-to-hand combat. Then there are the sorcerers with smaller mobile versions Cazariga's Hands and other tools along with a vast array of magic spells.

Magic and Mysticism

Clerical magic was widely accepted in older times, and although the clergy have reappeared with the undoing of the Starfall, the influence the churches have on everyday life has greatly diminished. Today, clerical magic is accepted but it is not often seen in Terragrym. Mysticism is a little more common, but it is far from usual in the open public.

The science and art of the arcane is far more widespread. Those without arcane talent are sent into a status little better than slavery, if not slavery itself. The use of magic was a regular practice, especially sorcery. During the period prior to the return of the Gods, the failure of magic was a topic feverishly researched in hopes of counter acting it. Upon its return, the practice of wizardry was rediscovered. Although it is nowhere near as widespread as sorcery, a small segment of the population uses it.



Major Geographical Features and Locations

Broken Bone Peaks: Although not as tall as the Frozen Mountains, the Broken Bone Peaks plague travelers with their own threats. Thin and unstable mountain passes on extraordinarily steep mountain faces insures that anyone not watching their every step will fall to their death. Some roadways have been constructed by the Igurna into the southern side of the range in order to assist with mining operations drilling under the rock for metals, ore, and gems. Although these roads are wide enough to give caravans and transport vehicles access, landslides from above are common, and many lives have been lost while traveling in what have been deemed safe-areas. Brute ogres keep to the northern side of the range, but they are in less numbers than in the Frozen Mountains. Strange wildlife lives throughout the Broken Bone Peaks. Most of them are likely descendants of animals, beasts, and possibly ogres who were cruelly altered by Chaos.

Endless Reach: On the border with Sakkaras, the Igurna have constructed a massive stone white wall hundreds of yards in height halfway through the rocky planes between the Broken Bone Peaks and Harkestol Mountains. The wall runs from shoreline to shoreline, continuing several miles into the water. It is a single solid stone a thousand yards thick made by both hand and magic. Guards patrol the Endless Reach to make sure no one from the Broken Lands attempts to scale, damage, or circumvent the wall. Those from the south have all heard the legends of the ogre disposing of their weaker newborns by throwing them off the wall into the Broken Lands where they can die or be cared for by others. The legend does not explain how a newborn can survive a thousand yard drop onto hard rock. The name Endless Reach has come to refer to both the wall and the plain it resides in.

Frozen Mountains: Some of the tallest mountains in all of Adlatum and possibly in all of Krynn are here. The further north one travels, even the bases of the mountains are higher than sea level, as the western shore of Terragrym contains taller and taller cliffs. A thick layer of ice covers all of the rocky terrain, however there are chasms scattered about so deep that heated vents soften the dangerously freezing air. In various sections between the monstrous peaks, there are valleys and plains of ice covered in mazes of depressions from thirty to a hundred feet deep. To transverse these mazes are treacherous, as many lead to dead ends, pitfalls, and caves home to creatures never recorded. Brute ogres live in the Frozen Mountains, and the Igurna very rarely risk entering the range.

Wounded Cove: Far from Igurna control, the Wounded Cove is home to many brute ogres who have been trying to have (or maybe just mimic) a form of society. The brutes are spread across the shore, and they have had little ability in constructing permanent structures. A few shanty boats have been built, but they are often ill kept and do not last. Still, they have proved useful in gathering fish. This sad but violent race is barely holding on to cognitive thought, and sometimes brute ogres will depart to live on their own. But sometimes brute ogres who have been born in the wild find the cove and come to live their lives here. These few often are less bestial in thought and have the ability to organize others. Unfortunately these few often come into violent conflict with each other as they struggle for domination.

Regional History

High ogres settled the Broken Bone Peaks around 9000 PD, and it became their first ancestral home. Over the course of five hundred years some of the tribes moved to the other mountains around Adlatum. The ogres progressed quickly and began to enslave the humans of Adlatum to assist in building their mighty cities the first being Verachtet. During this time, ogres began to first dabble in the art of magic.

By 6000 PD, ogres started seeing that their children were being born with deformities. This was a genetic change to reflect the cruelty that their nation was beginning to show. Severe guidelines on having children were enacted, and any deformed children were left to die on the plains south of the great ogre nation.

Then in 5500 PD a powerful ogre by the name of Roenan Gogsmoke came to power. He was a powerful tyrant and rallied the ogre nations of Adlatum in a crusade south to expand their nations. By the time they were done waging war after a thousand years, the Ogre Empire covered half of Adlatum.

At the end of the thousand-year war, Irda arrive on the continent of Adlatum and drastically change the direction of the Ogre Empire. Their arrival in the Ogre Empire brings about much internal strife, and splinters the Ogre Empire. Ogres begin to retreat to their holdings of Terragrym in the north and another nation to the south. In 4200 PD though, a prophet created the Volumes and delivered the Ogre Volume to their Emperor.

Elves and humans allied with each other in 3900 PD and began to push back the Ogre Empire. The Midlands were established as the first true human civilization and in time rivaled the Ogre Empire in size. The Nations of Light though didn't count on the Ogre Empire using its Volume. Ogre magi discovered how to tap into the Volume, and they gain an edge against the Nations of Light and hold their ground. The ogres then stepped up their attacks on elves specifically, and victory seemed assured in a few short years.

But in 3400 PD, the Graygem arrived on the continent. The southern ogre realms of the Ogre Empire were transformed into minotaurs. In the course of ten years, the Ogre Empire was unable to handle the strain of losing thousands of ogres to the transformation of the Graygem.

They completely retreated back to Terragrym, and they used their slaves to build the Endless Reach. Once this was completed, deformed ogre children were discarded on the opposite side of this wall where human plainsmen pick them up. In time the human plainsmen vanished, and the half-ogre Oguna became the lost ones' new caretakers.

Most of the history surrounding the Ogre Empire after that point is in unknown by the rest of Adlatum. What is known is that the ogres eventually begin calling their nation Terragrym rather than the Empire, the Emperor was replaced with the Mahkalif, and they renamed themselves the Igurna (or noble ogre). They also moved from focused arcane magic to wild magic. During the Drowning, they lost vast amounts of their coastline to the ocean along with their southwestern peninsula. They didn't suffer as much loss of life as other nations (other than those cities that dropped into the sea) due to their use of sorcery to meet their needs and stop the collapse of many of the structures. Terragrym today continues uses a lot of wild magic in their cities, politics, and military.

Due to the tightly and viciously protection of their borders most people of Adlatum are completely unaware of the advanced civilization living in the frozen north. It is common belief among Midlanders and Ironvald citizens that ogres are ugly bestial creatures. This is based on a comparison between humans and Oguna, and then extrapolating the differences further. The concept of ogres being hulking yet graceful humanoids of beauty never entered their minds. Their misconceptions have encouraged foreigner to stay away from Terragrym's shores. The only foreigners allowed now to dock on Terragrym's ports are the Teusten humans. This trade pact has given the noble ogres access to imports they would otherwise not be able to get. The Teusten humans have gathered incredible respect for the "Great Ones," and even with their boisterous and confrontations behavior to everyone else, they are firmly closed lip and guard what little knowledge they have of the noble ogres in order to preserve their good relations.

Although the civilized regions of Terragrym are highly advanced, they have no wish to militarily impose their domination on the rest of Adlatum since that would lead to more contact with the inferior races and corruption of their way of life. They also firmly secured all regions of Terragrym, but whether this is through an inability to do so or a conscious effort to let those areas be is up for debate. The treacherous mountain ranges and icy fields covering the land are home to all manner of animals and beast. Scattered throughout the land are a much more degenerate version of ogre the Igurna have been unable to dispose of. These creatures are often roaming monsters with little sentient thought, however there are some who live in groups away from the Igurna. These brute ogres are just as deformed, but they also can make clothing out of hides and organize themselves into loosely structured communities.

Current Events

- The Mahkalif is trying to force the Elder Council to reveal why a large military unit was sent on a seemingly wasteful mission to the northernmost reaches of Terragrym under the command of the late Costodon Drobainhash Tras-Sev of Clan Cubrenan. The Council is refusing him access to this information.
- A number of the brute ogres have been displaying less and less animalistic-like behavior and are mounting strategic attacks against Igurna groups traveling between the cities. The Regional Lords are busy bolstering their defenses and patrols to push the brutes back north.
- Unhappy with some of the new decisions of the Mahkalif, members of the Council have been quietly seeking help in uncovering the identity of those within the Shadowed Light. There are rumors that the Shadowed Light does not only influence events by choosing a new ruler.
- A blood disease named prophotona has begun spreading through the young of the Igurna. Victims show fatigue and inability to concentrate for prolong amounts of time. Once the disease comes full-bloom the patient's skin requires frequent daylight, otherwise rashes and burns mar their body. Some severe cases of prophotona have resulted in children dying. So far quarantine has helped limit exposure, and although it is not airborne the exact method of infection is unknown. Adults appear immune.

Major Settlements

Verachtet (Megalopolis 134,500): This city was named after the first ogre ruler, and is the oldest city on all of Adlatum. Buildings here are massively tall, and sorcery is evident everywhere. The ruling Council of Elder Houses lives here at the Council Hall. The city being a port, deals with the Teusten slave trade to the south. A huge temple dedicated to Greasnas is located in this city.

Hetmedek (Megalopolis 80,200): Located on the east coast, it views itself a rival to the capital of Verachtet. It is the second oldest city in Terragrym, and has a strong trade in both fishing and slaves. This is only one of three major ports of Terragrym. It is the only major city of Terragrym north of the Broken Bone Peaks, and most contact to Hetmedek is achieved by boat or road to Vilesot near the Endless Reach.

Nehrdukh (Large City 26,400): The city is located high in the Broken Bone Peaks, and most of the religious zealots of the nation reside here. A huge temple to Dakranas is located in this city. It was the first dedicated to the Dark God and the oldest temple on Adlatum. Contact

between Nehrdukh and the rest of the Igurna is scant at best.

Itzciel (Large City 25,700): The farthest north of all major cities in Adlatum, they have a brisk trade in the polar animals of the region. There are also major mines along the Frozen Mountains, and their precious ores and gems are brought back into the city.

Teusten

Capital: Jut-Cythyl
Population: 302,451 (Human 89%, Sakkaran Minotaur 6%, Corinesti 2%, Gildanesti 2%, Dwarf 1%)
Government: Monarchy
Religions: Vroevadle (local version of the Tao-Shin)
Languages: Wedoegla (dwarven) and Tap-Speak (Hammertalk)
Trade: Blacksmithing, Mapmaking, Mercenaries, Shipbuilding, Slaves.
Legions: Provincial Fleets.
Alignment: CG, CN, CE.

The nation of Teusten (Too'-sten) stretches from the northern border of the Sundarin Mountains, around Lake Borlesko, up to near Harkestol Mountains in the northern Broken Lands. However many islands throughout Blight Bay and the Shattered Sea, Haskoddpad for example, are populated by Teusten humans claiming to be colonies of their homeland. Some colonies do not exist on land at all but are massive barges located out in the middle of the western seas. Teusten is known by foreigners as a xenophobic hostile nation filled with barbaric raiders.

Life and Society

The ocean waters are the lifeblood of Teusten. Even those who live inland build their towns neighboring rivers and lakes to be sure they are still connected to the greater sea. Villages and cities are lined along the water with docks and makeshift shipyards everywhere. Most homes are stone constructs with thatch roofs, while many larger buildings are made from wood. Often taverns and smithies are the few businesses built with the sturdier stonework.

Foreigners see the Teusten as fighters, drunkards, and brawlers who despise anyone in the world who is not their own kind. But the Teusten have a great love of both life and the sea. Conflict and combat are some of life's greater pleasures. There are other races that the Teusten do hate and often attack on sight, dwarves especially, but often their malice towards others is a combination of their love to raid, fight, and beat up on those who are not their own kind.

The women of Teusten are often as combative as the men, although less of them tend to travel abroad. Those women that do manage to get a crew and their own ship are often seen as some of the nation's greats and are most desired by the Teusten men. "Any wife who does not start a fight with you at least three times a day is a wife not worth being married to," is a common saying among the men. Ironically the women have an identical saying but with the genders reversed and the fight count upped to four. Only in the government itself do women have difficulty attaining position.

Slavery is an acceptable part of life in Teusten. Although most dwarves are killed on sight, there are still several kept for labor. The same is true for minotaurs, humans, or elves. Elves are often seen as a weak race, and the Corinesti are believed to not deserve the sea, above or below. Those elves who prove themselves in physical labor are bragged about by their owners as "the best of their race." Minotaurs are highly prized and respected by the Teusten. They are seen as greater fighters, and many people long for the peace between Teusten and Sakkaras to end so a great battle of strength can begin once again between them. Small raids not sanctioned by the government still occur, and although they are seen as competition and a threat to their existence, minotaur slaves are often cheered by the populace after capture at the start of their enslavement.

The Teusten people have one unique trading partner. No other race has direct trading tied to the Igurna in Terragrym. Teusten highly prizes its agreements with the Noble Ogres and does what it can to keep any Noble Ogre secrets they learn to themselves. Any ogre ship baring a Terragrym flag is never attacked. Any non-Terragrym flag flown by a non-ogre ship is destroyed with no survivors.

Religion

Most raiders encountered by foreign vessels or besieged people have a wide assortment of faiths. They believe their gods are separate from the pantheons followed by other peoples. They believe themselves to be better than all others, and therefore any real gods would not pay the others heed. Since Teusten's will often pay respect to the "Lesser Foreign Gods" while traveling in other lands, victims of Teusten raids often witness them actually respecting their own gods and not those of Teusten.

The predominant faith in Teusten is the Vroevadle, a.k.a. "The Currents of the Souls." The concept of branching currents purifying the soul in different manners is almost identical to that of the Tao-Shin, and it is possible the religions may have common roots. However the Teusten people do not recognize the connection between the churches and are steadfast in believing their own pantheon is completely separate from any other faith.

Government

The nation of Teusten is led by a High Chief known as the Havadman, who is assisted by the Council of Regels.

Together they preside over major decisions in the land. The Regels each control a province in Teusten, generally based in the largest city of that area. The Regel is a hereditary position, passed normally from father to son, with daughters gaining the title very rarely. If a Regel dies without an heir, the Havadman appoints a new leader to the province. The Havadman is also a hereditary position with the position passing from father to son only, never a daughter. If the Havadman dies without any heir, the position of Havadman comes before the Council of Regels for them to decide among each other who will lead.

The laws of Teusten are those of any typical nation, regulating theft, rape, or murder (against their own people or property). One exception is that there is no trial by jury or magistrate, as in civilized lands, but rather a trial by blood. Depending on the severity of the crime, the accused has the chance to proclaim innocence by battling either the accuser or a monster in the Arena of Truths in Jut-Cythyl.

Military

Each province within Teusten has itself own section of the overall fleet comprised of numerous square-sailed ships with the bows headed with a variety of strange and fearsome creatures. The sections of the fleet are made up of a vast majority of the Teusten population who sail the seas. Most ships that conduct raids into foreign lands are the ships and crew within the Teusten fleet, but unless an official war is declared by the Regels, the ships and crew are considered "off-duty" and can do what they wish.

Settlements near the borders do have men and women skilled in overland raiding to help push back any incursions that may happened from or against their neighbors. These groups are treated the same way ships are. Unless there is a war, any infraction they commit against Sundarin or Sakkaras has nothing to do with the Teusten government.

Magic and Mysticism

Magic of any sort is not often practiced in Teusten, but the people love to get their hands on magical items and use them to create their own tales of glory. To many in Teusten, an enemy with magic makes them all the grander and makes the story of a sword or axe wielding Teusten slaughtering them all the more grandiose. As such, most Teustens will not learn magic simply because a wizard defeating a powerful wizard is not as glorious as a fighter defeating a powerful wizard. Still, if that fighter ended up getting his hands on a magic weapon prior to defeating the powerful wizard, the story still is considered epic, and thus the use of magic items is "accepted."

The issue of divine magic is different. In earlier years, clerics used healing magic and other battle-ready spells in Teusten just as often as an wizard in other lands, but that



changed after the Starfall. According to the Vroevadle, their gods never left. A test had been put forth to see who was truly faithful. In those times, clerics of the Vroevadle had faith in the gods for the sake of faith, and not for the bribery of magic spells. After the return of the gods, the clerics of the Vroevadle gained the ability to cast spells again, but many of them refuse this temptation saying that they are clerics for the purpose of praising the gods, not to become a holy-wizard. As such, divine magic in Teusten is a great rarity even though most of their clerics are capable of casting.

Major Geographical Features and Locations

Blight Bay: North of the Teusten mainland, Blight Bay is seen by many at the playground of the Teusten raiders. None who wish to keep their ships would ever venture anywhere near these waters. It is true that primarily Teusten ships sail these waters, but most of them are used for deep-sea fishing and trade with Terragrym. Most ships of foreign sail that are destroyed in the bay had mistakenly fled from the Teusten ships and into Terragrym's waters, where the ogres are far less friendly.

The Floating Cities: Dotting locations in the northern Shattered Sea and points west are barges of great sizes. On these structures are cities built by those who have shunned life on land. The quality and age of these cities vary. Many constructed after the Drowning were built from the debris swept into the sea by the wave. Others built by those better off used materials imported from the mainland or stolen from wealthy ships. Usually these cities reside in relatively fixed positions, but a few are slowly moved for added protection for their raiding activities.

Island Colonies: The northern Shattered Sea is filled with islands under the control of Teusten. The oldest surviving settlements were taken from the dwarven survivors of the Drowning after the Teusten people gained greater access to the seas through their agreements with the Corinesti. Since then, the Teusten-controlled colonies multiplied until the dwarves could defend themselves and hold the line against the human advances. Those dwarves on Teusten islands are usually killed or taken as slaves.

Some Teusten settlements consider themselves part of the greater Teusten Empire, but yet they do not adhere themselves to the decisions and laws set down by the Council of Regels. Several cities were founded or taken over by former members of the Council who had been ousted from their positions. Their descendants (or those who defeated their descendants) now control these cities and surrounding villages on their own.

Lake Borlesko: On the southern side of Teusten, the Borlesko supplies Teusten with a great deal of seafood and other marine resources. Teusten ships patrol the northern areas of the sea, and although there is a peace treaty standing between Teusten and the Sakkaran minotaurs, many Teusten ships will occasionally raid minotaur villages near the shoreline for fun and profit. The lake often freezes during harsh winters, but the ships are often fitted with metal bows during these seasons in order to help break the ice up.

Teusten Mainland: The majority of the Teusten population lives on the mainland gained immediately after the Drowning, residing on the stretch of land between Sundarin and northern Sakkaras. The land is filled with rivers, allowing the Teusten people to settle almost anywhere in the country and still be near access to the sea. As time passed and the population grew, canals were dug to bring the water to regions previously less accessible. Now, most of Teusten is covered with small towns and cities bordering each other, the rivers, and the sea.

Regional History

The origins of Teusten have been lost to the centuries. Some believe they had descended from early Midlands while others claim they came to Adlatum long ago from an unknown continent in the west. Even the Teusten people themselves have no solid record of their past. Most ancient tales are told through song, verse, or plain speak, and the desire to embellish and improve tales is very strong in Teusten. With so many others viewing Teusten as a land of drunken dangerous barbaric brutes best kept away from, other nations have a poor record of Teusten prior to the Drowning as well.

One of the popular tales told by the Teusten about pre-Drowning times include the supposed-fact that they were the ones responsible for starting the Canon War against the minotaurs from the east. Not only is this detail included in their popular culture, it is often bragged about. According to the tales, the sea-faring people had raided against every nation and village in western Adlatum and found no decent competition. So the greatest heroes of the waters prayed to their gods for their luck to improve. The gods responded by having the minotaurs invade the west, bringing a people worthy of combat closer to the Teusten waters and hopefully forcing the other races to strengthen themselves in the long run to better defend their homes. Teusten storytellers refer to the period of time in which the Canon War left many Teusten ships destroyed and warriors slaughtered as "The Platinum Age."

Although there are records of some Teusten settlements on Adlatum's then-western shoreline near what was believed to be dwarven held lands, the Teusten claim to had lived completely out in the ocean and sea. After the Drowning, the small amount of the mainland under Teusten control bloomed as they seized control of the stretch of land between Blight Bay and the enlarged Lake Borlesko. The land was and still is riddled with small lakes, rivers, and streams, making access from the lake to the bay and the ocean exceedingly easy. Once under their

control, they made sure no one else could pass through without a very brutal fight. Still, many others saw the Drowning and considered life on solid land cursed, and to this day a large number of Teusten people live on large man-made barges located out in the sea and ocean.

The nation of Teusten came out of the Drowning with much prosperity, and they recognized that their glorious foes, the minotaurs, were badly hurt. To extend their thanks for the wonderful conflict of the previous hundred years, Teusten signed a non-aggression treaty with several of the minotaur factions settled nearby. Trade between the two cultures even existed for a few years. The Teusten would pay the Sakkarans in steel and other metals, while the minotaurs would give Teusten slave labor in the form of captured Midlanders, dwarves (especially from Nordarin), elves, Oguna, and even some of their own kind. But even with the Teusten assistance, the Sakkarans could not sustain themselves in the Broken Lands, and eventually the trade dried up. Yet the non-aggression treaty was not violated, at least not to a large scale, and so-called peace continued.

In 10 AD, the nation was almost plunged into total civil war with the death of Havadman Markan of Trojssan. Markan died without an heir, and two Regels both wanted the position. Luckily for Teusten, one of the rivals, Lokri son of Lukoev, was killed in a dwarven raid near Faste Ckold, thus allowing Aanon of Karssan to become the next Havadman. Aanon would rule the nation for the next fifty years, bringing prosperity the likes the nation had never seen before. He began paying people to explore the continent, making some of the best maps on all of Adlatum with rumors of other landmasses beyond the continent. By 20 AD, Aanon had it agreed upon with the Corinesti Elves that they would not raid their coastal cities in exchange for unhindered passage on the seas. The Corinesti would figure out later that Aanon had granted no protections on Corinesti-owned ships not at port in those cities, but rather than risk the safety of the settlements, the Guilds let the deal stand.

From this agreement with the Corinesti, Aanon began sending ships and settlers to the islands of the Shattered Sea. Sometimes these colonizing ships would come upon dwarves who still lived on the islands from the Drowning. The Teustens either killed or enslaved all the natives of these islands, shipping them off to be sold at their markets. The city of Ramal Varkie would arise and become a central city for shipbuilding and transferring timber back to the homeland. By 56 AD though, the reef dwarves started exploring the islands also looking for the lost villages of their nation. Over the course of the next few years, the humans and dwarves would battle each other at sea and on land, with the dwarves losing more islands to the humans before they finally solidified their hold on the other islands. Now, the Teusten colonies include many of the former dwarven islands. Many of these islands still have small dwarven populations on them, but most dwarves are owned by Teusten settlers as slaves. The island population is filled with colonies of settlers who see the mainland as overpopulated. The greatest advantage Teusten gained from these colonies is that they bring in much needed lumber, food, and metals not available in the mainland.

Aanon of Karssan, the Havadman responsible for Teusten's expansion, died in 61 AD and was celebrated as one of the greatest leaders to have ever led Teusten. His grandson, Aanodac, took over as Havadman with high expectations. The nation continued its growth and its raids upon the other nations in the west. Nothing of important happened though over the next 200 years, as far as most are aware, but in 271 AD the reef dwarves in their ever-growing power at sea launched a surprise attack against some of the various colonies. The Teusten response was swift when Havadman Radac ordered all ships into the Shattered Sea to wage war on the dwarves. The humans were able to capture the island of Haskoddpad during the Battle of the Red Coral in 275 AD. During this, the humans were able to trick the dwarves into crashing half their fleet into a hidden reef the dwarves did not know about. This did not sink most of the ships, but stranded them allowing the Teustens to defeat them easily. Following this defeat, they took over the island and peace was brokered in exchange for the reef dwarves there.

Over the next hundred years or so, the nation of Teusten has continued along doing what it has always done, raiding, pillaging, but staying officially peaceful with the minotaurs to the east and the Igurna to the north. Their concerns with the Elder Dragons in the Midlands is minimal, other than waiting for great stories to arise from the coming war, and possibly to find a way to gain an advantage during the chaos.

The trading practices of Teusten with the Igurna in Terragrym are a great mystery to those aware of it. No one, not even the Teusten people, can remember when peaceful contact between their people and the noble ogres began, and no stories include many details on their northern neighbors. All that is known is that the nation of Teusten treats their economic partnership with Terragrym very seriously and will keep whatever secrets they gain from the ogres to the death. It is very rare for a noble ogres to venture to Teusten to trade, but Teusten ships are the rare few non-ogre vessels allowed to even get within sight of Igurna ports in the north.

Current Events

- Several of the barge-colonies north of the Shattered Sea have disappeared with only small amounts of flotsam found floating in the water. It is not believed that the dwarves or elves could have done so much damage. Rumor is circulating of a giant ocean-fairing

beast having moved into the area. Many sailors are looking forward to a legendary hunt.

- Minimal trading has begun between the Sakkaran minotaurs tribes east of Faste Vard. The minotaurs have been purchasing parts for sailing vessels in exchange for Midlanders recently captured from tribes near Bhadlum and Vjenor.
- Less savory sorts are complaining that travel to and from Geetrac Vag is getting longer and longer. The brethren running the floating metropolis seem to be moving the city further and further west into the ocean. Many sea raiders are thinking of finding another city to make their own.

Major Settlements

Faste Ckold (Large City 17,546): Also known as the Castle Shield, Faste Ckold is located on the border of Sundarin beneath the gaze of dwarven settlements in the mountains to the south. Positioned in a defensibly inopportune location, the city is meant to be a tempting target for any siege coming from the Sundar. The Teusten here desire nothing less than getting their dwarven enemies to attack them without provocation. If such an event occurs, it would allow the Havadman and Regels to declare unbridled war against the dwarves. Regardless of being in easy striking distance from the higher Sundar towns, the people of the un-walled Faste Ckold are well skilled in defending themselves.

Faste Vard (Small City 8,210): Also known as the Castle Sword, Faste Vard was founded on the location where the Sakkaran minotaurs and Teusten made their long standing nonaggression treaty. Now it acts as a bordertown, making sure the Sakkarns don't become desperate enough to take any interests in their lands. Many of the citizens of Faste Vard take great pleasure in venturing into Sakkaras to pick fights with the strong and impressive minotaurs.

Jut-Cythyl (Metropolis 43,484): The capital of Teusten is the largest human settlement north of the Midlands. Like all other Teusten mainland settlements, all roads are simply wide dirt paths between wooden and stone buildings. The Frivord river divides in two, surrounding the city on both sides. The wall circling the city was built to come up out of the river and bay, and it was also made to look like the side of a ship. This gives Jut-Cythyl the appearance of being a floating structure even though it is on solid ground. Sections of the wall drop down to connect to otherwise incomplete bridges crossing the Frivord. Other sections open to connect to giant complexes of wooden docks that free-stand in Blight Bay where ships make port.

The Havadman and Council of Regels meet within the city in buildings that would remind anyone from civilized nations of renovated barns. The Arena of Truths, a place where battle determines guilty or innocence, is also located here.

Geetrac Vag (Metropolis 29,540): Also known as the City of Crashing Waves, Geetrac Vag is the largest and oldest famed floating city in the western ocean. It is also run by a brethren of pirates who do not recognize the rule of the Havadman. After gathering so much material and wealth over the centuries, the city is as well constructed and stable as any major city on land along with being a piece of architectural beauty.

Due to its primary source of income coming from illegal and murderous piracy, Geetrac Vag is continuously moving. Legend claims the city was originally constructed on the shore of the mysterious continent across the ocean in the west before being freed to sail across the sea. Another legend says the city the birthplace of one of the Vroevadle gods of the sea.

Ramal Varkie (Large City 19.803): Also known as the City of Falling Timber, Ramal Varkie is located on one of the larger islands in the northern Shattered Sea. The city was originally named Voldenhaas and was constructed during the reign of the dwarven Hammervald Empire. After being warn down by the Canon War and cut off from the rest of civilization by the Drowning, a fleet of Teusten ships laid waste against a city not used to being so close to the sea. Most dwarves were killed in the attack. The rest became slaves.

The Teustens rebuilt the city, properly adjusting it to become a port town capable of defense. The tall mountains all around the city and Human Bay hide the city from all eyes until a ship finds the pass into the bay or a foot traveler is almost upon the city wall. Voldenhaas used to be surrounded by lush forests, but the Drowning buckled the land and destroyed the trees immediately around the city. As a joke, Teusten renamed Voldenhaas the City of Fallen Timber.

This is one of the few Teusten settlements with buildings and roads made primarily of stone. The surviving forests on the other sides of the surrounding mountains provide Teusten with the best shipbuilding wood available.

Tullgripp (Large City 24,387): Also known as the City of Steel, Tullgripp is only accessible by Blight Bay. Ships enter a wide cave mouth and travel several miles underground before reaching the city ports. The city is a mining colony, filled with men and women supporting the excavation of metals from the rocks deep in the earth. There are no direct routes from the city up to the surface. All traffic comes and goes through the watery cavern.

The city is eternally lit by fires fueled from gasses seeping up from specific points in the cracks of the rock. Being so distant from the cavern mouth, this supplies the city with its only light besides lamps and torches. Some districts in the city are higher than others as the city slopes up parts of the cavern wall or rests on sculpted plateaus.

Parts of the way between Tullgripp and the bay are not safe for ships. Beneath the way's water impossibly long and sharp stalagmites can tear apart the hulls of any boat piloted by those not familiar with the Tullgripp. Many wrecks lay at the bottom of the mile deep pool.

Vacant Lands

Capital: None
Population*: 550,000 (Bakali 60%, Sekhnesti 40%)
(* Population does not include Other races)
Government: None or Tribal
Religions: Sirr'ushush (Sirrion), Nertos (Chislev), Kirk'k lettz (Chislev)
Languages: Bakali, sylvan, other
Trade: Sugar, precious metals, relics
Legions: Tribal bands, city defenders
Alignment: NG, LN, N, CN, NE

The Vacant Lands are likely the most poorly named region in Adlatum. Originally it was labeled such by Midlanders who saw the land vacant of any civilized society. However the lands of the south are very much filled with a large variety of societies, even if none qualify for the Midlanders' view of civilization. The two largest groups of people within the Vacant Lands are the bakali and the feral elves (or Sekhnesti, also known as 'cat-folk'), but it unknown how many smaller societies and races live in the wild forests, mountains, and hills. With so much of the Vacant Land unexplored, it is possible the bakali and Sekhnesti are only a minority of the overall population. Other races encountered in small numbers include various fey, maidens who can turn into swans, large intelligent crystal spiders, short plant-like humanoids, hulking brutes with canine heads, feathered gliding lizard folk, and many more.

The cat-folk and bakali have been in conflict with each other for centuries. Nobody can recall who started the fighting, but it no longer matters. Territorial conflicts have continuously put the races at odds, and anyone from one side will likely instantly try to kill the other on sight.

Life and Society

For the cat-folk, their own take on society rarely involves another beyond their own tribe (or pride as they call it). They are fiercely territorial, and prides have often gotten into fights with each other when one encroaches on the territory of the other. There are frequent cases when one pride has good relations with another, but that usually involves the need for them to group together against a common enemy or less frequently a "favored mating" between the leaders of those tribes. Often when one member of a pride goes off to form a new pride of his own, the younger pride is see as a young child of the elder pride, and relations and mingling between them are often done with great love and camaraderie.

Within a pride, most work together to better their chances of survival in the untamed lands, but their behavior doesn't exactly mimic that of a cat's pride. Although the Sekhnesti revere the feline, they are still elven. Some still wear clothing, and so tailors are needed to work with skins. Hunters use sharpened stone and wood as weapons along with their own claws, and so weapon-makers are needed. The art of storytelling is popular throughout the Vacant Land, especially in efforts to keep the memories of their great leaders and heroes alive. So many develop bardic skills or become orators. There are also those who work to uphold their faith to the goddess Nertos and her children, the cat totems. These shamans tend to their pride's totem and lead religious ceremonies and revivals on important days and nights.

Feral elves of the Vacant Lands rarely build their homes. Few prides use skins to built skins and coverings, but most sleep in caves, the trees, or in the open with others in the pride keeping watch. The common language used my feral elves is their own variation of sylvan, not elven.

For the bakali, life is much more similar to life within civilized areas. Towns and cities have been constructed, and ruins of lost societies have been taken over and rebuilt into homes. If it were not for the tribal mentality of the bakali and the lack of a cohesive government between the spread out towns, tribes, and cities, it would be possible for a bakali nation to be founded in the western reaches of the Vacant Lands. Travel between bakali settlements is also highly dangerous. With violent wildlife both sentient and bestial living throughout the Vacant Lands, claiming that any region outside of a bakali settlement was under their control would be misleading at best.

The bakali are a very spiritual people following the lessons of Sirr'ushush and Kirk'k lettz. Most of their cities are filled with ziggurat and pyramid-style temples to both gods. Bakali from nearby tribes brave the trek to their shrines on their most holy of days to both honor the gods and celebrate with festivities. The bakali celebrations are grandiose events, filled with music, song, food, drink, and a lavish display of lights using herbs, gasses, and sparking rocks.

Most bakali commoners wear no clothing, and the wealthy often only wear clothing that denotes their station: shaman, military officer, or leader. During periods when they are not on duty, they will more likely than not strip down to their scales. There is no use of currency in most bakali settlements. Bartering is the economic practice often used. Recently settlements near the shoreline have come into contact with Corinesti traders, and also any bakali will kill a feral elf on sight due to their long running series of conflicts, the sea elves have successfully begun trade with



these few towns. In these few rare locations, the concept of using silver and copper for money has just been introduced to the bakali people.

Bakali homes often use fitted stone and other natural resources as their materials. Cities also include metals such as gold, silver, and gems along with fitted stone for their larger structures. The bakali are also primarily vegetarian in their diets but are capable of eating meat when the need arises.

Religion

The feral elves favor the goddess Nertos and her children, the cat totems. According to their faith, when a pride is formed, a totem is made to honor all things feline. On any night in which a moon is full in the sky, a ceremony praising the goddess is held. During this, the leader of the new tribe spills drops of his blood on the totem and the goddess sends part of herself into the totem. The totem becomes a child of both the goddess and the tribe, forming a link between the two. From that point on, the tribe worships the goddess by honoring the child. Traditions honoring the goddess are included in almost every daily ritual.

The bakali's faith is spread out between multiple faiths. They follow either the god Sirr'ushush or the Krik'k lettz, and they have a deep hatred of the gods Tazhek (Takhisis) and Hizhek (Hiddukel). According to their history, the two evil ones had long tried to manipulate the bakali race into becoming slaves and fodder in a greater war against the rest of the world. The revered gods then saved the bakali. Sirr'ushush saved them by delivering them from bondage, and Kirk'k lettz by showing them how to survive on their own. The bakali year is filled a large number of holidays honoring one or both of their gods. The holidays come once a month and can range from peaceful periods of fasting and meditation to nights of joyous celebration and feasting. Most holidays last a single night, but others may take the entire day or even a full week (a week lasting eight days by the bakali calendar).

According to bakali faith the gods have no gender, and they refuse to depict them in any form that leads to either male or female traits. Any such depiction is blasphemous since it gives a mortal quality to the immortal beings.

Government

There is no unifying government for either the bakali or cat-folk. Each pride of the cat-folk and each settlement of the bakali are completely independent of each other, even if agreements and alliances form between them. Each pride is run by a leader (or alpha), who can be either male or female. The leader is whomever the pride believes is best suited to lead them for survival-sake and prosperity, but if the pride wishes to change alphas, it will often come down to a fight to have the old alpha removed. Former alphas that survive the conflict are usually ejected from the pride, forced to either live on their own or find a way to begin a new pride.

Leadership for bakali settlements can vary. Usually the leadership is passed down from father to favored son, while other settlements have the same method but with a matriarchal bent (mother to favored daughter). Other settlements have their leader chosen based on the will of the gods through signs given to the High Shaman, possibly in the form of them looking for a young one with a certain

birthmark or "blessed" deformity. Some tribes have their leader be whoever is the most skilled and pious shaman, while others choose by drawing lots. For however is leader, their word is law. But upon reaching their status, the head shaman or military leader will always reminds them that without the support of the people, the servants will free themselves of their master as the bakali were freed from the gods of dark.

Military

There is no joint military for either the bakali or cat-folk. Individual settlements and prides have their own warriors and spellcasters ready to defend or attack if the need or want arises. During times when a common enemy results in the need for a larger force, bakali villages and towns have been known to lend their arms to bolster the strength of nearby cities. When a similar situation occurs for the elves, the leaders of the respective warrior bands often confer with each other as equals.

Magic and Mysticism

Mysticism and clerical magic are popular in both cultures, especially in the form of shamanism. The practices of bakali and the cat-folk widely vary, but their devotions to their respective gods are strong. During the times when clerical magic was gone, mysticism became popular in both cultures, but now that Starfall has been undone, the use of divine magic has blossomed yet again.

Arcane magic is rare in the elven prides since most of their magic comes from their shamans. For the larger bakali communities, the use of herbs to create supernatural effects long ago evolved into wizardry. Holy men who are unable to complete a task on their own will often confer with local experts in the arcane. Bakali wizards are always seen as inferior to those who practice clerical magic, but they are still well respected since they extend the abilities of the Holy men into areas they could not reach on their own.

Major Geographical Features and Locations

Broeg'jak Isle: After the Drowning, the Pro'trok Hills was a larger region than it was before. For reasons unknown, creatures of Chaos tore into the hills and pulled most of the hills away from the mainland. Now the Broeg'jak Isle ("Barren Isle") is slowly drifting away from the mainland with currently only a quarter mile waterway separating the two. From a distance the hills on the isle appear lifeless with no vegetation or wildlife. However none who have ventured onto the island have ever returned. When one of the bakali commits a crime of unusual cruelty, they are sent across the waterway known as d'Kraga ja'Nofa ("The Edge of Hope") to finish their existence in the cursed land.

Kahkarian Wilds: The Wilds is a gigantic tropical forest in the east bordering the Midland nations of Mauritand and Hudiechia along with the southern hills in the Heskeram Desert. Home to most of the Sekhnesti in Adlatum, the cat-folk prides are spread throughout the forest but yet do not make up more than half of the beings living in the forest. Most elves live in the northern and western portions of the woods, close to the Midland borders and the areas close to bakali settlements. Between the prides and throughout the Wilds, a wide assortment of creatures and races keep to themselves or eat anything that crosses their path.

A stretch of forest extends off of the woods heading southern and west. Not technically part of the Wild, these woods are most strongly dominated by the bakali settlements.

Pro'trok Hills: Literally translated to "Red Rock Hills," the southwestern part of the mainland is a dusty land scored by the harsh sun throughout the entire year. Originally, after the Drowning, the hills were known as Pro'junt ("Fruitful Hills"). The warm moist weather led to large fruit-baring plants that the bakali used for much of their food supply. During the Days of Darkness, creatures of Chaos scorched the hills and tore much of the land away, forming Broeg'jak. Today the hills remaining on the mainland are a desolate region, but the citizens of the city Thel'ock make due, bringing much meat from the animals that live in the harsh surroundings.

Tavacan Plains: Between the northern shore and the Xiaki Peaks, the land is covered in tall grass that hides many dangers. Wild animals hunt and bands of warriors from lesser-known races patrol the area. In the southern parts of the plains, the bakali have secure enough territory to maintain the sugar cane fields, one of the few goods exported from the Vacant Lands via Corinesti traders. Some cat-folk prides prowl the northeastern-most parts of the plains, while bakali patrol the central and southern lands.

Xiaki Mountains: The majestic Xiaki peaks provided many who lived within them shelter from the Great Wave during the Drowning. Even as unprecedented amounts of water poured through to drown the lands to the north, the high summits of the mountain chain were only struck with a light spray. Many of the peaks in the Xiaki chain are covered with snow and ice, and the sudden temperature change from the freezing summits to the tropical bases result in a several clouds misting over the middle of the climbs. Caves of darkness lead deep under the mountains, and they are as filled with as many monsters of various types as the rest of the Vacant Lands.

Regional History

Ages ago the Junga'tek Empire extended its influence far into the continent of Adlatum, but the bakali's golden age diminished and their grand empire faded from history. Angered by the decay of their greatness, the bakali sided

with the dragons during their war against the humanoids, praising both them and the dark gods who promised them their empire rebuilt. When the dragons lost, the bakali's hopes were destroyed. Only those who had the wisdom to see they were being used as fodder left the war and fled home. They accepted the fact that their empire was gone, and slowly they began to pick up the pieces of their lives.

Their period of peace did not last. Many returned home to where their villages should be to find strange elves with feline qualities roaming the lands. Neither side's history recalls who begun the conflict, but for the centuries to come the bakali and feral elves fought over territory and resources. The forests and mountains had also changed. Creatures ranging from bestial to wise now lived throughout the lands that made up the inner empire. While the bakali had gone off to fight the dark gods' war, they lost the security of their own home. With inconsistent communication between the rebuilt settlements, the remnants of the Junga'tek Empire deteriorated to a spattering of tribes living in villages and rebuilt ruins.

When the Drowning came, the settlements living on shorelines and at lower elevations were wiped out. Being on the southern shores of all of Adlatum, the Great Wave struck those villages, towns, and cities with the greatest force. Very little survived, and few ruins of the old empire remained standing. The cat-folk and other races suffered the same. Tribes living in the forest and plains were killed, and those who lived up in the mountains lived.

Seeing how the lowlands were now empty, the bakali were quick to move from the mountains in an attempt to reclaim territory in the faint hope of rebuilding their long lost empire. This lead to further conflicts with the cat-folk, but it also resulted in battles with the military of Mauritand to the north. Soon the bakali lost ground fighting against too many enemies. The cat-folk and others successful ejected the bakali from the Kahkarian Wilds, and they eventually focused on claiming lands in the central and western parts of the Vacant Lands.

The cat-folk entered a period of expansion. When the bakali reached into the Wild several other races turned to the cat-folk for help, but when the bakali were gone, the prides viewed the lands they saved as their own territories. In some places the elves were repulsed, but in others they took root. The cat-folk grew in number and became a dominant presence in the Vacant Lands.

During the Days of Darkness, creatures of darkness tormented all. The cat-folk were hunted by shadows taking the form of tall jackal-headed men. The bakali saw their lands stripped of resources, further destroying their hopes for an empire. Instead of outright killing the bakali, the demonic monsters enslaved the bakali, warping their bodies and minds into slaves bent on fighting and dying for their brutal masters. The Pro'junt Hills, which supplied the region with massive amounts of fruit, grain, and sugar, were burned away to bedrock before being torn away from the mainland, forming both the Pro'trok Hills and the cursed Broeg'jak Isle.

After the Starfall ended the Days of Darkness, both peoples entered a period of prosperity. The bakali were able to rebuild their homes and relations between villages and nearby cities were more tightly knitted. The cat-folk prospered in their own way when their females began to give birth to twins and triplets more often than not.

Fighting between the two dominant cultures continued after the Starfall without much change. However the cat-folk are beginning to make additional enemies. Timber companies from Mauritand have begun to press into the forest to supply the homeless with homes north of the border. Sekhnesti prides have taken this as a great insult and incursion into their own territories and have begun striking back both at the timber companies and the towns neighboring the Vacant Lands in Mauritand. A few prides have also marked their territory just across the border in the woods and mountains of Hudiechia where they are not always wanted.

Corinesti traders have also made successful visits to bakali settlements on the shoreline. A couple of towns and cities have opened themselves up for trade. The Corinesti have seen a great economic potential for using the bakali as a cheaper source of precious metals and sugar to supply the rest of Adlatum. The bakali of these settlements are learning how much the rest of Adlatum desires the metals they have easy access to, and they seek to gain a wealth that can be used to rebuild their glory of old. Unfortunately, the three current rulers of the largest cities of Baccaneesh, Drazhchok, and Tre'thioc all believe their homes should be the new seat of power of a unified bakali state.

Current Events

- The Lord King of Mauritand has sent a representative to each of the major cities of the bakali, but two of them have been attacked on their journey into the Vacant Lands. Having been the only major city without their representatives assaulted, Tre'thioc is believed to be behind the attacks.
- The stone buildings of villages near Thel'ock are slowly crumbling one by one. A shaman of Hizhek has come forward to proclaim that the bakali people are doomed unless they beg for forgiveness from Hizhek. The dark shaman was executed and body burned, but when the buildings began to crumble he appeared again to preach the power of his god.
- Several Sekhnesti prides have begun gathering on the Mauritand border. Some claim it is simply to repulse the Midland invaders, but others have taken to the belief that the higher birthrates are a sign from Nertos that it is time to expand the prides northward. Some alphas worry this may lead to the strength of the

Midlands to march into the Vacant Lands, set upon their destruction.

Major Settlements

Although the cat-folk are extremely territorial, they have no permanent settlements constructed. The lesser known creatures living in the Vacant Lands also have nothing that can be deemed a town or city. As such, the bakali are the only people of the Vacant Lands who officially have major settlements.

Baccaneesh (Metropolis 49,850): Located in a wide bowl valley high up in the Xiaki Mountains, Baccaneesh is the oldest continuously populated city of the bakali. Claiming to be the lost city of Vejeneesh, capital of the Junga'tek Empire, many bakali live in the city and surrounding towns. Two giant ziggurats sit side-by-side in the center of the city, one to house the ruling family and the other as a temple to both of the honored gods: Sirr'ushush and Kirk'k lettz. Bartering is the common form of trade here, and slaves are often used as an acceptable form of payment.

Drazhchok (Metropolis 42,900): The smallest of the three cities vying to be the capital of the "eventual" remerging of a bakali empire, Drazhchok is the center of military strength for the bakali. With the cat-folk living in vast numbers in the Kahkarian Wilds and the nearby mountains of the Xiaki chain, the need to know how to fight to survive is greater for those who live in the surrounding lands. The neighboring settlements are still independent of Drazhchok's rule, but often they request assistance from the warriors of Drazhchok, who are known to be the strongest bakali in Adlatum.

Drazhchok's current ruler, Je'reka has noticed that several of the nearby coastal towns have begun trading with sea elves from afar. Seeing this as a threat to their dependence on Drazhchok, he has begun to deny military help to those settlements.

Trel'ock (Large City 21,090): Formerly one of the greatest cities of the bakali, the Days of Darkness brought the city to almost total ruin. The hills surrounding Trel'ock were blessed with groves of oversized fruit and valleys of tall stalks of grain, but the horde of Chaos burned the large to bedrock, leaving only dust where live thrived. Many bakali refused to cower to their destroyers and marched off to fight. An army of over forty thousand bakali was wiped off the face of Krynn in a single night. With the surrounding land laid barren, many fighters left the waste to find homes elsewhere.

Those remaining discovered their hills were teeming with monsters perverted by the hordes, but they also discovered the beasts were still edible. The survivors put their vegetarian habits aside and hunted, turning what was meant to kill them into the only chance at survival. Water not collected from rare rainstorms is manually collected from the ocean from buckets lowered down the cliffs before being brought back to the city and surrounding towns. There the water goes through a purification ritual to remove the salt, making it drinkable. People all over the Vacant Lands believe the warriors of Drazhchok are the hardiest people of the bakali. The people of Thel'ock know better.

Tre'thioc (Metropolis 47,500): Instead of focusing on military or historical prestige, Tre'thioc has built itself as a center for bakali life by focusing on faith. Five temples to Sirr'ushush and Krik'k lettz corner the outer ring of the city, and a massive amphitheater sits recessed into Tre'thioc's center. Although initially meant to be a religious center, the grand and inspiring sermons inspired many bakali bards to come to perform and tell their tales, play their music, or display any other art created. The city was nothing but abandoned ruins after the Drowning, but since then the city has become a thriving metropolis of gold and stone.

The Corinesti who first visited Tre'thioc were shocked by the abundant amount of gold and silver used as simple adornments on even the most humble of homes. When trade began between the peoples, the bakali of Tre'thioc were surprised by how much the sea elves desired the common pretty material. Since then, the bakali have grown much wiser in how much wealth their city has. The bartering system was soon replaced by coinage, and by selling their metals along with sugar imported from tribes north of the mountains, Tre'thioc is the fastest growing city under bakali control.

Keirmn and the Sargassi Sea

With the Drowning the center of Adlatum was permanently flooded, becoming the Sargassi Sea. The eastern section of the continent was separated from the west, forming the subcontinent of Keirmn. Contact between the landmasses has dwindled to the point where only the powerful or those who living in the sea itself often travel between the divided lands.

Esorucak Islands

Capital: Corinost
Population: 360,000 (Corinesti 85%, Gildanesti 5%, Humans 5%, Other 5%)
Government: Corporation, Tribal
Religions: major - Rig Mori (Habbakuk), Rosmera (Shinare), Smer-Tio (Hiddukel), Ve'co Mori (Zeboim), minor - Tashrama (blue branch).
Languages: Elven, Common, Goblin, Narstedhi (only in small isolated tribes, the language of Narstedhi is otherwise dead).
Trade: Everything
Legions: Guild Watchmen, Tribal Warriors
Alignment: All

Although tribes of humans and other races who had survived the Drowning populate many of the islands in the unnaturally warm Sargassi Sea, most of those who live in the region spend the majority of their lives both above and below the waves. The Corinesti ventured into the sea after the Drowning in hopes of finding artifacts to sell to the Airbreathers and also to find new territories less threatened by pirates and other evils. Now many of the islands are under their control and used as trading stops for supplies and goods on their way to ports owned by those who dwell on land and are willing to do business.

Life and Society

There are two types of societies in the Esorucak Islands: one is the tribal life of those who wish to live peacefully away from the civilization of the mainland, and the other are those who work for the Corinesti Trading Guilds either directly or indirectly. On many of the islands, the Corinesti Trading Guilds have built ports for both ships that travel on the surface the water, and for those who transport items underneath the waves. Here the guilds employ just about everyone who is needed in order to keep transport and trade flowing: dockworkers, ship-hands, harbormasters, and even the fish market down the road who keeps everyone fed. Steady employment and the flow of money is what are most important to people in these societies. If one is unemployed, one might as well be dead.

It is important to note that many Corinesti elves live on the islands as much as beneath them. Most of those they do business with live on land, and therefore many have come to live in a similar fashion, even if they need to remain near water. Many of the wealthier Corinesti are often seen wearing garments of rich Airbreather styles.



The other tribal societies have been struggling to make sure the Corinesti do not get a foothold on their islands, or if that has already been done, to make sure they are forced off. Many of these tribes, whether they are human, Gildanesti, kobold, or goblin, only wish a simple life without the complications of civilization they believe were purposefully wiped away. The Esorucak Islands have also not been fully mapped out by the Corinesti, and many of the smaller islands have yet to be discovered or fully explored.

Religion

Recently many families who work for the Trading Guilds have taken to one faith of another. Many people have begun hearing about the return of the gods and are now giving praise to them. The Guilds have no problem with who their employees say their prayers to over meals so long as they show up for work the next morning. Religion

hasn't been uncommon in the southern parts of the islands and Sargassi Sea for a while now anyways. The blue branch of the Tashrama, headed out of the Midland nation of Dhu, has slowly been gaining popularity with a fraction of the population. Although the number of followers had diminished after many learned of an Elder Dragon leading the blue branch, many of the followers have not had their faith waver.

Tribes on the islands have a variety of religious faiths. Many follow a particular god who had been part of the Tao-Shin faith prior to the Drowning, while other tribes worship as cults to gods that may or may not truly exist.

Government

The Corinesti Trading Guilds are the sole power in this region. Five elves sit in council over all walks of life within the Corinesti nation. Each of the four guild leaders have an equal say in what goes on, although each also has complete control over their own guild so long as they don't cross jurisdiction into another guild's area. The fifth seat on the council is the Speaker of the Tides. His only official power is that of a tie-breaking vote. He has no ability to bring matters up to the council. That is for the other council members to decide on.

However, over the years the Speaker has gained one very important unofficial power. He has come to be seen as the head of the Trading Guilds public relations. The Corinesti look to their Speaker to tell them of matters of importance that arise, and many foreign powers that wish to do business with the Trading Guilds ask to deal with the Speaker directly. This has become the Speaker of the Tides' one major asset when needing to deal with the other guild leaders.

The name of the current Speaker of the Tides is Quvaresh Thylosathen, whose daughter Emeranta is wed to Gildanesti's Lord Marshal, Calhan Mar'Troon.

Military

The Guild Watchmen is the official security force of the Corinesti Trading Guilds. All members are employees of the various guilds and answer to a chief-of-security. Each of guilds has their own chief, and each chief answers directly to their guild leader. Regardless of need, the council has made very sure that the number and strength of the Watchmen between each of the guilds remains relatively balanced in order to prevent any guild from militarily taking advantage of the others.

In tribal societies, bands of volunteers become the warriors who protect the villages and hunt for food. They are also are the men and women who fight to rid the islands of the Corinesti invaders.

Magic and Mysticism

So long as something can be used to aid the Guilds in profit, the Corinesti see it as an asset. However the varying styles of magic are respected differently. Sorcery has been viewed of as more stable and less risky than wizardry since the latter had been recently unavailable for the last forty years. Since the mysticism applied by the Tashrama is claimed to be the same type of magic used by those who follow a single god or follow the recently rekindled faith of the Tao-Shin, the view the Corinesti have on the benefits of divine magic have remained unchanged for years. In the end, respect for divine magic comes down purely to how well available it is. If a priest is unwilling to help the guild, then their magic is seen as useless and unprofitable. If a priest is willing, then the benefits of their magic are respected for whatever profitability is has.

Major Geographical Features and Locations

Rhas-lac: What was once the great capital city of the Chôt-tang Empire was left in ruin by the Great Wave. The entire city and surrounding lands were destroyed or submerged in the Drowning, but in the decades following, as the waters settled, slivers of land were exposed. All the inner islands of the Sargassi Sea were wiped clean of any evidence of habitation, save where the great capital city once stood. Mariners tell tales of the island as accursed, that landing there will bring misfortune or worse to all who set foot on the island.

Vagan's Maw: Deep in the eastern stretch of the isles, a round fissure as deep as the oceans cuts into the sea floor. A great amount of heat bubbles out of the fissure, and many believe this natural event gives the Sargassi Sea its overly warm climate. Strange and dangerous creatures have been known to swim in the area. Few who have explored the depths of the trench have returned, and the Explorer's Guild has marked it as "More risk than profit potential." Those who have returned from exploring the hole have come back changed, both physically and mentally. The last Corinesti to return, Herescine Loraladenin, was found unconscious a mile from the maw, with his mouth sealed together by scales and his lower half changed into lizard-like tails. Herescine has not communicated with anyone since regaining consciousness fifty years ago, and although he has not harmed anyone or done anything, guild doctors have declared him insane.

Regional History

Prior to the Drowning, the Esorucak Islands were primarily the high mountainous regions in the grand Narstedh Empire, where a majority of the Canon War's battles took place. The tiny southernmost islands in the Sargassi Sea were part of the Empire of Dhu, the great power that was both Narstedh's ally in the war and chief competitor. The northernmost islands were territories controlled by the

minotaur's Chôt-tang Empire, enemy to the people of the Midlands. But in the end, their stances towards each other mattered little. Once the Great Wave struck, the battlefields and glorious cities were wiped out in a matter of a few minutes. Millions died.

The Sargassi Sea filled up the middle of Adlatum, and what most people thought of as the Midlands was moved westward to include the lands of Mauritand up to Bhadlum. The newly formed Esorucak Island (Esorucak being a Narstedhi word for "Lost Glory") were discounted by most as home to nothing more than rubble, even though scatterings of survivors either found themselves or made their way to the islands. Tribes formed. Most of them were human, but Gildanesti, kobolds, or goblins populated several islands. The Sargassi Sea was unnaturally warm, and the occasional phantom-like steam-storms moistened the islands enough to provide water for vegetation. The tribes survived, sometimes making their own homes, or taking shelter in caves, or even living in the ruins of destroyed cities.

Shortly after the Drowning, the Corinesti Trading Guild began sending explorers into the region, hoping to find relics from the destroyed civilizations they could sell to the Airbreathers at a tidy profit. The venture proved much more valuable than they anticipated. Entire cities were flooded, several sitting relatively intact at the bottom of the sea. Riches out of reach of the Drowning's survivors were lying about, waiting to be picked up. The Corinesti moved many of their operations into Sargassi Sea. They came to find the warm waters much more comfortable than the South Tabaran Ocean and took over the vastly untouched Narstedhi city of Jovunta, which had been second in size only to the now-destroyed Narstedhi capital. Jovunta was renamed Corinost, and the Guild Headquarters was moved. Since then, many of the underwater settlements were developed in the cities of the lost empires that were merely cleaned up to suit the Guild's needs.

The Corinesti seized control of many of the islands and constructed surface-traveling ships that could easily sail into human-style ports. The trading centers on the Corinesti islands were designed to allow massive amounts of cargo to be raised or lowered between the world of Airbreathers and the undersea home of the sea elves with little risk of damage to the goods. Some of the human tribes were conscripted into assisting them in repairing what goods were damaged and yet salvageable. Most tribes rejected domination by the sea elves and fought to keep the greedy traders off of their land and away from their homes. Skirmishes with tribes are a constant threat on the larger islands where the two types of societies are forced to interact.

Over the years, the Corinesti became more focused on trade between both Aecka and Keirmn, but they refused to give up trade with their long established business associates on the western shores of Aecka, especially in the Midlands. Still, with the repeated attempts by the Nordar dwarves to expand the Ironvald Empire and the Teusten pirates to control the seas, the Corinesti have recently begun to pull the borders of their influence further south to just the Sea of Tears. The balance of risk vs. profit has been becoming too lopsided in those parts, and the piracy threats in the southern Sargassi Sea have been much more tolerable. Still, some parts of the Guilds do continue to do business in far reaching locations like Vjenor and Trejor.

The most catastrophic event in Esorucak's history since the Drowning occurred in 300 AD when the Corinesti Trading Guild broke apart in what amounted to a civil trade war. Eleven years earlier, in 289 AD, the Speaker of the Tides had been conducting business in the Sea of Tears, believing he could negotiate with the Nordar and finally put an end their history of fights over rights through certain water routes. In one of the few Nordar victories of the 288-289 AD war (which was a series of skirmishes hardly worth calling a war), the dwarves destroyed the Corinesti vessel without realizing who was on it. The Speaker was slain literally in the final weeks of the troubles before the dwarves called for an uneasy truce. The matter was quickly put to bed, but the seeds of conflict in Esorucak hundreds of miles away were already planted.

In order to make sure that only one of the few elite elves was able to take the position of Speaker of the Tides, the Guild board put in a list of requirements meant to keep out their lessers. Unfortunately, the various houses who had sought position were able to put in requirements meant to keep out fellow houses of power as well as commoners. As a result, only one Corinesti was found who met all of the requirements. The elf was Lias "Wavestrider" Ambrodel, and with the various changes he wished to impose upon the Guild, a majority of the board had no interest in placing him in the Speaker seat. Unfortunately there was no one else to choose.

In the span of ten years, Ambrodel's leadership resulted in many of the houses quitting the Guild and trying to form their own conglomerates away from the influence of the Ambrodel house. The unified Guild fell apart and a trade war erupted between the houses. Economic devastation swept through the underwater country, and even the Airbreather nations and companies were struck hard by the cut off from their under trading partners. Recessions became commonplace in many of the Midland nations and in Keirmn. Finally the Trade War ended when the four largest competing Guilds joined together to form a council that would oversee the activities of the separate Guilds. The council consisted of five seats: one for each guild leader, and one for the Speaker who would only have the official power of being a fifth tie-breaking voter.

Corinesti society returned to normal with most members taking positions within each of the four guilds. The four guilds are commonly known as the Salvagers, the Traders, the Explorers, and the Harvesters. The Harvesters are seabed farmers and hunters, gathering supplies and growing food from the ocean itself. The Salvagers hunt for pre-Drowning artifacts and recover goods from recent or newly discovered shipwrecks. The Traders are those who deal with Airbreathers, bringing goods above-water to trade with land dwellers. Traders also purchase goods from one land and selling them in a distant port, acting as middlemen between nations that do not often directly deal with each other. Explorers venture beyond the Sargassi Sea and away from Adlatum's shores, searching out new territories.

Some Corinesti have successfully remained outside of the power of the Corinesti Trading Guilds. Some have joined the Cult of the Shark, a group dedicated to piracy. Others have left the Sargassi Sea altogether and traveled south to the Coral Cauldron, to take up a life of dedicate to the ways of mystics and monks and away from the materialistic greed of the rest of their kind. The Trading Guilds hopes to eventually bring all of their kind back within their fold in the future, and to quell any of the more recent uprisings the tribal barbarians are causing on the lesser settled Esorucak isles.

Current Events

- The Corinesti Trading Guilds is unhappy over the fact that the new navy of Dhu is being constructed by the pirates who have threatened their trade routes to the south for so long. This has put a strain on many of negotiations with Midland businesses and nations over various contracts, especially since the current Speaker has publicly stated he will no longer put up with the piracy of humans or the Cult of the Shark.
- A small island buried deep in the Esorucak chain has been recently discovered by the Corinesti to be the hidden home to the intact ruins of one of Narstedh's larger cities. However the goblins and kobolds living as a single community on the island have been using the ruins as their home for years and are viciously keeping the Corinesti out. No one has yet figured out what they are using the old human artifacts for, if for anything.
- Herescine Loraladenin, the Corinesti declared insane after surviving a voyage into Vagan's Maw, has escaped watch by his doctors and traveled back into the Maw. The interior of his home was found covered with writings scratched up on the walls with a knife. The scratches read, "The Heavens will fall. The Gods will weep. Oblivion could have been our salvation, but now hope is lost. She is coming. He is coming. The Great Beast of Krynn is coming."

Major Settlements

Amviresta (Large City 24,000): Originally home to one of the first tribes the Corinesti Trading Guild had taken over after the Drowning, the tribal land has now been built up into a well established port city. Not only is Amviresta used as a stop over point for many ships traveling from eastern to western Adlatum and vice-versa, the city is also equipped with many tunnels and equipment to help raise and lower goods and people to and from the world of Airbreathers and the undersea kingdom of the Corinesti. Descendants of the tribes who had lost their land long ago are now the manual labor for the guilds, but since the shorter lived races have no memory of the simple life taken up after Narstedh was destroyed, most appreciate the work the Corinesti have brought to the region.

Corinost (Metropolis 76,500): Formerly the Narstedh city of Jovunta, the vast and tall buildings had remained relatively intact during the Drowning, even though it now sits deep at the bottom the Sargassi Sea. Since then the Corinesti have cleaned the city up and taken it over and renamed it. The head of all four trading guilds operate out of Corinost, and the Speaker of the Tides calls the city his home. The wealth of Jovunta has long since been plundered, but the city how is home to the great riches of the Corinesti Trading Guilds. Although most Airbreathers have never seen the Corinesti capital, many claim it to be the grandest and wealthiest city in all of Adlatum.

Etlarn

Capital: Etlarn City
Population: 743,532 (Etlarnic human 87%, Gildanesti 10%, Other 3%)
Government: Monarchy
Religions: Autenanima (Solinari), Calorossa (Lunitari), Scuriga (Nuitari)
Languages: Etlarnish
Trade: Forged weapons, mined minerals
Legions: Dragonkin Horde, Etlarn Defenders
Alignment: All

The Kingdom of Etlarn, secluded in the storm-tossed northern mountains of Adlatum, is a realm both beautiful and grim. Founded by humans thousands of years ago, Etlarn has for centuries been under siege by dragons and their lackeys. Although it was founded by those striving to break away from the powerful magocracy of ages past, Etlarn is now a magocracy of its own, one under great strife.

Life and Society

During its heyday, the use of magic for practical and pragmatic uses was extraordinarily common in Etlarn. Now, most Etlarnans focus on the use of magic in order to

keep themselves safe during the war. All cities and villages know they are prone to attack from those loyal to the dragons and their kin.

The cities of Etlarn were grand metropolises filled with towers of ornate rising to the sky and connected to each other through grand archways, platforms, and bridges. Magic was used in some architecture for some buildings, but when focused arcane magic failed after the Starfall, several structures were undermined and collapsed, leaving blocks in ruin. Reconstruction began, but efforts changed when the Dragonkin Horde attacked. This has left many citizens in Etlarn living in deplorable conditions while Etlarn redirected its efforts into stopping the invasion.

Those places under the control of the dragonkin are in a worse situation. The Scalebound and those loyal to the dragonkin have no hesitation in taking what resources are available from the people (including the people themselves) in order to strengthen their hold on the region and expand control.

Religion

The moons are the greatest celestial presence in Etlarn. Even after the Starfall, praise and remembrance was often given to Autenanima, the white moon. Smaller sects dedicated to praising Calorossa, the crimson moon, exist as well. For centuries those who praised the ebony moon, Scuriga, kept themselves in secret, leaving their numbers thought small but in truth unknown. Now, with the stability of the world coming undone, many are openly beginning to think that the dark magic of Scuriga may prove itself to be extremely useful and beneficial to the protection of Etlarn.

Government

Each of the cities and towns in Etlarn are ruled by High Elders, magi of experience and wisdom chosen by the ruling king or queen. Within each individual group of Elders, they select from themselves one to act as the figurehead and spokesperson from the Elders named the Lord of the City. This person also casts deciding votes and chooses the order in which issues are brought before the High Elders.

The ruling monarch is passed from the parent to the eldest child, but the child must prove his or herself to be an expert in one field of spellcraft with a passing knowledge of several others. If the child is shown inadequate at the time of ascension, the next child in line is given a chance to take the throne. If the previous monarch has had no children, or if all children failed to pass the examination, each group of Elders across the nation may back an archmagi to take the throne. The mage with the greatest backing across all of Etlarn wins the throne. Often this results in a sibling or more distant relative of the previous monarch being



selected. The current king is Archmagi Andoja Uranjos who has been struggling to keep Etlarn City free.

In locations where the dragonkin have control, the local authority is allowed to stay in place so long as they obey all orders from the highest-ranking officer stationed there. If they do not, the troublemaker is swiftly replaced.

Military

The primary defending force for Etlarn is the Etlarn Defenders. The Defenders are divided into the Brethren of the Flame, which utilized Wild Sorcery, the Brethren of the Moons, wielders of White Sorcery, and the Brethren of the Stars, Paladins typically devoted to Autenanima, Pietarde (Paladine), or Pensokia (Majere). These brethrens also included their own elite branches. Included in these subgroups, for example, are the Knights of the Argent Crescent, divine warriors within the Brethren of the Stars who receive divine gifts from Autenanima. The Brethren of the Moons also has the High Arcanists, who serve Etlarn by defending their nation and education their kin among their Brethren in the newest advancements in wizardry. The Brethren of the Flame's elite corps are the Sentinels of the Throne, a band of experts in the field of wild sorcery.

The other major military force in the region is the Dragonkin Horde. Exactly where they came from is

unknown, but they initially appeared to come from the southwest. Now more and more people have joined the "dragons" and their kin in seizing control of Etlarn. Over the previous decades, this army has been steadily gaining greater control over the region.

Magic and Mysticism

Arcane magic, both focused and ambient, is well received as a whole in Etlarn. In the past, there was friction between supporters of both camps, but after four decades of only ambient magic being available, there was a desperate need for wizards with talent in the focused studies once the Starfall was undone. Some supporters of ambient arcane are skeptical of the "stability" of the focused magic considering how it vanished long ago, but some of it may be humor directed at showing how chaotic the ordered version of magic is and vice-versa.

The one type of arcane that many are wary of is the dark magic from the ebony moon. A growing number wish to implement it in the war to better Etlarn's chances, but others see this as a dangerous temptation that will only lead to the corruption and destruction of their own way of life.

Divine magic has always been appreciated in Etlarn, although usually to a slightly lesser extent than the arcane. After the Starfall, those few mystics unassociated with any faith or organization became highly respected in some parts of the country for their assistance in healing and protection during the war with the dragonkin. There is a question how their services will be respected now that the moons have returned along with the gods, but for now the conflict with their enemies is still their first and foremost concern.

Major Geographical Features and Locations

Vaspasias Crater: In the southern reaches of the Etlarn mountains, near the border of the Black Drake Forest, is a enormous crater where magical spells become unstable. Vaspasia was a member of the Etlarn Defenders who was sent to deal with a particularly violent bandit who had managed to convince some of the forest drakes to attack caravans between Etlarn and Gallasfjord. She confronted the bandit and the drake nest, but when using her magic to deal with the situation, something went wrong. Crystals in the mountains held wild magic, acting as batteries for ambient magic. Vaspasias' magic and these crystals interacted badly, causing massive destruction. Now there is a crate approximately a mile wide and 600 feet deep at its center. Although Vaspasia never returned to Etlarn, and neither did the bandit or the marauding drakes. In the crater, there is still one large partially buried crystal 15 feet long and three feet thick at its base that reacts badly to arcane magic, but no one knows for certain what is causing the wild surges.

Regional History

Etlarn was founded roughly around 2600 PD when several noble mage families from the Midlands grew disillusioned with the ruling magocracy. Preferring to pursue their own paths, they set out on a trek far into the east. Eventually they established new homes in a series of idyllic mountain vales discovered to be rich in arcane energy. Choosing the wisest of their number, Etlarn the Ancient, as their new king, they likewise named their kingdom after their monarch. The common folk who joined their patrons in this migration became farmers, fishermen, and mines while the noble families continued to train their children in the arts of swordplay and spellcraft, as well as building grand and enchanted castles atop and along the mountains ringing the valleys.

Two generations later, the dragons launched their attacks against humanity and the other bipedal races. Etlarn made an alliance with their minotaur neighbors and together they joined forces in their battles against the dragons. Once the dragons were defeated, the beasts went into hiding deep within their own territories.

For hundreds of years, Etlarn stood aloof from the larger tribulations of the world. Though the wizards and sorcerers of the land maintained contact with other wielders of arcane magic, they refused to get caught up in many of the larger conflicts. In fact Etlarn strived to calm many conflicts, often mitigating disputes over borderlines between elven, human, and minotaur territories. Long alliances are formed, and Etlarn is respected as a neutral state by many governments.

Around 1250 PD, a border dispute between the nations of the Midland and minotaurs turns bloody. The growing power of the Divine Bureaucracy in the Midlands and the minotaurs turns to war. Due to specific agreements being violated in treaties, Etlarn lends aid to the Midlands, breaking their long held pact with the minotaurs. Over the next 250 years, the Chôt-tang Empire of the minotaurs grows in strength while the Midland theocracy falls apart from within. While the human nations of the Midlands fought each other, the minotaurs grew in strength. Without a unified alliance from the Midlands, Etlarn withdrew from the conflicts and returned to a neutral state.

When the Canon War began and the Chôt-tang Empire desired to seize control of all Volumes of the Prophet, Etlarn refused to be caught up in the turmoil. Instead the Etlarnans dedicated themselves to furthering their arcane researches, raising their families, and protecting their kingdom.

While most of the kingdom's wizards revered Autenanima (Solinari), with a smaller group following Calorossa, over the course of centuries several succumbed to the temptations of Scuriga and began practicing the dark arts. Most of these mages were defeated and deposed, banished from Etlarn, but a few managed to conceal their

practice of black sorcery and pass on the traditions of the Ebon Moon to their descendants. Tensions also grew between followers of High Sorcery and Wild Sorcery, as each group began to consider their form of magic superior to the other.

The Drowning had little immediate effect on Etlarn, aside from a handful of avalanches and earthquakes triggered by the continent-shaking impact of the wave. A few among the wizards blamed delving into Wild Sorcery as the cause of the turmoil, while the sorcerers responded that if they had not been so constrained by the opposition of High Sorcery, they might have been able to prevent the destruction. The already present tensions rose as accusations and recriminations flew, and civil war between the two groups of spellcasters became a very real threat.

Such a tragedy was averted by a silver wolf (truly a silver dragon) in 30 AD. The wolf acted as a voice for Autenanima, the patron of White Sorcery appeared to all of Etlarn. Through the silver beast's mouth, he gave both High Sorcery and Wild Sorcery his blessing. "Both the magic of the moons and the magic of the world will be needed to fight the new dangers approaching; they are meant to be used in harmony, not in opposition, against forces that would destroy all that is good and magical about your kingdom."

It was only a century later that the meaning of Autenanima's statements became clear, as the dragons awoke from their ancient lairs and began overrunning the mountain kingdom. Although the true dragons were never seen by mortal eyes, the wyverns and tainted creatures sent out had not been seen before. Without accurate records of the ancient war, the scaled beasts were believed by all to be dragons themselves.

Nearly a third of Etlarn fell beneath the horrors of these so-called dragons before the nobles managed to establish means of defense. The Etlarn Defenders, a legion of knightly spellcasters, was established, divided into the Brethren of the Flame, which utilized Wild Sorcery, the Brethren of the Moons, wielders of White Sorcery, and the Brethren of the Stars, Paladins typically devoted to Autenanima, Pietarde (Paladine), or Pensokia (Majere). These brethrens also included their own elite branches. Included in these subgroups, for example, are the Knights of the Argent Crescent, divine warriors within the Brethren of the Stars who receive divine gifts from Autenanima. The Brethren of the Moons also has the High Arcanists, who serve Etlarn by defending their nation and education their kin among their Brethren in the newest advancements in wizardry.

Shining castles became grim fortresses, and walls and watchtowers were swiftly built to hold back the draconic onslaught. While the dragons could not venture far from their lairs, they could journey far enough to wreak havoc on many regions of the kingdom, and their servants were even more deadly.

Etlarn is recently emerging from a dark time. Forty years ago, during the Starfall, the moons and constellations of the old gods vanished, leaving the Brethren of the Moons and Stars without their magical talents. Many strongholds of these two orders were swiftly demolished by resurgent dragons. The Brethren of the Flame retained their talents and covered the retreat for the remaining warrior-wizards and paladins, which has left many among the survivors bitter and resentful. With two-thirds of the kingdom's magical strength gone, the dragons swept over most of Etlarn, leaving only a single large valley and some isolated fortresses to the Etlarnans. Worst of all was the resurgence of those mortals who have sided with the dragons. The Scalebound, as they are called, have pledged their loyalty to the wyrms, receiving terrible powers in exchange for their souls. Though many of these traitors take up arms openly with the dragons, others work in secret. In wake of such turmoil and betrayal, some among the Etlarnans advocating taking up the arts of Black Sorcery and foul necromancy to do battle with the dragons, or even contacting the Midland Guard for assistance.

Current Events

- The Artificers Guild of Anglem is trying to build a "lighter than air" freighter using plans discovered from a far off land that involve the use of tamed elementals. This has disturbed the Corinesti Trade delegation who fears it could impinge on their sea trade monopoly.
- After the Midland Sovereign's declaration that Elder Dragons were running the Tashrama, it was assumed the church was responsible, whether in whole or in part, for the draconic siege launched against Etlarn. The Tashramadic Council has vehemently denied this, stating they were never risk an assault against a distant foreign land when their own existence in the Midlands is so tentative. So far, no direct evidence has linked the draconic siege with the Tashrama.
- The Dragonkin Horde recently launched a major siege against the capital, Etlarn City. Although it resulted in substantial losses for the invaders, the Etlarn King Andoja Uranjos vanished along with his eldest daughter during the assault. The rest of the royal family, including his wife, have no knowledge as to what happened to Etlarn's ruler and immediate heir.
- Scouts and spies in Gallasfjord have reported numerous ships recently having set out for voyages into the deep sea to the east. None have been able to find out where this fleet is heading.

Major Settlements

Anglem (Small City 8,495): Once larger than the capital of Etlarn City, Anglem has been ripped apart by the magic

meant to protect it. Anglem has been come unstuck and instantaneously shifts through the Etlarn and Sky Seeker Mountains, rarely staying in one place for long. The disaster that caused this resulted in the death of 75% of the population, and depression and fear resulted in rampant suicides. When the sorcerers were able to gain some sort of control, holding a sizable portion of Anglem together, the curse of the city became a blessing. The dragons assaulting Etlarn were never able to find the city long enough to launch an invasion and claim it. The dragonkin armies now state they are willing to "show their benevolence" and "allow" Anglem and a few other well-defended locations to retain their independence.

Even before focused magic returned just recently, the training center for the Etlarn Defenders was rebuilt and put back into full operation. It has nowhere near the population it had before, but it is fully dedicated to training those who would stand against the dragons. The educational facilities have also been rebuilt, and any time the city appears to be still for a short while, trade is swiftly and quietly done with nearby towns with those trying to end the occupation.

Everything is not unified in purpose in Anglem however. The Gildanesti Magi Yugorv has come to the training center proposing that the darker magic of Black Sorcery be taught as a viable option for Defenders to use against the dragons. The facilities board appears to be split on the issue. The Lord of the City and Leader of the Resistance, Boeki NurVar, has been hesitant to show support.

Blissport (Large City 16,452): Blissport was founded eighteen months after the Drowning when two separated lovers found each other on the nearby cliff top during a beautiful sunset illuminating the bay below. They and their families settled here, and trade with the Corinesti on the beaches below allowed them to thrive. Since then Blissport became both a trading center and a tourist city drawing those looking for, or who have already found, romance.

A few years after the Starfall, Blissport became the first Etlarn settlement attacked by the Dragonkin Horde. Without any warning, the flying beasts and their ground forces struck the city during the night. No one had seen the ships approach, none had seen the enemy enter the city, and none had noticed when their Defenders were slain. Only when everyone woke in the morning did they realize what had happened.

The Corinesti traders have continued business with Blissport, but the tourism draw of the city has completely vanished. Now Blissport is used as a staging area for shoreline raids on Etlarn's Sargassi seaside border.

Etlarn City (Metropolis 53,482): The pristine marvel of Etlarn City was seen as the crown of civilization in eastern Adlatum since its founding thousands of years ago. Nestled in the half-valley at the foot of the tall Etlarn Mountains, the city is directly connected to both the settlements in the western plains and to the cities hidden within the monstrous peaks that reach higher than anywhere else in Adlatum sans Terragrym. Enormous palaces and towers of white stone and colorful glass shined ten or more stories tall behind the grand wall surrounding the seat of magecraft where the king of Etlarn rules. Even as the draconic assault laid much of the kingdom to waste, Etlarn City was able to keep the threat out siege after siege after siege. Having defended so well, much of the city is still in good condition, but there has been a slow wearing down of morale draining the will for some to resist.

Gallasfjord (Small City 7,345): What used to be a tiny port village after the Starfall has grown in strength and has prospered under the Scalebound. During the early stages of the war, the village war refitted into a naval port for raids up and down the shoreline on the outer edge of the continent. Due to the amount of wealth and increase in jobs to the town, the people of Gallasfjord have changed their loyalties to the invaders, believing them to be what is best for them and for Etlarn. No longer a shanty village, large permanent structures have been constructed by local Etlarnic humans along with those who bring foreign techniques and styles to the land.

Promesh (Large City 23,542): In the early days of Etlarn, Promesh was founded by King Etlarn's first-cousin Aphelna, who named it for her late son who long since died in childhood. Since then the city grew to become the academic center for the kingdom. The City of Seven Academies, as it had been called for over a thousand years, drew those who wished to learn about magic and its applications from all over Adlatum. Those who graduated from these challenging institutions with the highest honors almost always gained fame for their works later in life.

The grandeur of Promesh decreased during the Canon War when ability to draw new talent to the schools were weakened by the war, but after the Drowning it returned to its glory as many students chose to remain in Etlarn to become citizens in the high ground of Etlarn. Ten years after the Starfall, Promesh's fame was squashed, possibly forever as the Dragonkin Horde flooded the valley and turned the city into a military stronghold.

For thirty-years Promesh had been under the rule of the dragonkin and their followers. But on the very night the Starfall was undone, rebels living in the walled city launched multiple coordinated attacks on their occupiers. By morning, the rebels had secured a quarter of the city, sacrificing the government buildings instead to gain the armory and training barracks. Over the following months, the rebels loyal to the kingdom have been gaining control block by block in bloody battles. Even now the city is equally divided between the forces struggling to wipe the enemy out and secure the valley.



Galachot

Capital: Mah-Jor
Population: 304,000 (Mahjoran 87%, Human 6%, Kunda 5%, Other 2%)
Government: Theocratic Conglomerate
Religions: Mah-Jor, Rej Joj
Languages: Minotaur, Common, Old Chôt
Trade: Beer, Cheese, Livestock, Sagacity, Wine, Wool
Legions: Followers of the Mahstoic Circle, Emerald Fold Trade Company, Fist of Joj
Alignment: Any

The endless rolling hills of Galachot were once home to the noble elite of a long-dead empire. Throughout Galachot, where once stood a royal manor now stands a monastery. When once the minotaur race deceived itself with notions of superiority and conquest, now they are a quiet, introspective people, concerned with the turning of the seasons and the growth of the community. The lands of Galachot are not without strife, but since the tragedy of the Drowning, the harbingers of chaos, war, famine, and disease, have not set foot in minotaur lands.

Life and Society

When compared to the rest of the world, life in Galachot moves at a slow pace. Whether you're a farmer, merchant, or descended from a noble line, nearly all Mahjoran minotaurs follow the Mahstoic Circle, the measured procession of the Circle of Life. The Mahstoic Circle (see **Religion**, below) dictates that all life has purpose and place, and only by searching within can one discover ones own purpose and place. Thus the minotaurs of Galachot are an introspective people, weighing the consequences of each action carefully, be it mending a sheepfold or brokering a trade.

The daily observances of the Circle might seem restrictive or superstitious to outsiders, but the Mahjoran find affirmation and solace in their customs. Even those who do not follow the Circle feel its influence, for each day is divided into phases, as prescribed by the Circle of Life.

The exact timing of the phases fluctuates according to each individual, but in general they are observed according to the progression of day into night.

The morning is a time of physical labor, be it toil in the field or martial training: a time of youth, or for restoring youth to the body. Afternoons is a time of industry and commerce; for some this takes place mid-morning, for others this happens in the afternoon. The dusk and early evening hours are a time of community, of interacting with friends and family. And lastly, the dark of the evening and night is for solitude and quiet reflection. All of Galachot is guided by these phases of the day, even if all the peoples of Galachot are not followers of the Mahstoic Circle.

Religion

The prominent religion in Galachot is the Fellowship of the Mahstoic Circle. The theology of the Circle declares that life moves in a great cycle, divided into four phases: birth, coming-of-age, marriage, and death. From the passing of the seasons to the progression of a single day, all things can be divided into the phases of the Circle of Life. As a result, the Mahstoic Circle governs much of the everyday life in Galachot, and many government officials also hold prominent positions within the Fellowship. The Fellowship itself is governed by a coterie of High Prefects, the leaders of the most prominent monasteries in all of Galachot.

But the true head of the Fellowship, the founder of the order, is the minotaur known only as The Golden Bull. He does not concern himself with the minute functions of the order, such as establishing trade routes or determining the price of wool, but rather he is the font from which the philosophy of the Circle flows. All the dedicated ascetics of the Fellowship journey to the Mount of Mah-Jor, in the capital city of the same name, to receive his blessing and hear his wisdom. For over four hundred years The Golden Bull has guided the minotaurs of Galachot along the path of the Mahstoic Circle.

Government

Throughout most of Galachot, the role of government is performed by the Fellowship of the Mahstoic Circle. Each village, town, and city is home to a monastery, presided over by a High Prefect. Often, the High Prefect acts as mayor or lord to the surrounding lands. On the rare occasion that neighboring communities dispute over land rights or trade routes, a lesser Prefect from Mah-Jor or Sur-Ng is called upon to adjudicate. All Prefects achieve their title only after years of travel, servitude, and meditation, thus corruption among the High Prefects is distinctly rare.

The one notable exception to the governance of the Fellowship in Galachot, is city of New Horn. There, the Emerald Fold Trade Company and the militant Fist of Joj vie for control of the thriving port and surrounding lands.

The Fist of Joj

The Fist of Joj are warrior-priests whose origins are found in the Fellowship of the Mahstoic Circle. The members of the Fist are warriors, priests, or monks – all followers of the Mahstoic tradition, but who assert that their place and purpose with the Circle of Life is that of adjudicator of justice. In the early days of the Fellowship, like-minded minotaurs came together to form what was then called, the Fist of Tang. Soon thereafter, the Fist found themselves a patron deity in Rey Joj (Kiri-Jolith), and were renamed the Fist of Joj.

Since that time, the Fist has grown increasingly apart from the Fellowship in terms of interaction with the outside world. Though officially allies, the Fist is contemptuous of the Fellowship's complacency over the economic and military growth of the Emerald Fold Trade Company. In an attempt to curb the influence of the E.F.T.C., the Fist has established itself in New Horn as a rival merchant/mercenary guild.

New Horn is governed by the Council of Six, prominent members of the community elected for life by the city's merchant guilds.

Military

The Fellowship of the Mahstoic Circle does not maintain a standing military, though each town and province can assemble a militia of physically disciplined warrior-monks in a time of need. The Golden Guard of Mah-Jor is the largest military outfit with ties to the Fellowship, but the order is dedicated to the policing of Mah-Jor itself; their influence is seldom seen away from the capital.

New Horn is home to the powerful Emerald Fold Trade Company and the Fist of Joj, both organizations with a strong military bent. An alliance exists between the Council of Six and the Fellowship regarding keeping Galachot a land controlled by, "the descendents of Tang," as outlined in the Treaty of Rexan, but in the two-hundred years since it was signed, there have been no conflicts to test the Treaty.

Magic and Mysticism

Magic in all its forms is commonly accepted throughout Galachot. The city-state of New Horn is home to the Academy of Mages, a collegiate organization devoted to arcane magic. New Horn is also the focal point of the Fist of Joj, warrior-priests who devote themselves to Rey Joj, rather than Mah-Jor. The Order of the Existent in Nur-Chot is a sect of faithful worshipers of Mah-Jor who follow the divine path to discover their role in the turning of the Circle, rather than the disciplined one. Throughout the land, mystic-monks, those ascetics who find their paths

outside the rigors of the Fellowship, are common, but none-the-less abide within the great Circle.

Major Geographical Features and Locations

Cup of the Moons: Along the northern coastline of Galachot is a bay called the Cup of the Moons. When the moons align and shine full on the waters of the bay, the waters turn calm and crystal clear; one can peer into the depths of the bay and make out all the minute details of the ocean floor. It is common for the followers of Mah-Jor to journey to the Cup as part of their practice in meditation and introspection. The lands surrounding the bay are sparsely populated, but watched over by wandering priests from the temple at Nur-Chot.

The Volume of the Spirit, written centuries before the Great Wave transformed the coastline and created the Cup, speaks of a place called the Moon's Chalice, calling it "The Door of the Prophet," which leads to the library where the Volumes were penned. Whether the place spoken of in the Volume and the bay along the coast of northern Galachot are the same, none can say.

Dwyndlewood: The thick, untamed forest that divides Galachot from Etlarn is regarded by the locals as a dark place, a haunted place. Travel from one side to the other is achieved only by the "Dark Road," from Mah-Jor to Pren's Glade and beyond, or by circumventing the 'wood all together, either by ship or over-land along the northern coast. Either route is fraught with danger from typical forest inhabitants, but deep within the 'wood is rumored to be a cabal of druids, bent on covering the continent in a single forest as dark as the Dwyndlewood.

Myor Fen: In the southern reaches of the Dwyndlewood, where the forest meets the Kundamarsh, lies Myor Fen. Once a grand open-air temple, the Fen is now a haven for pirates and outlaws, as well as more monstrous inhabitants. Rumors persist that the de-facto leader of Myor Fen is a medusa by the name of Sh'rlin.

Traveler's Tower: Before the Drowning, the Traveler's Inn stood in along the North Road. The Inn was a common stop when traveling to the coast from the heart of the Empire; a three story building atop a steep hill, the Inn was the only public roof for a day's travel in any direction. The Great Wave decimated the land around the inn, but remarkably the building itself was largely unharmed. Today, the building is perched atop a rocky cliff overlooking the Gashir Strait; it serves as a lighthouse for ships navigating the straight at night. The Traveler's Inn not only transformed from prominent roadside way-point to a well known sea-side tower, but in the centuries since the Drowning it has become a museum of curios and artifacts form the drowned Chôt-tang Empire.

Regional History

The minotaur race prior to the Drowning was respected as the dominant political, military, and economical influence throughout Adlatum: Chôt-tang ambassadors sat as advisors to foreign monarchs, the Horned Marshals were called upon to settle border disputes, and the Emerald Fold Trade Company had a gilded presence in every major market from the western coast to their eastern port city. The immense capitol city of Rhas-lac stood as a beacon of civilization and the epitome of culture in the Empire of Chôt-tang.

But it was minotaur philosophy that exerted the greatest influence on the nations of Adlatum; Ryunus's treatise The Natural History, Tyoo's Proverbs, and Emperor Tang's The People's Will were standard reading for the educated of all races. Even among the small folk, it was as common to call upon Tyoo or recite one of his proverbs as it was to call out to Ry Joj or the other gods. The minotaur philosophers spoke of the natural order in which all life is part of an ascendant pyramid, atop which sit the mortal races. An age of relative peace and enlightenment lasted for more than five hundred years, until the great philosophers of Rhas-lac discovered the power of the Volumes of the Prophet.

When the power of the Volumes, the power to foresee and influence the future of an entire race, was uncovered by the minotaur scholars, the categorical nature of minotaur philosophy slowly began to change into a totalitarian belief that minotaurs were destined to rule; the Chôt-tang eventually saw themselves as the Stewards of Adlatum. Twelve hundred years before the drowning, the Empire found excuse to engage in bloodshed with human bureaucracy of the Midlands, ending the centuries of peace, sending the world economies into turmoil, and forever tarnishing the reputation of the Chôt-tang.

For a thousand years the Chôt-tang gradually expanded the Empire. The kunda, long under the protection of the Empire, were now held prisoner, confined to their own borders on penalty of death. A portion of the noble magocracy of Eltarn was forcibly annexed in 1011 PD. In 542 PD, the elves signed the Pactu Pinyin, an agreement of fealty and non-involvement, and many primitive Oguna were conscripted as foot-soldiers in 299 PD. By this time, the minotaurs sat alone atop their philosophical pyramid, and worship of even the exalted Rey Joj was nigh unheard of. When in 158 PD minotaur scholars discovered that multiple Volumes used in unison yielded greater effect, diplomacy and intimidation were abandoned, and the Chôt-tang declared open war on the Midlands in an attempt to seize the human Volume.

The Canon War, as it came to be called, raged for a century. The fronts expanded and shifted across most of the northern and central regions of the continent. One wide swath of land stretching across the land became the

grounds of a stalemate that lasted for eleven years during the middle of the war. This disputed territory became known as the Fields of Death. On the eve of what would have been the largest battle in the history of the entire war, the Great Wave came from the southeast and flattened the battlefields and destroyed the continent.

The Drowning decimated the Chôt-tang Empire. The capital city, the endless leagues of verdant farmland, the mighty armies, all destroyed in a single day of misfortune. The only Chôt-tang to survive were portions of the western invasion force, trapped in the arid lands that soon became known as Sakkaras, and the Chôt-tang noble elite who made their homes in what was known as the Emerald Fold – the lands of rolling green hills and lush forests between the Verdant Plains and the Eltarn Sovereignty.

It was common practice then for the noble Chôt-tang to build their familial manors on a hill-top, overlooking the few homes or small village that served the aristocrats. The worst of the Great Wave hit farther west, but still enough of the ocean fell on the Emerald Fold to flood the valleys and glades in which the servants lived. By days end, the low-lands were awash with salt-water and debris, the manor homes of the noble elite overflowing with refugees.

The land became known as Galachot – the washed lands. For nearly a decade, the land once known as the Emerald Fold was merely a series of high, dry hills amidst a murky sea of treacherous mud and silt. As the land healed itself, and returned to something resembling the rolling countryside it once was, communities grew out from the surviving communes, but the old ways had washed away.

As a result of the Great Wave, the surviving minotaurs of the region adapted to a communal lifestyle. The aristocratic privilege of the old empire fell away amidst starvation and isolation. The "religion of ascendancy," as the beliefs prior to the Canon War were called, were replaced by study of the old philosophies. But in rediscovering their religious roots, the minotaur were lead by a wise sage whose hair reflected the color of the high-noon sun: The Golden Bull.

The Golden Bull claimed himself a servant of the gods and a lesser prophet of sorts. Traveling throughout Galachot, The Golden Bull taught the philosophies of old, of the Mahstoic Circle, and of Mah-Jor, she who places all things in the Circle, and guides all to find their place in the Circle. Blessed with long life by Mah-Jor, the Golden Bull still leads the minotaur faithful today, from the temple atop Mount Mah-Jor.

By the second century AD, the former noble manor homes had been fully converted to hill-top monasteries. In time, the minotaur became known as the Mahjoran. Soon, Mahjoran communities began to grow beyond the highlands; the greatest of these became Mah-Jor, the seat of The Golden Bull, heart of the Mahjoran faith, and capital of Galachot. In the intervening centuries, trade relations with Eltarn and the Midlands were re-established, Mahjoran culture experienced a renaissance of philosophical notoriety under the guidance of The Golden Bull, and the Fellowship of the Mahstoic Circle has begun to influence much of the governance of Galachot.

Current Events

- In a rare public appearance, the Golden Bull of Mah-Jor announced his final days. The specifics of when and how were left vague, but the guru indicated that before the turn of the generation he would rejoin the great Circle. What ramifications this will have for the Fellowship of the Mahstoic Circle and all of Galachot remains to be seen.
- The people of Pren's Glade are less wary of the Dwyndlewood than the rest of Galachot and Etlarn, except at the mention of the druid Wg'ner Gan. Each day for the last year "Mad Gan," as he is known to the locals, stands at a bend in the road just outside the village, adds a stone to a pile, and announces, "When the stones reach their zenith, the forest will reclaim its own!" The ominous words are still regarded somewhat light-heartedly by the populace, but the pile grows ever taller, and none have yet risked the druid's wrath by upsetting the pile.
- The Council of Six, the rulers of New Horn, have grown increasingly assertive over their control of the Upper Sargassi and the northern coast of Galachot. Maritime conflicts with Solishairon are becoming commonplace. As a result, the entire Sargassi has become fraught with pirate activity. To complicate matters, the Council of Six is currently a council of five, and has been for nearly eight months. The varied merchant guilds have thus far been unable to elect a new council member until the suspicious circumstances surrounding the late Head Council Dzin Rhey's death are resolved – the elongated delay of which indicates corruption or behind-the-scenes maneuvering within New Horn.

Major Settlements

Mah-Jor (Metropolis 38,000): Mah-Jor, the Golden City, is the capital of Galachot and the seat of the Golden Bull, the spiritual leader of the Fellowship of the Mahstoic Circle. Situated around a steep "mountain" of the same name, Mah-Jor is a sprawling city built in two rings, called Lower City and Upper City respectively. There is no functional difference between the two portions of the great city, save their elevation and defensibility. Many minotaurs make pilgrimage to Mah-Jor as part of a spiritual journey to discover their place within the Mahstoic Circle.

New Horn (Metropolis 63,000): The independent city-state of Galachot pays lip service to Mah-Jor as its capital, but in truth New Horn is governed by their own

Council of Six, but numerous factions vie for control of the city. One of those factions is one of Adlatum's most recognizable guild, the Emerald Fold Trade Company. Another is the Fist of Joj, warrior-monks dedicated to Rey Joj. Should these two factions ever ally for any reason, New Horn could boast a navy strong enough to rival any of that hosted by the Midlands nations.

Nur-Chot (Small Town 1,200): This small town is built around the temple of Nur-Chot. Built in 64 AD as a holy place, a refuge and place of worship for followers of Mah-Jor, Nur-Chot is now home to the Order of Existent, those select few who answer the call of Mah-Jor to facilitate the turning of the Circle in the mortal realm. The Order functions as an auxiliary to the Fellowship, but carries a similar structure for its priests. Many rulers and nations throughout Adlatum seek out the priests of Nur-Chot for counsel.

Persica (Large Town 2,500): The town of Persica in central Galachot is one of the few settlements in the minotaur lands that did not grow from the presence of a nearby monastery. Slavery was commonplace in the latter years of the Chôt-tang Empire. When the Great Wave struck, the old empire was washed away along with the misguided notions that encouraged societal behaviors such as slavery. The people who were once slaves in service to the Empire soon found themselves as indentured servants, freed but impoverished. The town of Persica grew as a gathering place for those souls who desired true freedom, away from the minotaur communities that had so long held them in servitude. Today, the old prejudices from slavery are seldom seen in Galachot, but the minotaur population of Persica has never quite outweighed that of the other races.

Pren's Glade (Hamlet 120): More than a few of the locals in Pren's Glade refer to it as, "The town that should never have been." Built in 56 PD, the town was meant to be a way-point for travel through the Dwyndlewood. From the beginning, the small hamlet was plagued by encounters with giant spiders, ettercaps, wyverns, and worse. When the Drowning destroyed the Empire, Pren's Glade was left largely untouched. As a result, many of the old traditions still survive in Pren's Glade.

Sur-Ng (Large City 23,000): If Mah-Jor is the spiritual heart of the Mahstoic Circle, Sur-Ng is the martial center of Galachot. In the days prior to the Drowning, the stretch of land that would become Sur-Ng was home to three closely allied clans, all with hill-top manor homes within sight of each other. As the culture slowly changed from noble-hierarchy to monastic theocracy, the clans developed different traditions, which in turn became distinct martial arts. Today, schools throughout Sur-Ng teach a multitude of variations on these three martial art styles, and Sur-Ng itself is regarded throughout Adlatum as the foremost place to learn hand-to-hand combat.

Gildanesti

Capital: Elinost
Population: 358,794 (Gildanesti 70%, Pure Human 5%, Human of Gildanesti Heritage 10%, Kunda 5%, Corinesti 10%)
Government: Republic (Beneficent Oligarchy)
Religions: major - Rosmera (Shinare), minor - Camulos (Kiri-Jolith), Beli-Debu (Mishakal), Tannu (Sirrion)
Languages: Gildanesti, Common, Etlarnish, Elven, Kundaspeak
Trade: Mercenaries, Exotic Lumber, Recurve Horn Bows, Raw Gemstones
Legions: Coastal Legion, Home Legion, Mercenary Legion, Northern Legion, Southern Legion
Alignment: LG, NG, LN, N

The republic is divided into three provinces (the Northern, Southern, and Coastal), each coinciding with one of the legions. The Coastal province which abuts the Sargassi Sea, is easily one of the richest, as 50% of all trade is conducted from the city of Twin Sails. The Northern Province borders the Kingdom of Etlarn and controls Black Drake Pass, the primary North-South passage into Etlarn. The Southern Province is the frontier province and is the first defense against the goblins, trolls, and other monstrous creatures of the southern marshes and swamps.

Life and Society

Life in the republic is probably the best in all of eastern Adlatum and the Midlands; this high standard of living comes at a price. All members of society are required to serve a minimum of five years service in the legions, while members of the Aristocracy must serve a minimum of ten years. Unlike any other country of Adlatum, every single adult can muster arms in the case of national emergency or invasion. Another practice uncommon to the societies of Adlatum is that of mercenary exportation. After the initial basic training all legionary recruits are offered regular service in one of the normal legions or Mercenary Service. With Mercenary Service come many privileges, including after ten years service, eligibility for election to the Common Bench.

There is no legal difference between a male and a female in Gildanesti society, and either sex may hold office or high rank within the legions both traditional and mercenary. The office of Lord Marshal is usually granted via appointment by the Synod, but on a few rare occasions public acclaim has influenced the decision.

Religion

While there is no state religion, both the faiths of Rosmera (Shinare) and Rig Mori (Habbakuk) predominate in the region and even have a small voice in the government of



the republic. Other faiths are recognized with the churches of Camulos (Kiri-Jolith), Beli-Debu (Mishakal) and Tannu (Sirrion). During both the first and second silences, when the miracles of the gods where unavailable, faith never left the people of the republic, seeing not the abandonment of the gods but a time in which the gods left mortals to learn and grow on their own.

Although there are nearly all the goodly faiths of Krynn are represented, only the Churches of Rosmera and Rig Mori are official. The gods Beli-Debu, Camulos and Dusios Bardos (Branchala) are worshipped openly, but have no say in the government of the nation, as do the churches of Rosmera and Rig Mori.

Government

By law and tradition, the republic is governed by an elected body called the Synod. The Synod in return, appoints and designates a Lord Marshal from the eligible aristocracy. The Lord Marshal is the supreme military commander and holds a seat in the Synod. The Lord Marshal may only vote, however, if the 30-member council ever becomes deadlocked. The Lord Marshal may submit items before the Synod for consideration such as bills, levies of taxes or manpower, just like any other member of the Synod. The Synod is divided into three branches: The Noble Bench which holds 15 of the 30 seats, the Common Bench which holds 10 of the 30 seats, and the Commanders' Bench which holds the final five seats. The Noble Bench is filled by the heads of the 15 legacy (Aristocratic) families and is considered a lifetime appointment while the Common Bench's members are elected by popular vote every 10 years. The Commanders' Bench is filled by the heads of the Mercenaries Guild, Headmaster of House Arcane, Matriarch of the House of Healing, Patriarch of the Church of Rosmera and Patriarch of the Church of Rig Mori. Traditionally the Lord Marshal is seated with the other members of the Commanders' Bench.

Military

There are five full time legions of professional soldiers. The Northern Legion is headed by a regional commander appointed by the Lord Marshal, and is approved by the Synod as are the Southern and Coastal Legions. The Home Legion, which is stationed in and around Elinost itself, is headed directly by the Lord Marshal and his to command as he sees fit. The Mercenary Legion is hired out to foreign battles for monetary and diplomatic compensation.

Magic and Mysticism

A high concentration of ambient magic suffuses the lands that comprise the republic, so a tradition of focused arcane magic never truly took hold while the militaristic application of ambient magic eventually lent itself to the foundation of the House Arcane – an institution which intensely trains ambient users in specialized battle magic. Nearly all arcane magic users of the republic are members of House Arcane. Few "wild" sorcerers are to be found as the talent is almost always detected early, and the child sent off for training. Many sorcerers opt for service in the Mercenary Legion, often multiclassing as Coinswords of Shinare (as found in Holy Orders of the Stars).

As with ambient arcane power, mysticism has its place in the society of the republic, however many young mystics are nurtured and trained in the domains of Healing, Protection or War. Mystics who are more pacifistic are usually shepherded into the House of Healing, where they master the skills that enable them to serve as the legions' medical corps. Mystics of War and Protection domains often end up in the legions serving as aides and battlefield medics. The rare few natural mystics who show a talent for leadership are given officers' training so that they may serve as the eventual generals and region commanders of the republic.

Being of elven blood, the Gildanesti do not ignore the bardic arts. Many bards travel as part of the different units of the legions both as entertainers and as heralds and aide-de-camp, using their abilities to inspire their comrades. True clerics are common, and Gildanesti clerics tend to worship Camulos, Beli-Debu, Rosmera, or Rig Mori. There is little or no tension between the House of Healing and the clergy of Beli-Debu, although some senior healers

think that the intensive training of the healer makes them superior to the "faith healers."

Major Geographical Features and Locations

The Cold Gates: A pass high in the Condor Range of mountains on the eastern border of the republic, which even at the height of summer is perpetually covered with frost and ice. Rumors persist of a dragon of enormous size and pearlescent white color lairs near the area, but no such sighting has been made in many years. Some travelers have also made reports of strange elves with wings also reside in the nearby peeks, but again these reports have yet to be confirmed.

Black Drake Pass: A large north-south pass through the southern mountains of Etlarn into the northern province of the republic. It is home to small dragon-like creatures commonly called Drakes.

The Condor Range of Mountains: The Condor Range is a series of granite and sandstone mountains that travel north to south along the eastern border of Gildanesti and the country of Onar.

The Bitter Wood: A large semitropical and deciduous rainforest that leads up to the alpine rainforests of the western slopes of the Condor Range. The woodlands are the traditional homeland of the Gildanesti, as it is all that remains of the primordial woodlands or Lost Valenesti. The Bitter Wood is the source of the beautiful Ebon and Rose woods that are exported to the Midlands. It is also the source of the Ironwood and Duskwood trees that have given the Gildanesti Recurve bows their superiority over even the best longbows of the west.

The Kunda March: The southern grass lands where the rainforest ends and the excess water run off heads south to the Sodbottom swamps and marshes. It is here that many Kunda wander with their hound drawn wagons and riding dogs, herding their flocks of grey wool sheep and shaggy haired goats. The Kunda travel in loose family groups or clans migrating with the availability of good grazing and the seasonal rains.

Regional History

The Republic was founded toward the end of the Ogrewars fought between the Valenesti and the ogre and goblin hosts of the north of Adlatum. When reserves of elven soldiers began to thin, the Speaker of the Trees authorized the conscription of anyone with elven blood into the warrior caste of Valenesti, even though this was against tradition, and repugnant to many full-blooded elves. The conscripted half-elves where considered little more than slave soldiers and where often labeled Daub'dae'larden, or Arrow Catchers. Many half-elves where rough trained and marched to the front lines where intolerant generals would send them on missions whose obvious end would leave more than three-quarters of those sent dead or unable to fight ever again. Many generals refused healing to wounded half-elves, reserving divine magical healing for full-blooded elves alone. It was these intolerable conditions that lead Gildanau, a half-elf whose elven mother was distantly related to the Speaker of the Trees, mutinied after a particularly devastating foray against superior numbers of ogres, and the elven generals refusal to reinforce the half-elven troops for fear of wasting elven lives on a position that was of little concern and surely to be overrun. Gildanau and twenty survivors returned to camp and were quickly arrested for desertion of their posts, the now overrun position nearly a league behind enemy lines. Gildanau and his twenty managed to escape and free the other three hundred slave soldiers, both human and half-elven and fled to the far eastern mountains.

Over the next twenty years as the Speaker and the other nobles sought to escape the foretold destruction of Valenesti, Gildanau and his renegades managed to free scores of other slave soldiers safely to sanctuary in the eastern mountains. When Avanost was successfully wrenched from the face of Adlatum, Gildanau launched a final raid to free as many of the remaining half-elves and humans he could. His raid was an utter success, as a new ogre offensive struck south to the now leaderless elven armies of Valenesti. On the long trek lead by Gildanau into the mountains that would later be named the Condor Range; Gildanau received a vision of a majestic Blue Phoenix and after conferring with a warrior priest of the god Rig Mori determined that the site would be the new home of the war weary refugees. In honor of the God who chose to watch over the refugees Gildanau named the site Elinost, the City of God. As time passed and the Ogrewars dragged on, the inhabitants of Elinost took more and more half-elven refugees and escaped human slave soldiers, and the few elves of Valenesti who were appalled by the cruel conditions that the conscripted had been forced into fled with the escapees to Gildanau and his fortified refuge.

When a large tidal wave caused by the passage of the Graygem changed the ogres into the new minotaur race and devastated the lower plains of Valenesti, the wave also allowed the remaining elven warriors to escape on their arks. Gildanau determined that the refugees would forever live free from oppression and that they would continue all that was good of the fallen civilization. During the remainder of his life Gildanau organized the creation of the first Synod and served as the first Lord Marshal, thus creating the foundation of the legions from those half-elves and humans who had pledged allegiance to Gildanau and the 15 remaining soldiers of his 20 brave followers. When Gildanau died, the people gathered in a large assembly and proclaimed themselves Gildanesti, in honor of their lost leader and beloved Lord Marshal. Gildanesti remained relatively isolated with little contact with the world outside its boarders. Other than the seasonal clashes with the

minotaur that had claimed all that remained of Valenesti, the Gildanesti had no contact with outside culture and slowly evolved into a truly unique people. They were a true blending of elven grace and longevity with human determination and ingenuity. Before the Flooding (as the Gildanesti call the Drowning) there had been no new injection of elven blood, and the Synod feared that the Gildanesti were all that remained of the ancient race of elves. After the Flooding the Gildanesti expanded to the newly formed Sargassi Sea, and there they encountered the Corinesti, the Graygem altered descendants of the Valenesti warrior caste who had enslaved their ancestors.

Rather than revive old hatreds, the Gildanesti made treaties with the Corinesti, who offered both access to other cultures around the Sargassi Sea and availability to trade. It was during this time that Corinesti blood mingled with Gildanesti, particularly in the aristocratic families when many marriages were made to bind and strengthen the intercultural alliance. This resulted in Gildanesti of noble blood having some features associated with the sea dwelling aquatic elves. In turn, the few Corinesti-human unions that resulted with continued Corinesti colonization of the inland sea brought some of the Corinesti features among the common populace of the Gildanesti Republic. After the Flooding, a time called the Years of Silence, when the gods seemed to cut off all contact with their priests, the Gildanesti discovered that their trained troops where in much demand by the less militant cultures of the north and around the Sargassi. An ingenious cleric of Rosmera founded the Mercenaries Guild and with the aid of the Lord Marshal successfully acquired several long-term contracts with neighboring Etlarn and Onar. These contracts were to provide mercenary troops and war mages for defense and participation in the numerous conflicts that Etlarn faced with rampaging dragons and other hazards to the profit of the republic making mercenary soldiers. These mercenaries were the highest export of the mineral poor republic.

As the Years of Silence drew to a close, a young Gildanesti nobleman named Calhan Mar'troon began to make a name for himself as a commander of a small outpost on the southern border. In time Calhan was promoted to the Command of the Northern Regions and eventually defeated a large black dragon that had been devastating the southern regions of Etlarn and the northern villages of the republic. The Lord Marshal, a corrupt follower of Smer-Tio (Hiddukel), along with some fellow corrupt members of the Synod began a conspiracy to eventually destroy the popular young commander who had ruined many of the illicit endeavors that had for years lined the pockets of the Lord Marshal and his cronies in the Synod. With the return of the gods, a time of relative peace descended on the republic, but relations with the Corinesti of the Sargassi began to deteriorate as the prejudices of lost Valenesti began to resurface among the Corinesti toward the half-elves of Gildanesti.

This time of unrest lead to the Corinesti trade wars. Corinesti privateers would board and raid any ship that had not paid sufficient bribes to the Speaker of the Tide, and often even to those that had paid tribute. When the Lord Marshal closed the Corinesti trade enclave, the Speaker of the Tide declared a trade embargo against all of Gildanesti, giving royal approval to unrelenting piracy against any and all Gildanesti trade vessels. At the same time, a paranoid and high strung Lord Marshal ordered a disastrous assassination attempt against the influential and popular Calhan, resulting in a revolt of the Northern Legions and a march on Elinost after evidence of the Lord Marshals involvement was discovered. When Calhan arrived with his loyal troops, it was to see that the Lord Marshal had summoned both the Home Legion and the Southern Legion to defend Elinost.

The Lord Marshal began a lengthy diatribe against Commander Mar'troon which resulted in a complete revolt of the Southern Legion, a Legion that had in the past served beneath the charismatic general; a general who had shared every hardship that those under his command had, even to sharing their meals and campfires, where it was common knowledge that the Lord Marshal had never served outside of Elinost a career politician and aristocrat. The Lord Marshal abandoned the field and sought protection behind the fortified walls of Elinost.

Seeing the cowardice of their commander and chief, the Home Legion sent heralds and envoys to Calhan. At that time Calhan presented his evidence against the Lord Marshal's failed assassination attempt as well as evidence of an illicit trade in drugs and slaves, which the Lord Marshal had participated in during the entire course of his appointment. When brought to trial for his crimes the Lord Marshal challenged his accuser to a duel, with the winner declared the innocent party and the loser the guilty. Calhan agreed, and although he won the duel, a wound from the poisoned blade of the Lord Marshal left Calhan weak and mortally wounded. As the former Lord Marshal bled out upon the floor of the Synod, bizarre creatures of chaos erupted all across the landscape. Disir from deep beneath the ground laid siege at the very gates of Elinost, while the coastal city of Twin Sails fought battles with bizarre lobstermen and hordes of undead that marched endlessly from the sea bed floor. The Days of Darkness had begun.

Over the intervening days, Calhan lead the forces of Gildanesti in battle after battle, eventually defeating the Disir and destroying an ancient Disir queen which had laired itself beneath the city of Elinost itself. When Elinost was free and the Disir Queen dead, Calhan collapsed just outside the doors of the Synod. It was here that a strange elf of unusual coloration and presence arrived at the fallen

general's side. As the strange elf touched the dying leader, he was enveloped in azure flames that seemed to dance with no sign of heat or injury to the body of the fallen hero. As the strange elf stood to face the crowed of Gildanesti, the elf proclaimed in a powerful voice, "Behold the Lord Marshal of Gildanesti," and he transformed into a large phoenix of brightest blue flame and launched itself off into the sky, leaving behind a dazed and fully healed Calhan.

As the new Lord Marshal, Calhan spent the next four months reclaiming the undead infested city of Twin Sails and other chaos-touched areas left over from the initial conflict. When the Days of Darkness abruptly ended, Gildanesti entered the Second Silence and a period of six years also called the Time of the Prophet. During this time Calhan rebuilt the fractured alliance with the Corinesti, a much-changed people who had suffered horribly under the near constant plague of undead and lobstermen. He even married the daughter of the Speaker of the Tide as a sign of reconciliation between the two peoples.

As religious fervor across the Midlands, promoted more and more pro-human policies the Gildanesti began to build stronger ties with Etlarn and Onar, banding together for mutual defense against the increasingly racist and inflammatory rhetoric of the Midland's Great Sovereign Lord and his followers. On the Night of the Return, the Priests of Rosmera and Rig Mori brought news of the theft of Krynn by Darga Nos (Takhisis), and that it had been she that had been behind Montegron of the Midlands and all the anti-elven policies that had cropped up all across the Midlands. The republic is in strong hands for the first time in over a century, and backed by popular support a thorough investigation into the unsavory practices of some members of the Synod under the previous Lord Marshal is underway.

Current Events

- An envoy of the Midland Guard has arrived with a small contingent of retainers; apparently seeking Mercenaries and Free Swords willing to travel to the Midlands where minotaur raiding parties have increased over the last few months.
- Something is forcing goblins onto the Kunda Marches.
- A bakali shaman and small force of five bodyguards have petitioned an audience with the Lord Marshal. Rumors run rampant but no definite information has released, however it appears that the goblin incursions to the south is related.

Major Settlements

Regional Commanders often act as the Provisional Governors of the cities they reside in.

Gildanost (Metropolis 98,897): The largest settlement of the southern province, Gildanost was founded soon after The Flooding, as the then southern most boundary of the Republic. Gildanost is the regimental home of the Southern Legion and provides protection to the Kunda nomads who wander the grasslands to the west. The current regional commander is Amatol Nordis (LN male Onarian human ranger 9).

Helionost (Metropolis 47,497): This city is not part of Gildanesti in any official capacity. Constructed soon after the Starfall, the Avanesti have made their mountaintop city their home. So far the Avanesti have kept relatively to themselves with only minimal contact with local authorities. The Gildanesti government has no plans on interfering with the winged elves so long as they do not interfere with them.

Twin Sails (Metropolis 76,459): The second largest settlement of the entire Republic. Twin Sails is also the home of both the Coastal Legion and the Corinesti trade enclave. The Midlanders call Twin Sails the Gateway City, as it is only way for the silk trade of Onar to reach the western countries of the Sargassi Sea. The current regional commander is Fionnovara Del'Mor (NG male Gildanesti mariner 4/mystic of Water 6).

Twelve Towers (Large City 24,875): The gem of the north is the home of the Northern Legion and the most cosmopolitan of the cities of Gildanesti. It is here that the Mercenaries Guild has its headquarters and all the mercenary companies receive there training after the initial recruit training of the legions. The regional commander is Dharma Rheon (LG female Gildanesti fighter 6/Coinsword of Shinare 5). The head of the Mercenary Guild is Duncan Rheon (LN male Gildanesti cleric 5/Coinsword of Shinare 10), father to the northern commander.

University City (Large City 23,799): Located south of Twelve Towers along the trade road to Elinost, lay University City. It is here that the House of Healing, House of War, and the House Arcane have their complexes. Here the officers and special units of the Legions of Gildanesti are trained and eventually assigned to there respective legions. Though unofficial, the Hall of Song also makes its home here where all the bards of the republic are trained. Although there is no regional commander, the government of University City is overseen by a council of the Headmasters of the three main Houses. Captain Commander Llano Morgan (LG male Onarian human fighter 11/mystic of War 5), head of the House of War; Mistress Kinta (NG female Gildanesti cleric of Mishakal 17), head of the House of Healing; and Damogan Prell (LN male Gildanesti wizard 12/Coinsword of Shinare 4), head of the House Arcane govern the city jointly.

Helionost

Capital: Helionost
Population: 47,497 (Avanesti 100%)
Government: Monarchy
Religions: Gods of Light
Languages: Elven
Trade: None
Legions: The Divine Wing
Alignment: LG, LN, LE

After the flying city of Avanost crashed during the Starfall, the survivors fled high into the Little Condor Mountains in southern Gildanesti. There they discovered one of the abandoned ruins of the ancient elven city of Sirenethel. Taking their good fortune as a blessing from the gods, the Avanesti tore down the rubble and rebuilt a new city from scratch. Helionost is now the only home in Avanesti society, and although scouts are being sent out to map the surrounding territories and discover what dangers and lesser peoples are nearby, plans have begun to make Helionost their new flying city.

Life and Society

With the exception of the youngest Avanesti, the winged elves have lived most of their lives in the air, rarely sitting foot on Adlatum itself. Helionost resembles the lost city of Avanost in many ways, except that since this city was constructed after the creation of the Avanesti, there were no stairs built. All of the towers have either exterior access or passageways into long shaft-like interiors to allow elves to fly from one level to another.

The Avanesti are xenophobic and do what they can to keep other races away unless there is a necessity. No one of any other race is allowed into the city or even close to it.

Dedication to the cause of good and upholding the Avanesti standard of living is a requirement. Many mistake the winged elves as angels, divine agents of the gods, but the Avanesti have come to recognize their similarities to the beings of legend and believe they must keep themselves as devoted to what is good more so than even angels would. Those who do not keep themselves to their society's strict standards have their wings cut off in the Ceremony of Descent and exile them, permanently severing them from the sky.

Religion

All Avanesti worship the gods of light, whether they want to or not. The seven gods of light are the source off all righteousness and glory in this world, and the Avanesti, being the self-proclaimed beings of purity as they are, will not tolerate any corruption in their society. As such any religion outside of faith in the seven gods is forbidden by law. What religions one can keep private and hidden is another matter.

Government

The Speaker of the Skies rules above all in purity and light. This is the first and last law governing the Avanesti, however any word or order spoken by the Speaker is absolute and becomes part of that law. Although the nobles may advise the Speaker, his or her decisions guide the city. With the Speaker realistically only in charge of the single city, the governing by one has presented little in the way of problems for the Avanesti. However it has also led to an extreme amount of arrogance from the office. By the letter of the One Law, the Speaker is only required to uphold his office in a fashion that exemplifies what is righteous and good. Only by disregarding that standard can a Speaker be deposed.

Many Avanesti also believe that the Speaker of the Skies is the only true ruler of Krynn, under the gods, and may have final say over any matter regardless of land or local (so-called) rulers. However with so much of the world corrupted and decayed, they understand the need to keep distant from the waste.

Military

The Divine Wing is the military arm of the Speaker. Many are skills in archery, magic, and aerial combat. For most of its history, the Divine Wing acted as a police force for the city. Their only major military campaigns were during the initial war with the ogres, the Avanesti Civil War, and the Days of Darkness. The Divine Wing is lead by the Archand, who follows orders directly from the Speaker.

The Wing has been struggling over the last forty years to learn military techniques for ground operations, especially in mountainous terrains and in forest.

Magic and Mysticism

Arcane magic is a common way of life among the Avanesti. More than half of the population is formerly trained as white wizards, although only in the last several decades has sorcery become a *tolerable* replacement. With the return of the moons, sorcery is now seen as unnecessary and an affront to the gods. There has been some discussion of making the practice of sorcery a punishable offense.

Divine magic is also highly prized. Clerics of the gods of light have been seen as the only true masters of the Avanesti people beyond their own leaders. No cleric of any other gods are tolerated within their society, and any such follower discovered would be exiled and put through the Ceremony of Descent swiftly. Between the Starfall and its undoing, the practice of mysticism came to be accepted in Avanesti society. However, upon the gods' return, it was not shunned in a similar manner as sorcery. Although many Avanesti believe mysticism to be a form of heresy,

a growing percentage of the population now argue that the purity of their way of life has opened the door for the Avanesti people to use divine magic of *their own*, rather than from the gods, thereby reflecting their own elevated and now partially divine status in the world. Regardless of which side of the debate an Avanesti is on, a vast majority do admit that any non-Avanesti using such power is a heretic and must be dealt with.

Major Geographical Features and Locations

Helionost is located near the highest summit of the Little Condor Mountains. The ice from the surrounding area is now used to gather water and nourish the crops in the city's gardens. Extraordinarily steep climbs near the upper reaches of the peaks makes any ascent of a land-bound person very difficult, and the Avanesti use the terrain to help keep unwanted visitors away.

Regional History

Around 3450 PD, the Valenesti nobles and wizards fled the continent in order to escape the ogres and a "coming doom" mentioned in the elven Volume of the Prophet. Using powerful magic, the capital city of Avanost is ripped from the ground and disappears far above Adlatum. The elven Volume the Prophet is taken with them. The magic holding the city aloft was unstable, and for many years the city floated above Adlatum within consistent direction or purpose. Keeping the city in the sky took most of the magical energies and attention of the elves during this time.

A decade went by, and control over the city was stabilized. Only then could they turn their attentions towards their dwindling food supplies and issues with the elements. Eventually they guided Avanost back towards their former homeland in hopes of restocking their supplies.

They watched from above as a rush to strange bull-headed men bore down on many of the warrior class that had been left behind during the city's initial departure. After a fierce debate, an elven noblewoman by the name of Ulavaphanera took control through her own skills as an orator and convinced the city to come to their lesser brothers' defense. The city rained its defense down upon the previously unseen minotaurs, allowing the warriors a chance to escape by ship. During the battle the Graygem floated over the shores into Adlatum, closely followed by a gnomish vessel from abroad. In a single moment, the gem flashed.

Everyone in Avanost fell into a deep slumber. They finally awoke to discover they had been changed. Each now sported a set of angelic white feathery wings, and they were also capable of flight. Unwilling to return to the mainland and averse to joining their cousins that had been transformed into "creatures" of the sea, the Avanesti remained in their floating home above the clouds.

As quickly as they had been given wings the elves began to rethink the ways of their former lifestyle. They renamed themselves the Avanesti and their leader was given the title of Speaker of the Skies. They looked down on the races of Adlatum as lesser beings. They avoided contact with them and watched as they destroyed one another, content to return to the lives before the ogres shattered their peaceful way of life. Magic was wrapped around the city to hide it from view of the mainland and they enacted laws to keep all Avanesti within the borders of the great city.

After the Drowning, many were horrified at the loss of life across the continent. Most were satisfied that the Drowning was the "coming doom" the city was designed to protect them from, but they wished to continue existence as they had throughout their own lives. Others believed the city had served its purpose and that it was time for them to return to the land in order to help the unfortunate. The blessed city of the heaven fell into civil war.

Magical battles erupted throughout the city, and Avanost and the Avanesti fell from the sky. Most were in remote locations but many people of Adlatum wept believing that the gods were battling and that angels had been flung from the heavens in their wrath. Eventually the civil war ended. The rebels in support of rejoining life down below were defeated. Many were put through the Ceremony of Descent where their wings were cut off before being put into exile. Most modern day Talonesti can trace their heritage back to these fallen Avanesti.

Avanost was lifted back up into the sky, but the Avanesti discovered they no longer had the freedom of movement they had before. They tried to flee the continent but found that the very foundation of their home was tied to Adlatum. The further they moved from the continent, the more the city descended towards the waters of the turbulent seas. Reluctantly, the Avanesti remained hovering above Adlatum. Also, once among the clouds, they discovered that their Volume of the Prophet was missing, lost during the war.

On the first day of 383 AD, the Starfall changed the sky by changing the stars and moons. Upon that moment, the city of Avanost fell from the heavens and crashed into the Dwarfsea. The survivors made it to the mainland, and they quickly made for the higher ground of the Little Condor Mountains as their former city was left in ruins, now guarded by a silver dragon who swore to protect it.

Later that same year, the Avanesti discovered an ancient ruined city near the highest peak in the range. The Speaker of the Skies claimed it to be the elven city of Sirenethel. Believing the city to be a blessing from the gods, they tore down the ruins and began to build a new city, Helionost. Slowly the Avanesti began to scout the nearby

mountains and even into the Bitter Wood, trying to learn of what dangers lived nearby in order to better protect themselves. At the same time, several of the nobles began plans to lift the city from the ground and make Helionost their new home in the clouds.

Even after forty-years on ground, the Avanesti remain highly xenophobic. Their interactions with other races remains at a minimum, but even then most of their contact is out of necessity and the need to know what threats other people pose to their way of life.

Current Events

- With war intensifying across Adlatum, the push to raise Helionost up into the heavens has increased. The process of insuring the city's foundation is secure for the raising has been heavily accelerated.
- A group of Avanesti youths have taken objection to the rule of the Speaker and many of the ancient traditions when one of their friends was recently made one of the fallen. Since then they have assisted two elves in escaping the city prior to their trial. The members of this band are now being hunted by the Divine Wing.

Major Settlements

The metropolis of Helionost is the only Avanesti settlement in Adlatum. No other community of the winged elves is known to exist.

Kundamarsh

Capital: The City
Population: 35,500 (Voda kunda 97%, Other 3%)
Government: Theocracy
Religions: Danbhala (Zivilyn)
Languages: Kundaspeak, Etlarnish, Common.
Trade: Services (readings, séances, etc)
Legions: Volunteer Guard
Alignment: NG, CG, N, CN, CE

Formerly known as the Serpent Valley, and often currently known as the Swamp of the Dead, the Kundamarsh is the ancestral home of the kunda, the kender-blooded race of Adlatum. Originally the Serpent Valley was a lush beautiful land the kunda thrived in, but the Great Wave flooded the valley, killing most of them. After the Hoda tribes left in the parting, the Voda tribe remained. The renamed Kundamarsh became their new home, and the death kunda have spent years learning about the world of the afterlife.

Life and Society

The connection between the mortal world and the spirit world drives the lives of all Voda kunda in the swamp. Although the kunda of the swamp have a cheerful and outgoing personality, their fascination and morbid curiosity of all things related to existence after death lends to others seeing the Voda as creepy and unsettling. The swamp is also covered with animated corpses who are used by the kunda for various minor jobs. The philosophy of the Voda is that since the original inhabitants of the bodies are no longer using them, they are in the free and clear to put the flesh to use. On occasion, some animated bodies are discarded and allowed to roam in the wild.

The Voda live in the ruins of the old kunda city, severely damaged by the Great Wave. Now they live in the worn out buildings and towers that were first constructed centuries ago. They have allowed the swamp to encroached into their walls in order to allow the spirits of those who have "moved on" to feel more comfortable.

Every evening the entire population of the Voda leaves their city and gathers to perform ceremonies honoring the dead. Every year the grandest of ceremonies is held to celebrate the death of loved ones and the loved ones of friends. The kunda ceremonies are said to be both beautiful and eerie, much like the swamp. Chanting and rhythmic music emanate throughout the entire Kundamarsh.

The Voda respect ownership, but they also believe that if something is better needed by another, it should be given. This attitude extends beyond their own property however, and so many believe Voda are thieves when by their view they are simply putting an item to better use for someone who needs it more. Upon death, everything owned by a kunda is distributed to insure their use, including the clothes they died in if salvageable.

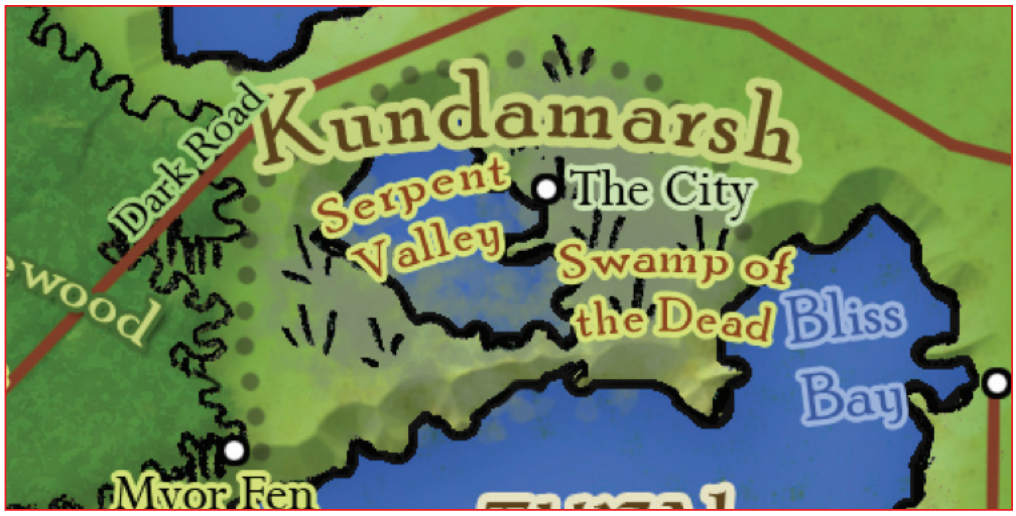
Beyond that, they believe in making the most of life, not fearing death, and accepting what comes even while striving to make things better.

Religion

The High God Danbhala (Zivilyn) is revered above all others in the eyes of the Voda. They see Danbhala as the gatekeeper and overseer of the Spirit World, and they praise him for the assistant granted to them upon reclaiming the their homeland after its destruction. The shamans in the Kundamarsh are referred to by the honorifics Mama and Papa, depending on their gender. They are seen as the spiritual leaders in the Voda society and seen by most as Danbhala's favorites and those most closely connected to the Beyond.

According to their faith, Danbhala has a twin sister named Antaeun (Sirrion) who is a harsh mistress who forcibly controls nature. Antaeun is believed to be the god who brought the Drowning to the Serpent Valley, but the Voda have no ill-will towards her or her followers. Like Antaeun, there are a variety of other deities respected by the Voda but not worshipped. Interesting variations in their pantheon include details like the moons not being associated with the three cousins, who they see as gods of

power and not magic. They also do not divide the gods between pantheons of light, dark, and twilight. To them, all gods are under Danbhala and on equal footing.



Government

The shamans represent the closest thing the Voda have to an elite class or governmental rule. The people come to the shamans for advice, and the shamans commune with each other or the spirits persisting in this world. The only requirement for one to become a shaman is to be able to focus on their training and dedicate themselves to helping those of this life by using the wisdom of the next. Training requires years of one-on-one study and practice between a single shaman and the tyro (student).

If there is a hierarchy within the ranks of the shamans, the populace doesn't show much interest. Individual Voda may have their favored shamans to visit and confer with, regardless of where they live in the city. Beyond that, nobody is certain who leads the shamans. According to the shamans asked, they say they leave decisions of the greatest importance to those who have gone beyond first and Danbhala second.

The shamans also never issue orders to the people. The Voda do not subjugate themselves to those who are supposedly in a position of authority. Instead the shamans listen to people's issues and suggest what would be the best course of action. Even after suggestions are made, there is nothing to enforce their decisions. A suggestion is only a suggestion, even if it is from Danbhala himself.

Military

The kunda who guard the marshlands have elected to do so purely on a volunteer basis, but most who volunteer have a tendency to remain protectors of the marsh for a majority of their lives. Since the early days when a majority of the kunda warriors left during the Parting when the Hoda left, there has not been a great need for protection. The stories of the death kunda and their haunted city in the Kundamarsh have encouraged most invading forces to keep distant.

Magic and Mysticism

Talents of the arcane are rare in the Kundamarsh. Sorcery has been known to happen in very rare circumstances, but wizardry is unheard of. Non-practicing Voda find the talent fascinating, and those who master it often use the talents to assist in understanding the Afterlife and the connection between this world and the next.

Mysticism and clerical magic is more widely available. Prior to the Starfall, the shamans were primarily trained in divine talents, unifying their faith in Danbhala with their dedication to the Spirit World. After the Starfall, mysticism was immediately discovered as a method to take the place of directly using their faith in Danbhala. Their dedication to their High God did not waver, but the shamans took the opportunity to focus on building their own talents. With the Starfall undone, the shamans are now respectfully split in how they practice their art.

Major Geographical Features and Locations

Serpent Valley: The valley itself is now a vast lake in the middle of the Kundamarsh. The level of the waters has dropped since the Drowning, but it has not gone down anywhere near as much as the kunda survivors had hoped. Even though the lake has replaced the valley, the Voda pay homage to the memory of what was lost by not changing the name. Parts of the city are still under the dark and haunted waters, but they are often explored by those interested in places of death, which for the Voda is just about everyone.

The Kundamarsh: The swamplands outside of the valley are home to wild beasts that can tolerate the unnatural creatures who also hide within the trees. The swamp is almost perpetually dark under its thick canopy, but even with the haunted presences of undead corpses and spirits, the land has an unsettling beauty not seen anywhere else on Adlatum and Krynn. The Voda believe that even the spirits of the trees and wildlife sometimes remain here, and they treat the region as a holy place. The nomadic Hoda also risk small ventures back into the marsh on extremely rare occasions in order to restock their supply of teonanàcatl, a sacred mushroom used in their Celebration of the Elements.

Shevama: In the marsh is a small village of spirits. It is believed to be populated by those who died in the Drowning. Spirits can be seen moving about their own lives on roads and in buildings that seem just as ghostly as the spirits themselves. No one has been able to fully explore this village however. It has been spotted from a distance through the marsh, but upon approach Shevama fades and vanishes from view, only to be found in another location months to years later. The Voda have long since wished to reach the village but have been unable to. (The phrase "reaching Shevama" is a common expression for the Voda. It refers to one reaching for dreams that will always be beyond reach.) Those who have seen the village claim the spirits do not all appear to be kunda, which is odd for the region. Legends and tales about the village have become numerous in Voda folklore. The Voda believe seeing the village is a sign of good luck. Everyone else, including the Hoda, are certain seeing the village is a foreshadowing of doom.

Regional History

Within a hundred years from when the kunda first appeared on Adlatum, they had successfully settled the Serpent Valley and made the land their own. They also became prominent enough to be chosen as one of the last races to be given on of the Volumes of the Prophet by the Brotherhood. For thousands of years the kunda lived in the valley in relative peace while exploring the world only during their Terratrek.

In 158 PD, the minotaur sages of the Chôt-tang Empire learned of the powers gained by combining the Volumes together. Legions were sent into the Serpent Valley, but only a handful of a single legion made it out with the tome. Fifty years later, using the power of the combined Volumes of the minotaur and kunda, the Chôt-tang Empire began a massive invasion against its neighbors.

Although most of their efforts were focused westward, the valley and Etlarn were not left alone. Attack force after attack force came to avenge those legions lost during the initial taking of the Volume. The kunda held their borders for thirty years, once even pushing the front back enough to take over a minotaur city, but by 69 PD the Chôt-tang Empire had successfully occupied the kunda homeland.

The occupation did not last. In 34 PD, the kunda warrior Zachar Tressife organized multiple strategic attacks against the minotaurs, damaging their hold on the region. In three years the kunda had successfully ejected the minotaurs from the city, and two years later the kunda had reclaimed the entire valley. Even with the Empire pressing its control further and further west and south, the kunda were able to more than hold their borders for the remainder of the war. In 6 PD, they became the only power to launch an attack against the Chôt-tang capital. The attack was never meant to overthrow those running the war, but instead it was meant to stand as a sign to demoralized troupes throughout the Alliance that the Chôt-tang was not impervious. The assault resulted in the destruction of three city blocks worth of the exterior wall along with four guard towers. The kunda took heavy casualties, but the survivors returned home heroes of the Serpent Valley and the Alliance.

On the eve of what was to be the largest battle of the Canon War, the Drowning struck. Serpent Valley is permanently flooded, resulting in the death of nearly all kunda. Only some those who were either away on Terratrek or fighting in the war were spared. With the Canon War suddenly over with the Chôt-tang's destruction, the surviving kunda returned home to find their paradise of a home destroyed. Word began to circulate that one of the gods most revered by the kunda was responsible for the Great Wave. Angered by their loss, that god's name was stricken from every tale passed on through the generations. Today, that god's name has been forgotten. Even the story of what caused the flood was altered. A story claiming that the goddess Antaeun had unleashed the fury of nature to prevent complacency in their lives was made known, and most kunda today hold by that tale.

In the following years, the lake that replaced the Serpent Valley failed to recede much, and the kunda split into two tribes. One tribe, made up primarily of the spiritually trained, decided to stay in the swamp and marsh that formed around their lost home in order to pay respects to the dead and learn lessons from those who have "gone beyond." The other tribe no longer felt comfortable in such a place of death. This tribe, made mostly of the warriors, chose to become nomadic. This way they were never had a true home to lose again. The nomads became known as the Hoda (the "Nature Children") and those who stayed became known as the Voda (the "Spirit Children"). The Hoda tribe eventually split even further, forming multiple smaller tribes throughout the eastern landmass of Adlatum. The Voda remained unified and turned their faith towards Antaeun's twin brother Danbhala, but their building fascination with death and the afterlife resulted in others (from the Hoda tribes or most other races) keeping distant from them.

As the decades passed the water in the valley lowered, but not by much. The Voda moved into their lost city, but they did not try to revitalize or rebuild. Believing that the rundown ruined state was more comfortable for those who had died, they kept the city as it was, only fixing things up to make sure the city was still livable for the living.

Current Events

- The Hoda tribes have risked visiting the region more often as of late. It seems the teonanàcatl mushroom

is no longer thriving in lands outside of the marsh for unknown reasons. This is resulting in more contact between the Voda and Hoda tribes, which has never been for the better.

- Unlike in other regions, since the Starfall was undone, more and more spirits are appearing in the marsh rather than less. Something in the swamps appears to be drawing those who have passed on.
- Some plants and animals in the swamp are becoming corrupted by tainted spirits. Many Voda have been attacked for unknown reasons and are desperately trying to figure out what is causing the ethereal taint.

Major Settlements

The City (Large City 23,168): The kunda have always called their home by what they had known it as: back home, homeland, the Kundamarsh, etc. They have never given a name to the city itself since to them it was always just "home." The conditions of the city are poor compared to what it used to be before the Drowning, but reasonable maintenance by the Voda make it more than just barely livable. It is now overrun with vegetation and decay from the surrounding marshlands, but back in its heyday, the city was a walled marvel with large structures, towers, and archways of various creative design. Some who had seen it doubted the city was constructed by the kunda, but there has been no prove saying otherwise.

Part of the city is submerged under the water of the Serpent Valley, but the Voda have already fully explored its depths in their research of the ruins. It is believed by all that the city, both above and below the water, is haunted with spirits and animated corpses. Due to the practices of the Voda, this is likely true.

No Man's End

Capital: None
Population: 30,000 (Bakali 45%, Slig 25%, Kobold 12%, Lizardfolk 10%, Troglodyte 7%, Neskudar 1%)
Government: Various
Religions: Various
Languages: Goblin, dwarven, and bakali
Trade: None
Legions: None (tribal warrior bands at most)
Alignment: N

Once a large subtropical savanna dotted with many rivers and streams, the eastern half of the Althand peninsula of Adlatum, No Man's End, is now little more than a putrid mire of semi-stagnant water and shoulder high razor-grass. The majority of the murky waters slowly drain into the Sodbottom Swamp after the torrential hurricanes of the spring and early summer, leaving behind shallow reservoirs of cloudy mineral rich water which sustains the tall sea of razor-grass and blood-thorn bushes throughout the long dry summers. Frequent grassfires periodically devastate the region, so no large, woody flora survives for long. It is predominantly malaria bearing mosquitoes and the many venomous serpents that call this abysmal place home; even the goblins of Thule choose to avoid this hostile and unwelcoming environment and the mist dwarves of the Sodbottom frequently use the area as a place of exile. The number of bakali who thrive in No Man's End is unknown, because these bakali are secretive and avoid contact with outsiders unless they are raiding.

Life and Society

Life in the mire is harsh and unforgiving. In many cases it is a struggle just to find food, as the prey is often just as deadly as any predator. Tribes of bakali and sligs are found along some coastal estuaries surviving not by farming but by cannibalism and inter-species warfare, a ritual harvesting of the weakest members of the other race and using them as food when hunting is poor. Some tribes of both species have developed a taste for "talking meat" and actively seek out other intelligent creatures for food rather than what would be considered a more natural prey. This type of preferred cannibalism varies from tribe to tribe with some preferring humans or dwarves while others prefer bakali or slig. Some non-reptilian races do call the area home, but these are usually dwarven exiles that seek to survive the obligatory ten years of exile before returning to the Sodbottom and their dwarven clans.

Religion

Faith and religion along this desolate stretch of eastern Adlatum is as sparse and brutal as the terrain. While bakali and lizardfolk are just as likely to belong to one of the numerous dragon cults as to one of the faiths of the True gods, the sligs of the area seem to have completely embraced the many aspects of mysticism.

Government

No central authority holds sway in the area or governs relations between tribes and races. Each tribe is independent and usually isolated. Every few decades one tribe will begin to conquer its neighbors and attempt to reclaim the ancient glory of there lost civilization but barbarism and savagery have become so ingrained to the races of No Man's End that the volatile and independent personalities quickly bring everything back to its chaotic beginnings as each seeks to dominate and control the others.

Military

Since the Drowning, nothing resembling an organized military force exists in No Man's End. Each tribe provides



its own warriors and traditions, but the fierce independence that governs this primitive land prevents even a forcible alliance of tribes.

Magic and Mysticism

Magic in No Man's End is just as wild and untamed as its inhabitants. In large and well-established tribes, focused divine magic, though rare, is seen more often than focused arcane magic. Much more common are practitioners of ambient arcane magic and mysticism, who act as shamans and totemic guides to their respective tribes.

Major Geographical Features and Locations

The eastern slopes of the Reorx Hand Mountains mark the northern and western boarders of No Man's End. These mountains trap much of the early spring rains that drain into multitudes of small streams and washouts that lead to the lowlands of Sodbottom. The thunderous hurricanes that blast from east to west across the moors have over time saturated the limestone bedrock creating thousands of sinkholes and shallow limestone caves which are inhabited by many of the tribes of the area. On the southeastern edge of the peninsula are the remains of an ancient volcano that suffered a super massive eruption during the Drowning and was flooded by the inrushing seawater. Broken Caldera Cove, as the few Corinesti who know the area well name it, is the most densely populated area of all No Man's End, inhabited by the largest of slig tribes the Silesia. The Northern Slopes of the Ophidian Mountains marks the southwestern boarder of the area and is home to large populations of kobolds and troglodytes.

Regional History

Little is documented about this area as it was considered inhospitable even in pre-drowning times. Onarian tradition holds that it is was once a great savanna where their ancestors hunted the great steppe lions of ages past. Onarian tradition also claims that if one could ride the river of time even farther back one would come to a time when dragon worshiping bakali enslaved all others to build cities and temples dedicated to their draconic gods. Centuries of enslavement followed where humans where not only used as a source of labor but as a source of nourishment to their masters or as sacrifices on the alters of bakali and slig.

Eventually the draconic "gods" of the scaled folk died out or where destroyed by rivals and their followers left a great spiritual rift that led to the eventual collapse of the civilization. During this time of turmoil, there was a great exodus of formerly enslaved humans to the lands in the north, seeking sanctuary from their former masters and eventually settling on the dusty prairies of what is now the nation of Thule. The passage of chaos in an age before the Drowning gave rise to new variations of bakali and altered many of the native creatures and plant life. The most successful of which are the insidious and rapidly growing Razor Grass, which would eventually force almost all other large vegetation in the area into extinction.

The Drowning and the centuries since that time have had little impact on the area other than to make the land even more saturated with ground water. The fractured tribes of Scaled folk have adopted the more hospitable areas for their own use, but many are nomadic in nature and move from one cave system to another. The primal peoples of this area tend to shun and avoid outsiders, so little is known of them in recent years.

Many of the Scaled folk raid neighboring Thule and Sodbottom for "talking meat," snatching away their victims into isolated cave oases so that they may be "harvested" at will. Very few escape back to civilization, those who do however bring back tales of barbarism and savage, bloody dark rites performed by their captors.

Current Events

- The bakali tribes of the south are being systematically conquered and subjugated by a particularly warlike and savage tribe. The Skaal.
- The Silesia tribe of sligs near Broken Caldera Cove have begun a religious war where brother slays brother over dogma and the mystic shamans are now attempting to stamp out any and all other divine influences, particularly that of Zeboim. The Corinesti grow concerned, as these fanatical mystics seem to be preparing to bring their crusade to the rest of Adlatum with the assistance of unknown persons manning a giant black ship of foreign make and rigging. Corinesti



scouts are unable to give a definitive answer as to the ships final destination as the unnatural ship seems to move against the oceans currents at an unprecedented speed.

- Escaped victims of recent raids are bringing horrific tales of the return of the bakali's ancient gods; few claim to have actually have seen them, they are large, ebon-scaled beasts whose wings blot out the sun and whose eyes glow with the fires of the Abyss.

Major Settlements

Due to the harsh conditions that come from living in No Man's End, no major settlements had been developed in the region.

Onar

Capital: Onar City
Population: 76,000 (Onarian human 95%, Gildanesti 5%)
Government: Tribal Monarchy
Religions: Goddess of Wind (Chislev), God of Fire (Sirrion), God of Stone (Reorx), God of Water (Habbakuk), Goddess of Storms (Zeboim)
Languages: Onarian, Common
Trade: Grain, Cattle, Sheep, Wool, and Fine Linen
Legions: Mercenaries, town militia
Alignment: CG, NG, LN, N, CN

The Kingdom of Onar is a pastoral country, where life is governed more by the seasons than by the edicts of its monarch. Much of the country is cultivated or set aside as pasture for the large herds of sheep and goats that are raised in the shadow of the Condor Range of mountains. Onar was not always an independent kingdom, prior to the flooding the kingdom of Onar was a province of a now drowned realm.

Life and Society

Onarians are a very independent people, who view most outsiders with trepidation. Onarians live simple lives consisting of farming or herding from small mud brick villages built on the innumerable hilltops of the eastern shore. Unlike the other cultures of Adlatum, the Onarians are a matrilineal people, where all the land and property is owned by the women, with males paying "rent" to their wives, daughters and mothers in law, in order to farm or raise livestock. Onarian women are also the warriors as well as the landowners, as it is an Onarian superstition that only one that can bring life should take life. Onarians are a very superstitious people and have as many superstitions and taboos as they have hills.

Religion

Onarians build small shrines to the gods on craggy hilltops and windswept outcrops of rock, believing that the deities of nature view these places as *Dhaka*, or sacred. Onarians believe that the goddess of Wind (Chislev) the god of Water (Habakkuk), the god of Stone (Reorx), the god of Fire (Sirrion) and the goddess of Storms (Zeboim) created the land of Onar as a reward for their continued devotion. Even when the gods where absent after the Drowning, since the elements remained, the Onarians refuse to believe the gods ever left even when the gods answer no prayers, the Onarians refuse to accept their absence.

Government

While there is a King, the position is mostly ceremonial with the true power is in the hands of the Grandmothers. The Nine Grandmothers are the oldest female relatives of the presiding King and they decide all policy for the entire kingdom. While the edicts are not enforceable militarily, as the kingdom has no standing military, it is enforced tradi-

tionally, as the superstitions of the Onarians also reinforce this.

Military

There is no military or standing army in the entire country, rather each village has a standing militia made up of all the females age 13 to 30. The Onarian government, in exchange for grain that the republic is unable to produce, contracts professional soldiers and mercenaries to guard its southern borders and the Pactlands year round.

Magic and Mysticism

Onarians are a superstitious people, who view arcane magic with a jaundiced eye with very few practitioners. While mystics are fairly common, they are almost always dedicated to an element (Air, Earth, Fire, Water) and are viewed as blessed of the gods of nature.

Major Geographical Features and Locations

Split Rock: Split Rock is a large granite hill that appears to have been ripped in two. Local legend has it that Habakkuk's spear came to earth here, splitting the hill in ages past.

The Condor Mountains: The Condor Range is a series of granite and sandstone mountains that travel north to south along the western border that is shared with Gildanesti.

The Pool of Nine Depths: An odd limestone depression filled with absolutely clear water that perfectly reflects the sky. This site is considered Dhaka, by most Onarians as they claim it is the eye of an ancient dragon.

Regional History

It is unknown when the province of Onar was first settled or by who. The Gildanesti claim that when they first crossed the Condor Mountains the people who call themselves Onarian where already present and where ruled by an emperor who lived somewhere in the far east. The Onarians have always claimed that they resided in the far south and where forced north by there conquers and resettled in this northern climate. Onarians have had no large wars and even fewer territorial disputes between countries. Strong ties with the Gildanesti to the west have prevented any major incursion from the south and the Goblins of Thule.

Current Events

- Onyx drakes from the north seem to be moving farther and farther south becoming more than just a nuisance to herders and there flocks.
- A large cult seems to be building near the Pool of Nine Depths. They Claim they wish to awaken the dragon, which they believe will rise and ravage the world and remake it as a utopia.
- Tammath of Salt Port, one of the largest shippers in all of Onar, claims that he has seem a large black ship sailing to the east from the jungles of No Man's End.

Major Settlements

Onar City (Large City 25,000): Capital of Onar and center of all government, Onar city is built upon a large flat topped hill that has been terraced into 4 distinct levels. Each level is walled and gated. In the center of the flattened hill top an artificial hill was constructed and it was on top of this hill that the palace was built. Only nobles are allowed within the palace. Even the servants are of some degree of noble blood. Foreign dignitaries and visiting diplomats meet with the King and his council of Grandmothers in specially constructed lower palaces on the great plateau.

Salt Port (Large Town 15,000): Salt Port is the largest and primary port of all of Onar. Ships depart from Salt Port for all of Adlatum. Salt Port is also the location of the Corinesti trade enclave for all of Onar. The Captains Council governs Salt Port; each captain is appointed by the King of Onar after the council of Grandmothers has screened candidates and made recommendations.

Trader Bay (Large Town 11,000): Trader Bay is a large town situated between Salt Port and Onar City. Trader Bay is a Freeport and is used by the Gildanesti and the Etlarnish by permission of the King of Onar. All caravan traffic converges on Trader Bay and many exotic items can be found in the large bazaars and markets that dot the town. Trader Bay is so cosmopolitan that even other races which normally are considered enemies or even Evil, are allowed to trade here as long as they do not cause trouble.

Smoking Lands, Isle of

Capital: Hilltop
Population: 170,000 (Kobold 99%, Goblin 1%)
Government: Oligarchy
Religions: major - The Fire Lady (Shinare)
Languages: Common, Kobold
Trade: Furs, Iron, Obsidian, Wood
Legions: Untrained militia
Alignment: NG, CN, LN, NE, CE

The Oligarchy of the Isle of the Smoking Lands is a singular province that is controlled by the leaders of five major clans of kobolds living there. It is an ancient dormant volcano that remained above water following the Drowning. The exterior of the island is bleak and barren land that is usually covered in smoke drifting out of cracks, while the interior of the island is a lush valley full

of wildlife, and forests. It is located off the coast of the coast of Gildanesti, near the city of Twin Sails.



Life and Society

Life on the isle is one that is isolative and safe. Most of the kobolds living on the island have little desire to explore outside of the island and the ones that do, are to unskilled in navigation to build a ship to leave. The island is controlled by the five major clans of kobolds.

The military of the island is untrained militia as few kobolds could truly be classified as professional soldiers. The clans on the island frequently war over land and resources, so it is not uncommon for standing armies to be on the march. Borders are often disputed by the clans and trade between the clans is almost non existent.

The legal system of the island is based off of ancient code of laws that are passed down by tribal shamans, while clan chieftains have the final say in the law, the shamans often advise the chief of the law. Laws are not written and therefore are often changed to fit the situation or crime.

The status of chieftain is passed from the ruler at death to his oldest surviving son. If no heir is alive to succeed, inter-clan war will establish a new chief. Often new chieftains have to spend much of their time trying to survive frequent assassination attempts.

Religion

There is no formal religion recognized, but most kobolds worship the Fire Lady (Shinare), or an aspect of the goddess. The kobolds have created several small shrines dedicated to the goddess throughout the land. Holy ground is considered sacred to the kobolds and is considered cleansed land that no blood may be shed upon.

Government

The government of the kobolds consists of each of the five ruling clans has a chief. The chief is advised by a tribal shaman, a high warrior, the tribal elder, and the chief's sons. All power and laws come directly from the chief who wields it with absolute authority.

Once a year the five chiefs will meet and hold a joint meeting. This meeting allows the kobolds to discuss important topics such as possible invasions, tribal disputes, or the construction of a permanent meeting spot. At this time the five chiefs will vote upon changes and all tribes have sworn to live by the votes.

Military

The military of the island is comparable to untrained militia. Kobold armies are often outfitted with a variety of weapons and armor that are made. Most of the weapons and armor are created by the few goblin slaves that were unlucky enough to have ancestors who lived in the valley at the time of the Drowning.

The military is controlled by the chieftain and his appointed generals. Most of the clans have a standing army that is often on the move trying to seize key border areas. There is no known military organizational system used to separate units.

Magic and Mysticism

Magic on the island is almost unheard of and is rarely seen in public. Very few kobolds have any knack at sorcery or magic. Those who are able to use sorcery or magic often find themselves exiled away from their clans.

The kobolds discovered in the years following the departure of their god mysticism. Kobold mystics run the Shrines of the Fire Lady and often will exchange their services for material goods.

Major Geographical Features and Locations

The Waterfall of the Fire Lady: This natural waterfall is located in the western part of the island. Created by the Drowning, the waterfall is molten lava seeping out of a crack and falling into a large pool of water fed by a stream.

This strange natural phenomenon attracts hundreds of kobolds every year and is home to the largest Shrine of the Fire Lady.

The Big Tree Forest: A large forest covers much of the interior of the island. This forest existed prior to the Drowning and is vastly overgrown. Travel through the forest is difficult and parts of it have been left unexplored by the kobolds.

Iron Mines: These mines are the source of iron for the island and often the center of many of the wars. The mines are mined by goblin slaves and the ore is shipped to a processing facility.

Regional History

The Island of the Smoking Lands was settled prior the Drowning by five kobold tribes trying to escape the war ravaged lands. Discovering that the Valley of the Smoking Lands was uninhabited the kobolds moved there for safety. Also moving into the valley in the days prior to the Drowning was a small tribe of goblins who had fled from the minotaur army.

After the Drowning the kobolds living in the valley found themselves isolated from the rest of the world. For several years following the Drowning clans fought each other to gain dominance. During this time the small goblin tribe living on the island became hunted and enslaved by the kobolds to be used to create new weapons and armor.

In 98 AD the kobold clans came together and met, discussing how to peacefully end the killing and establish territories. While the meeting had some success it did not end the struggles between the clans. It did establish the yearly meeting of the clans in which the clans could discuss disputes and concerns.

In 293 AD the kobolds were surprised to find a man named Talin on the island. After capturing the man, he convinced them to hold onto the Pick of Aenor, a legendary weapon sought by the Adlar dwarves. The kobolds would hide the pick in the Waterfall of the Fire Lady until it was received by Talin's grandson, Telnor, in 376 AD.

Following the departure of the pick, the kobolds again became a forgotten people whose daily life centered on controlling key resources. Feeling safe and secure inside the rim of ancient volcano, the kobolds ignore the rest of the world.

Current Events

- The kobolds have heard of strangers landing upon the shores of the island.
- Goblin slaves have recently attempted a revolt in the eastern part of the island.
- Strange beasts have been reported flying over the island and attacking local settlements.

Major Settlements

Local clans control the cities of the Isle of the Smoking Lands. The largest settlement is in the southern part of the island. It is home to the largest clan, the Bonebreakers. The other four clans have cities spread throughout the island.

Rock (Large Town 21,000): The largest city and clan home of the Bonebreakers. Rock is a walled town that is filled with small one story buildings and shanties. The clan leaders live in the center of the city in the city's only stone structure. The current Clan Chieftain is Urg Bonebreaker (CE male kobold noble 2/fighter 4).

Fire Lady's Home (Town 9,400): This town is located near the Waterfall of the Fire Lady and is the clan home of the Firewatchers. This town serves as the religious center of the isle and is visited by kobolds of all clans. The town consists of makeshift buildings and in the center of the town is a large shrine dedicated to the Fire Lady. The current leader is Thad Firewatcher (CG male kobold mystic 7).

Treetops (Large Town 15,200): The easternmost city on the isles is the home of the Treeseeking clan. This town is built in the forest with hollowed out trees serving as buildings when available. The current leader of Treetops is Grag Treeseeking (N male kobold fighter 8).

Gold Streams (Small Town 3,200): This town is located in the northern part of the island and is home to the Goldsword clan. The town is built on marshland in between the Gold Streams that flow throughout the area. The town consists mainly of makeshift buildings that constantly have to be rebuilt do to the soft ground. The current leader of Gold Streams is Torn Goldsword (NE male kobold noble 1/fighter 4).

Wander (Small Town 5,400): This town is located in the center of isle and is home to Truebow clan. The town is built in the Big Tree Forest and is hidden by outsiders by various methods of camouflage. Fearful of being destroyed the Truebow clan is constantly on the move and the town is difficult to locate. The current leader of Wander is Oril Truebow (N male kobold noble 3/fighter 2).

Sodbottom

Capital: Wa-nax
Population: 40,000 (Neskudar 98%, Other 2%)
Government: Hierarchy
Religions: minor - Reorx (Reorx), Ki Ulit (Kiri-Jolith), Tonol (Mishakal), Slinoter (Shinare).
Languages: Common, Dwarven.
Trade: Mercenaries, Gems.
Legions: None
Alignment: NG, NE, CE, LE

The Sodbottom is a loose collection of city-states and tribes controlled by a Neskudar barbarian named Ros Earthstriker.

Life and Society

Life in Sodbottom Swamp is a difficult one as the dwarves try to avoid contact with outsiders. Most of the people of Sodbottom live in nomadic groups that travel around the swamp trying to survive. Three towns have been created for dwarves who do not desire a nomadic lifestyle and as a place to trade. These towns are filled full of dwarves who are often distrustful of people outside of their tribes.

The society in Sodbottom is different from elsewhere in Adlatum. The Neskudar favor activities at night and sleep during the day. They do this because they have a deep fear of what the darkness may hold and need to be awake for it. The sunlight also affects their skin, a curse they inherited from they battle against Chaos.

The military of Sodbottom is a loose collection of tribes serving one lord. These tribes will supply troops in times of need. There is no standing military, towns have patrols and militia.

The legal system in the empire is a brutal one where charges are settled by fights. The loser of the fight is found guilty or admits his claim was false. Often times the fights end in the death of one or both of the combatants.

Religion

There was no formal religion recognized, and most dwarves do not worship any god. The few dwarves that do worship gods worship Reorx, or Ki Ulit (Kiri-Jolith). The departure of the gods have went unnoticed by many of the Neskudar, instead the dwarves worship a false idol of a giant lizard that they believe will bring them luck.

Government

The government of Sodbottom is a hierarchy in which one dwarf controls the power. Individual tribes have chieftains but they all swear loyalty to the Grand Chieftain. The current leader is Ros Earthshaker an ambitious general who seized control after finding the Crown of Blacklight.

Military

There is no formal military in Sodbottom, instead each tribe provides its own safety. In times of conflict the Grand Chieftain can call the tribes together and create an army. The Grand Chieftain is protected by his tribe during peace times.

Magic and Mysticism

Magic in Sodbottom is rare, but for those who possess it they are given places of honor in their tribes. Many of these dwarves are given position of advisement to chieftains and



are often revered by their clans. The magic is not moon magic but rather chaos magic.

Mysticism is uncommon among the dwarves but since they do not publicly acknowledge the gods the dwarves have turned to it. Nearly every tribe in Sodbottom has a mystic who leads religious practices of a false religion.

Major Geographical Features and Locations

The Pit: In the middle of the Sodbottom Swamp lies a giant hole that the dwarves have named the Pit. No one knows for sure what lies at the bottom of the pit or even how deep it is. In the early years of Sodbottom, dwarves would sacrifice prisoners to the pit to appease their god, Salimadar. Rumors persist that the forces of Chaos still lurk in the shadows of the pit, waiting for unsuspecting visitors.

The Mound of the Dead: This mound contains the remains of those who fought Chaos. The mound was built during the struggle against Chaos as a place for all those forgotten or killed to be buried. Many of the warriors left no trace of their memory but their equipment was found. The dwarves believed that the equipment contains the spirit of the owner and needs to be buried. The mound was raised near the city of Wa-nax.

The Cave of Truth: All new sorcerers and wizards must journey to this mysterious cave and travel through it. What is located in the cave no one can say as each journey is different. It is rumored that the cave contains the secrets of true magical power.

Ruins of Arendon: The Ruins of Arendon are the remains of the first settlement built in Sodbottom Swamp. These ruins are difficult to reach as they have been lost for several years. Arendon was a fortress built in the northern

part of Sodbottom and was supposed to protect the swamp from possible invaders.

Regional History

Sodbottom swamp is the location of the Neskudar dwarves who have resided there since their escape from minotaurs to the north. Life in the swamp is one of danger and the constant fight for survival. Much of the swamp is difficult to navigate and the water in many parts releases a steam that forms a mist over the swamp. The dwarves living here chose the location for its difficult terrain and from its cover to the sun.

The original settlers were fearful of a possible attack by the minotaurs and build Arendon, a mighty fortress to provide protection. In the years that followed the dwarves found that their people grew restless from living in one place. Fearing some great unknown, the Neskudar broke into tribes which moved around the swamps. During these travels three towns were constructed to help the tribes keep in contact and trade for goods.

Prior to the war with Chaos, much of this area remained the same except for a few internal struggles for power and some small skirmishes with goblins. The tribes worked independently from each other and believed that they were finally safe. During the Days of Darkness, the tribes responded to Reorx's dream and traveled back to the Path. It was there they encountered the forces of Chaos.

The dwarves retreated back to their swamp but found that the terrain that helped keep outsiders away was actually an advantage for the forces of Chaos. In a struggle for survival the dwarves managed to defeat the forces of Chaos at great cost. Several of the tribes of Sodbottom were nearly destroyed and survivors were filled with questions. The land itself was changed by Chaos and the swamp is a deadly place to live in.

Current Events

- The tribes of Sodbottom have been called to assemble together to discuss an attack on the Adlar dwarves.
- There are rumors of forces gathering in the North and possibly planning on invading Sodbottom.
- The Grand Chieftain has declared that finding of the Ruins of Arendon are important for the survival of his people. These ruins need to be rebuilt to defend the tribes from a possible outside attack.

Major Settlements

Local cities and settlements were created by tribes as places of trade. They are governed by the tribal leader and all follow the laws of the Grand Chieftain.

Wa-nax (Small Town 3,000): This town is the current home of the Grand Chieftain Ros Earthstriker (NE male Neskudar noble 2/fighter 5/expert 3). The town located in the southern part of the swamp was spared much of the destruction that the forces of Chaos have created in the swamp. It is a trading post for the tribes living in the southern part of the swamp and is surrounded by a stone wall.

Sodbottom (Small Town 2,530): This was the second largest town in Sodbottom. It was named after the swamp and is located in the northern part of it. The town serves as a trading and religious center for the tribes around the area. Currently Klick Earthslasher (NE male Neskudar noble 1/fighter 4/mystic of Passion 1) is the leader of the town.

Awathah (Village 750): This is the smallest settlement in Sodbottom. This village was attacked several times by the forces of Chaos and many of its residents have fled. A wooden wall surrounds the currently occupied part. Jenna Earthforge (LN female Neskudar noble 1/fighter 2/sorcerer 4) is currently in charge of the remaining residents of her village.

Thule

Capital: None
Population: Unknown (estimated 15,000 - 50,000 Hobgoblin)
Government: Independent theocratic city-states
Religions: Thule (Chemosh)
Languages: Goblin
Trade: Gemstones, glass, incense
Legions: No standing military (Volunteer militia upon need)
Alignment: LE, NE, CE

Once a great flood plane filled with rich and fertile black earth, the lands of Thule are now rather poor as the ever increasing seasonal rains and hurricanes have washed most of the topsoil into the sea or into the neighboring and lower laying Disputed Territories to the west. Thule is a land of contradictions where the sole purpose of the living is to honor and defend the dead. Land is held in trust for dead ancestors who rule by edict through the priests of Thule.

Life and Society

In the lands of Thule, "Life" is considered a curse handed down from the great god Thule. This curse has its purposes for it is intended to prepare the soul for the afterlife and service to the god in his unearthly realm.

The Priests of Thule rule in the name of the god and the spirits of the ancestors from the great ziggurat temples, which dominate the city-states of Brad-Thule, Churick-Thule and Kraal-Thule. Each autonomous city-state claims a significant portion of land around each city that is used to grow a few simple cereal crops or to support large herds of domesticated bighorn sheep. Each member of society

spends two months out of every year in temple service, working farms or herds for the benefit of the temples while at harvest and culling a tithe is sent to the temples of 1/5th of all farm production for the benefit of the ancestors.

From birth through death the hobgoblins of Thule are indoctrinated into the zealot-like religion of the god Thule. Each goblinoid is taught that life and its hardships are present only to prepare a soul for its journey into the afterlife and that death in the service of the god guarantees elevation to a higher status in the realm of Thule. Many goblinoid families regularly hand off excess children to the temples to be acolytes or sacrifices to the god in hopes of increasing their social status in the next life. Personality wise many consider the goblinoids of Thule an overly serious lot with a very intense and overwhelming desire to covert or kill for their religion who are also very uncompromising in recognizing the validity of others beliefs.

Religion

The fanatical religion of the region is dedicated solely to the god-king Thule, an aspect of Chemosh. However since the theft of the world and the "great silence" the iron grip is slowly being eroded by the emergence of "Sprit-Talkers" who claim that Thule is not a deity who rewards his followers with everlasting life but instead a great slaver who binds the honored ancestors in shambling corpses which slave away at the direction of the priests. Proscribed by the priests of Thule, these mystically gifted individuals are labeled as heretics and blasphemers who seek to undermine the authority of the god Thule and who endanger the status of all the honored dead in Thule's kingdom. While the temples still hold power, the underground movement of the Spirit-Talkers is slowly growing.

Government

The priests of Thule who issue edicts in the name of the honored dead of the nation control the government of each city-state. All the dead of the nation who have been determined to be "Thoth," or blessed in the eyes of Thule, are mummified and taken to the regions temple ziggurats where they are then blessed and then returned to the families. At the equinoxes the honored dead are brought back to the temples where the priests consult with the dead to determine the will of Thule.

Military

There is no standing military, but all the goblinoids of Thule appear to be willing to go to holy war in defense of their religion and honored dead.



Magic and Mysticism

Arcane magic is proscribed, especially any magic's that be used to communicate with the dead or in the creation of undead. This is a function deemed solely the purview of the temples and their priests. Mystics particularly involved with the Spirit-Talker movement are actively hunted by the powerful temples who view them as a threat to their temporal power.

Major Geographical Features and Locations

Little exists in the land of Thule to distinguish one area from another. It is a harsh and unforgiving land with little potable water and large stretches of dusty inhospitable near desert.

Regional History

The temples of Thule are engraved with bas-relief that shows the history of the region. From its founding in ancient times as a haven to escape the persecution of the elves to the coming of Thule and the elevation of the honored dead to the present day. The bas-relief tell the various creation myths of the goblinoids as well as a great exodus story detailing their enslavement and attempted genocide by the elves of Valenesti as well as the story of their escape from the elves and their years of wandering and the eventual death of their leader who by the grace of Thule arose again from death to lead them to their promised land.

The goblinoids of Thule have done their best to keep to their traditional borders but since the flooding the lands have slowly become depleted. Even though the goblins look to the next life for all things good, conditions in this

life are slowly causing the goblinoids to look out side their traditional boarders in order to seize land, all in the name of the honored dead and the god Thule.

Current Events

- A Spirit-Talker cell discovered in the city of Churick-Thule itself was found guilty in the temple court and sentenced to mujar-haat, a ceremony where the offenders are literally embalmed alive and then their mummies are ritually burned and destroyed to prevent them from entering the afterlife. However the Spirit-Talkers managed to escape.
- The high priest of the city of Churick-Thule has been preparing for the ceremony of Mar-Duuk. In which he will be transformed into a divine being (lich). The other cities high priests fear his transformation seeing it as a preamble to the eventual invasion of their cities by the powerful priests of Churick-Thule.
- The inhabitants of the sunken city of Aggara seem to have declared a jihad on the temples of Thule. It is rumored that large armies of the drowned have been raised by the priestesses of the sea goddess for some slight made by the god Thule.

Major Settlements

There are three cities and a number of "Kralls" which are little villages and farms.

Brad-thule (Small City 6000): The city furthest north, Brad-thule is most concerned with expansion into the Disputed Territories without risking its own existance. Local priests claim that the god-king Thule once ruled from their city, but none outside of Brad-thule believe this claim.

Churick-thule (Small City 8000): Not only believing in the gift of death, the high priests of Churick-thule believe that the gift of undeath is a much greater cause. The other competing cities are concerned by the sept ruling in Churick-thule, primarily because if undead become the majority of the populace, the city's strength and numbers will not likely diminish over time unless something else is done.

Kraal-thule (Small City 7000): The port city grants the goblin nation direct access to the western seas. Originally inland, the Drowning was seen as a blessing by the surviving citizens. Now the clergy of Kraal-thule hope to expand their reach up and down the shores faster than the other cities can expand on the inland. The quality of goblin-crafted ships has been steadily improving over the years, but the threat of Aggara is being taken very seriously.



Tuval

Capital: Paranor
Population: 210,000 (Human 61%, Minotaur 22%, Gnome 7%, Dwarf 4%, Hobgoblin 4%, Other 2%)
Government: Monarchy
Religions: major - Nairsaif (Kiri-Jolith), minor - Anphlasaad (Habbakuk), Peliona (Zeboim)
Languages: Common, Minotaur, Gnome
Trade: Fish, Salt, Copper
Legions: Grand Fleet, King's Army
Alignment: LG, NG, CG, LN, CN, LE, NE

The Tuval Isles is a collection of isles that have banded together since the Drowning. The isles are ruled by the highest ranking member of the ruling family. The government is controlled by a king or a queen who wields ultimate authority. The islands are spread throughout the northern Sargassi Sea. The islands are located on the tops of an underwater mountain chain and are very hilly.

Life and Society

The life on the isles is one that is fostered by community and spirit. Since the days of the Drowning the survivors on these isles have found that they had to put aside racial prejudices and work together for the survival of all. Minotaurs can be found here working side by side with men and dwarves.

Racial equality exists on the isles like no where else in Adlatum. In 237 AD the Tuvalian High King Josin Brinesea issued his Edict of All, stating that the laws of the realm encompassed all races. In the decades following this edict all laws in the realm were changed to reflect this ideology.

The military of the isles consisted of a navy and a small land army. The army answered directly to the highest ranking ruling family member while the navy serves the Grand Admiral. The navy consists of three fleets that each contained 100 warships. All citizens are required to serve in either the navy or army.

The legal system of the isles is based on the edicts of the High King or Queen. The laws are enforced by judges and through the use of local watches. Prisoners can be tried by public officials if there is risk of further violence erupting before a judge can arrive. All political positions in the isles are appointed by the High King or Queen.

The office of the High King or Queen rules the isles, and the person is the oldest hereditary member of the ruling family. The person rules the nation with executive, judicial, and legislative powers. The authoritarian rulership of the isle is considered necessary to keep the islands survival still its primary goal.

Religion

There was no formal religion recognized in the isles, but most mariners pay their respects to Peliona (Zeboim) and Anphlasaad (Habbakuk). Prior to voyages sailors will often sacrifice something of self importance to the gods in hopes of a good voyage. Small shrines to Peliona and Anphlasaad exist in all of the port cities.

The minotaurs who have remained on the isles since the Drowning still revere Nairsaif (Kiri-Jolith) as their main benefactor. In a vision prior to the Drowning a small detachment of minotaurs were told to remain in Isenaloch to be safe. The minotaurs believe that this vision came from Nairsaif as it was a white warrior who instructed them to unite to save all.

Government

The government of the isles is a monarchy based on hereditary rule. The High King or Queen oversees all legal and economic aspects of the isles. Each isle is ruled by a lord appointed by the High King or Queen. The ruler of the isles holds a traveling court during the summer to visit all the lords. During this time, the High King or Queen may pardon, judge, or oversee various projects that are happening on the isles.

Military

The military of the isles consists of the Grand Fleet and the King's Army. The Grand Fleet is considered the pride and joy of the isles as it consists of 300 warships of various sizes and styles. The fleet's primary duty is to ward off pirates and pursue them.

The King's Army is a 10,000 member group that serves the king and helps keep control of the ports. All citizens within the nation are considered to be part of the King's Army during times of crisis and can be conscripted into it at anytime. The army also contains a small cavalry division that stems from the isles past.

Magic and Mysticism

Magic in the isles is practiced under the jurisdiction of the Council of Mages. This elite group governs all magic users and is a secretive organization. The average citizen of the isles has seen magic used before but it is an uncommon sight. Mages are treated with respect and often considered to be sages.

Mysticism on the island is wide spread and accepted everywhere. Mystics travel the isles offering their services to unlucky travelers caught in unfortunate events. The mystics have a center of healing which they have named the Great Center located in Paranor.

Major Geographical Features and Locations

The High King's Fortress: This is the residential home of the current ruler of Tuval. Its massive structure is said to be able to withstand the strongest winds of the sea and mightiest of war machines. The castle is a multi walled fortress that contains several small keeps connected by gates.

Sontaro's Rock: This rock is the location of the signing of the peace treaty between all races living on the islands. It is located on the island of Donner and is a symbol of equality throughout the islands.

Copper Mines of Tilven: These mines are the source of copper for the island. They are situated on the island of Tilven and contain an inexhaustible supply of copper.

The Great Center of Paranor: This is the home of the islands mystics and contains much of the islands information in the form of scrolls and books. Pilgrims often journey to the Great Center in search to answers to life questions.

Regional History

The Tuval Isles were created by the Drowning in which the land sank below the water leaving only portions of it above the land. Prior to the Drowning this area was known as grassland with rolling hills, dominated by nomadic plainsmen and minotaurs. The minotaurs believing that the plainsmen were no real threat established the outpost of Isenaloch to oversee the area.

During the War of the Prophet Isenaloch became a prison for captured humans, dwarves, and other war criminals. This prison would be kept a secret from outsiders and even few plainsmen would know of its existence until after the Drowning. At its height 10000 prisoners were living below Isenaloch.

Following the Drowning the people of the isles found themselves thrust into a new world. Realizing early that without work from all races everyone would perish without immediate compromise the plainsmen sought out the

minotaurs. After lengthy discussions in which the Prison of Isenaloch was discovered it was decreed that all races would work together for the survival.

At Sontaro's Rock the various races came together an elected a human fighter named Tildon Ronor as their first leader. Ronor immediately began constructing a fleet of ships with the aid of the minotaurs. With limited resources the first ships were barely larger then life rafts. The courageous crews of these small vessels scoured the distance discovering several smaller islands and one larger one.

On the large island called Silan, the survivors discovered the remains of a lush forest and began to resettle the lands. Gathering together as many of the survivors as possible the people of the isles worked to reclaim the lands changed by the Drowning. In 292 PD all islands in the region were resettled by loyal Tuvalians.

The Tuval Isles in 409 AD discovered that their lands were rich in spices that were highly sought after. Daring merchants began to travel to the isles in hopes of bringing a shipload of them back to their homes. With this recent interest the economy of Tuval has boomed.

Since the Drowning the Tuvalians have had a precarious relationship with the minotaur races as they view those living on the isles as abominations. Even though no formal war has ever been declared a long fought naval war has existed between the nations since the Drowning.

Current Events

- Minotaur raiders have been recently harassing shipping lanes near Donner's Point.
- Rumors of a forgotten city being found underground near Isenaloch.
- The dead have risen near Seabreeze and are harassing local residents.

Major Settlements

The cities are controlled by appointed lords of the High King or Queen. These lords oversee the carrying out of their laws and enforcing the peace.

Paranor (Small City 41,000): The largest city and the home of the High King's Fortress. Due to its proximity to favorable trade winds, this city has become very wealthy. It is home to the major trading house of Tochin. Sitting in the harbor is a lighthouse guiding ships into its wide harbor and docks. The Current High King is Gideon Tannora (LG male Etlarnic human noble 7/fighter 12).

Isenaloch (Large Town 19,400): This town was built on the remnants of the minotaur fortress that existed in the area prior to the Drowning. This city's population mainly consists of minotaurs who carry out the traditions of their ancestors but honor their pact with the rest of the islands. This town is built on the island of Donnor on the ridges of Tuval. The current leader is Raul Devinoli (LN male Mahjoran minotaur mystic of Water 3/fighter 4).

Donner's Point (Large Town 15,200): The town of Donner's Point is a bustling port town. With its location on the shipping lanes it sees dozens of ships making port every day. The city is a bustling and growing town with many new buildings. The current leader of Donner's Point is Ilan Silversword (LN male Etlarnic human noble 2/fighter 8).

Seabreeze (Small Town 5,200): This town is located on the island of Seabreeze and is a sleepy town. Located outside of the main shipping routes this town instead provides the islands with numerous crops. This community resembles more of a farming community then a bustling port town, unless it is harvest season. The current leader of Seabreeze is Arn Douglas (LG male Onarian human noble 3/mariner 8).

Tilven (Small Town 5,100): The town is located near the Tilven Mines and provides the mines with access to the sea. The small port town is a strongly fortified town with a standing garrison. The town is often compared to a military camp by its citizens, but this maybe do to its lord. The current leader of Wander is Mercinder Ironfoot (N male Mahjoran minotaur noble 3/fighter 7).

Organizations and Personalities

By all reason, this is a mistake!" The court advisor Yuragavan was new to his position, but due to his inexperience he was often the most open and honest in expressing his opinions behind closed doors. Andoja Uranjos, Archmage and King of Etlarn, was appreciative of the criticism. At least, when it was warranted.

"How else do you expect us to survive this war, counselor?" he asked calmly. "The public believes the walls and the Defenders will keep the dragons at bay forever. Both you and I know this is far from truth. They are unaware how dangerously low on weaponry and supplies we are getting. Even Anglem has sent word stating it cannot risk coming close to us. Aid is running thin."

Worry creased Yuragavan's forehead. The man was desperately trying to think of new options. He had a good mind for this matters. That is why Uranjos hired him, but when options ran out due to a lack of them as opposed to having no ability to think of them, you had to take what was left.

"Your majesty, if the Midland Guard is brought in to Etlarn and coordinates with the Defenders, we will never get them out. The Sovereignties would be rooted here, and Montegron's word will begin to hold sway even in our own military. We will have replaced the wolves with the viper."

The Archmage and King of Etlarn nodded. Yuragavan was right again, but if you could build immunity to the poisonous bite, the viper becomes the better trade off. Still, other precautions would need to be made, and on the inside he wept for he knew the suffering it would cause among his own people. "I understand and will dwell on your words, counselor. Good night, Yuragavan. You have given me rightful cause to rethink things. I will meet you in the morning to finish our plans."

The final official meeting of King Andoja Uranjos,
Seven hours before his disappearance,
Summer of 421 AD

When people gather in a common cause, the will of the individual is multiplied to the point of changing the course of nations, if not the world. Adlatum has many powerful organizations along with extremely influential people who shape the world on a whim.

Organizations

Nations are not the only powers shaping the future of Adlatum. Nor can nations influence the lands without strength backing them. Some organizations are put together for the purpose of bolstering a nation's defense or for even taking a hand in a nation's founding. Other organizations include establishments of faith or prosperity. Then there are those that strive for less grandiose but yet still vital causes.

Not all organizations have influence outside of their home nation or region, but some have at least made a name for themselves and are respected beyond their jurisdiction. Also it is not unheard of for some from far away to seek assistance from some foreign groups to solve location situations.

Brotherhood of the Prophet

This secret and vitally important organization has been in existence for four and a half millennia. Initially the Brotherhood assigned themselves the tasks of studying the Prophet's works and delivering the Volumes of the Prophet to their respective races. Since then the Brotherhood has been inactive but waiting. Research on the mystical tomes has been conducted throughout this time, and the Brotherhood has struggled to make sure the races never exploited their tomes beyond their intended use. Several times, as with the case of the Canon War, the Brotherhood failed.

For most times, the Brotherhood does not interfere with history as it progresses around them. The knowledge within the Volumes is viewed of as sacred, and since the Brotherhood once had access to all seven tomes, they have sworn not to meddle in affairs unless extreme circumstances demand it.

Adventures: With the time of inaction passed, cells within the Brotherhood are being called into action. Although covert, members are now being sent to follow leads in where the lost Volumes of the Prophet may be hidden. Thousands of false leads may end nowhere, but all must be checked in the hope that by miracle the tomes can be found, and the fate of Adlatum be changed for the better.

Characteristics: Adlatum is entering a time of crisis. Even without the Volumes of the Prophet, the danger of the Midland Civil War spreading beyond its borders is very real. The Brotherhood is sworn never to interfere in the natural flow of events in the world unless a time of great need arises. Many cells believe the time has come.

There is no top-level leadership within the Brotherhood. Divided up into various cells across the continent, for centuries membership is often passed down from parent to deserving child while at other times

those who proved themselves were accepted into the Brotherhood.

When the need arises, a code sent to members, signaling them to join and act. Lately these signals have been sent more often than ever before, even prior to the Canon War.

Alignment: The respect for the purpose of the order and the willingness to not corrupt the knowledge the order seeks to protect is vital to what the Brotherhood believes in. As such only non-evil and non-chaotic members are allowed to join.

Religion: The origin of the Volumes is believed to stem from the gifted knowledge of Tarfine. As such faiths that deny this source, such as the Tashrama, or deny its relevance, such as Adlarism, have no place within the Brotherhood. There is nothing within the laws of the Brotherhood itself that forbids a particular religious follower from the order, but the inherent conflict between the purpose of the order and other faiths prevents one from following both paths.

Background: The Brotherhood was formed after the death of the Prophet, whose final vision saw the destruction of the world at the hands of a being more powerful than the gods. The Brotherhood seeks to find the Seven Volumes, as they have unleashed terrible consequences upon the world, and they seek to understand the inner meanings of the writings of the Prophet.

Amongst these writings were the Seven Volumes of the Prophet, graced with the magical ability and knowledge of the future. These Seven Volumes were eventually given to the various races prominent on Adlatum. The Brotherhood of the Prophet was allowed to study the Volumes, but they are forbidden from ever possessing one, and they are forbidden from interfering with the fate of mortals, even during times of dire crisis, such as the Cataclysm.

The Brotherhood must contend with other races that may be looking for the Volumes to see if they can go back in time and un-do events that had happened in the past. They have the understanding that those races of original creation cannot affect time while those that are not may. The Brotherhood also tries to protect the Volumes when a single corrupted force tries to gather the knowledge within the multiple tomes and exploit them for their own benefit. The Volumes were believed to aid each of the major races along their own fate, not to be used in the domination of Adlatum and Krynn.

Recently a cell took in a Mentoi named Opheimus, an eccentric genius in linguistics, law, politics, and social development. More importantly, he showed himself to be an expert on a vast number of texts focusing on the Volumes and their histories. After accepting Opheimus into their cell, the gnome began researching the Brotherhood's theories on the Volumes. He came to realize that many of the Brotherhood's theories on what the tomes were and what their purposes were for were far from fact. Convincing the order to break their oat of non-interference, the cell broke into the underground palace in Karsuhon, rescuing the Fallen Avanesti woman who calls herself the Prophet. By either coincidence or fate, the cell's leader Voronfelmos Yaweanalumn was her own brother. Currently they are now attempting to find the lost Volumes.

Races: Although the Brotherhood is predominantly human, there is nothing forbidding any race from being a member.

Other Classes: Since the Volumes and the knowledge within them must be protected from ill use, the Brotherhood will often require members of various skills. No class is directly excluded from the order, but most members tend to lean towards more academic based classes as opposed to physical. Spiritual classes, like clerics and mystics, are also often included to a moderate extent.

Corinesti Trading Guilds

In the older days of the Corinesti Traders, a single unified guild had all trading rights and contracts. Since the Trading War of 300 AD, there are only four major guilds unified beside the Speaker in maximizing profit and trading influence throughout the Sargassi Sea and around the shores of Adlatum. The Corinesti Trading Guild is not only a major corporation in Corinesti society, but it is also the government that directs the lives of all Corinesti in the sea. Very few Corinesti have escaped the influence of the Guilds, and if the Guilds' leadership has their way, the few will be brought back into the fold.

Adventures: There are many places to explore to find new bounty to trade, and many lands in which one can travel to in hopes of gaining favor with potential clients and customers. All of the sea and all shores are ripe with opportunities for business, whether it is to benefit one's own position, their superiors, or even to harm a competitor. The reasons for adventuring may not be as altruistic are those in a knighthood, but the need for money to feed friends and family can be just as important.

Characteristics: The four guilds are commonly known as the Salvagers, the Traders, the Explorers, and the Harvesters. Each has an equal voice in the Corinesti Government, and the Speaker of the Tides acts as a fifth tie-breaking vote. Each also has a separate duty to perform in the operation of business.

The Harvesters are seabed farmers and hunters, gathering supplies and growing food from the ocean itself. The Salvagers hunt for pre-Drowning artifacts and recover goods from recent or newly discovered shipwrecks. The Traders are those who deal with Airbreathers, bringing

goods above-water to trade with land dwellers. Traders also purchase goods from one land and selling them in a distant port, acting as middlemen between nations that do not often directly deal with each other. Explorers venture beyond the Sargassi Sea and away from Adlatum's shores, searching out new territories.

Although the Guilds focus most of their work in and around the Sargassi Sea, trade with Airbreathers on shores outside of the Sargassi Sea has been consistently conducted, especially in the western Midlands. Corinesti ships are often seen in the Sea of Tears near Midland ports and off the coast of the Vacant Lands as well as throughout the Esorucak Islands and Sargassi ports.

The Guilds keep their own secrets from each other and often squabble over matters where their jurisdictions overlap. They also tend to keep their own matters away from the ears of those in other Guilds or outside of the Guilds entirely. Beyond that, the Guilds operate as a business. The bottom-line is the final detail of importance, and unless profit can be maintained, power is loss.

When profit is gained by one of the Guilds, money is not often distributed to everyone fairly. Those who conduct the most work, those at the bottom of the organizational chart, often live on next to slave wages. The elite who work in the upper levels of management often take these profits to fund further business opportunities or their own accounts.

Alignment: The Trading Guilds have a monopoly of almost all the Corinesti. Very few Corinesti are able to escape its influence. But since the Guilds are all encompassing, there is no restriction on alignment for inclusion. However those who are working in the higher levels of management tend to see things in a more lawful manner than those on the bottom.

Religion: There are no religious requirements within the Guilds, even though Rosmera and Smer-Tio are popular among many families.

Background: Even though the most ancient records point to their having been hundreds of guilds competing for profit and control thousands of years ago, most of Corinesti history was dominated by a single monopoly that ran the vast majority of Corinesti society. Various houses within the Guild competed for Council seats at the head of the Guild from time to time, but the hold the Guild had on all business activity was near absolute. The Council ran the Guild, and the Guild ran the Corinesti. It was this unified Guild that lead the Corinesti into the Sargassi Sea after the Drowning, believing that more business opportunity could be reached operating from the interior of the continent rather than solely around the edges. When warfare against the Nordar became a constant annoyance in the Shattered Sea, most of the Guild's business retreated to the Sea.

In 290 AD, the Council ran into difficulty due to their own bylaws. The laws on who could be installed as Speaker were designed to allow only one of the elite few to be eligible. Unfortunately, the rules became so restrictive that only one elf was able to take the seat when the time came for a new Speaker, and the Council was unanimous in their hatred for this man, Lias "Wavestrider" Ambrodel. After his appointment, the Council became fractured. What were normally disputes between divisions within the Guilds turned into purposeful sabotage. The Guild broke apart as houses tried seizing control of various Guild assets and forming their own autonomous organizations. By 300 AD, the Corinesti Trade Wars had begun, and economic ruin spread throughout the Corinesti and onto the mainland.

Soon the trade wars came to an end, and the top four guilds agreed to allow each other to remain in existence so long as their leaders had an equal voice in how the overall management of their nation was handled. Each Guild Leader had a seat on the new Council of five. Each one had an equal vote on all matters concerning the Trading Guilds as a whole, and each Guild would be able to run matters internally on their own. In cases where votes ended in a tie, the Speaker would have the fifth and final tie-breaking vote. This was the Speaker's sole power, officially. However the Speaker has come to be viewed as an important part of public relations and communication with many aboveground organizations.

Since then the Speaker and the Guilds have been striving to repair the damage done by the Trade Wars of 300 AD. Some Corinesti have not forgotten the mess and are struggling to remain outside of the Guilds. Some of these Corinesti have taken up pirating, and others have settled in the Coral Cauldron, forsaking their people's "grasping and materialistic" natures and becoming monks and mystics. The Guilds hope to bring these dissidents back into line.

The current Speaker of the Tides is Quvaresh Thylosathen. Since the end of the Trade War, the restrictions on who is able to take the seat have been somewhat relaxed.

Races: Very few Gildanesti and humans have been allowed into the Trading Guilds, but there have been honorary exceptions. The rest of the Guilds are populated entirely by Corinesti. No other races have ever been allowed into the Guilds.

Other Classes: If a set of skills can be used for profit, the Corinesti Trading Guilds will find a use for it. As such, even though some classes are not designed for enterprise (such as druids or monks), all classes are welcome to the Guilds.

Etlarn Defenders

After the Dragonkin Horde began their assault on the people of Etlarn, the Etlarn Defenders were founded as a way to combine both magic and knightly might in order to protect the magocracy from the impending threat.

Adventures: The Dragonkin Horde has been threatening the sovereignty of Etlarn for almost three hundred years. During this time the number of Defenders has grown, but they are not always used a front line forces. Sometimes Defenders need to seek for information, rescue those who are threatened by the draconic enemies, help liberate a town who's last defenses had failed, or search for ancient weapons of arcane or divine strength that may finally turn the tides. Etlarn's fate has been growing ever more desperate. Any mission that could assist in any way may be charged to a member of the Defenders.

Characteristics: The Defenders were broken up into three orders, each focusing on a different style of magic. The Brethren of the Flame utilized Wild Sorcery, the Brethren of the Moons utilized White Sorcery (High Sorcery of the White Moon), and the Brethren of the Stars are paladins who utilize the magic of the gods Autenanima, Pietarde, and Pensokia. Each order was further divided to include elite forces of various assortments, but the majority of the Defenders only dedicate themselves to their particular Brethren and Etlarn.

The elite members of the Brethren of the Moons join the Knights of the Argent Crescent, a unit of divine warriors. The elite members of the Brethren of the Stars join the High Arcanists. The elite members of the Brethren of the Flame join the Sentinels of the Throne.

The Paternal is the honorific given to the head of the Defenders. He or she is the only member not part of any of the brethrens, but each order reports directly to him or her. The Paternal reports directly to the monarchy. Ironically the masculine title was first given to and chosen by a woman, Treesa Paldina. She selected the name in jest, but the title stuck through the centuries. The current Paternal is Janos Clearflame, a former Knight of the Argent Crescent.

Alignment: All members of the Etlarn Defenders are good aligned, however the elite bands within the Brethren may have their own additional requirements (see **Chapter 2**).

Religion: Dedication to a particular deity is not required to join the Etlarn Defenders, however some of the brethren require a certain type of dedication. The Brethren of the Moons draw their power from the white moon Autenanima (and sometimes Calorossa) while the Brethren of the Stars draw power from their faith in Autenanima, Pietarde, or Pensokia. Only the Brethren of the Flame are unaffiliated with any higher power. Membership in the Brethren of the Flame does not necessarily preclude any member with a religious affiliation.

Background: In 30 AD, a silver wolf spoke to the people of Etlarn as a proxy for Autenanima, the patron of White Sorcery. Through the silver beast's mouth, he gave both High Sorcery and Wild Sorcery his blessing. "Both the magic of the moons and the magic of the world will be needed to fight the new dangers approaching; they are meant to be used in harmony, not in opposition, against forces that would destroy all that is good and magical about your kingdom."

A hundred years later, the meaning of the warning became clear. What were believed to be dragons and their followers came ashore in Etlarn and began a devastating assault against the land. Nearly a third of Etlarn fell beneath the horrors of these so-called dragons before the nobles managed to establish a means of defense. A former human native of Gildanesti, Treesa Paldina, helped organize the Etlarn Defenders in an effort to stop the tide of destruction and defeat. Gathering the various factions of popular magic users in Etlarn together, she formed the Brethren under the guidance of Etlarn's king. Although the Brethren continued to operate as separate groups, she directed them in a cohesive fashion. Soon the Defenders were fending off attacks from the Dragonkin Horde and stopping the dragon's advance.

During the Starfall, the skies changed and two out of the three Brethrens were rendered powerless. Only the Flame remained capable of spellcasting for the next forty years. This period of time proved very damaging to Etlarn as the dragons advanced in record pace. Most of the magocracy fell under the Horde's control. Only a handful of major cities, including the capital, were still free, but many were now under massive sieges. When everything seemed lost, the Starfall was undone and the Defenders quickly re-founded the Brethrens of Moons and Stars. With the various powers available yet again, hope returned. Etlarn's survival as a magocracy is still in great danger. The Brethrens are struggling to operate in unison again after four decades of the Defenders operating with a single order.

The current Paternal is Janos Clearflame, a former Knight of the Argent Crescent from before the Starfall.

Races: The Etlarn Defenders are primarily made up of Etlarnic citizens, but there is nothing in its bylaws that exclude foreigners or members of races not common in Etlarn.

Other Classes: Most members of the Brethren of the Moons tend to be wizards while members of the Brethren of the Flame are sorcerers, and members of the Brethren of the Stars are clerics or paladins. People with other casts are not excluded from the Defenders so long as their abilities

are in line with the Brethren they join (for example, no wizards in the Brethren of the Flame).

Midland Guard

The Midland Guard is the elite force of the Midland Sovereignties. They were founded soon after the Days of Darkness and the Starfall in other to help Lord Montegron's efforts to unify the shattered Midland nations and stabilize the region. The Midguard (as they are informally known) are knights meant to exemplify all that is right with the world. Their loyalty and dedication to the Great Sovereign Lord and to the security of the Midlands is unmatched.

Entering the Midguard is difficult. Most of the time, an applicant's name is submitted by a member of the Guard without the applicant's knowledge. On rare occasions a few aspiring guardsmen have made their own requests for acceptance, but in the end admission is based on their record of valor and patriotism.

Adventures: Guardsmen hold loyalty to the Great Sovereign Lord and patriotism for the Midlands as their most important concepts to uphold. As such they are often put into harm's way in order to protect the Midlands both from dangers abroad and from within the Sovereignties. Their assignments most often come from superiors within the Guard or possibly from the Great Sovereign Lord himself.

Some Guardsmen are assigned as bodyguards to protect nobles, royalty, or other persons of importance, including the Great Sovereign Lord. At times, a king or queen may also assign missions to members of the Guard. They technically do not have a direct jurisdiction to do so, but in order to keep good relations between a nation and the greater powers within the Sovereignties a Guardsman may elect to obey the orders so long as it doesn't interfere with his or her other duties or oaths.

Characteristics: "Loyalty to Land and Lord" is the Midguard's motto, and the Great Sovereign Lord's reign is what secures the Midlands. Therefore, in the mind of the Guardsmen, both duties are one and the same. Patriotism and the need to see the Sovereignties as a whole, unified and safe, is what drives members of the Midguard. They also do what they can to represent what is right for the citizens of the Midlands. Often, a member of the Midguard riding down a street (especially outside of FyxZharar where the Midguard is stationed) will catch the attention of the populace and rally the people's faith in the Sovereignties. A sizable group of the Midguard riding together may generate so much fanfare that their procession becomes a parade. Only in areas highly dedicated to the Tashramadic Church would they not be welcome in the Midlands. It is for this reason that the Guardsmen must not only work for the betterment of their nations, but they must also keep their own appearances as exemplary as possible. To be unable to meet the people's expectations would be an embarrassment to the organization as a whole. For this reason, a Guardsman is always considered on-duty.

A member of the Midland Guard must also uphold the laws, not only those of the unified Sovereignties but also those of the local nation or town. Ideally, respect must be given to those from the highest members of royalty to the lowliest street urchin. Only when one appears to be acting outside of the laws or the wellbeing of the Midlands should a Guardsman's courtesy turn sour.

Alignment: Members of the Guard must uphold the law above all else. The Great Sovereign Lord's word is the highest law of the land, but unless instructed otherwise, those of the Midguard must learn to operate within the legal framework holding society together. As such, Guardsman must be of a lawful alignment. Whether a Guardsman works in this structure for the benefit of others, for his own glory, or simply to uphold the law does not matter. As such, there is no moral (good to evil) requirement for joining the Guard.

Religion: Gods have no direct involvement in the security of the Midlands, and therefore neither does religion. Prior to the recent return of the older faiths, the Midguard were most wary of the Tashrama, or Church of the Divine Ladder. Great Sovereign Lord Montegron held this church in high disfavor, and so the Midland Guard did as well. With the revelation of the true power of the Tashrama being the Elder Dragons, the Sovereignties and the Tashrama are edging into open warfare. As such, none of the Midguard would be a member of that faith. All members of the Guard are also Midlander citizens, so it is unheard of for a Guardsman to be a follower of a foreign faith. With the return of the so-called True Gods being such a new event, it has yet to be seen if believers in these gods will be welcome openly into the elite force.

Background: The Midland Guard was founded by Jermon Cavlin, a personal friend of Lord Montegron. After Cavlin's life was saved by the to-be Great Sovereign Lord, and with Montegron's consent, Jermon gathered those who believed that civilization would best be served by having a strong rule of law and order unifying the separate nations that were so heavily damaged by the creatures of Chaos during the Days of Darkness. Jermon believed that Montegron was destined to hold the Midlands together in safety and security. With the Midland Nations still in turmoil, having lost many of their own militaries in the recent war, the surviving leaders began to accept the aid of this newfound organization. Soon, even those who were loyal to their own nation began to swear allegiance to Lord Montegron, believing that he was their societies' best hope for normalcy in the future. Those who proved their "Loyalty to Land and Lord" beyond all doubt were

taken into the Guard. Jermon Cavlin became the head of the organization, bestowing himself the title of Second Protector, a title meant to show his deference to his sovereign. After his death in 420 AD, Noragaen Veliya became his successor.

The role of the Midland Guard has not changed much over the years. Most believe their role has changed from building a safe Midlands to maintaining it. This is true for the most part, although Montegron has been directing the guard to not only protect the Midland borders, but to also attempt to create an advantage over the Tashrama in the coming war.

Races: A majority of Guardsmen are either human or dwarven, but prior to the end of 420 AD, any citizen of the Midland Sovereignties could theoretically join the Midland Guard so long as a benefactor petitioned the higher ranks and the applicant is accepted. As such there are also Gildanesti, Corinesti, Mentoi, and even a rare few Oguna members. Towards the end of Jermon Cavlin's reign as Second Protector, the Great Sovereign Lord began to block acceptance of many non-humans and non-dwarves into the Midguard. Only those with human and/or dwarven blood have been accepted since.

Other Classes: Most members of the Guard have backgrounds as fighters, but there are sizable portions that have skills as rogues, reformed barbarians, or even monks. Spell casters within the Guard are extremely few in number. Those who excel at magic and wish to dedicate themselves to the glory and safety of the Midlands often find other avenues in which to contribute. Many Guardsmen are wary of clerics and mystics since the Tashrama are seen as enemies of the Midlands, but they tend to have no ill wishes toward mages in general.

Dark Ops

Unknown to almost the entire Midland population, there are a select few of the Guard who do not operate under the command of the Second Protector. These people quietly work for the Great Sovereign Lord directly. Their goal is the same as everyone else in the Midguard: protect the Midlands and serve the Lord. However they recognize the fact that sometimes holding up to the shining standards that are expected of a Guardsman endangers the safety of everyone in the long run. Their duties are often much more secretive and dire than other guardsmen, and they work to keep their activities as hidden as their own affiliation to the Guard. They are willing to do the ugly deeds that must be done for everyone's benefit, but these few do not desire glory or wealth. They only wish to do whatever must be done to protect their homes.

Jermon Cavlin suspected Montegron of sending Guardsmen on secret activities, but since his loyalty to the Sovereign Lord was unquestioning, he did not inquire. Noragaen Veliya herself had been involved in a few Dark Op activities before being appointed to the Second Protector seat.

Some of these operatives may be members of the Midland Guard but do not meet the requirements of the prestige class and do not possess the class itself. Often these Guardsmen are selected for service by Montegron himself and many times without the Second Protector's knowledge.

Tao-Shin, Church of the Divine Paths

Ever since the days of the Divine Bureaucracy thousands of years ago, the primary form of worship to the true gods of Krynn in the Midlands has been through the Tao-Shin, also known as the Church of the Divine Paths. The praise of individual gods is not unheard of, or even rare, but the Tao-Shin practice of worshipping the gods as separate steps on various paths of enlightenment has been common in Adlatum's history. The church bases its philosophy on three pathways, each leading to an ultimate goal.

From the ancient teachings of the Tao-Shin: *"A being has the potential to attain the highest happiness, the highest peace, or highest power. Everybody would like to have such a state of being. Alternatively, everybody wishes to avoid that which opposes the core of their inner beliefs. As spiritual practitioners we should seek freedom from that which causes us strife – not only for ourselves but for all sentient beings. All intelligent beings are capable of achieving these goals. They are able to practice the teachings, the methods by which these goals are realized. A practitioner can begin from his or her own spiritual center, select a path and gradually attain higher levels of being until final perfection is achieved. In certain cases the highest goal, be it enlightenment, perfect balance, or unquestioning dominance, can be attained in a single lifetime."*

The Paths of the Gods are the paths that lead to enlightenment and understanding of the universe. All mortal souls have three paths that they may follow in the course of their existence, each one with a different reward.

The Path of Light is followed by those who seek to do good deeds in the world. Those who follow this path believe that good deeds will set the foundation for their soul in the next world. Selfless acts, protecting the weak, liberating the repressed and lifting the downtrodden brings one closer to the heavens and a state of bliss when they pass into their next state of existence.

The Path of Serenity is the path of inner peace. The followers of this path search for a greater understanding of the universe and their place in it. Creation, nature, knowledge and wisdom are all things that demand a perfect balance, or they are in danger of becoming harmful in some way. Those followers that master this balance find a wider understanding of the world and of themselves.

The Path of Power is the path of dominance. Those who follow this path seek to control the world around them and bend it to their will. It is through following this path that one may gain supremacy and even immortality. Serving the gods of power is the most direct way to exert one's will over another.

Adventures: Priests of the Tao-Shin have a variety of reasons to adventure in Adlatum. Spreading the word of their faith and their gods is vitally important since the Church of the Divine Paths has only just begun to re-establish itself. There are many who were disenfranchised with the Tashrama when it was learned that the Elder Dragons were the true power behind the church, and some are looking for something new to believe in. This is an opportunity the Tao-Shin cannot risk passing up. Others adventure in order to apply what they have learned from their path in a real world environment.

Characteristics: The religion of the Tao-Shin is based on a caste system where each god is a social rank within the path to enlightenment. For example, Situlos is the lowest rung on the Path of Light, and Erraii is the highest rung. Since the return of the gods, the ranks of Erraii and Rasala Hage have been made into ceremonial ones bestowed upon the head of the individual Paths, but in reality the leaders worship Miraphayt and Alnath respectively.

These are the Paths of Divinity. At the top of each list is the highest rank in the path and the further down you go are the lower ranks.

Paths of Divinity

Priest Rank (from high to low)		
Path of Light	***Path of Serenity***	***Path of Power***
Erraii (Paladine)	*Tarfine (Gilean)*	*Rasala Hage (Takhisis)*
Miraphayt (Mishakal)	*Choalshain (Zivilyn)*	*Alnath (Sargonnas)*
Thobit (Majere)	*Thuban (Chislev)*	*Gaffras (Chemosh)*
Nairsaif (Kiri-Jolith)	*Melik Suud (Reorx)*	*Lesuthiyat (Morgion)*
Anphlasaad (Habbakuk)	*Mirac (Sirrion)*	*Folmhesta (Hiddukel)*
Charu (Branchala)	*Nekkarb (Shinare)*	*Peliona (Zeboim)*
Situlos (Solinari)	*Giauzar (Lunitari)*	*Regunilas (Nuitari)*

Study and worship in each of the gods within a path leads to a desired state of being. The gods of magic on the bottom rung do not grant divine spells, so novices and those introduced into the church learn the tenets of their chosen path based on the teachings of the gods of magic.

Once they have demonstrated they have mastered the teachings of one of the gods of magic, the priests ascend in rank and worship and learn the doctrine of the next god along the path to enlightenment. Those priests wishing to continue their ascension along their Divine Path must petition the next higher order by first talking to a member of that order, who then petitions the god of that order for acceptance. The god will usually ask the initiate for a favor before acceptance will occur.

Some followers have been known to remain with one god for a number of years or even a lifetime. This is largely accepted among the church, as true enlightenment may sometimes be found in the journey itself and not the actual destination. In this way it is possible to find clerics of Charu that are more powerful than clerics of Miraphayt, but the Church of the Divine Paths would still consider the clerics of Miraphayt to have the highest ranking authority within their path.

Alignment: People of all alignments are accepted into the Tao-Shin. Which path a follower takes is often dependant on their own moral beliefs: the good often take the Path of Light, the evil often take the Path of Power, and the neutral follow the Path of Serenity. Ethical variations are not a major concern of the Tao-Shin.

Religion: Since the Tao-Shin is a religion of its own, other faiths are not allowed within the ranks.

Background: Tao-Shin was first conceived circa 1500 PD when a religious group of researchers stumbled upon the elven ruins of Shera'Tao. The site was once a sacred elven temple to the gods. Manuscripts recovered from the site spoke of a divine pathway to the gods. A devoted follower would serve each of the gods, thereby advancing to a higher plane of existence. The elven teachings made mention of two paths to greater enlightenment, and a third that was forbidden among the elves.

The humans, who considered the lost elves to have a greater understanding of the world around them, began an organization based on the documents. Because of their more neutral dispositions, the scholars decided that all three paths should be available to make Tao-Shin complete. The Church of the Divine Paths was created and worship in the true gods took on a new form.

As the Midlands grew in power so did the church. The Tao-Shin Theocracy, also known by some historians as the Divine Bureaucracy, came to great influence in the Midlands. Even outside of the theocracy, the church became the preeminent religious order of the continent, boasting temples in every local town and grand sprawling complexes in every major city. Some of these temples were dedicated to a single path, and those who followed the Path

of Light may not have a place of worship in some towns. The same can be said for those of the other Paths.

Although the theocracy fell apart less than a half-millennia later, the Tao-Shin church survived and continued. However its political influence was diminished as the various nations of the Midlands squabbled with each other. Ironically, during the times when the church was viewed by most to be at its least influential in international events, that was when it had its greatest number of followers and clergy. But in time even that advantage faded and numbers fell.

The first great blow to the church occurred after the Drowning. The divine power backing the preaching of the clergy was gone, and over the following centuries the Tao-Shin was forgotten. A century and a half later the Tashramadic faith was built up, partially based on the Tao-Shin paths being merged into a single path with two directions.

In 350 AD, the gods of the Tao-Shin returned in what is called by many "The Arrival." Within twelve-months the Tao-Shin was reconstructed, and a Priest of Erraii named Yulii Nelens was named the new Premier of Isryan. The Tashrama and the Tao-Shin began a thirty-year struggle for the spiritual future of the Adlati people, each claiming the other church a heretical and blasphemous organization.

Following the Starfall on New Years of 383 AD, the church was bereft of the gods once again. In the span of a day, the Tao-Shin collapsed. Without their gods, the rival faith of the Tashrama gained dominance.

When the gods returned following the undoing of the Starfall in 421 AD, Deloun Var Silverwolf, head of the Path of Light received a vision that led him to the Midlands on a mission to bring knowledge of the true gods and Tao-Shin back to the Midlands.

Races: All races are allowed to join the Tao-Shin, however individual parishes have been known to discriminate based on local parishes.

Other Classes: Followers of the church can be of a wide variety of classes, but the clergy of the church usually have core class as clerics.

Tashrama, Church of the Divine Ladder

The religion of Tashrama preaches that there is only one path to divine power. Each individual is placed at the center of a divine ladder of enlightenment, and it is free will that allows him or her to climb or descend. The Tashrama of the Midlands frown upon descending the ladder. They encourage ascension, which brings the person closer to true enlightenment and worship.

From the writings of the Tashramadic Council: *"Do not be surprised if you fall every day; do not give up, but stand your ground courageously. Assuredly the gods who look down upon you will honor your patience. You must carefully consider whether your soul ceases to long for a higher level of enlightenment not as a result of impurity, but because it is mortal nature to give in rather than struggle onward. A sign of deliverance from our falls is the continual acknowledgment of our indebtedness."*

Priests of the Tashrama strive to fulfill the tenets of their gods as instructed by the holy Tashramadic Council and their own branch of the church. Along with spreading the faith of their gods, priests also maintain order in the Holy Lands, assist the needy, collect handouts and taxes for charity and for church-sponsored community services.

Adventures: Followers and priests of the church are everywhere in the Midlands and sometimes travel to the further reaches of Adlatum. Some may be carrying out duties assigned to them by higher-ranking officials in the church, or they may be working to spread the word on their own. With the friction between the Tashrama and the Midland Sovereignties about to explode, members of the church may be working to either give the Tashrama a badly needed advantage or a way to undermine Montegron's government. Other members may also be adventuring for inner spiritual reasons.

Characteristics: The religion of the Tashrama is based loosely off the Tao-Shin in which each god is a social rank within the path to enlightenment. Unlike Tao-Shin the Tashrama has but one path, which combines all gods. Erraii (Paladine) is the top rung of the ladder, Tarfine (Gilean) is the middle rung and Rasala Hage is the lowest rung. A priest's station begins with Tarfine and moves up the ladder depending on the priest's service and faithfulness to the church.

Since all Tashrama are actually mystics, the order of worship does not matter insofar as the priest's spell-casting abilities are concerned. It only applies to gaining rank within the church. The Tashrama does not officially recognize or assign ranks below Tarfine.

Three of the neutral gods have been assigned to the lower rungs because of their nature. According to Tashramadic beliefs, Reorx is classified as a god who loves his works and material possessions more than life. Shinare is only interested in generating wealth and Sirrion is considered the god of destructive fire.

It must be mentioned that there are hundreds if not thousands of Tashramadic priests that are actually faithful priests and have aspired to do good works throughout their entire lives. The higher one climbs in the organization, the more corruption and coercion one finds. Any Tashramadic priest holding the station of Erraii has been transformed into a Scalebound by the Elder Dragons, and the majority of those holding the station of Mishakal are faithful Scalebound as well. However, most Tashramadic priests are not aware of the church's true power center.

Alignment: Followers and priests of the church can be of any alignment, although they are usually influenced by the teachings of the Tashrama and the local branch.

Religion: Since the Tashramadic faith is a religion, other faiths are not allowed within the ranks.

Background: The Drowning of Adlatum brought with it darkness and destruction. Lives were thrown into chaos and realms were in upheaval. The Minotaur Empire and most of the Midlands were wiped out due to their central location. Only the western Midland nations survived total destruction. These nations spent generations trying to survive and eventually rebuild.

In 142 AD, Tashramadic priests revealed themselves to the people of Pelcatis, the largest of the Midland nations. They brought word of the gods' displeasure with the people of Adlatum, yet they also brought true healing. These priests foretold that the gods could forgive the people if they would end their wars and worship the gods in good faith again. Rumors of the priests spread throughout the remaining Midland nations, and displays of their clerical powers restored the faith in the true gods once again.

As decades passed, the organization became more powerful. The Tashrama endeavored to not only heal the sick and help the needy, but also cater to the nation's nobility. Pelcatis eventually became a theocracy under the rule of the Tashrama and in 238 AD the nation was renamed to Tashramada.

The Tashrama set borders for the Holy Lands of the gods, declaring that the gods' divine gifts could only be received and performed within the borders of the Holy Lands or by those priests touched by the gods. These borders encompassed most of the Midlands and were defined with elaborate walls, gates and statues of the gods of light and influential Tashramadic priests.

The theocracy continued to grow in power, and by 350 AD Tashramadic shrines were found in every Midland nation. Around this time, the heretics of the false gods began to appear in the Midlands. They were trying to usurp the power of the theocracy and denounce the good works of Tashramadic priests, and went so far as to demonstrate "divine" power beyond the borders of the Holy Lands. These heretics were hunted down and imprisoned for their false rhetoric. The Tashramadic Council called on all priests to combat these lies with sermons and teachings of the history and good works of the Tashrama.

After more than three decades, evidence of the true gods was too great to ignore and the Church of the Divine Ladder began to experience internal strife. Rumors of corruption and misdeeds by the High Council emerged, and many outspoken priests mysteriously disappeared. The skies darkened and a great chaos beast burst forth upon the Midlands, killing thousands. The people of the Midlands turned to their protectors for deliverance, but the theocracy was embroiled in its own problems.

A charismatic noble warrior from a distant nation took control of the situation and started delegating tasks to the Tashramadic armies who followed his lead. Under his rule they battled the servants of Chaos and saved thousands of lives in the Midlands. The Tashrama was less than grateful, yet when the smoke cleared and alien constellations filled the night sky, the Tashrama realized that the true gods had left once again. They rejoiced in their deliverance and decided to unite the Midlands under one rule, led by the enigmatic noble Montegron.

When the constellations changed following the Starfall, the theocracy stabilized and began to grow once again. Tashramadic priests discovered that their powers worked beyond the Holy Lands and they proudly displayed the blessings of the gods to all the Midland nations. Worshipers of Tashrama multiplied tenfold as followers discovered they were free to roam the continent in service to the gods.

Less than a decade later, the Tashramadic priests began to notice a weakening in their divine power. Sometimes their spells would slip from their thoughts or fizzle all together. These failings alarmed the priests and after several investigations they learned that the dead were siphoning off their powers. The Tashrama did the best they could to stave off the effects and continue their good works while being constantly accosted by the spirits of the dead.

In 421 AD, the souls of Adlatum left the world, leaving the Tashramadic priests free to use their powers once again. However, their celebration was short lived. Montegron, who had steadily distanced himself from the Church of the Divine Ladder, declared war upon the church. He claimed that the Tashrama was under the dominion of ancient dragons that had usurped the gods' power for their own purposes. The news shocked the Midlands and sent the theocracy into disarray.

Secret History: The origin of Tashrama begins with the Graygem. The ancient artifact imbued the dragons of Adlatum with the essence of its magic. These "chaos touched" dragons discovered that they radiated the ambient magic of the fabled stone. This magic increased their inherent magical abilities and allowed them to make twisted draconic creatures that would serve them unfailingly. Yet, the dragons also discovered that they were bonded to the territories of their lair. Unable to escape and compelled to withdraw from the world, the dragons descended into their secret homes and fell into a deep slumber.

For thousands of years the dragons slept as their radiant magic infused the surrounding lands with great quantities of ambient magic. The dragons changed in various ways, but all became bounded to their lairs. After

the Drowning Rasala Hage woke the altered dragons, known as the Elder Dragon, and she tempted them with power. She proposed that they gathered followers and act as proxies for her to eventually control the entire continent. The Elder Dragons tricked her. Upon setting up the base of their power and communication with each other from their lairs, now known as the Holy Lands, they rejected Rasala Hage and set themselves up as the secret gods of the Tashramadic church. Rasala Hage's grip on the world was set back by centuries, and while the middle to lower ranking priests and the followers believed they were worshipping the gods of the Divine Ladder, in truth their praise and power was coming from the dragons.

They took on worshipers who discovered they could tap into the power of the dragons' ambient magic as long as they resided within the borders of the dragons' territories. The most dedicated faction of priests became known as the Scalebound. It was the Scalebound who organized the Church of the Divine Ladder and ensured that the dragons they served would receive vast power and tribute – all in the name of the gods.

The dragons built up their divine empire for centuries, using the false front of piety and holiness to swindle and control the people of the Midlands. Each of five branches of the church sent a representative to meet in a secretive council in order to allow the aims of the branches to be debated. The members of the Tashramadic Council are unknown to most, including much of the clergy. However the Tashramadic Council is seen by many to be the mortal leadership of the church.

When Chaos did descend upon Adlatum during the Days of Darkness, it was Rasala Hage who blessed the warrior Montegron and gave him the power to defend the Midlands. Believing him to be a loyal servant to the church, the Tashrama proposed a unified government ruling over the Midland nations. Montegron would be the Emperor over all of the lands, however he would be a puppet to the Tashramadic Council. Montegron denied the Council and using his own talents and the strength and wisdom of his true god, he began to unify the Midlands on his own without the church's help. In time he planned to use the souls of the dead from Adlatum along with his living forces to crush the Tashrama and seize complete control of the region.

During the late fall and mid-winter of 420-421 AD, Montegron revealed to the public the truth of the existence of the Elder Dragons. When actions by several branches of the church confirmed this, many disillusioned followers and clergy left the church. This was a strong blow to the Tashrama. A few months later, Montegron was ready to launch his war and secure his hold on the land. However in mid-spring Rasala Hage fell silent and the unseen souls of the dead who were to bolster his forces were gone. The friction between the Sovereignties and the church was too hot to stop the war, but Montegron had to quickly re-evaluate how matters were going to proceed. This has given the church some time to try and strength its position.

Now those in the church are fully aware of the Elder Dragons existence, and those who remain in the church openly worship these mighty creatures as true gods, and the divine steps of the ladder are now seen more as positions of rank rather than as beings to be worshipped as well. Around this same time, the Etlarnic ambassador to the Midlands announced that the true gods of Krynn had returned. How the Tashrama plans to deal with the return of the Tao-Shin faith and the Sovereignties has yet to be seen.

Races: The Tashrama is open to all races across Adlatum and beyond. However since the church is based in the Midlands, some races are not included in the church due to a lack of exposure.

Other Classes: Followers of the church can be of a wide variety of classes. Clerics are forbidden since it would require them to be dedicated to another religion. Different branches often attract different groups of people (nature-based classes to the green, arcane casters to the black, warriors to the red, etc).

Path of the Divine Ladder

Priest Rank (from high to low)
Erraii (Paladine)
Miraphayt (Mishakal)
Thobit (Majere)
Nairsaif (Kiri-Jolith)
Situlos (Solinari)
Charu (Branchala)
Anphlasaad (Habbakuk)
Thuban (Chislev)
Choalshain (Zivilyn)
Giauzar (Lunitari)
Tarfine (Gilean)
Melik Suud (Reorx)
Nekkarb (Shinare)
Mirac (Sirrion)
Regunilas (Nuitari)
Lesuthiyat (Morgion)
Gaffras (Chemosh)
Peliona (Zeboim)
Folmhesta (Hiddukel)
Alnath (Sargonnas)
Rasala Hage (Takhisis)

Personalities

Although organizations and nations hold sway in Adlatum, in the end it always comes down to the individuals who have brought themselves into positions of power, influence, and respect. It is these people whose voices set in motion the actions of many others.

Pharon Blayda, Voice of the Red — CR 19

Male red-scalebound Midlander human fighter 4/mystic of War 14
LE Medium monstrous humanoid
Init +6; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Defense

AC 30, touch 16, flat-footed 27
(+7 armor, +3 deflection, +2 Dexterity, +1 dodge, +2 natural, +5 shield)
hp 143 (4d10+14d8+54)
Fort +18, **Ref** +11, **Will** +17
Resist critical hits 10%

Offense

Spd 20 ft.
Melee *+4 flaming adamantine longsword* +24/+19/+14 (1d8+11/17-20 plus 1d6 fire) and claw +13 (1d4+2)
Ranged *+2 javelin of returning* +18 (1d6+7)
Special Attacks chaotic frenzy 4/day
Spell-Like Abilities (CL 18th)
1/day – *detect magic, know direction*
Spells Known (CL 14th, +19 touch, +16 ranged touch)
7th (3/day)—*destruction* (DC 21), *power word blind*[D]
6th (5/day)—*blade barrier*[D] (DC 20), *heal, mass inflict moderate wounds* (DC 20)
5th (6/day)—*flame strike*[D] (DC 19), *righteous might, spell resistance, true seeing*
4th (7/day)—*cure critical wounds, death ward, divine power*[D], *greater magic weapon, restoration*
3rd (7/day)—*dispel magic, inflict serious wounds* (DC 17), *magic vestment*[D], *prayer, searing light*
2nd (7/day)—*aid, align weapon, death knell* (DC 16), *owl's wisdom, resist energy, spiritual weapon*[D]
1st (7/day)—*bless, divine favor, entropic shield, magic weapon*[D], *obscuring mist, shield of faith*
0 (6/day)—*create water, cure minor wounds, detect poison, guidance, light, mending, purify food and drink, read magic, virtue*
[D] domain spell; **Domain** War

Statistics

Str 20, **Dex** 15, **Con** 16, **Int** 16, **Wis** 18, **Cha** 14
Base Atk +14; **Grp** +19
Feats Armor Distribution (banded mail), Cleave, Combat Expertise, Great Cleave, Greater Armor Distribution (banded mail), Improved Critical (longsword), Improved Initiative, Improved Sunder, Leadership, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Climb +10, Concentration +22, Diplomacy +16, Handle Animal +5, Intimidate +9, Jump +10, Knowledge (arcana) +11, Knowledge (history) +6, Knowledge (religion) +22, Ride +5, Spellcraft +20, Swim +4
Languages Common, Draconic, Infernal, Trejori
SQ save bonuses
Combat Gear *dust of appearance* (2), *potion of barkskin +4, potion of heroism, scroll of mass bull's strength*; **Other Gear** *+1 light fortification mithral banded mail, +4 darkwood buckler of blinding, +4 flaming adamantine longsword, +2 javelin of returning, amulet of health +2, cloak of resistance +3, gloves of Dexterity +4, ring of protection +3*, holy symbol, locked gauntlet

Special

Chaotic Frenzy (Ex) Four times per day as a free action, Pharon may fly into a chaos-induced blood frenzy that lasts for 5 rounds. During this time, Pharon gains a +2 bonus to Strength and Constitution, and a +1 morale bonus on Will saves, and his claw damage increases to 1d6, but he takes a –2 penalty to Armor Class. Pharon may use the Concentration skill while frenzied and can cast damage-dealing spells as long as the spell has a casting time of 1 standard action or less. Pharon cannot prematurely end his frenzy once it has begun.
Save Bonuses (Ex) Pharon has a +2 racial bonus on saves against magic sleep effects and paralysis.

Pharon Blayda (Fahr'-on Blay'-dah) (8/25/382 AD - current) is the head of the red branch of the Tashramadic Council. Unknown to everyone but a few in the church, the indifferent Red Elder Dragon Traxus has forsaken the church and his armies, instead choosing to torment a single victim within his lair. Pharon has taken complete control of the red branch, claiming his own will to be the will of Traxus.

Pharon was born just within the edge of Brimstone to a nationally known opera singer, Jeanette Blayda, who had been long loyal to the Tashrama. His father Renau Blayda was a stagehand at Onster's Selrach Playhouse who had met the young Jeanette Huffaneau during her first years on a professional stage. Renau was indifferent to his wife's religious affiliations, but he had never criticized the church. In time Jeanette achieved fame in Solishairon for her leading role in the surprise hit *The Prophet Papers*. Two years later her singing talents immortalized her for her performance in *The Amulet of Z'na*. It was during *Z'na*'s second year on stage she learned of her pregnancy.

Convinced that her faith in the Tashramadic gods and her practice of the red branch's lessons on forceful application of one's will is what landed her fame and fortune, she became an even more devout follower of the faith, or at least her own interpretation of doctrine. After failing to receive permission to give birth to her child within Brimstone, the actress took absence from her career and snuck into the shrouded Holy Land late in her pregnancy. Not even Renau learned where she had gone. Jeanette was discovered during a painful and lengthy labor, but her ferocity shocked them. Even though she could not see in the hellish environment, she used her personality and will to drive mystics of the red branch – one of whom was secretly a Scalebound – into assisting her. Soon her son Pharon was born.

Jeanette and Pharon were escorted out of the Holy Land a month later. Upon returning, Jeanette convinced the owner of the opera house to close down the show for a month rather than let her understudy continue in her place. One month later, Jeanette returned to the stage drawing sold-out performances for the next two years. During that time, she divorced Renau in favor of "more attractive adornments." She also proved herself to be a genius in composition, writing several operas and musicals in her off time. She performed in none of what she wrote, and instead kept her on-stage talents to the works of others.

Pharon grew up, living just off-stage and in the lap of wealth. His mother made sure he was given the best education and private tutoring available, and the teachings of the Tashrama became mother's milk. Pharon gained a tremendous appreciation for the fine arts, especially music. Yet he could not understand why his mother continued to live a life in the arts when her own branch of the Tashrama was focused more on building a military force.

Friction first began to come between him and Jeanette in 393 AD when he received what was only one out of many love letters from his father, trying to re-establish relationships with Jeanette. Apparently, in an attempt to fall back in her favor, he had enlisted in the red branch's army, which was attracting as many mercenaries from Ogun as true faithful. Jeanette dismissed the man's existence as unimportant to their future. Pharon saw more bravery in his father's enlistment, especially since it was only to garner her affections, than his mother's quiet prayers before going out onto the stage to build her own glory. The arguments came to an end in 395 AD when Jeanette accepted an invitation to perform for Lord Montegron himself. Disgusted by her hypocrisy, Pharon traveled to Charnod and began training to join the clergy.

Although he had ended ties with Jeanette, he put the work ethic and drive he gained from her to excellent use. He became a member of the cloth after only three years of study of both church teachings and military tactics, and was able to work his way into gaining a position within Brimstone three years later. By 404 AD, Pharon had become an adviser to two bishops.

Two years after that, Pharon was promoted and began the process of becoming one of the Scalebound. He also participated in overseeing several parts of the preparation for the army's assault into the Midlands. During this time, the Red Elder Dragon Traxus was taking advice from a human consort named Sianntica. Although her methods of combat training proved extraordinarily useful, Pharon saw too much of his own mother in the seductress. He advised holding off a key attack for six months to be sure additional precautions could be taken and intelligence could be gathered. The request was denied, and plans continued.

In the end, Sianntica betrayed the church and vanished. She had relayed information about the assault to Montegron and had successfully kept Traxus out of the battle. Many of Pharon's superiors were killed in the slaughter, along with his proud father Renau, and after Traxus realized what happened, he raged and murdered the rest. By terms of sheer survival, Pharon Blayda was promoted to the Tashramadic Council as head of the red branch.

Unhappy with how the army was implemented, Pharon slowly began to rebuild the forces and have them trained his way. Brimstone's defensive forces were rebuilt quickly, but it would be a long time before offensive capabilities would be realized. Blayda successfully put out a story that the invasion force Montegron defeated was in truth an Oguna raid from the north. Also, to avoid the dragon's rage, Pharon remained outside of Brimstone and feigned sending messengers into the Holy Land. His closest associates approved the deception rather than needlessly risk their lives. Contact with their deity would not be re-established until 414 AD.

Traxus was no longer interested in military dominance. Instead he only wished revenge against Sianntica. Pharon dedicated a staff of clerics and sorcerers to help locate the woman, but this was merely a concession to appease Traxus while Pharon continued working on building *his* army by spreading faith rather than hiring those who were nothing more than bloodthirsty strong-hands.

Several months ago, Pharon hit a major setback when Lord Montegron exposed the Elder Dragons as the heads of the church. Although the gathering army was still itching to take the wealth of the land away from the weak, many of the faithful in the red wing felt deceived. Having been taught that open raw power was the clearest expression of truth, to learn of this massive deception was a blow the red branch might never recover from. Pharon's faithful began to depart in droves.

The only good to come to Pharon lately is that Traxus apparently was successful in magically summoning Sianntica to him. The dragon is now only concerned with torturing the woman, leaving Pharon to continue cleaning up the mess Traxus made for himself fifteen years ago.

Damrye, Arm of the White CR 13

Male Oguna ranger 3/fighter 6/legendary tactician 3
NE Medium humanoid (ogre)
Init +2; **Senses** low-light vision; Listen +5, Spot +5

Defense

AC 23, touch 13, flat-footed 21
(+6 armor, +1 deflection, +2 Dexterity, +1 natural, +3 shield)
hp 111 (6d8+6d10+48)
Fort +15, **Ref** +8, **Will** +9

Offense

Spd 30 ft.
Melee *Eclipsing Star* +19/+14/+9 (1d8+8) and *+1 light darkwood shield of bashing* +16 (1d6+3)
Ranged mwk composite longbow +16/+11/+6 (1d8+4/x3)
Special Attacks direct troops, favored enemy (humanoid [minotaur] +2), inspire courage (+2, 2/day)

Statistics

Str 21, **Dex** 15, **Con** 18, **Int** 14, **Wis** 12, **Cha** 12
Base Atk +12; **Grp** +17
Feats Combat Expertise, Endurance, Improved Disarm, Improved Shield Bash, Leadership, Mounted Combat, Power Attack, Self-Sufficient, Track, Two-Weapon Fighting, Weapon Focus (flail), Weapon Specialization (flail)
Skills Climb +8, Diplomacy +11, Handle Animal +10, Heal +5, Hide +9, Intimidate +9, Jump +8, Knowledge (history) +10, Knowledge (nature) +9, Listen +5, Move Silently +9, Ride +12, Sense Motive +8, Spot +5, Survival +12 (+14 above ground)
Languages Common, Hudieran, Ogre, Trejori
SQ leadership bonus +2, wild empathy +6
Combat Gear *elixir of hiding, elixir of sneaking, potion of cure serious wounds* (2), thunderstone (2); **Other Gear** *+1 mithral breastplate, +1 light darkwood shield of bashing, ring of protection +1, Eclipsing Star* (*+1 cold iron flail*), mwk composite longbow (+4 Str) with 20 arrows, short sword, healer's kit

Special

Weapon *Eclipsing Star* is a *+1 cold iron flail* of unknown origin that has been crafted with a cold-wrought iron head and a darkwood haft. The wielder gains a +4 insight bonus to Will saving throws as long as the Star is worn. Once per day, if the wielder swings the flail clockwise over his head (as a standard action), he shines with a brilliant light that extends out to a 20-foot radius for 5 rounds. This light dispels any darkness effects that it comes in contact with, and causes 1d6 points of damage per round to all undead creatures within range.
If the wielder swings the flail counterclockwise over his head (which can also be done once per day as a standard action), a dark, swirling vortex appears over his head for 5 rounds. This vortex dispels any light effects within 20 feet, and also extinguishes nonmagical fires within this area. The wielder is also protected from fire and heat, effectively gaining fire resistance 10 while the vortex is in effect.

Damrye (Dahm'-reye) (4/14/397 AD - current) is a young Oguna who was recently made head of Heriacious' armed forces both in Breenaak and abroad. Damrye is just short of seven feet tall with broad shoulders, and he is very handsome in face for an Oguna. He has dark hair and tends to dress in human styles. By all accounts, he has both skill and luck in great supply during battle.

Born in an Oguna tribe in the Broken Lands, Damrye adapted to the hard life with great skill. He was only six years old when he slew two full-grown savage minotaurs, moments after they killed his parents. He took one by surprise by stabbing it in the back of its neck without them realizing he was there, and he was likely lucky to avoid being cleaved by the other before slipping a dagger into its ribs. However, Damrye gain the respect of his peers after the battle was over, and his turned his regret over the loss of his parents into a love of conflict.

The luck that allowed him to survive his youth stayed with him long after he became a man. When tragedy struck, it was little more than a short-term loss that soon resulted in a long-term gain. From fourteen to sixteen years of age, Damrye's skill and luck were responsible for the success of at least eighteen different raids into the minotaur-held land in Sakkaras, including the seizure of an ore mine which was quickly used to forge more weapons.

On the nineteenth attack, his mount was killed when an arrow pierced its eye. He fell from his mount and disappeared into a ravine. By unknown means he awoke in a cave in the mountains of northern Hudiechia with no injuries. After hours of exploring, he came upon several chambers built into the rock that looked to be made by a magic user long since gone. In these quarters he came upon an amulet of red and black stone. Touching it wracked his body in pain, and moments later a mirror revealed his face to be much more appealing. He was still obviously Oguna, but his few battle scars were gone and the blue-grey coloring of his skin now was consistent and smooth in shade. He came to find out that his own ability to speak in the Midland tongue had greatly improved. Near where the amulet vanished, he found a tomb. When he opened it and looked at the words, he discovered he

could understand the script and was compelled to read everything. Hours or days passed, and the knowledge seeped into his head. By the end, his mind absorbed years worth of lessons in formalized combat techniques. The tomb's pages were now blank.

Further searching revealed to him not only a strangely fresh supply of food and water, but also a map to a structure hidden deep beneath the mountains. He followed the map's directions for several days and found a temple to some forgotten religion of the past. Near the altar, he came across a flail of great power. When swung around over his head in one direction, his body shone like the most brilliant daylight for a short time. When swung around in the other direction, a short-lived vortex appeared above his head that swallowed any and all light and heat in the vicinity. After claiming the weapon he named Eclipsing Star, a figure appeared from nowhere and cast magic upon him. Before seeing blackness, Damrye could only make out the figure to be a thin-cloaked form near to his own height. He soon woke up on a hillside above ground in the southern Midlands.



General Damrye and Aynal Teralshall, Speaker of the White

Damrye spent years traveling the Midlands, trying to learn the local customs in order to survive. He took nothing of his old life for granted and did everything possible to understand how one gained power and control in this more complicated society. Soon he figured out that many traits of his days in the north still worked, however there were only specific situations and times in which they would be allowed. He began work as a bounty hunter, tracking down criminals who were wanted dead or alive for various crimes. He also took jobs for a variety of clients who did not wish to get their own hands dirty. Although an Oguna, his skill, luck, tongue, and face earned him respect from many who knew of him, especially women. He combined the fighting techniques learned from the book and the occasional Midlander with the directed rage and aggression he learned in the north. His growing reputation enabled him to gather his own small band in order to complete jobs he would not have been able to do on his own.

Soon after completing an assignment for one of the more influential noble women in Charant Aros (with whom he had been having an affair), his name had circulated its way to Karsuhon and the Great Sovereign Lord Montegron. By an odd happenstance, the fact that Damrye was an Oguna was lost in the circulation. Using several intermediaries, Damrye was hired out for numerous assignments the Great Sovereign Lord did not wish directly tied to him if they became public. Damrye completed them with great swiftness while keeping his own people in the dark as to who was their true client.

In time, Damrye realized that other than payment, there was no large benefit to his current employment by the Midlands. He began to consider himself a part of the larger Midlands infrastructure and had dreams of eventually succeeding the aging Lord. Luck again turned in his favor as one of his contacts suggested to Montegron that Damrye might be suitable for the Midland Guard, or at least one of the more secretive subsets of it. Making sure that the head of the Guard Jermon Cavlin was not informed, the Lord agreed. Damrye accepted the invite and traveled to Karsuhon.

In a private chamber, Damrye was allowed to finally meet his employer for the first time. When Montegron laid eyes on him, he was angered that he had not been informed of Damrye's race. In the conversation that followed, friction built between the two and Damrye let slip that he was from the Broken Lands to the north. Montegron's anger peaked, and he ordered Damrye arrested. Seeing his

chances for more power squashed, Damrye jumped for the Great Sovereign Lord. He came within an inch of grabbing Montegron's neck before the Lord's guards dog-piled on the Oguna and disarmed him. Ironically, he was dragged out of the room screaming his loyalties.

His luck did not abandon him long. That night in the dungeons, just as his death warrant was being signed up above, a figure appeared out of nowhere in his cell. Damrye recognized it as the robed figure from the underground temple. It tossed to him Eclipsing Star and quickly started to cast a spell, but Damrye lunged at the form and this time he reached his target. Magic covered him and the world started to disappear around him. Before the figure disappeared, Damrye thought he saw the face of a bakali. The world reformed around him, and he was in a massive cavern with a massive white dragon. Heriacious, stunned at Damrye's sudden appearance, stared down at him.

Surprise was likely the only thing that stopped the White Elder Dragon from instantly killing the intruder of her lair. She demanded to know who he was and how he got there, and he quickly recounted his tale. Heriacious knew of Damrye and was very well aware he, via his jobs from Montegron, had been a noticeable harassment for her movements, but she saw an opportunity. Her military forces were recently without a leader, and the ability to steal one of Montegron's own foolishly discarded assets pleased her greatly. She offered Damrye a deal. If he could complete to her own satisfaction a number of challenges which would test both his own skills and ability to lead, she would place him in charge of her own military forces.

Damrye was no fool. He knew it would be difficult, but he also could feel the hostilities between the Sovereignties and the Elder Dragons. He figured if he could not succeed Montegron he would instead best him in the coming conflicts, and perhaps take the throne by force. Damrye was also well aware if he turned down the Elder Dragon's offer he would either be killed or re-jailed. He accepted.

By the end of 420 AD, on the same day Noragaen Veliya became Second Protector of the Midland Guard, Damrye took control of the Breenaak forces. Using what he was able to learn about Karsuhon and the Midland Guard before his meeting with Montegron, he is revamping the armies to be better skilled against his new enemies.

Dervin DuCroix, Paladin in Conflict — *CR 9*

Male Etlarnic human paladin 6/Knight of the Argent Crescent 3
LG Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Aura courage (10-ft. radius, allies gain +4 morale bonus on saves against fear)

Defense

AC 25, touch 11, flat-footed 24
(+10 armor, +1 Dexterity, +4 shield)
hp 78 (6d10+3d8+27)
Fort +14, **Ref** +7, **Will** +10
Immune disease, fear

Offense

Spd 20 ft.
Melee *+2 longsword* +11/+6 (1d8+3/19-20)
Ranged *+1 composite longbow* +10/+5 (1d8+1/x3)
Special Attacks smite evil 2/day (+3 atk, +6 dmg), turn undead 10/day (+5, 2d6+5, 3rd)
Spell-Like Abilities (CL 6th)
1/week – either *remove curse* or *remove disease*
1/week – *remove disease*
at will – *detect evil*
Spells Prepared (CL 3rd)
2nd—*identify*[D], *shield other*
1st—*magic aura*[D], *protection from chaos, resistance*
[D] domain spell; **Domain** Magic

Statistics

Str 13, **Dex** 13, **Con** 16, **Int** 14, **Wis** 15, **Cha** 16
Base Atk +12; **Grp** +17
Feats Cleave, Combat Casting, Extra Turning, Power Attack, Quick Draw
Skills Diplomacy +13, Handle Animal +13, Knowledge (arcana) +7, Knowledge (religion) +12, Ride +8, Sense Motive +11, Spellcraft +6, Use Magic Device +8
Languages Common, Draconic, Etlarnish, Gildanesti
SQ aura of good (strong), divine grace, divine health, lay on hands (18 points/day), lunar grace +2, special mount
Gear *+2 full plate, +2 heavy steel shield, +2 longsword, +1 composite longbow* with 20 arrows, holy symbol of Tao-Shin

Thunder, Dervin's Special Mount

N Large magical beast
Init +1; **Senses** low-light vision, scent; Listen +6, Spot +5

Defense

AC 18, touch 10, flat-footed 17
(+1 Dexterity, +8 natural, –1 size)
hp 45 (6d8+18)
Fort +11, **Ref** +6, **Will** +8
Defensive improved evasion, share saving throws

Offense

Spd 50 ft.
Melee 2 hooves +7 (1d6+4) and bite +2 (1d4+2)
Space 10 ft.; **Reach** 5 ft.

Statistics

Str 19, **Dex** 13, **Con** 17, **Int** 6, **Wis** 13, **Cha** 6

Base Atk +4; **Grp** +12
Feats Endurance, Iron Will, Run
Skills Listen +6, Spot +5
Languages empathic link
SQ share spells

Dervin DuCroix (Der-van' Doo-Kroi') (11/25/388 AD - current) is an Etlarnic human Knight of the Argent Crescent. A well-decorated soldier, Dervin was not only almost denied entrance into the Etlarn Defenders when he first enlisted, he was almost executed for treason. Since then he has been sent on many of the most dangerous solitary missions for the Defenders. This is due partially because of his skill and partially because many of Etlarn's higher-ranking officials still do not trust him. Although handsome, Dervin is short, even for an Etlarnic human, with short dark brown hair and blue eyes.

The noble house of DuCroix had lived in Promesh for centuries. Throughout the war with the Dragonkin Horde, many DuCroix had supplied the city with materials needed for defense. The situation changed in 394 AD. No longer believing that the magocracy would be able to hold with two out of the three Brethrens without magical ability, Dervin's parents, Lord Joehan and Lady Magern, betrayed their nation and aided the Horde in taking over Promesh. In return for the city, they were made governors. Although Dervin's prospects in the future looked greater, the treason against Etlarn never sat well with him.

Nine years into their rule, Dervin committed his own act of betrayal by helping an undercover agent of the Defenders in escaping Promesh with a man of unstated importance. Having broken them out, he tried to enlist in the Defenders, hoping to free the city the Horde handed to his family. Dervin DuCroix was instead arrested for the crimes charged against his parents. Months later, with the full details of how he aided the Defenders made known to the courts in Etlarn City, his loyalty to his nation was recognized, and he was cleared of the charges and allowed to join.

Dervin's training and performance were closely watched over the following years. In the battlefield he fought hard against both the dragons and those loyal to them. In 413 AD, Dervin encountered his eldest brother Lazar at the Battle of Yoref Field, killing him in honorable combat. The battle hit Dervin hard, but he continued to fight for Etlarn's liberation. However many of Dervin's critics began to suspect that Dervin's defeat of his brother had broken him and now he was secretly working for his parents and the Horde. Without evidence, Dervin was sent on a series of solo missions where he was secretly tracked.

He committed no acts of treason and even uncovered a long-term spy the Horde had successfully planted in the ever-moving Anglem. However he was chastised when his affair with a noblewoman was uncovered. As additional punishment he was put on suspension for a year and sent on a variety of missions in which he could redeem his name. When the city of Promesh rebelled against the Horde after the Starfall was undone, the DuCroix family vanished into dragon-controlled territories. Since then, Dervin has been accepted into the newly reconstructed Knights of the Argent Crescent and is secretly trying to gather information on where his family fled to.

Grigk'shreeztuc, the Wandering Protector — *CR 12*

Male bakali barbarian 6/ranger of Jur'cikk [Habbakuk] 5
NG Medium humanoid (reptilian)
Init +7; **Senses** Listen +10, Spot +3

Defense

AC 22, touch 13, flat-footed 19
(+3 Dexterity, +5 natural, +4 shield)
hp 118 (7d8+6d12+52)
Fort +13, **Ref** +12, **Will** +6
Defensive improved uncanny dodge

Offense

Spd 40 ft.
Melee *+3 light mace* +19/+14/+9 (1d6+7)
and claw +11 (1d4+2) or
2 claws +16 (1d4+4) and
bite +11 (1d4+2)
Ranged *+2 merciful longbow* +15/+15/+10/+5 (1d8+2/x3 plus 1d6; nonlethal) or
+2 merciful longbow +15/+15/+10/+5 (1d8+2/x3)
Special Attacks favored enemies (aberration +2, humanoid [elf] +4), rage 2/day (9 rounds)
Spells Prepared (CL 2nd)
1st—*pass without trace*

Statistics

Str 18, **Dex** 16, **Con** 18, **Int** 14, **Wis** 17, **Cha** 8
Base Atk +12; **Grp** +16
Feats Blind-Fight, Combat Expertise, Endurance, Improved Grapple, Improved Initiative, Leadership, Rapid Shot, Track
Skills Balance +8, Climb +10, Heal +8, Hide +8, Intimidate +10, Jump +19, Knowledge (geography) +7, Knowledge (nature) +8, Listen +10, Move Silently +10, Profession (herbalism) +7, Search +8, Survival +13, Swim +13
Languages Draconic, Elven, Hudieran, Sylvan
SQ animal companion (none currently), hold breath, trap sense +2, wild empathy +4
Combat Gear *eversmoking bottle*; **Other Gear** *+2 heavy wooden shield, +3 light mace, +2 merciful longbow* with 19 arrows, holy symbol

Grigk'shreeztuc (Greegk-shreez-took') (11/10/364 AD - current) is a middle-age bakali who had been born and raised in the city of Trel'ock in the Vacant Lands. In his younger days he had an easier life in the fruitful region, but during the Days of Darkness most of Grigk's family, including his parents, were among the forty thousand bakali who died defending Trel'ock from annihilation.

Since then survival has become a fought-for luxury. With the surrounding lands stripped bare of vegetation, Grigk took up hunting in the renamed Pro'trok Hills and the Tavacan Plains. Grigk aided the city when he discovered that the vicious creatures augmented by the taint of Chaos could be hunted and used for their meat. Their prey was often horrific, but the large beasts provided the people with the most food. Trel'ock turned away from a vegetarian society, and many locals declared Grigk a hero while those from other cities believed Trel'ock was falling into barbarism.

When the cat-folk began to penetrate further westward through the Tavacan Plains, Grigk left the food gathering to others and conducted raids with the closest allies against the incurring prides. In time bakali from the other major cities came to respect his ability to fight the feline elves, even if they continued to view him as a savage.

In 411 AD, after years of successful campaigns, Grigk's party was ambushed by the cat-folk. Many were slaughtered, but Grigk was recognized and dragged into the Wilds as a prisoner. Over the next several years he was tortured and toyed with by several prides he had defeated in past skirmishes. The elves joyfully referred to his treatment as "worrying", to see how long they could figuratively shake him until he died.

Eight years later, a young Sekhnesti boy named Revsaha took pity on the bakali and used herbs to put the guards watching Grigk's cage to sleep. Unfortunately, Grigk was not in a clear state of mind when the boy opened his cage, intending to give the bakali his freedom. After so many years of torture at the hands of the cat-folk, Grigk took the opportunity to lunge at the Sekhnesti child and kill him before sprinting from his imprisonment. Unarmed he killed six more in his escape: some intended harm, a few didn't. Unsure of his surroundings it would be another month before he finally escaped the Wilds and returned to his own people's lands. Upon resting and receiving proper care, he realized that he had murdered not only innocents but also the one who had been his savior.

Feeling the shame hanging around his neck, Grigk exiled himself from Trel'ock, swearing never to return home or venture to any place that saw him as a hero. Instead he swore to himself he would wander Adlatum, hoping to better things and atone for his crimes. The first place he traveled was back to the Kahkarian Wilds, but the cat-folk were only interested in killing any bakali that came close to their prides' territories. Unable to seek forgiveness from those he harmed, and with his own people finding nothing wrong with him having killed just another one of the hated Sehknesti, Grigk'shreeztuc continued his travels elsewhere, hoping to find some peace for his soul.

Nigormi Krestbroke, Voice of the Black — *CR 15*

Female black-scalebound Nordar noble 2/sorcerer 8/loremaster 5
LN Medium monstrous humanoid
Init +5; **Senses** arcane sight, darkvision 60 ft.; Listen +5, Spot +1

Defense

AC 24, touch 14, flat-footed 23
(+4 armor, +3 deflection, +1 Dexterity, +2 natural, +4 shield)
hp 119 (2d8+13d4+75)
Fort +13 (+15 vs. poison), **Ref** +12, **Will** +17
SR 19

Offense

Spd 20 ft.
Melee *+3 spell storing dwarven waraxe* +12/+7 (1d10+5/x3) and
claw +4 (1d4+1)
Special Attacks inspire confidence 1/day
Spell-Like Abilities (CL 15th)
1/day – *detect magic, know direction*
Spells Known (CL 13th, +8 ranged touch)
6th (4/day)—*acid fog, greater dispel magic*
5th (7/day)—*break enchantment, sending, teleport*
4th (7/day)—*charm monster* (DC 19), *fear* (DC 19), *scrying* (DC 19), *solid fog*
3rd (7/day)—*clairaudience/clairvoyance, deep slumber* (DC 18), *fireball* (DC 18), *slow* (DC 18)
2nd (7/day)—*detect thoughts* (DC 17), *elemental dart** (DC 17), *mirror image, resist energy, touch of idiocy*
1st (8/day)—*charm person* (DC 16), *detect undead, magic missile, shield, true strike*
0 (6/day)—*arcane mark, dancing lights, detect magic, disrupt undead, light, mage hand, prestidigitation, read magic, resistance*
*From the *Dragonlance Campaign Setting*

Statistics

Str 15, **Dex** 12, **Con** 20, **Int** 16, **Wis** 12, **Cha** 20
Base Atk +7; **Grp** +9
Feats Empower Spell, Heighten Spell, Improved Counterspell, Improved Initiative, Silent Spell, Skill Focus (Knowledge [arcana]), Widen Spell
Skills Bluff +14, Concentration +16, Decipher Script +10, Diplomacy +15, Gather Information +7, Intimidate

+7, Knowledge (arcana) +21, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility and royalty) +15, Listen +5, Profession (sailor) +3, Sense Motive +6, Spellcraft +23, Swim +3, Use Rope +3

Languages Aquan, Common, Dwarven, Trejori

SQ bonus class skill (Spellcraft), favor +1, lore +10, loremaster secrets (bonus feat, lore of true stamina, secret knowledge of avoidance), reef dwarf traits, save bonuses

Combat Gear *+3 spell storing dwarven waraxe* (*touch of idiocy* currently stored), *lesser empowering metamagic rod, potion of cure serious wounds* (CL 15th), *ring of counterspells* (*dispel magic* currently stored), *wand of invisibility* (21 charges), *wand of magic missile* (CL 7th; 32 charges); **Other Gear** *+3 mithral buckler, amulet of health +2, bracers of armor +4, cloak of resistance +3,* crystal ball, *ring of protection +3*

Special

Arcane Sight (Sp) Nigormi has a permanent arcane sight spell on herself.

Save Bonuses (Ex) Nigormi has a +2 racial bonus on saves against magic *sleep* effects and paralysis, in addition to the normal dwarven +2 racial bonus on saves against spells and spell-like effects.

Nigormi Krestbroke (Ny'-gor-mi Crest'-broke) (5/16/298 AD - current) is the junior member of the Tashramadic Council and the voice of the Black Elder Dragon Xyvren. Her ascension to the post was a few months after Montegron's outing of the Elder Dragons as the head of the church after her predecessor Praustin Hyvon Oryno was declared missing and possibly dead. Krestbroke is a Nordar dwarf who fled the Ironvald Empire after she had become wanted for numerous crimes.

Born into a wealthy and influential home, Nigormi's parents and other relations were constantly plotting to put themselves into a better light with the Emperor, or they would be attempting to undermine the royal seat in hopes of one day securing it for themselves. On Nigormi's seventy-fifth birthday, her parents' plans against the throne were revealed by her older brother, who had turned spy for the Lord Protector. A raid on their estate in Ironvasser resulted in the deaths of both Lord and Lady Krestbroke and many of her extended family. Nigormi escaped with the aid of family business partner who had lusted after her for years. Once the man got her away on his ship, she killed him, seizing control of the vessel. By the time she was out into the deep sea, Nigormi and her brother Shomach were the only members of the Krestbroke family still alive. Shomach was then honorarily adopted into the Lord Protector's family as a "beloved cousin".

With a bounty on her head, Nigormi fled into the Midlands. While there she continued training herself in arcane arts, but she also took to pirating in hopes of rebuilding enough wealth in order to seek revenge against Shomach. Although she aims were proving fruitful for years, her hopes were dashed during the Days of Darkness when the six ships she had acquired were sunk by Chaos' demonic horde. With her wealth spread out across her ships, she was penniless.

For years Nigormi used her magical talents to find money when she the food ran scarce. The need for survival replaced her need for revenge. In 391 AD, she was stiffed on payment for a bounty on a murderer she killed while defending herself. The local Trejori officials refused to get involved since the killer's guilt was still in doubt by some. Without money or food, she found a Tashramadic shrine. Upon entering the building, for the first time in her life she prayed.

Seeing a fellow spellcaster down on her luck, the priests took her in. Having lost all shame, she accepted the aid. Nigormi came to learn that the northwestern branch (also known as the black branch) was dedicated to expanding the world's knowledge in the arcane and magic in general. Having nowhere else to go, she dedicated herself to the church and its pursuits.

With economic backing in addition to a steady influx of necessary supplies, Nigormi proved herself to be an expert in her field. She had also written several papers theorizing how the ambient magic currently available could be used to temporarily mimic the lost focus arcane spells available before the Starfall. Her theories were later shown to be incorrect after the Starfall was undone, but at the time her ability to analyze and theorize in detail let her make a name for herself within the Holy Land of Barja Pendan. In time, the Black Elder Dragon Xyvren himself began testing some of her theories in his attempts to break himself free of the Holy Land. Soon, Nigormi was informed of the black dragon's existence. Impressed by the power behind the church, she redoubled her efforts in development and research in the magical arts. Upon learning of her family's background in the Ironvald Empire, Xyvren also inquired to her on techniques in political manipulation.

During the late winter of early 421 AD, Nigormi was placed as a temporary head of the research groups in Barja Pendan. The actual head, Martrya Morgan, had been sent north to inform High Priest Oryno of Montegron's outing of the Elder Dragons and to assist him in an undisclosed project. None of the clergy who left on that excursion ever returned.

After a month without word from Oryno, Xyvren appointed Nigormi to replace him. This was a shock to Nigormi, especially since this meant that she would now have to focus more on her political training as opposed to her researching skills. Several times Nigormi has been seen

in conference with King Durandae of Trejor. It is rumored that soon the king will be making an announcement stating that he is siding with the church in the upcoming conflict between the Sovereignties and the Tashrama.

Calhan Mar'Troon, Lord Marshall — *CR 13*

Male Gildanesti fighter 7/duelist 7
NG Medium humanoid (elf)
Init +8; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +13, Spot +6

Defense

AC 24, touch 14, flat-footed 20
(+6 armor, +4 Dexterity, +4 shield)
hp 109 (14d10+28)
Fort +9, **Ref** +11, **Will** +7 (+9 vs. enchantments)
Defensive elaborate parry, enhanced mobility; **Immune** *sleep*; **SR** 17

Offense

Spd 30 ft.
Melee *+3 rapier* +21/+16/+11 (1d6+4/18-20)
Ranged +2 *composite longbow* +20/+15/+10 (1d8+2/x3)
Special Attacks acrobatic charge, precise strike +1d6

Statistics

Str 12, **Dex** 19, **Con** 14, **Int** 16, **Wis** 16, **Cha** 16
Base Atk +14; **Grp** +15
Feats Dodge, Improved Initiative, Leadership, Mobility, Mounted Combat, Quick Draw, Ride-By Attack, Spring Attack, Weapon Finesse
Skills Diplomacy +13, Handle Animal +19, Hide +14, Jump +9, Knowledge (nobility & royalty) +11, Listen +12, Perform +19, Ride +20, Tumble +14
Languages Common, Elven, Etlarnish, Gildanesti, Goblin
SQ canny defense*, grace*, improved reaction +2. *Not applicable due to armor & shield.
Combat Gear *dust of appearance, potion of levitation* (2); **Other Gear** *+4 leather armor of spell resistance* (17), *+3 buckler, +2 composite longbow* with 20 arrows, *+3 rapier, ring of chameleon power, rope of climbing*

Calhan Mar'Troon (7/12/329 AD - current) was a young Gildanesti noble who began to make a name for himself towards the end of the Years of Silence. He was the commander of a small outpost in the Disputed Territories with Thule, and began to make a name for himself through a series of clashes with the goblins. After a few years, he was promoted to the Command of the Northern Regions of Gildanesti.

As Commander, he learned of a large black dragon that had been devastating the southern regions of Etlarn and the northern villages of the Republic. He made this his highest priority, and put his entire Command on tracking down this terror. With very little loss of his forces, he was able to defeat the menace. This brought a lot of fame to Calhan, and the people of the northern villages and Twelve Towers began to revere him.

His exploits caught the eye of the current corrupt Lord Marshal Cadminian Levardus in 382 AD. A conspiracy was cooked up between the Lord Marshal and the other corrupt members of the Synod. They viewed Calhan as a threat since he was growing in popularity among the populous. The Lord Marshal started a war with the Corinesti, which Calhan did not agree with and spoke out about. Calhan had always viewed the Corinesti as a good people, and an ally the Gildanesti should keep. Secretly, he had kept in contact with the daughter of the Speaker of the Tide, Emeranta. In paranoia, the Lord Marshal ordered the assassination of Calhan.

This was a huge mistake, because the assassins came to kill Calhan, and never got within fifty feet of the Commander before being captured. They were summarily "questioned", and then executed as traitors to the Republic. The Northern Legion revolted and began a march to Elinost, with the Southern Legion and Home Legion called back to the capital to defend it against the rebels.

The Lord Marshal began a lengthy diatribe against Commander Mar'Troon, which resulted in the complete revolt by the Southern Legion. They held great respect for the Commander since he had fought by the side of many of them, and been a regular soldier, while the Lord Marshal had never served outside of Elinost being a career politician. The Lord Marshal left his legions, and retreated behind the safety of the walls of Elinost.

The Home Legion sent heralds and envoys to Calhan, who at the same time presented to all the evidence against the Lord Marshal. This not only included the failed assassination, but evidence that the Lord Marshal traded in drugs and slaves, which he had done since the beginning of his promotion of Lord Marshal. The Lord Marshal was arrested, and brought to trial. At the trial, the Lord Marshal challenged Calhan to a duel with the winner being the innocent one. Calhan accepted.

Calhan easily won the duel, but a scratch from the Lord Marshal's blade poisoned him, knocking him to the ground. At this time, Chaos struck Krynn with his invading armies. Disir were summoned up, and they attacked Elinost. Even though the poisoning was mortal, it was slow acting. Calhan would lead the armies of Gildanesti against the Disir, eventually defeated them, and killed the Disir Queen.

Following these victories, Calhan collapsed from the poison just outside of the Synod. A strange elf of unusual coloration arrived and couched Calhan. Flames coated the fallen hero, but did not burn him. He was restored back to full health, and the elf vanished. Calhan was promoted

to Lord Marshal, and he declared that he would cleanse Gildanesti of the forces of Chaos.

He would spend the next four years reclaiming the undead infested city of Twin Sails, and other chaos-touched areas left over from the initial conflict. Following these victories, he began to reconstruct the fractured alliance with the Corinesti. As a sign of reconciliation between the two races, Calhan married Emeranta, the daughter of the Speaker of the Tide in 387 AD. This was not only a marriage for political reasons, but the two had been keeping in contact with each other over the years since they had first met as children, which had blossomed into love.

During the Time of the Prophet, Calhan was troubled by what he saw coming from the Midlands. He built strong alliances of mutual defense with Etlarn and Onar. Calhan then turned attention to some of the members of the Synod, and began to gather evidence to remove them from power. Calhan also did not waste any time. The War of the Prophet began in the Midlands shortly after the disappearance of Darga Nos (Takhisis), and he proposed for the creation of a fourth legion. He saw that the Gildanesti would not be kept out of this war forever.

Montegron, Great Sovereign Lord — *CR 22*

Male Midlander human fighter 8/legendary tactician 10/blackguard 4
LE Medium humanoid (human)
Init +0; **Senses** Listen +3, Spot +3
Aura despair (10-ft. radius, opponents are -2 saves)

Defense

AC 37, touch 16, flat-footed 37
(+13 armor, +4 deflection, +2 luck, +2 natural, +6 shield)
hp 182 (12d10+10d8+66)
Fort +27, **Ref** +13, **Will** +16
DR 3/-; **Resist** electricity 5, fire 10

Offense

Spd 30 ft.
Melee *+4 keen dragonmetal longsword of speed* *+30/*+30/+25/+20/+15 (1d8+6/17-20) or *staff of power* +28/+23/+18/+13 (1d6+6)
Ranged *+4 heavy crossbow* +26 (1d10+4/19-20)
Special Attacks direct troops, inspire courage (+4; 4/day), poison use, smite good 1/day (+5 atk, +4 dmg), sneak attack +1d6
Spell-Like Abilities (CL 4th)
at will – *detect good*

Statistics

Str 18, **Dex** 10, **Con** 17, **Int** 17, **Wis** 17, **Cha** 20
Base Atk +22; **Grp** +27
Feats Cleave, Far Shot, Great Cleave, Improved Sunder, Leadership, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Ride-By Attack, Spirited Charge, Trample
Skills Bluff +22, Climb +9, Diplomacy +30, Handle Animal +10, Hide +5, Intimidate +30, Knowledge (religion) +10, Ride +15, Sense Motive +28, Swim +5, Use Magic Device +17
Languages Common, Dwarven, Gnome, Hudieran, Trejori
SQ aura of evil (moderate), battle standard, dark blessing, hard march, leadership bonus +5, rally troops, rout enemies, strategic retreat, the forlorn hope
Combat Gear *helm of teleportation, potion of cure serious wounds (4), potion of tongues, staff of power*; **Other Gear** *+5 dragonmetal full plate of etherealness, +4 dragonmetal heavy shield of fire resistance, +4 keen dragonmetal longsword of speed, +4 heavy crossbow* with 20 bolts*, amulet of natural armor +2, belt of giant strength +4, boots of striding and springing, ring of protection +4, ring of feather falling and regeneration, tassel of grounding** (electricity), holy symbol (Rasala Hage). *New item described in **Chapter 3**.

Special

Lost Abilities (Su) Due to the disappearance of Rasala Hage at the beginning of the Midland Civil War (War of the Prophet), Montegron is unable to cast blackguard spells or command undead.
Vast Resources (Ex) Lord Montegron has a large expanse of items not specifically listed here that have been collected by him and his servants over the decades. Although these items are not on his person at all times, a DM should feel free to equip Lord Montegron will additional items if circumstances in-game allow for preparation and access. This does not apply to artifacts or relics of great note within the setting, but Montegron's full arsenal is at the DM's digression.

Montegron (1/1/357 AD - current) is the Great Sovereign Lord of the Midland nations. He was born to a middle-class family of merchants in a small hamlet a few miles southeast of Tavlanor in Bhadlum. He was the eldest of seven siblings and from a young age knew that he was destined for greatness. At the age of twelve, he had his father sign him to train under his hometown's Fortmaster. His father did not want to do it, and instead had Montegron take over the family business. He threatened to leave the family if they did not allow it, and finally his father relented.

The Fortmaster, Rondor Megand, was a very tough master to train under. He had little sympathy for the "rich merchant boy" that he was to train, but Rondor saw the smart mind that Montegron had. Montegron never really saw himself has being very religious, but after one particular day that was tough a goddess came to him.

Rasala Hage came to him during a dream, and promised him great power if he would accept her as his goddess. He agreed in his dream, and almost immediately the next day he felt the changes coming upon him. He finished his training faster than anyone who trained directly under a Fortmaster, and he was ready to join war parties by the age of fourteen.

Some veteran warriors scoffed at the notion of a fourteen year old boy leading them into battle against the minotaurs to the north. They quickly changed their minds, when the power and mind of this boy became apparent to all. In their first skirmish over the border, he led his band of ten to victory over a group that was twice their size in numbers. Montegron himself slew eight and captured two of the minotaurs while gaining the respect of his men. Montegron's men did not suffer a single casualty.

For the next twelve years, Montegron made a name for him and stayed in charge of a small group of elite soldiers. This group of traveling soldiers made a name for themselves, growing in size more and more. The High Sheriff (King) of Bhadlum would summon them for their assistance in major attacks or defenses. This was the forerunner for what would become the Midland Guard in later years.

During the Days of Darkness, the dwarves of Adlar opened a chamber deep in their Path. This released the forces of Chaos upon all of Adlatum. Many of the armies of the Midlands fled from these unholy warriors, but luckily Montegron and his soldiers rallied the other nations to defeat the Darkness. With the defeat of Chaos, the gods left Krynn, and Montegron temporarily lost his deity as well. But he had saved the life of a man named Jermon Cavlin who in turn dedicated his life to serving the great hero. He is bestowed an honorific of Lord by the newly appointed High Sheriff Mendel Haeg.

The following year the Tashrama approached the hero and presented a great temptation. In return for his allegiance, they would unite the devastated Midlands under his rule. He would be in a position of great influence but still subservient to the church. Instead he turned the plan against them. Rejecting the offer, he spoke to the High Sheriff and proposed an identical plan, but this time without the church's hand. Haeg accepted the idea of a unified Midlands if Montegron could stabilize the other nations and have them agree to the concept of a government ruling over the nations.

Cavlin followed Montegron as he traveled the Midlands, gathering those loyal to the civilized regions of the Midlands and to Montegron's dream of a grand future. Over the following years, monarchies were restored, protected, and installed. In time each of the Midland nations bent knee to their savior.

With the loss of his goddess though, Montegron became increasingly paranoid, and he surrounded himself with only humans, dwarves, and gnomes. His prejudice really became apparent against the other races of Adlatum, eventually making laws against them.

In 396 AD, an Avanesti came to Montegron with knowledge of an old legend concerning the Volumes and an army of the dead. She had been cast out as a Fallen among her people, and would only go by the name "Prophet". She believed that the restless souls of late might have had something to do with this. Montegron took her on as an adviser but was shocked to find that she was an elf. Instantly he had feelings for her, and he took her on as a lover. The Prophet had no idea about the true intentions of Montegron that he wanted to use the Volumes for himself. She believed him an honorable man who desired security and safety for his citizens.

In time Rasala Hage revealed to Montegron that she was still present in the world in a vastly weakened state, but that her power was growing. He learned that she had been the cause of all the restless souls wandering around. She instructed Montegron to use the Prophet to gain the Volumes, and then to begin a war of conquest for the rest of the continent. Montegron used the words of the Prophet to begin a steady build-up of his legions of warriors and secretive necromancers. The Tashrama was decided to be the first target.

In 406 AD, the red branch of the Tashrama launched an early attack against the Sovereignties. With Rasala Hage's aid, Montegron led the forces of three nations against the army and won a decisive victory. The red branch successfully convinced the public that the army defeated was a massive Oguna raid from the north. The popularity of the Great Sovereign Lord reached record heights. Still, the battle was a foreshadowing of the conflict to come.

Over fourteen years pass. Montegron's forces were near ready to launch their war against the Tashrama. Sending riders out to every ruler of the Midlands, Montegron passed on the knowledge he gained from his goddess that the Tashrama was truly run by five powerful dragons and not the true gods of Krynn. Several of the church's branches were decimated as disillusioned followers left the church.

Six months later, in 421 AD, Montegron was finally ready to launch his war against the Elder Dragons. But the day before the attack would commence to start the War of the Prophet, Takhisis and the souls that Montegron had in support vanished. Furthermore, that evening the Brotherhood of the Prophet, led by the Prophet's own brother, helped her escape from Montegron's control. The following day, an old, scared, and paranoid, Montegron declared that the Prophet had foreseen that today was the

day the war would begin. His forces are launched against the neighboring Holy Land of Breenaak where the White Branch of the church calls home, instigating civil war and the War of the Prophet.

Pahgan, Young Mama in Training CR 5

Female Voda kunda cleric of Danbhala [Zivilyn] 5
NG Small humanoid (kunda)
Init +2; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Defense

AC 16, touch 13, flat-footed 14
(+2 armor, +2 Dexterity, +1 natural, +1 size)
hp 26 (5d8)
Fort +4, **Ref** +3, **Will** +7
Defensive uncanny dodge
Weakness shadow of death

Offense

Spd 20 ft.
Melee *+1 quarterstaff* +4 (1d4)
Ranged sling +6 (1d4-1)
Special Attacks turn undead 4/day (+3, 2d6+7, 6th)
Spell-Like Abilities (CL 5th)
1/day – *speak with dead* (willing spirits only; duration 1 minute)
at will – *detect undead*
Spells Prepared (CL 5th, +6 ranged touch)
3rd—*locate object*[D]*, remove curse, searing light*
2nd—*augury*[D]*, consecrate, lesser restoration, status*
1st—*bless water, comprehend languages, hide from undead, sanctuary* (DC 14), *true strike*[D]
0—*create water, detect magic, detect poison, mending, purify food and drink*
[D] domain spell; **Domains** Insight, Repose

Statistics

Str 8, **Dex** 14, **Con** 11, **Int** 15, **Wis** 17, **Cha** 13
Base Atk +3; **Grp** –2
Feats Improved Turning, Investigator
Skills Concentration +8, Diplomacy +8, Hide +6, Knowledge (history) +6, Knowledge (religion) +7, Knowledge (the planes) +6, Open Lock +4, Sense Motive +7, Sleight of Hand +4, Spellcraft +6
Languages Common, Dwarven, Etlarnish, Kundaspeak
SQ shadow of death
Combat Gear *elixir of hiding*; **Other Gear** *+1*/mwk *quarterstaff, amulet of natural armor +1*, mwk leather armor, sling with 20 bullets

Pahgan (Pah'-gahn) (12/14/404 AD - current) is a Voda kunda who has been traveling on Terratrek with several others from her tribe. In addition, Pahgan has been studying in hopes of becoming one of the tribes' shamans, thus earning the Voda honorific Mama. Although she has been traveling for a few years now, she has still not chosen a last name for herself. Even though most of her friends dress in the colorful assortments of clothing and jewelry usually donned by the Voda, Pahgan usually stays in the common variant style of black garbs with silver jewelry. Even for the kunda, she is short and slightly stocky for her kind.

Only sixteen years of age, Pahgan has proven herself an excellent student in the ways of Voda shamanism under Papa Drecanle Farlife. When her desire to Terratrek struck the very early age of fourteen, many of her older friends coming upon the Age of Travel joined her, shrugging off any desires to go their separate ways. Since then they have been traveling Adlatum exploring the various cultures, learning about various funeral practices, ways the dead are cared for, and how the different peoples view the afterlife. In addition to these, Pahgan has also performed séances and recently acted as a medium for the departed to communicate with the living.

Although Pahgan has an extremely bubbly personality, her joyful eagerness in talking about the dead and some of the more bizarre rituals she's come across has resulted in many non-Voda trying to keep distance from her. Often she claims to have seen things that go against common thought and theory, even among the Voda, when it comes to death and the undead. Her friends Kiera and Shaabo sometimes believe her tales, but since she has failed to prove many of the odd things she had witnessed (for instance, seeing part of the soul of the former High Chief of Teusten being digested by his friends and family) often her traveling companions dismiss her wondrous claims as flights of fancy. When not believed, she has a strong tendency to pout.

Regardless of her sometimes unsettling nature, Pahgan and her companions are very eager to help anyone she comes across, whether they wish to be in the presence of a death-kunda or not, whether they are dead or not, and whether they wished to be helped or not. Although extremely fascinated by the dead, she very much wants to help the living as well when things go bad because "most dead people used to be alive at one point."

The Prophet, the Fallen Messenger CR 13

Female fallen Avanesti cleric of Dusios Vidu [Zivilyn] 6/ righteous zealot 7
NG Medium humanoid (elf)
Init+5; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +5, Spot +7

Defense

AC 18, touch 18, flat-footed 13
(+3 deflection, +5 Dexterity)
hp 67 (6d8+7d6+13)

Fort +8, **Ref** +9, **Will** +13 (+18 vs. enchantments)
Immune *sleep*

Offense

Spd 30 ft.
Melee *+2 quarterstaff* +8/+3 (1d6+1)
Ranged *+1 javelin* +13 (1d6)
Special Attacks oration 7/day (compelling argument [DC 21], condemning tirade [DC 21], enthralling discourse), turn undead 7/day (+6, 2d6+10, 6th)
Spells Prepared (CL 6th, +6 touch)
3rd—*clairaudience/clairvoyance*[D], *cure serious wounds, helping hand, locate object*
2nd—*detect thoughts*[D] (DC 15), *eagle's splendor, find traps, restoration, summon monster II*
1st—*comprehend languages, detect secret doors*[D], *divine favor, endure elements, shield of faith*
0—*cure minor wounds, detect magic, light, purify food and drink, virtue*
[D] domain spell; **Domains** Knowledge, Meditation

Statistics

Str 8, **Dex** 20, **Con** 12, **Int** 14, **Wis** 16, **Cha** 18
Base Atk +7; **Grp** +6
Feats Empower Spell, Leadership, Run, Still Spell, Track, Widen Spell
Skills Bluff +9, Concentration +13, Diplomacy +16, Knowledge (religion) +10, Perform (oratory) +20, Search +3, Sense Motive +8, Speak Language x1, Survival +9, Use Magic Device +5
Languages Common, Dwarven, Elven, Gildanesti
SQ gather followers +2, righteous indignation+4 (3/day), wingless
Combat Gear *decanter of endless water, potion of cure moderate wounds* (2); **Other Gear** *+1 javelin, +2/+2 quarterstaff, cloak of elvenkind, ring of protection +3, rod of metal and mineral detection,* holy symbol, one *Volume of the Prophet* (which *Volume* is unknown)

Special

Empower (Su) Once per day, the Prophet may cast one spell as though it had the Empower Spell feat applied to it. However, she casts the spell at its normal level, not at two levels higher, and uses the normal casting time of the spell.



The Prophet of the Sovereignties

The Prophet of modern day is a person surrounded by mystery. She was born to the powerful Avanesti Yaweanalumn family in Avanost. She and her brother, Voronfelmos, and sister, Evadaeriana, were triplets; the only set ever of elven birth. Many elves saw this as a sign of something great that would be happening in their lifetime, but things began to fall apart for the family. For some unknown reason, Voron was cast from Avanost as one of the Fallen, and he was never heard from again. Her sister Evadaeriana rose quickly in the ranks of the military, but the elven woman later known as the Prophet was yet to have done anything with her life, even though most thought of her as being the most beautiful among an already beautiful race.

One day, as she was spending yet another day wandering her family's beautiful garden, she came to the pond. There she beheld something that would forever change her life. A god was standing there waiting. It said its name was Dusios Vidu and claimed to have a message for her, of times that were to come of war and destruction. The god told her to seek out the Volumes in the world and gave her a small glimpse of the future that would come. This glimpse changed the Prophet for the rest

of her life. The irises of her eyes immediately turned to white, although her vision remained perfect.

She ran from her meeting with Dusios to her family, raving about the wild things she had witnessed. After several days, she met with the leaders of Avanost, and the elves thought that she had gone mad. Instead of dealing with her, they branded her as Fallen and cut off the beautiful wings that had been her pride and joy. While she was still in shock, she was taken to the mainland of Adlatum and dumped with no food or water. The Avanesti removed all record of her existence from their city, including her name.

She was able to survive on her own, and for several years she lived alone and contemplated what to do and where to go with her life. Alone she hunted for the Volumes on Adlatum, and over the course of the next one hundred years, she was only able to track down one of the Volumes. She kept this book secret on her, even from those she thought she trusted. She realized though, that she would never be able to find all the Volumes on her own. Upon hearing of a great and valiant leader in the west, she traveled to the Midlands with her prophecy.

In 396 AD, the Prophet spoke with Montegron and was impressed with the confidence that he had and what she felt was genuine goodness for the people of Adlatum. She became infatuated with him, and they became lovers with Montegron promising to get her people to assist in finding the Volumes. She didn't know that he wanted to find them for himself.

Over the years, she followed fruitless lead after fruitless lead. Over time she began to grow disheartened as she slowly came to know Montegron. She finally realized that he was not what she believed him to be, and with the weight of the coming war on her conscious, her sanity began to slip. Unseen to anyone else, blood appeared on her hands, permanent stains caused by her own poor judgment to remind her that the coming deaths were her fault. Before she fell into total insanity and despair, the Brotherhood of the Prophet arrived to rescue her from Montegron's control. To her surprise, her brother Voron arrived with some of the Brotherhood to ease her misgivings. With his aid a majority of her sanity was restored, but the bloody stains on her hands, unseen by anyone but her, remained. Still keeping the one Volume of the Prophet she had on her secret, she escaped with them. Together with other adventurers, including one woman who claims to be Lord Montegron's niece, they set out to find the Volumes, even if it took the rest of their lives.

Torvalin Rochecorvenath, Voice of the Blue — *CR 18*

Male blue-scalebound Corinesti expert 4/mystic of Knowledge 10/righteous zealot 4
LG Medium monstrous humanoid (aquatic)
Init –1; **Senses** darkvision 60 ft., low-light vision, underwater blindsense 30 ft.; Listen +6, Spot +6
Aura emboldening presence

Defense

AC 25, touch 12, flat-footed 25
(+7 armor, +3 deflection, –1 Dexterity, +2 natural, +4 shield)
hp 111 (8d6+10d8+36)
Fort +14, **Ref** +7, **Will** +24
Immune charm, compulsion, sleep
Weakness surface sensitivity

Offense

Spd 30 ft., swim 30 ft.
Melee *+3 shocking burst trident* +16/+11/+6 (1d8+4 plus 1d6 electricity) and
claw +8 (1d4)
Ranged *+2 light crossbow* +11 (1d8+2/19-20)
Special Attacks oration 4/day (compelling argument [DC 17], enthralling discourse)
Spell-Like Abilities (CL 18th)
1/day – *detect magic, know direction*
Spells Known (CL 10th, CL 11th for divination spells, +11 touch)
5th (4/day)—*mass inflict light wounds* (DC 21), *true seeing*[D]
4th (6/day)—*death ward, divination*[D], *sending*
3rd (7/day)—*blindness/deafness* (DC 19), *clairaudience/clairvoyance*[D], *prayer, protection from energy*
2nd (8/day)—*calm emotions* (DC 18), *cure moderate wounds, detect thoughts*[D] (DC 18), *remove paralysis, status*
1st (8/day)—*bless, detect evil, detect secret doors*[D], *divine favor, protection from evil, remove fear*
0 (6/day)—*create water, cure minor wounds, detect magic, detect poison, guidance, light, purify food and drink, read magic, virtue*
[D] domain spell; **Domain** Knowledge

Statistics

Str 12, **Dex** 9, **Con** 15, **Int** 18, **Wis** 22, **Cha** 17
Base Atk +12; **Grp** +13
Feats Combat Casting, Craft Wondrous Item, Eschew Materials, Extend Spell, Leadership, Negotiator, Persuasive, Scribe Scroll
Skills Bluff +13, Climb +1 (+3 using ropes), Concentration +12 (+16 casting defensively), Diplomacy +25, Disguise +7 (+9 in character), Escape Artist –1 (+1 using ropes), Gather Information +11, Handle Animal +8, Heal +16, Intimidate +17, Knowledge (geography) +11, Knowledge (history) +9, Knowledge (local) +11, Knowledge (nobility and royalty) +9, Knowledge (religion) +14, Perform (oratory) +8, Profession

(porter) +13, Ride +6, Sense Motive +18, Spellcraft +14, Survival +6 (+8 avoid hazards), Swim +16, Use Rope +6

Languages Aquan, Common, Dwarven, Elven, Etlarnish, Hudieran, Igurni, Minotaur, Trejori

SQ amphibious, gather followers, righteous indignation +3 (2/day), save bonuses, seasense

Combat Gear *potions of eagle's splendor* (2), *scroll of call lightning storm, scrolls of restoration* (2), *wand of cure light wounds* (CL 5th; 47 charges), *wand of summon monster IV* (14 charges); **Other Gear** *+4 studded leather, +3 buckler, +3 shocking burst trident, +2 light crossbow* with 10 bolts, *amulet of health +2, cloak of resistance +3, hat of disguise, ring of feather fall, ring of protection +3*, silver holy symbol

Special

Emboldening Presence (Su) Torvalin is immune to all charm and compulsion effects. Allies within 30 feet of Torvalin are similarly immune, even if they are unaware of his presence or if Torvalin is held, paralyzed, or unconscious.

Save Bonuses (Ex) Torvalin has a +4 bonus on saves against enchantment spells and effects, and a +2 bonus on saves against paralysis.

Torvalin Rochecorvenath (Tor-vah'-lin Roech-cor'-veh-nath') (9/3/584 PD - current) is the oldest member of the Tashramadic Council and is the voice of the Blue Elder Dragon Seresayon in the church. He is a full-blood Corinesti who had long given up his connections within the Trading Guilds, hoping to find a peaceful yet rewarding life. Although he is reaching the final years of his extraordinarily long life, he has succeeded in keeping himself fit and active. Torvalin is a soft-spoken man who is blunt in his opinions and what he thinks of others, yet he is kind and understanding to those who he believes to be wronged. Upon becoming one of the Scalebound, he elected to honor the humans and dwarves he had become friends with over the years by augmenting his "unscaled" guise so that he would have a white short trimmed beard and mustache. To those outside the church, he lets them believe he extreme age is what allowed him to have the facial hair.

The Rochecorvenath family was never a major name in any of the Corinesti Guilds. Throughout his childhood, Torvalin worked as a hired hand, mainly in cargo loading. After decades of seeing no reward for his work as profits at the time were horded by local guild leaders, Torvalin quit and began traveling, hoping to find a more fulfilling life. For centuries he wandered the sea, occasionally doing odd jobs for money.

In 429 PD, Torvalin expanded his wanderings to include dry land. He discovered that my remaining close to rivers and lakes, he was able to venture inland tremendous distances. Torvalin even discovered a love for mountain hikes and the people above the ocean's surface. Six years later he ended his wanderings and took a human woman for a wife, Stephana Meyar. The two had several children, but eventually Stephana passed away of heart failure at the age of 92. Centuries later, shortly after the Drowning, he would even outlive his children. Soon he bid farewell to his grandchildren and great-grandchildren before returning to a life of travel and reflection.

In 193 AD, Torvalin had at last made contact with his family again, meeting his primarily human descendant Adalis Rochecorvenath and his family while visiting the nation of Dhu. After pleasant discussions, he learned Adalis was a cleric in the Tashrama's blue branch. Open to new ideas, Torvalin learned about the branch's teachings of dedication to hard work while taking pride in the accomplishments done. By 203 AD, the family was invited to enter and reside in the Holy Land of Heaventide. Adalis invited Torvalin to join them, and since he was of direct blood relation he was allowed to come. Upon laying his eyes on the beautiful cavern for the first time, Torvalin knew he had found his purpose in life and joined the clergy.

In addition to matters of the church, Torvalin focused many of his attentions to farming and cultivating sections of the Holy Land, especially near the underground bay. Surrounded by friends and family who were willing to work hard for a better life, Torvalin believed he had once again found the great peace and love, partially fill the hole left by Stephana's death over half a millennia ago. He came a devout believer in the Tashramadic god Almissaive, and often had conversation with the god's consort Seresayon, whom he believed was a human blessed with long life by the love of the powerful god.

Seresayon took much of his wisdom to heart, but issues sprang up over his standing in the church in 324 AD, when he refused further promotion within the church ranks. Torvalin stated that the years were slowly having their affect on him, and that although he was willing to always impart "word and ear" to those who came to see him, he believed the right guide the future was something better left to the young. 'The wisdom of the old should aid the youthful future of the world, but never should the world be held by those who wish it to be only a prolonged reflection of the past." And so for the next fifty years, Torvalin remained a middle-ranking cleric blessed to live within the boundaries of paradise.

The Days of Darkness proved cruel to the church. As the forces of Chaos attempted to tear Krynn apart, Almissaive stood defiant and sacrificed his life to save his servants in the last moments before the Starfall. Possibly by miracle, the "divine" nature of Almissaive was transferred into Seresayon, whose draconic nature was revealed prior to laying a clutch of eggs. The head of the blue branch

of the church, Jur Canan, shouted out to everyone that the blood of the god lives on in "his greatest of servants, the one who is now as he was." After praising the god Seresayon, Jur Canan dropped dead. Frightened by the events, Seresayon tried to flee Heaventide, but she was now bound to the lair as her lover way. Upon her return Torvalin spent much of his time calming her fears of the future, while most others were chanting her name and praying to her.

Seresayon offered Torvalin Jur's seat as head of the branch, but again the man declined for the same reasons as before. The seat in the Tashramadic Council eventually fell to Kamea Laka, a middle aged human woman born in Dhu who had already begun the process of becoming Scalebound. Torvalin returned to tending his farm and gardens while reaffirming people's faith in their new god, and ever so often he would not only pray to his goddess, but he would listen as well.

Relations between Heaventide and the national government of Dhu fell apart as friction between the Tashrama and the Sovereignties grew increasingly heated over the years. When a group of faithful were slain by King Luciten on the order of Lord Montegron, Seresayon encouraged the faithful not to pay their taxes. This led to members of the church being arrested by the Midguard and taken to Karsuhon. Although the Sovereignties were unaware of it, within those arrested was the blue branch's member of the council. After an attempt to break the prisoners out failed in 420 AD, Seresayon was forced to choose another to replace Kamea. Much to her surprise, Torvalin accepted the job. He apologized to his goddess for his selfishness at wanting to keep to his own steady practices for so long as things became more and more grave for those he cared for. Willing to sacrifice whatever was needed, he was quickly promoted through the ranks and became one of the Scalebound.

Torvalin has been on the council for less than a year, but he is no longer the most junior member. Upon learning of the disappearance and supposed death of the black branch's Praustin Oryno, Torvalin came to see exactly how threatened the existence of the whole church was. He realizes that Montegron is not going to one who can be easily negotiated at this point, but he also doesn't believe the church has a strong enough fighting force to hold the armies of the Sovereignties back if Heriacious' armies in FyxZharar cannot defeat Montegron's troupes in FyxZharar and discourage the lord from any further campaigns. Instead, Torvalin is hoping to approach national leaders, including King Luciten, and plead their case and desire for peace outside of religious prosecution.

Aynal Teralshall, Voice of the White — *CR 17*

Female white-scalebound Gildanesti rogue 7 / mystic of Charm 9
CN Medium monstrous humanoid
Init +8; **Senses** darkvision 30 ft., low-light vision; Listen +10, Spot +6

Defense

AC 22, touch 14, flat-footed 18
(+3 armor, +4 Dexterity, +2 natural, +3 shield)
hp 109 (7d6+9d8+32)
Fort +10, **Ref** +12, **Will** +10
Immune sleep
Defensive evasion, trap sense +2, uncanny dodge; **Immune** *sleep*

Offense

Spd 30 ft.
Melee *+3 frost spear* +14/+9/+4 (1d8/x3 plus 1d6 cold) and claws +6 (1d4) or
2 claws +11 (1d4)
Ranged *+1 composite shortbow* +16/+11/+6 (1d6+1/x3)
Special Attacks discern weakness 3/day (+3 atk, +16 dmg), sneak attack +4d6
Spell-Like Abilities (CL 16th)
1/day - *detect magic, know direction*
Spells Known (CL 9th, +11 touch, +15 ranged touch)
4th (4/day) - *cure critical wounds, divine power, heroism*[D]
3rd (6/day) - *cure serious wounds, inflict serious wounds, summon monster III, suggestion*[D] (DC 15)
2nd (7/day) - *calm emotions*[D]*, cure moderate wounds, enthrall* (DC 14)*, inflict moderate wounds, silence* (DC 14)
1st (7/day) - *charm person*[D] (DC 13)*, command* (DC 13)*, comprehend languages, cure light wounds, endure elements, inflict light wounds*
0 - (6/day) *create water, cure minor wounds, detect magic, guidance, inflict minor wounds, light, Purify food and drink, read magic*
[D] Domain Spell; **Domain** Charm

Statistics

Str 10, **Dex** 19, **Con** 15, **Int** 17, **Wis** 15, **Cha** 19
Base Atk +11; **Grp** +11
Feats Combat Casting, Diehard, Endurance, Improved Initiative, Improved Unarmed Strike, Leadership
Skills Appraise +10, Balance +6, Concentration +18 (+22 casting defensively), Decipher Script +13, Diplomacy +24, Disguise +18, Escape Artist +9, Forgery +15, Intimidate +13, Jump +2, Knowledge (arcana) +9, Listen +10, Move Silently +11, Search +6, Sense Motive +17, Spellcraft +13, Spot +6, Tumble +10

Languages Common, Gildanesti, Gnome, Hudieran, Trejori
SQ evasion, half-elven traits, trapfinding, trap sense +2, uncanny dodge (dex bonus to AC)
Combat Gear *cape of the mountebank, dimensional shackles, potion of eagle's splendor, ring of invisibility, staff of frost, wand of hold person* (41 charges); **Other Gear** mwk studded leather, *+2 light fortification buckler, +1 composite shortbow* with 20 arrows, *+3 frost spear, hat of disguise*

Special

Discern Weakness (Ex) Three times per day, Aynal Teralshall may attempt to take advantage of a foe's weakness with a single melee attack. During this attack, she gains a +3 to her attack roll and deals 16 extra points of damage.
Save Bonuses (Ex) Aynal has a +2 racial bonus on saves against paralysis and against enchantment spells and effects.

Aynal Teralshall (Ay'-nahl Teh-rahl-shahl') (5/4/358 AD - current) is the head of the White Branch of the Tashmaradic Council and runs what she sees as matters of faith in Breenaak. Although born Gildanesti, over the past several decades she had become one of the Scalebound. While in public she uses magic to guise her appearance as if she were still Gildanesti.

The Teralshall family lived in the middle of Tashramada away from most towns and cities. Aynal's parents, twin sister, and brother spent most of their time growing fruits, vegetables, tobacco, and grains while also putting out a small amount of dairy products. Aynal's interests didn't hold to the hard working simple life however. Soon after her mother Lilan died one winter from a lung infection, she snuck out of the house and onto the road. Throughout the difficult years following, she never looked back.

For a number of years in the 370s she lived on the street, primarily begging to get food and money. Five years later, just before a hurricane struck the land, a passerby offered to give her shelter. Under most situations like this, Aynal would have declined, but considering how bad the sky was getting, she made an exception. The passerby took her to a large but fairly empty manor home out in the country and fed her. The human introduced himself as Kaplin Longharn, a member of the Tashramadic Council. As the storm passed by, the two became both teacher and pupil and also lovers. She proved a fast learner in the ways of the faith towards the Elder Dragons who Kaplin confided in her as the true powers of the church.

Seasons passed, and Aynal came to suspect Kaplin had already taught her everything he planned on. His actions made her think he was holding something back. She confronted him over dinner one night on the matter. During the discussion she threatened to leave. Surprised by the threat, he told her that she must not leave. "You will be key to the Elder Dragon's victory over the coming threat!"

Questioning Kaplin, he admitted that his taking her in was not a random act of kindness. "Divine magics pointed me to you. I have watched you under many faces for weeks before using the storm to bring you to me. You are important to us, Aynal. How is uncertain, but the one detail of the future is clear. You will be one of the major key players in a coming conflict between the Dragons and a coming enemy. We need you for victory." She tried to escape from the manor right there, but Kaplin came down on her, restraining her, and all the while professing that his love for her was real. She slashed at Kaplin with the steak knife she had from dinner. Unnaturally dark blood oozed from the side of his neck from the wound, causing him to stumble back. She ran hearing him scream. The scream became a roar as she fled the building, hearing the sounds of crashing behind her. Moments later a black dragon broke out of the building, taking to the night sky. Horrified she ran. As the creature came down at her, a nearby party of adventurers assaulted the black. Still stunned from a large neck wound, the black turned away. The group took Aynal in, and during the coming weeks the party's leader Kistaynlas Wenzalis and Aynal became friends.

Aynal traveled with Kistaynlas for years, and after the Starfall she discovered she had a talent for drawing out magic based on her faith for herself and the Elder Dragons. She found it odd she still believed in the Elder Dragons after her last encounter with Kaplin, but yet she couldn't deny where her heart lay. She used her talents and developed them. She also began to openly support the Tashrama where she could, and a few times got into altercations with those who supported the rising star of Sovereign Lord Montegron who was trying to unify the Midlands under himself. Soon she wished Kistaynlas well, telling her friend she needed to do some exploring on her own and figure out what was happening to the Midlands.

In her travels she began to realize that whatever possible expansion the influence of the Elder Dragons were having, the unifying Sovereignties were gaining control just as fast if not more so. She found other members of the church and officially joined. Wanting to be close to the rising forces on both sides of the coming conflict, she set plans on moving to Breenaak in FyxZharar, where the White Elder Dragon Heriacious had her lair. Before heading out, she sought out her close ally Kistaynlas, hoping to convince her to come with her.

The meeting was a disaster. At the same time she found her, another of Kist's one-time group members was there. Vorn Preevan was a supporter of Montegron and hoped to join the Midland Guard in the future. Arguments

between the two mounted and not knowing who started it a fight broke out. During the fight, Kist tried to break them apart. However Vorn was trying to stab his blade at Aynal and stuck it between Kist's ribs instead. Hatred overwhelmed her, and Aynal cast a spell that burned Vorn to ash. It almost took herself out as well. Aynal quickly cast what minor healing magic she knew on Kistaynlas to save her life, and then brought her to a trained herbalist. Kist's life was saved, but killing Vorn also ended her friendship with Kist. Deeply saddened, Aynal left for Breenaak alone.

In Breenaak she was accepted into the workings of the Tashrama. She realized quickly a number of people were surprised to see her in Breenaak, or at least they were surprised when she initially gave them her name. She did not care. Her only care at this point was to bury herself in her work and give the Elder Dragons the proper respect they deserve. Her only hope for the future was for all of Adlatum to come under the Elders' love.

As the years rolled on, she expanded her talents and came to be one of Heriacious' favored. She learned that Heriacious was very open to listening to her followers' suggestions before decisions were reached and began to see a friend in her god. The fact that Aynal knew of Heriacious' existence and still chose to worship her struck a long desire the dragon had to be openly worshiped, and this led to Aynal's swift promotion in the church. Aynal personally oversaw and took part in hunts in the caverns below Breenaak for knowledge or items of power that could be beneficial to her church and god. She also took part in a few secret attempts to foil actions taken by the Midland Guard or other Montegron supporters.

She eventually began to show the outward signs of the Scalebound, and she reveled in it. Still, she used magic to cover her more draconic looking appearance before going out to do Heriacious' will. It even came in useful when she ran into her twin sister Clamora who had been searching for her for decades. Even after Heriacious appointed Aynal head of the White branch of the Tashmara, the two sisters remained in sporadic yet warm contact. Aynal also came to learn that Kistaynlas was now mayor of Unadesum. Since then she has discovered that although Unadesum was officially supportive of Montegron's reign, the underground business in the city has been much more open and supportive of the White branch of the church. Aynal is still grateful for Kistaynlas' influence with the underground, even if they have not directly spoken.

Although supportive of all of Heriacious' decisions, she is still very suspicious of the new head of the military forces, the Oguna Damrye. More so she is suspicious of an unknown being who was responsible for rescuing Damrye from Montegron's dungeons and delivering him to Breenaak. Although no one has an idea who this being was, Aynal has a gut feeling it may be Kaplin trying to find her again. However she does not have any evidence of this, yet. In the meantime, she focuses on getting Breenaak ready for the coming conflict with the Sovereignties. In the end, it is Aynal's dream that all of Krynn learn of the Elder Dragons' glory and love. Until then, whatever stops this utopia from coming to be needs to be either burned or frozen away.

Kutudel Un-Non of Clan Lysagra, Mahkalif — *CR 15*

Male Igurna fighter 8/sorcerer 2
LE Large monstrous humanoid (ogre)
Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +5

Defense

AC 26, touch 13, flat-footed 25
(+6 armor, +3 deflection, +1 Dexterity, +7 natural, –1 size)
hp 98 (4d8+8d10+2d4+28)
Fort +9, **Ref** +7, **Will** +12
Resist fire 10; **SR** 25

Offense

Spd 40 ft.
Melee *+2 icy burst greatsword* +21/+16/+11 (3d6+12/19-20 plus 1d6 cold)
Ranged *+1 javelin* +14 (1d8+7) or
heavy crossbow +13 (2d8/19-20)
Space 10 ft.; **Reach** 10 ft.
Typical Sorcerer Spells Known (CL 6th, +20 touch)
3rd (5/day)—*water breathing*
2nd (7/day)—*blindness/deafness* (DC 19), *detect thoughts* (DC 19)
1st (8/day)—*charm person* (DC 18), *detect secret doors, disguise self, true strike*
0 (6/day)—*arcane mark, detect poison, light, mage hand, prestidigitation, resistance, touch of fatigue*

Statistics

Str 24, **Dex** 13, **Con** 14, **Int** 20, **Wis** 17, **Cha** 24
Base Atk +13; **Grp** +24
Feats Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Leadership, Power Attack
Skills Bluff +15, Climb +14, Concentration +15 (+19 casting defensively), Handle Animal +14, Intimidate +20, Jump +20, Knowledge (arcana) +11, Ride +7, Sense Motive +8, Spellcraft +18, Swim +20, Use Magic Device +12
Languages Common, Dwarven, Elven, Igurni, Magius, Minotaur, Ogre
SQ summon familiar (none currently)
Gear *+2 icy burst greatsword, +1 javelin, amulet of natural armor +2, bracers of armor +6, minor ring of fire*

resistance, ring of protection +3, heavy crossbow with 40 bolts, spell component pouch

Kutudel Un-Non (Koo'-too-del Oon-Nawn') (4/24/312 AD - current) of Clan Lysagra is the current Mahkalif of Terragrym, recently installed by the Elder Council under the selection of the Shadowed Light. One of the younger Mahkalif's to be appointed, Kutudel was believed by many to be an easy target of manipulation by members of the Council. He has proven them wrong. A former slave and an open follower of Greasnas, Kutudel has developed a hard backbone and is steadily carving out portions of the government, making them answerable to him as opposed to the adversarial members of the Elder Council.

Born into slavery, spot-checking for magical adeptness showed he had great magical talents, unlike the previous six generations of his bloodline who had none. For the first forty-years of his life, Kutudel worked as a kitchen-boy in the home of the former Regional Lord of Gogsmoke, Brobine Tras-Non of Clan Jendelasodra. He was treated in a typical fashion for one of his low rank if not better, and his mother and father instilled into him faith in the goddess Greasnas, even if their faith of late was relatively lacking. Upon coming to age to be spot-checked for magical aptitude, Kutudel prayed to his goddess for a miracle to deliver him from his current station. Either by luck or miracle, the wish came true. He was found to have extraordinarily latent talents in the arcane. His ties to his enslaved family were cut, and he was made a citizen of the state.

He spent the next decade studying the art of sorcery, however his own interests were more guided towards military training. With his prospects rising, former Regional Lord Brobine arranged for his marriage to his daughter Voneica, who Kutudel had entertained the favors of a few times while enslaved, not unlike several other slaves. The marriage lasted for nine-years until it was discovered that Voneica had become barren after overdosing on mixtures meant to prevent her from becoming pregnant. Kutudel also discovered Voneica had not stopped her visits to the servant quarters upon their marriage. His request for separation was granted, and the Clan of Jendelasodra was scandalized. To separate himself from backlash, he entered the military corps to help fend off the creatures living in Terragrym's wilds.

Kutudel was never promoted into the officer ranks, but he did become a very able Vetcevi (a rank near equivalent to a sergeant). Use of sorcery became very easy for him, but his love was more sided in the physical combat, especially when magic began to fail in later years. After the Starfall he married a woman named Eranetz, a traveling singer/songwriter/dancer who often performed for the military. The careers of the two would often lead them in separate directions, but they recognized that their absence from each other made their short times together all the more passionate. A few days after their thirty-fourth wedding anniversary, Eranetz discovered she was with child. On that same day, the secretive group known as the Shadowed Light selected Kutudel to be the new Mahkalif, ruler of Terragrym.

His promotion to chief executive of the nation was a tremendous shock to Kutudel. Although he was skilled in sorcery and combat, he believed he had never done anything to stand out from the masses. But the selection of the Shadowed Light was final. His coronation was in early 421 AD, and since then he has had to fight the Elder Council for every decision made. Furthermore Kutudel came to learn that the Elder Council was in the habit of hiding information from the Mahkalif in order to limit his ability to judge decisions and act. Frustrated with the stubbornness of the upper government, Kutudel has begun hiring agents outside of the normal avenues in hopes of finding out secrets kept by the Council and the individual members. If reason would not work, he would resort to blackmail and extortion when he had to.

Regardless of current political annoyances, he has put finding the cure to the newly discovered prophotona plague as his top priority. Every morning and every night he continues to pray to his goddess for guidance and wisdom while looking forward to the birth of his first child.

Noragaen Veliya, Second Protector — *CR 11*

Female Midlander human fighter 7/Midland guardsman 4
LN Medium humanoid (human)
Init +7; **Senses** Listen +9, Spot +7

Defense

AC 23, touch 13, flat-footed 20
(+9 armor, +3 Dexterity, +1 natural)
hp 98 (11d10+33)
Fort +16, **Ref** +10, **Will** +8; ever honorable
Defensive able defender, uncanny dodge

Offense

Spd 20 ft.
Melee *Judgment* +15/+10/+5 (1d10+4/19-20) or
mwk longsword +14/+9/+4 (1d8+2/19-20)
Ranged heavy crossbow +14 (1d10/19-20)
Special Attacks direct troops, favored enemy (humanoid [minotaur] +2), inspire courage (+2, 2/day)

Statistics

Str 15, **Dex** 17, **Con** 16, **Int** 16, **Wis** 13, **Cha** 9
Base Atk +11; **Grp** +13
Feats Alertness, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Honor-Bound, Improved Initiative, Leadership, Mounted Combat, Ride-By Attack, Trample

Skills Craft (blacksmithing) +5, Diplomacy +3, Handle Animal +9, Intimidate +7, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (local) +7, Knowledge (nobility & royalty) +11, Listen +9, Move Silently +1, Ride +13, Search +5, Sense Motive +7, Spot +7, Swim +0

Languages Aquan, Common, Dwarven, Hudieran, Sylvan

SQ dragonmetal sanction (full plate), favor +2, keep a wary eye

Combat Gear *boots of haste, gloves of arrow snaring, potion of cure moderate wounds* (2); **Other Gear** +1 *dragonmetal full plate, Judgment* (dragonmetal bastard sword), *amulet of natural armor +1, cloak of resistance +2*, mwk longsword, heavy crossbow with 20 bolts, signal horn, signet ring

Special

Weapon *Judgment* is a bastard sword crafted by Noragaen Veliya's husband Rafin Veliya upon her being appointed to the position of Second Protector. The sword's blade and much of the hilt is made of dragonmetal. The ends of the hilt and the bottom of the pommel are adorned with designs of gold, platinum, dragonmetal, and iron. At the base of the blade, iron plate strips are impressed with images of a sword completely wrapped within vines, berries, and leaves.



Noragaen Veliya, Second Protector of the Midland Guard

Noragaen Veliya (Nor'-ah-gane Vehl-ee'-yah) (12/4/376 AD – current) succeeded Jermon Cavlin as Second Protector of the Midland Guard. She was appointed to the position by the Great Sovereign Lord Montegron at the end of 420 AD. The Second Protector has blue eyes and auburn-brown hair streaked with gray, and she stands at a height of 5'6" with sizable shoulders that hold her muscular frame. Although never beautiful, she has been described as slightly handsome in her youth. The formation of crow's feet and jowls in recent years shows that middle age is not being kind to her.

Born Noragaen Falecohvo, she was raised in Mauritand several miles outside of the capital Losojadan, in the town of Josal. She is the second daughter of three in a family of horse breeders. Although not rich in the strictest sense of the word, her family was very well off compared to others in the immediate area. Noragaen's older sister Hannean became an expert rider in her teens, and her younger sister Chonae became an expert in weaponry. Noragaen trained herself in both and matched her sisters in their respective skills. As Hannean was raised to take over the family business and Chonae went off to seek fame and fortune in the world, Noragaen remained in order to help defend the town from those of lawless ilk and the occasional raids from across the border by the strange cat-race and, in a few cases, the bakali.

In her mid-twenties, Noragaen came across a group of Midland soldiers who were under assault from a group of mercenaries working for the Elder Dragons. Rushing to the soldiers' aid, she ran down several opponents with her horse and wounded three others before the tide of the battle changed in the soldier's favor. Unknown to Noragaen, these soldiers were members of the Midland Guard who were secretly searching for information on the Volumes of the Prophet. She assisted the injured and helped bury two of their number. As the party rest that night, she stood guard for them. In the morning they went their separate ways, but the leader of the troupe would later submit her name for invitation to the Guard. Four months later in 402 AD, the Falecohvo ranch was visited by the Guard seeking her entry. Noragaen accepted the honor.

She did not jump up quickly through the ranks, but she was promoted consistently and regularly as she proved herself assignment after assignment. Soon the man who made her enlistment possible, Meggad Horda, requested that she be brought into small tight circle of those hunting for information on the Volumes. The request was accepted.

At the age of 30 she married Rafin Veliya, an expert weapon and blacksmith who worked directly for the Midland Guard. Three years later in 409 AD, she was given leave to birth her daughter Dalyang Veliya. Although a competent mother, she quickly returned to her duties

with the Midland Guard. However instead of participating in distant searches for the lost Volumes, she was re-assigned to the unit guarding the safety of Montegron himself. Eight years later, in 417 AD, she led the unit that guaranteed the Sovereign's protection. During this time her family's horses, now being bred under the management of Hannean, became the preferred the stock for several of the riders within the Guard. When Second Protector Jermon Cavlin died in his sleep in 420 AD, she was both shocked and honored to hear the Sovereign name her Cavlin's successor. She has sworn to do what she can to uphold the security and unity of the Midlands.

The Warren, Voice of the Green

The Warren is one of the Tashramadic Council members and the Voice of the Green Elder Dragon Glastious. The exact identity of the Warren is unknown, even to the other members of the Council. During the early days of the church, the Green Elder Dragon Glastious was never truly accepted by the rest of the church due to his split personality, reclusive nature, and madness. Many meetings of the council were held without the green representative, but on occasion a representative would arrive unannounced to listen and speak. How the dragon knew where and when to send his representative was unknown, but none of the other branches wished to further antagonize the green.

Beginning in 352 AD, without warning the green branch began sending their own delegation regularly, and for the first time the representative the same person from meeting to meeting. The first consistent Voice of the Green was a Scalebound sprite named Lenacea who managed to arrive unseen by those between Glastious Forest and the meeting place. Lenacea inexplicably stopped attending the council gatherings in 373 AD when a brown and gray robed figure arrived in her place. The figure introduced itself as the Warren.

Always covered from head to toe in the thick robe made of plant and animal hides, the Warren never shows his or her face. The robe is sleeveless, and the Warren never has exposed its arms or hands from within the confines of the garment. Beneath the hooded cowl, a half-stone half-wooden mask obscures the Warren's face. The mask's design has changed between each council meeting, but it often depicts a visage somewhat bestial and somewhere ranging from human to draconic (along with other animal-like qualities). The expression often mimics the Warren's emotional state upon the start of the meeting. The Warren's voice ranges from a tone similar to the rustling of dried autumn leaves to a cold hiss of winter. No one believes these sounds to be its natural voice.

It has been theorized by other members of the council and their close staff that the original Warren who arrived in 373 AD may not be the same one representing the green branch now. Clergy have noticed the figure has noticeably varied in height and bulk a couple of times over the years, sometimes to extremes. The exact voice the Warren speaks with has also changed mildly in time. It is also possible that these alterations were purposefully done to add confusion, for the current Warren seems to remember all comments and decisions made by the council with a perfect memory. The Warren has also stated that its words in the council will guide the actions of the green branch, but it has never clearly said that it was the head of the green branch beneath Glastious.

Many times the Warren has been tailed from the council meetings. Often these trackers were hired by other branches of the church. Those who have tailed the Warren are almost always later found dead or incoherently insane. The few remaining were never found at all.

To the square!" shouted Maari. "He's come as the trader said!" The excitement in my friend's voice was infectious, and I soon found myself hustling along the boardwalk toward the small patch of grass and mud that we could claim as a town square. As I drew closer I could see that along with my friend Maari nearly half the town had also tried to fit into an area hardly big enough to hold ten men much less the thirty now present. Above the heads of the crowd I could see the banners, a gilded dragon in flight on blue field, picked out in fine embroidery on two polls.

"It's a beauty, Jillian, you really must see her," whispered Maari into my ear. "And not only that, she has a hatchling. The handler says he's on search for the right companion, do you think he'll pick me?"

"Ha," says a large warrior, "and where do you think you be coming up with the 500 gold to pay his fee, hmm?" Maari's face fell, as she was the youngest daughter of one of the poorest families in all of Hamenhold. "Or you, huh?" he seemed to look down his nose at me in my dirty dress and leather apron. "You think a drake master would waste his time on a scullery maid and a three copper horse healer?"

A look of amazement and disbelief seemed to cross his face, and a hush had fallen across the entire square. I began to feel warmth radiating all around me, as if I had been wrapped in blankets and set near a great fire. I slowly turned. Looking down I saw a pair of amber eyes gazing into mine. For the first time I felt complete, whole and loved.

A small golden creature with delicate features and shimmering iridescent scales sat before me, all its attention focused on me and radiating feelings of love, acceptance and joy. With a chirp it leapt into my arms and began a musical whistling purr all the while rubbing its head against my cheek.

"As I said afore," said a gruff, laden voice. "Dhey pick who to partner with, not I. And it's Handler, not Master, ye bump. Dhe drake seeks a friend, a companion, a leader, not a master. And fer dhis youngster, no fee will I be taking other than her promise to care o' her charge well."

The dwarf, his eyes heavy with remembered joy, reached out and scratched the golden drakes head crest. "I been calling him Akkar, which means 'shiny' in the old tongue of my people, but I 'sume he'll reveal his true name in his own way." The scared and rough face softened and his golden eyes twinkled as a much larger golden drake made the same whistling purr and rubbed her head against the dwarf's thigh. "Well dhen lassie, guess we best find ye a teacher, you be coming wid me now."

Hamenhold, Sundarin
Spring of 421 AD

Bestiary

Whether through random events caused by the Graygem, natural evolution, acts by the gods, or other strange occurrences, Adlatum had a myriad of creatures unseen by those who live on Krynn's distant shores. What follows is only a small sampling of the life indigenous and unique to the continent.

Drake

Drakes are the result of Chaos' influence on clutches of dragon eggs back when the Graygem wandered Adlatum. Drakes are less intelligent and lack much of the magical might of true dragons but are still dangerous in their own right.

Drakes range in size from a large housecat at birth to a pony or small horse in the wyrm stage of life. Drakes can live over 600 years but suffer a high mortality rate and few live over 100 years. Drakes become stronger with age, but only marginally so compared to the awe, might, and maturity of their true dragon ancestors.

Drake Age Categories

Category	*Age (Years)*
Wyrmling	*0-14*
Young	*15-39*
Juvenile	*40-99*
Adult	*100-299*
Wyrm	*300+*

Combat

All drakes possess a natural bite attack, as well as a breath weapon unique to their individual species. Most drakes can make claw attacks (except for the river drake, which instead has the ability to constrict), and the largest drakes gain the ability to tail slap their foes. The below table summarizes drakes' physical attacks, space and reach as determined by their size.

Bite: A drake's primary attack is its bite, which deals the indicated damage plus the drake's Strength modifier.

Claw: All drakes (except for river drakes) can make two secondary claw attacks, each dealing the indicated damage plus 1/2 the dragon's Strength modifier. Drakes with the Multiattack feat reduce the penalty of their claw attacks from –5 to –2.

Tail Slap: The largest drakes can slap one opponent with its tail each round as a secondary attack, dealing the indicated damage plus the drake's Strength modifier. Drakes with the Multiattack feat reduce the penalty of their tail slap attacks from –5 to –2.

Breath Weapon (Su): All drakes have a breath weapon, usable upon reaching the specified age. A drake can use its breath weapon as a standard action. Once a drake breathes, it cannot breathe again for a certain number of rounds (as specified in the drake's entry). The save DC against a drake's breath weapon is 10 + 1/2 the drake's Hit Dice + the drake's Constitution modifier.

Immunities: All drakes are immune to sleep and paralysis effects due to their draconic nature. Some drakes may be immune to additional effects, as specified in the drake's entry.

Spell Resistance (Ex): A legacy of their true dragon ancestors, drakes become increasingly resistant to spells and spell-like abilities as they age.

Blindsense (Ex): A drake's blindsense can pinpoint creatures within 30 feet. If the drake cannot actually see the creature, it is considered to have total concealment from the drake (but the drake knows which squares the creature is occupying).

Superior Senses (Ex): Drakes possess darkvision effective to 60 feet, and also possess low-light vision.

Skills: Like all dragons, drakes have skill points equal to (6 + Int modifier, minimum 1) x (Hit Dice + 3). Drakes' class skills are Climb, Escape Artist, Hide, Intimidate, Knowledge (nature), Listen, Move Silently, Sense Motive, Spot, and Survival. Drakes that possess a natural swim speed also have Swim as a class skill. Some drakes may have additional class skills, as specified in the drake's entry.

Feats: All drakes have the typical number of feats (one feat at 1 HD, +1 feat per 3 racial HD). Drakes typically favor the feats Alertness, Blind-Fight, Endurance, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Power Attack, Weapon Focus, and Wingover.

Drake Combat Abilities

Size	*Space/Reach*	*1 Bite*	*2 Claws*	*Tail Slap*
Tiny	*2-1/2 ft./0 ft. (5 ft. with bite)*	*1d4*	*1d3*	-
Small	*5 ft./5 ft.*	*1d6*	*1d4*	-
Medium	*5 ft./5 ft.*	*1d8*	*1d6*	-
Large	*10 ft./5 ft. (10 ft. with bite)*	*2d6*	*1d8*	*1d8*

Golden Drake

Dragon

Environment Temperate mountains and forests

Organization Wyrmling, young, juvenile, adult, and wyrm; solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating Wyrmling 1/2; young 2; juvenile 4; adult 6; wyrm 8

Treasure Standard



Drakes from around Adlatum

Golden Drake by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)
Wyrmling	*T*	*1d12 (6 hp)*	*6*	*16*	*10*	*5*	*10*	*12*	*+1/-9*	*+0*	*+2*	*+5*	*+2*	*-*
Young	*T*	*3d12+3 (22 hp)*	*8*	*16*	*12*	*7*	*12*	*14*	*+3/-6*	*+3*	*+4*	*+6*	*+4*	*2d4 (12)*
Juvenile	*T*	*4d12+8 (34 hp)*	*10*	*16*	*14*	*11*	*14*	*16*	*+4/-4*	*+6*	*+6*	*+7*	*+6*	*3d4 (14)*
Adult	*S*	*5d12+15 (47 hp)*	*14*	*16*	*16*	*15*	*16*	*18*	*+5/+3*	*+8*	*+7*	*+7*	*+7*	*4d4 (15)*
Wyrm	*S*	*7d12+28 (73 hp)*	*18*	*16*	*18*	*19*	*18*	*20*	*+7/+7*	*+12*	*+9*	*+8*	*+9*	*5d4 (17)*

Alignment Usually neutral good
Advancement Wyrmling 2 HD, adult 6 HD, wyrm 8-15 HD

Golden drakes are the result of Chaos' influence on clutches of gold dragon eggs back when the Graygem wandered Adlatum. Golden drakes resemble their gold dragon antecedents, but they grow at most to only two feet in length with more avian-shaped heads. Those who lack prior experience with the golden drakes often describe them as "large scaled parrots." Their wingspan is wider than birds of similar size, and when folded the golden drake appears to be cloaked from neck to tail.

Golden drake wyrmlings often learn to understand a variety of languages, but their vocal structure does not enable the drakes to speak most of them. Later in life they develop the skill of communication, but even though they've proven themselves to be very intelligent, the most they can speak is a broken form of Draconic.

Most golden drakes are native to the Brassgrove Mountains in Sundalin, however a few have been spotted in small forests on islands in the northern Shattered Sea. Often the drakes take shelter in rocky ledges or in tree hollows off the ground.

Strategies and Tactics

Most golden drakes prefer stealth to direct combat, avoiding enemies when they can. When threatened directly however, golden drakes will attack with its breath weapon from a distance before flying in with claw and bite attacks. If the opponent is a much larger threat, the drake will try to keep its distance as long as possible in order to use its breath weapon as many times as it can before resorting to melee attacks.

Golden drakes have also been known to keep themselves hidden and use their avian mimicry skills to trick opponents into thinking larger more deadly birds of prey are in the area, thereby frightening them off. This technique is often used when a nest of eggs is in need of protection.

Golden Drake Abilities by Age

Age	Movement	Initiative	AC	Special Abilities	SR
Wyrmling	*20 ft., fly 60 ft. (good)*	*+3*	*16 (+2 size, +3 Dex, +1 natural)*	*Avian mimicry*	*-*
Young	*20 ft., fly 80 ft. (good)*	*+3*	*18 (+2 size, +3 Dex, +3 natural)*	*-*	*12*
Juvenile	*20 ft., fly 100 ft. (average)*	*+3*	*18 (+2 size, +3 Dex, +5 natural)*	*Lucky blessing*	*14*
Adult	*20 ft., fly 100 ft. (average)*	*+3*	*20 (+1 size, +3 Dex, +6 natural)*	*Alternate form*	*15*
Wyrm	*30 ft., fly 150 ft. (poor)*	*+3*	*21 (+1 size, +3 Dex, +7 natural)*	*Charging breath*	*17*

Alternate Form (Su) An adult or older golden drake can assume the form of any bird-like animal of Small size or smaller as a standard action twice per day. The drake can remain in its animal form until it chooses to assume a new one or return to its natural form.

Avian Mimicry (Ex) A golden drake can mimic the calls of other birds anytime it likes. Anyone who hears the noise may make a Will save (DC 10 + one-half drake's Hit Dice + drake's Charisma modifier) to detect the ruse.

Breath Weapon (Su) Once every 2 rounds, a golden drake can breathe a small burst of fire at a single target up to 40 feet away.

Charging Breath (Ex) A golden drake wyrm that charges an enemy may use its breath weapon and make two claw attacks, each at a –5 penalty (or a –2 penalty with the Multiattack feat). In addition to the normal penalties of a charge, the golden drake may only move 5 feet the round after it charges.

Lucky Blessing (Su) Once per week, a juvenile golden drake can emit a glow which illuminates a 5-foot radius around itself for 1 hour. During this time, the golden drake gains a +2 luck bonus on all saving throws, skill checks, and ability checks.

Skills A golden drake has a +4 racial bonus on Listen and Spot checks. While in its natural environment, a golden drake can choose to take 10 on Listen and Spot checks, even if distracted, rushed, or threatened.

Sample Adult Golden Drake — CR 6

NG Small dragon
Init +3; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; Listen +15, Spot +15

Defense

AC 20, touch 14, flat-footed 17
(+1 size, +3 Dexterity, +6 natural)
hp 47 (5d12+15)
Fort +7, **Ref** +7, **Will** +7
Immune paralysis, *sleep*; **SR** 15

Offense

Spd 20 ft., fly 100 ft. (average)
Melee bite +8 (1d6+2) and
2 claws +3 (1d4+1)
Special Attacks breath weapon (usable every 2 rounds, 40-ft bolt, 4d4 fire, DC 15 Reflex half)

Statistics

Str 14, **Dex** 16, **Con** 16, **Int** 15, **Wis** 16, **Cha** 18
Base Atk +5; **Grp** +3
Feats Flyby Attack, Hover
Skills Climb +10, Escape Artist +11, Hide +15, Knowledge (nature) +10, Listen +15, Move Silently +11, Spot +15, Survival +11
Languages Draconic
SQ alternate form, avian mimicry, lucky blessing

Special Abilities

Alternate Form (Su) This golden drake can assume the form of any bird-like animal of Small size or smaller.
Avian Mimicry (Ex) A golden drake has the ability to mimic the calls of other birds. A DC 16 Will save detects the ruse.
Lucky Blessing (Su) Once per week, a juvenile golden drake can emit a glow which illuminates a 5-foot radius around itself for 1 hour. During this time, the golden drake gains a +2 luck bonus on all saving throws, skill checks, and ability checks.
Skills A golden drake has a +4 racial bonus on Listen and Spot checks. While in its natural environment, a golden drake can choose to take 10 on Listen and Spot checks, even if distracted, rushed, or threatened.

Onyx Drake

Dragon
Environment Coastal highlands and temperate islands
Organization Wyrmling, young, juvenile, adult and wyrm; solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Rating Wyrmling 1/2; young 2; juvenile 4; adult 6; wyrm 8
Treasure Standard
Alignment Usually chaotic neutral
Advancement Wyrmling 2 HD, adult 6 HD, wyrm 8-15 HD

Onyx drakes are the result of Chaos' influence on clutches of black dragon eggs back when the Graygem wandered Adlatum. Onyx drakes physically resemble their black dragon antecedents and physiologically resemble true dragons more than any other type of drake. Unlike their ancestors, onyx drakes are much less intelligent and lack much of the magical might of true dragons.

Onyx drakes are wingless and have a dull slate-gray coloration when first hatched. As the drake ages, its scales slowly darken until becoming a reflective glossy black by adulthood. Onyx drake young live in coastal tidewaters until the juvenile stage when their wings emerge. At this time, male onyx drakes move onto higher ground where they will usually locate or excavate a small cavern complex as a lair from which to attract a mate.

Also like their true dragon ancestors, onyx drakes are given to hoarding gemstones and other valuable minerals and jewels as well as precious metals. However, onyx drakes cannot distinguish monetary value and prefer bright and shiny objects rather than dull lusterless items.

Onyx drakes speak a very simple form of Draconic and cannot learn to speak anything else. Players who have

Onyx Drake by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)
Wyrmling	*T*	*1d12 (6 hp)*	*10*	*14*	*10*	*3*	*10*	*3*	*+1/-7*	*+3*	*+2*	*+4*	*+2*	*-*
Young	*S*	*3d12+3 (22 hp)*	*12*	*14*	*12*	*3*	*10*	*3*	*+3/+0*	*+5*	*+4*	*+5*	*+3*	*1d4 (10)*
Juvenile	*M*	*4d12+8 (34 hp)*	*14*	*14*	*14*	*5*	*12*	*5*	*+4/+6*	*+6*	*+6*	*+6*	*+5*	*2d4/1d4 (12)*
Adult	*M*	*5d12+15 (47 hp)*	*18*	*14*	*16*	*5*	*12*	*5*	*+5/+9*	*+9*	*+7*	*+6*	*+5*	*3d4/2d4 (15)*
Wyrm	*L*	*7d12+28 (83 hp)*	*20*	*14*	*18*	*7*	*14*	*7*	*+7/+16*	*+11*	*+9*	*+7*	*+7*	*4d4/3d4 (19)*

learned the Draconic language can communicate with onyx drakes but it is very difficult and akin to speaking with a very slow gully dwarf.

Strategies and Tactics

Onyx drake tactics vary to some extent by age. Young drakes are predominantly ambush predators that conceal themselves beneath or near the surface of the water within copious amounts of aquatic vegetation. The youngest onyx drakes have no breath weapon, so they usually attack smaller prey and hide from larger creatures. When an onyx drake emerges from the sea and its wings have uncased it becomes a much more active hunter, preferring to attack from above its prey using its momentum to deliver the killing blow and its breath weapon (a caustic bolt) to ensure that prey will be overcome shortly thereafter. Onyx drakes lack the intelligence of their dragon ancestors but not the cunning or blood lust. Onyx drakes have been known to randomly make a kill simply for the sheer pleasure of shedding another creature's blood.

Ambush Strike (Ex) An onyx drake that attacks a flat-footed opponent deals additional damage with its first attack, as long as the onyx drake begins its turn under cover or concealment.

Amphibious (Ex) Onyx drakes can breathe both air and water.

Breath Weapon (Su) Once every 2 rounds, an onyx drake can breathe an acidic bolt at a single target up to 50 feet away. An affected creature initially suffers acid damage equal to the number listed before the slash (see table), with a Fortitude save for half damage. For the next 2 rounds thereafter, the creature takes acid damage equal to the number listed after the slash (Fortitude save for half). An onyx drake's breath weapon is only usable above water.

Skills: An onyx drake has a +4 racial bonus on Hide and Move Silently checks made in its natural habitat of coastal estuaries, cliffs and forests. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run

Onyx Drake Abilities by Age

Age	Movement	Initiative	AC	Special Abilities	SR
Wyrmling	*20 ft., swim 60 ft.*	*+2*	*15 (+2 size, +2 Dex, +1 natural)*	*Amphibious, ambush strike +1d6*	*-*
Young	*20 ft., swim 60 ft.*	*+2*	*16 (+1 size, +2 Dex, +3 natural)*	*-*	*10*
Juvenile	*30 ft., burrow 10 ft. fly 100 ft. (average), swim 60 ft.*	*+2*	*17 (+2 Dex, +5 natural)*	*Ambush strike +2d6*	*12*
Adult	*30 ft., burrow 10 ft., fly 100 ft. (average), swim 60 ft.*	*+2*	*18 (+2 Dex, +6 natural)*	*-*	*14*
Wyrm	*30 ft., burrow 20 ft., fly 100 ft. (poor), swim 60 ft.*	*+2*	*18 (-1 size, +2 Dex, +7 natural)*	*Ambush strike +3d6*	*16*

action while swimming, so long as it swims in a straight line.

Sample Adult Onyx Drake CR 6

CN Medium dragon
Init +2; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; Listen +7, Spot +7

Defense

AC 18, touch 12, flat-footed 16
(+2 Dexterity, +6 natural)
hp 47 (5d12+15)
Fort +7, **Ref** +6, **Will** +5
Immune paralysis, sleep; SR 14

Offense

Spd 30 ft., burrow 10 ft., fly 100 ft. (average), swim 60 ft.
Melee bite +9 (1d8+4) and
2 claws +7 (1d6+2)
Special Attacks ambush strike +2d6, breath weapon

Statistics

Str 18, **Dex** 14, **Con** 16, **Int** 5, **Wis** 12, **Cha** 5
Base Atk +5; **Grp** +9
Feats Alertness, Multiattack
Skills Hide +10, Listen +7, Move Silently +10, Spot +7, Survival +5, Swim +16
Languages Draconic
SQ amphibious

Special Abilities

Ambush Strike (Ex) This onyx drake deals an additional +2d6 points of damage against a flat-footed opponent, as long as the onyx drake begins its turn under cover or concealment.
Breath Weapon (Su) Above water only, 50-foot range, damage 3d4 acid in the first round, 2d4 acid in the second and third rounds, Fortitude DC 15 half, once every 2 rounds.
Skills An onyx drake has a +4 racial bonus on Hide and Move Silently checks made in its natural habitat of coastal estuaries, cliffs and forests. It has a +8 racial bonus on Swim checks to perform a special action or avoid a hazard. A wood drake can always choose to take 10 on a Swim check, even if distracted, rushed, or threatened. It can use the run action while swimming, so long as it swims in a straight line.

Wood Drake

Dragon
Environment Dense woodlands, temperate and subtropical swamps
Organization Wyrmling, young, juvenile, adult and wyrm; solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Rating Wyrmling 1/2; young 2; juvenile 4; adult 6; wyrm 8
Treasure Standard
Alignment Usually neutral evil
Advancement Wyrmling 2 HD, adult 6 HD, wyrm 8-15 HD

Wood drakes are the result of Chaos' influence on clutches of green dragon eggs back when the Graygem wandered Adlatum. Wood drakes physically resemble their green dragon antecedents but lack wings and the ability to fly. Unlike their ancestors, wood drakes are slightly less intelligent and lack much of the magical might of true dragons.

Wood drakes are wingless through their entire lives and are hatched with a bright, almost metallic green color. As the drake ages, its scales slowly darken into a deeper more concealing green with darker bands to help with camouflage. From birth wood drakes have the ability to assume the form of either a large viper or constrictor snake in this form wood drake young live in the forest canopy until the juvenile stage when they have become to large to hunt effectively.

Wood Drake by Age

Age	*Size*	*Hit Dice (hp)*	*Str*	*Dex*	*Con*	*Int*	*Wis*	*Cha*	*Base Attack/ Grapple*	*Attack*	*Fort Save*	*Ref Save*	*Will Save*	*Breath Weapon (DC)*
Wyrmling	*T*	*1d12 (6 hp)*	*8*	*14*	*10*	*7*	*10*	*3*	*+1/-8*	*+2*	*+2*	*+4*	*+2*	*-*
Young	*S*	*3d12+3 (22 hp)*	*10*	*14*	*12*	*7*	*10*	*3*	*+3/-1*	*+4*	*+4*	*+5*	*+3*	*2d4 (12)*
Juvenile	*S*	*4d12+8 (34 hp)*	*12*	*14*	*14*	*10*	*12*	*5*	*+4/+1*	*+6*	*+6*	*+6*	*+5*	*3d4 (14)*
Adult	*M*	*5d12+15 (47 hp)*	*14*	*14*	*16*	*10*	*14*	*5*	*+5/+7*	*+7*	*+7*	*+6*	*+6*	*4d4 (15)*
Wyrm	*L*	*7d12+28 (83 hp)*	*18*	*14*	*18*	*13*	*16*	*7*	*+7/+11*	*+11*	*+9*	*+7*	*+8*	*5d4 (17)*

Also like their true dragon ancestors, wood drakes are given to hoarding gemstones and other valuable minerals and jewels as well as precious metals.

Strategies and Tactics

Wood drake tactics are pretty straightforward when compared to other drake types. Wood drakes are opportunists, preferring to scavenge rather than actively hunt, and will usually drive off another predator so as to claim the kill as its own. Wood drakes are also known to build many pitfall and deadfall traps to assist them when hunting. One common tactic is to excavate a large hole and cover it with branches and scraped dirt, then startle or chase large prey over the trapped pit. Wood drakes seem to enjoy watching the slow death of their victims as they succumb to starvation, dehydration or any injuries they may have sustained in the fall. Wood drakes are rather sadistic and seem to enjoy playing with their prey – especially sentient prey, which seems to be a wood drake favorite.

Alternate Form (Su) A wood drake can assume the form of a snake of the same size as the drake's natural form. Half of all wood drakes can assume a constrictor form, while the other half can assume the form of a viper. The wood drake loses its natural weapons, breath weapon, and venomous bite and instead gains the constrictor or viper's natural attacks.

Breath Weapon (Su) A wood drake has a single breath weapon, a 30-foot cone of thorns.

Venomous Bite (Ex) Wood drake venom is paralytic (injury, Fortitude DC 10 + 1/2 racial Hit Dice + Constitution modifier, initial damage 1d4 Dex, secondary effect paralysis for 1d4 minutes).

Woodland Stride (Ex) Wood drakes of the wyrm stage may move through any sort of undergrowth such as natural thorns, briars, overgrown areas, and similar terrain at its normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect it.

Skills: A wood drake has a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A wood drake has a +8 racial bonus on Swim checks to perform a special action or avoid a hazard. A wood drake can always choose to take 10 on a Climb or Swim check, even if distracted, rushed, or threatened. It can use the run action while swimming, so long as it swims in a straight line.

Sample Adult Wood Drake — CR 6

NE Medium dragon
Init +6; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; Listen +14, Spot +14

Defense

AC 18, touch 12, flat-footed 16
(+2 Dexterity, +6 natural)
hp 47 (5d12+15)
Fort +7, **Ref** +6, **Will** +6
Immune paralysis, sleep; SR 14

Offense

Spd 40 ft., burrow 10 ft., climb 30 ft., swim 20 ft.
Melee bite +7 (1d8+2) and
2 claws +2 (1d6+1)
Special Attacks breath weapon (usable every 1d4 rounds, 30-ft. cone, 4d4 piercing, DC 15 Reflex half), venomous bite

Wood Drake Abilities by Age

Age	*Movement*	*Initiative*	*AC*	*Special Abilities*	*SR*
Wyrmling	*20 ft., climb 20 ft., swim 20 ft.*	*+2*	*15 (+2 size, +2 Dex, +1 natural)*	*Alternate form*	-
Young	*20 ft., climb 20 ft., swim 20 ft.*	*+2*	*16 (+1 size, +2 Dex, +3 natural)*	-	*10*
Juvenile	*30 ft., burrow 10 ft., climb 30 ft., swim 20 ft.*	*+2*	*18 (+1 size , +2 Dex, +5 natural)*	*Venomous bite*	*12*
Adult	*40 ft., burrow 10 ft., climb 30 ft., swim 20 ft.*	*+2*	*18 (+2 Dex, +6 natural)*	-	*14*
Wyrm	*40 ft., burrow 10 ft., climb 30 ft., swim 20 ft.,*	*+2*	*19 (+2 Dex, +7 natural)*	*Woodland stride*	*16*

Statistics

Str 14, **Dex** 14, **Con** 16, **Int** 10, **Wis** 14, **Cha** 5
Base Atk +5; **Grp** +7
Feats Endurance, Improved Initiative
Skills Balance +10, Climb +14, Hide +14, Listen +14, Move Silently +10, Spot +14, Survival +10, Swim +14
Languages Draconic
SQ alternate form

Special Abilities

Alternate Form (Su) This wood drake can assume the form of a medium constrictor snake.
Skills A wood drake has a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A wood drake has a +8 racial bonus on Swim checks to perform a special action or avoid a hazard. A wood drake can always choose to take 10 on a Climb or Swim check, even if distracted, rushed, or threatened. It can use the run action while swimming, so long as it swims in a straight line.
Venomous Bite (Ex) Injury, Fortitude DC 15 negates, initial damage 1d4 Dex, secondary damage paralysis 1d4 minutes.

Leodrakk, Red (Half-Red Dragon Griffon)

This creature looks much like a muscular crimson-scaled lion. Its avian head has a powerful beak, and its clawed front legs resemble those of a large raptor. Two large blood-red wings are folded against its back.

Leodrakk, Red — CR 6

Usually NE Large dragon
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +11, Spot +15

Defense

AC 21, touch 11, flat-footed 19
(+2 Dexterity, +10 natural, –1 size)
hp 73 (7d12+28)
Fort +9, **Ref** +7, Will +5
Immune fire, paralysis, sleep

Offense

Spd 30 ft., fly 80 ft. (average)
Melee 2 claws +15 (1d8+8) and bite +12 (2d6+4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (1/day, 6d8 fire, DC 17 Reflex half), pounce, rake (+13 hit, 1d6+4 dmg)

Statistics

Str 26, **Dex** 15, **Con** 18, **Int** 7, **Wis** 13, **Cha** 10
Base Atk +7; **Grp** +19
Feats Iron Will, Multiattack, Weapon Focus (claw)
Skills Jump +22, Listen +11, Spot +15, Survival +6
Languages Common (understanding only), Draconic

Special Abilities

Carrying Capacity A light load for a leodrakk is up to 900 pounds, a medium load is up to 1800 pounds, and a heavy load is up to 2700 pounds.
Pounce (Ex) A leodrakk that dives upon or charges a foe can make a full attack, including two rake attacks.
Rake (Ex) A leodrakk gains two additional claw attacks that it can only use against a grappled opponent. A leodrakk must either begin its turn grappling, or successfully charge an opponent, in order to use its rake attacks.
Skills A leodrakk has a +4 racial bonus on Jump and Spot checks.

Ecology

Environment Warm mountains
Organization Solitary, pair or pride (6–10)
Treasure Standard (items only)
Advancement 8-10 HD (Large), 11-21 HD (Huge)
Level Adjustment +6 (cohort)

Leodrakks are half-dragon griffons that have bred true over the centuries, though most Adlati (and all Etlarnish folk) consider them a form of "true" dragon. Chromatic leodrakks – those descended from black, blue, green, red, or white dragons – are more ill-tempered than the metallic cousins they despise. Red leodrakks typically lair in mountainous regions; other breeds likewise prefer the environments of their draconic forebears. Leodrakks can occasionally be persuaded to serve persons of similar alignment; some members of the Etlarn Defenders are known to use metallic leodrakks in battle.

Most leodrakks are 9 feet from nose to tail and weigh over 800 pounds, with a wingspan over 20 feet in length. Chromatic leodrakks prefer to hunt intelligent creatures such as humans and humanoids, while metallic leodrakks generally hunt goats, wild horses, and other animals.

Leodrakks speak Draconic and can understand (but not speak) Common.

Combat

Leodrakks prefer to pounce on most prey and rend it apart quickly with their claws, saving their breath weapon to fend off other predators or when attacking larger prey.

Breath Weapon (Su): Once per day, a red leodrakks can breathe a cone of fire that deals 6d8 points of fire damage. A successful DC 17 Reflex save reduces damage by half.

Pounce (Ex): If a leodrakk dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13, damage 1d6+4.

Skills: Leodrakks have a +4 racial bonus on Jump and Spot checks.

Carrying Capacity: A light load for a leodrakk is up to 900 pounds, a medium load is up to 1800 pounds, and a heavy load is up to 2700 pounds.

Noceadon

This great beast lumbers along, uncaring of your presence so near the herd, but still keeps one eye fixed on you. You realize it could snap off your arm in its beak-like jaw as easily as it does the grasses it is grazing.

Noceadon CR 5

N Large animal
Init +0; **Senses** low-light vision; Listen +10, Spot +5

Defense

AC 17, touch 9, flat-footed 17
(+8 natural, –1 size)
hp 54 (6d8+27)
Fort +9, **Ref** +5, **Will** +3

Offense

Spd 30 ft.
Melee bite +12 (2d6+9)
Space 10 ft.; **Reach** 5 ft.
Special Attacks improved grab, trample (1d8+13, attack of opportunity or DC 22 Reflex half)

Statistics

Str 28, **Dex** 11, **Con** 19, **Int** 1, **Wis** 12, **Cha** 4
Base Atk +4; Grp +17
Feats Alertness, Endurance, Toughness
Skills Listen +10, Spot +5

Special Abilities

Carrying Capacity A light load for a noceadon is up to 1200 pounds, a medium load is up to 2400 pounds, and a heavy load is up to 3600 pounds.
Improved Grab (Ex) A noceadon that hits with its bite can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ecology

Environment Warm plains
Organization Solitary or herd (2–12)
Treasure None
Advancement 7-11 HD (Large), 12-20 HD (Huge)
Level Adjustment —

A noceadon is a pachyderm native to Adlatum. In the wild, noceadons are docile herd animals, akin to elephants or rhinoceroses. The Chôt-tang minotaurs domesticated most all noceadons on Adlatum prior to the Drowning, but in the wake of the Great Wave many herds of noceadon have adapted to life in the Broken Lands and returned to a wild state.

When domesticated, noceadons are used as beasts of burden, and occasionally war-mounts, despite the fact that they can be unpredictable when threatened.

Combat

Noceadons prefer to pounce on most prey and rend it apart quickly with their claws, saving their breath weapon to fend off other predators or when attacking larger prey.

Ogre, Noble (Igurna)

This nine-foot-tall humanoid leers at you with obvious malice in its eyes. Its muscled body is clearly visible despite its blue-brown skin, and its weapon thumps in its hand menacingly.

Ogre, Noble CR 5

LE Large monstrous humanoid (ogre)
Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +4

Defense

AC 14, touch 9, flat-footed 14
(+5 natural, –1 size)
hp 30 (4d8+12)
Fort +4, **Ref** +4, **Will** +6
SR 15

Offense

Spd 40 ft.
Melee heavy mace +8 (2d6+5)
Ranged light crossbow +3 (2d6/19-20)
Space 10 ft.; **Reach** 10 ft.
Typical Sorcerer Spells Known (CL 4th)
2nd (4/day)—*ghoul touch* (DC 15)
1st (7/day)—*cause fear* (DC 14), *mage armor, ray of enfeeblement*
0 (6/day)—*dancing lights, detect magic, disrupt undead, flare, ghost sound, mage hand, touch of fatigue*

Statistics

Str 21, **Dex** 10, **Con** 16, **Int** 14, **Wis** 14, **Cha** 17
Base Atk +4; **Grp** +13
Feats Eschew Components, Improved Initiative
Skills Bluff +10, Concentration +10, Intimidate +10, Listen +4, Spellcraft +9, Spot +4
Languages Common, Igurni

Special Abilities

Skills A noble ogre has a +2 racial bonus on Listen and Spot checks.

Spells A noble ogre casts spells as a 4th-level sorcerer (sample spell list above). Most noble ogres prefer enchantment and necromancy spells.

Ecology

Environment Cold mountains

Organization Solitary, pair, gang (2–5), hunting party (5–8 plus 3–6 dire wolves), or slaving party (5–8 plus one sorcerer of 3rd–5th level plus 5–10 ogres)

Treasure Standard

Advancement By character class

Level Adjustment +4

Known as Igurna in their own tongue, noble ogres are powerful and broad-featured descendants of Krynn's original ogre stock. Noble ogres favor loose clothing and most avoid armor, since it can interfere with their spell-casting abilities.

Noble ogres speak Igurni and Common, and most know at least one or two additional languages.

Combat

Noble ogres use their spells first when possible, softening up their targets from range or bolstering their own abilities before entering melee combat.

Noble Ogres as Characters

Refer to Chapter 1 for information on playing a noble ogre character.

Scalebound

Some scalebound are deliberate creations of the Elder Dragons, while others exist simply due to prolonged exposure to a particular Elder's territory. Regardless of its origins, a scalebound creature possesses a sliver of an Elder Dragon's might and is more cunning and dangerous as a result.

Scalebound are not typically referred to by color (or even by the term "scalebound"), but their abilities are determined by their Elder Dragon "parent" so they are categorized in this fashion. Scalebound animals, magical beasts, and vermin are all considered to be "dragon-descended" by the races of Adlatum. The Elder Dragons' devout proxies within the Tashramadic Council are the only ones to regularly use the term "Scalebound", which they use in reference to all council members that have been altered in such a fashion.

The vast majority of scalebound creatures were deliberately altered by the Elder Dragons, though there is a very small chance (less than 1 in 100,000) that a creature which spends at least ten consecutive years within an Elder Dragon's territory will spontaneously mutate into a scalebound creature.

Sample Scalebound

This massive wolf has dark eyes that glint with intelligence. Its green-gray scales and clawed forelegs give it a distinctly reptilian appearance.

This example uses a dire wolf as the base creature.

Green Scalebound Dire Wolf — CR 4

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +4, Spot +4

Defense

AC 16, touch 11, flat-footed 14 (+2 Dexterity, +5 natural, –1 size)

hp 51 (6d8+24)

Fort +9, **Ref** +7, **Will** +8

Offense

Spd 50 ft.

Melee bite +12 (1d8+12) and 2 claws +6 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks trip

Spell-Like Abilities (CL 6th)

1/day – *detect magic, know direction*

Statistics

Str 27, **Dex** 15, **Con** 19, **Int** 4, **Wis** 12, **Cha** 12

Base Atk +4; **Grp** +16

Feats Alertness, Run, Track, Weapon Focus (bite)

Skills Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*

SQ one with nature, save bonuses

Special Abilities

One with Nature (Ex) A green scalebound dire wolf leaves no trail in natural surroundings and cannot be tracked unless it wishes to be. It also gains a +2 racial bonus on Will saves (already figured into the above stats).

Save Bonuses A green scalebound dire wolf has a +2 racial bonus on saves against magic sleep effects and paralysis.

Skills This dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Trip (Ex) If a green scalebound dire wolf hits with a bite attack, it can attempt to trip its opponent (+12

modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot attempt to trip the wolf.

Ecology

Environment Temperate forests
Organization Solitary or pack (50% chance of 1 green scalebound dire wolf plus 3-4 dire wolves; otherwise 5-8 green scalebound dire wolves)
Treasure Standard
Advancement 7-18 HD (Large)
Level Adjustment –

This green scalebound dire wolf hunts interlopers within Glastious's domain, keeping the greenery safe for the Green Elder's creations.

Combat

Green scalebound dire wolves exhaust their prey by repeated hit-and-run attacks, using their connection to nature to escape if seriously threatened.

One with Nature (Ex): A green scalebound dire wolf leaves no trail in natural surroundings and cannot be tracked, though it may choose to leave a trail if it desires to do so. It also gains a +2 racial bonus on Will saves (already figured into the above stats).

Trip (Ex): If the green scalebound dire wolf hits with a bite attack, it can attempt to trip its opponent (+12 modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot attempt to trip the wolf.

Save Bonuses (Ex): A green scalebound dire wolf has a +2 racial bonus on saves against magic sleep effects and paralysis.

Spell-Like Abilities: 1/day—*detect magic*, *know direction*. Caster level 6th.

Skills: This dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Creating a Scalebound

"Scalebound" is an acquired template that can be added to any corporeal animal, giant, humanoid, magical beast, monstrous humanoid, or vermin (referred to as the base creature). A scalebound's type and abilities are directly related to its Elder Dragon creator. Thus, a "black scalebound" (one that has been altered by Xyvren) has slightly different abilities than a "green scalebound" (one altered by Glastious).

A scalebound creature uses the base creature's statistics and abilities except as noted here.

Size and Type: Animals with this template become magical beasts, and scalebound humanoids become monstrous humanoids, but otherwise the creature type is unchanged. Do not recalculate Hit Dice, base attack bonus, saving throws, or skill points.

Armor Class: The base creature's natural armor bonus improves by +2.

Attack: A scalebound retains any weapon-using capabilities the base creature possessed, and gains two claw attacks if it didn't already have them. A scalebound that did not previously have natural weapons uses its claws as primary natural weapons. A scalebound uses its primary natural attack when making an attack action unless it has a weapon, in which case it uses the weapon instead.

Full Attack: A scalebound fighting without weapons uses its claws in addition to any natural weapons it may possess. A scalebound armed with a weapon can use a claw as an additional secondary attack (1/2 Strength bonus to damage) as long as it has at least one hand free.

Damage: A scalebound's claw attacks deal the indicated damage, or the base creature's claw damage, whichever is greater.

Scalebound Claw Attack

Size	*Damage*
Fine or Diminutive	*1*
Tiny	*1d2*
Small	*1d3*
Medium	*1d4*
Large	*1d6*
Huge	*1d8*
Gargantuan	*2d6*
Colossal	*2d8*

Special Attacks: A scalebound has all the special attacks of the base creature, and may gain one of those described below (depending on the scalebound's Elder Dragon creator).

Chaotic Frenzy (Ex): Once per day as a free action, a red scalebound (one altered by Traxus) can fly into a chaos-induced blood frenzy. This frenzy lasts for a number of rounds equal to 3 + the scalebound's Charisma modifier. In this state, a scalebound temporarily gains a +2 bonus to Strength, a +2 bonus to Constitution, and a +1 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. A scalebound's claws also enlarge while frenzied, dealing damage as if the scalebound were one size category larger than normal (see above damage table). The increased Constitution increases the scalebound's hit points by 1

per Hit Die, but these hit points go away at the end of the frenzy when the scalebound's Constitution score drops back to normal.

While frenzied, a scalebound cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, and Ride), nor can he activate magic items that require a command word, a spell trigger, or spell completion to function. Unlike a barbarian's rage, a scalebound may use the Concentration skill while frenzied, and it can cast damage-dealing spells (but not spells that deal no damage such as *hold person*) as long as the spell has a casting time of 1 standard action or less. The scalebound cannot prematurely end this frenzied state. The scalebound gains a second daily use of this ability upon reaching 6 Hit Dice, a third daily use at 12 HD, and a fourth daily use at 18 HD.

Discern Weakness (Ex): Once per day, a white (Heriacious-altered) scalebound may attempt to take advantage of a foe's weakness with a single melee attack. She must declare her intent to discern a foe's weakness before making her attack roll. The scalebound adds her Intelligence bonus (if any) to the attack and deals 1 extra point of damage per Hit Die she possesses. The scalebound gains a second daily use of this ability upon reaching 6 Hit Dice, a third daily use at 12 HD, and a fourth daily use at 18 HD.

Spell-Like Abilities: Any scalebound (regardless of creator) with a Wisdom or Charisma score of 8 or higher has the following spell-like abilities (caster level equal to Hit Dice): 1/day—*detect magic, know direction.*

Special Qualities: A scalebound has all the special qualities of the base creature, plus darkvision out to 60 feet. The scalebound may also gain one special quality from those described below (depending on the scalebound's Elder Dragon creator):

Emboldening Presence (Su): A blue (Almissaive- or Seresayon-altered) scalebound's supernatural determination gives it a +2 racial bonus on saving throws against charm and compulsion effects. Upon reaching 12 Hit Dice, the blue scalebound is immune to charm and compulsion effects.

Upon reaching 6 Hit Dice, all allies within 30 feet of a blue scalebound gain a +2 morale bonus on saving throws against charm and compulsion effects. This bonus even applies if allies are not aware of the scalebound's presence or if the scalebound is held, paralyzed, or unconscious. Upon reaching 18 Hit Dice, allies within 30 feet of a blue scalebound are immune to charm and compulsion effects.

Lesser Spell Resistance (Su): A black (Xyvren-altered) scalebound has spell resistance equal to its Hit Dice. This resistance increases by +2 upon reaching 6 Hit Dice, and again at 12 HD and at 18 HD.

One with Nature (Ex): A green (Glastious-altered) scalebound leaves no trail in natural surroundings and cannot be tracked, though it may choose to leave a trail if it desires to do so. In addition, a green scalebound has a +1 racial bonus on Will saves. This bonus increases to +2 upon reaching 6 Hit Dice, to +3 at 12 HD, and to +4 at 18 HD.

Saves: A scalebound creature has a +2 racial bonus on saves against magic *sleep* effects and paralysis.

Abilities: Increase from the base creature as follows: Str +2, Con +2, Int +2, Cha +2.

Environment: Same as the base creature, though the vast majority of scalebound live on Aecka, the western landmass of Adlatum.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Alignment: Same as the base creature.

Level Adjustment: Same as the base creature +2.

Ready-Made Stat Blocks

Adlatum is a land of great conflict, and the looming War of the Prophet will only see more and greater battles erupt between its disparate peoples. Tashramadic zealots are sure to battle loyal Midlanders. Bakali and Sekhnesti fight each other but are likely to attack anyone else who intrudes upon their domains. The Neskudar may need to defend themselves from other dwarven clans in search of their "heretical" brethren. Sakkaran minotaurs dislike their Mahjoran kin, the Igurna hate the Oguna for what they represent, and the Corinesti are quite literally caught in the middle of conflicts throughout Adlatum.

The following ready-made stat blocks are not indicative of an "average" member of a culture or race, but are instead designed for quick use in a combat encounter. Alternately, they may be used to represent specific non-player characters in your Adlatum campaign.

CR	*Encounter*
6	*Bakali Elder (bakali druid 5)*
3	*Gildanesti Centurion (Gildanesti fighter 3)*
4	*Hoda Flamewalker (Hoda barbarian 4)*
3	*Icarii-in-Training (Avanesti fighter 2)*
5	*Mahjoran Philosopher (Mahjoran monk 5)*
2	*Neskudar Stalker (Neskudar ranger 2)*
2	*Nordar Pirate (Nordar rogue 1/fighter 1)*
1	*Sakkaran Battlerager (Sakkaran barbarian 1)*
5	*Tashramadic Red Zealot (Midlander human mystic of Destruction 5)*

Bakali Elder — *CR 6*

Male or female lizardfolk druid of Chislev 5
N Medium humanoid (reptilian)
Init +2; **Senses** Listen +3, Spot +3

Defense

AC 20, touch 12, flat-footed 18
(+2 Dexterity, +5 natural, +3 shield)
hp 49 (7d8+14)
Fort +6, **Ref** +6, **Will** +7
Resist resist nature's lure (+4 saves vs. fey spell-like abilities)

Offense

Spd 30 ft.
Melee *+1 longspear* +6 (1d8+2/x3) and bite +3 (1d4) or 2 claws +5 (1d4+1) and bite +3 (1d4)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)
Spells Prepared (CL 5th, +5 touch)
3rd – *call lightning* (DC 16), *cure moderate wounds*
2nd—*barkskin, bull's strength, resist energy*
1st—*cure light wounds, entangle* (DC 14), *magic fang, obscuring mist*
0—*detect magic, detect poison, flare* (DC 13), *light, purify food and drink*

Statistics

Str 12, **Dex** 14, **Con** 15, **Int** 16, **Wis** 16, **Cha** 8
Base Atk +4; **Grp** +5
Feats Multiattack, Natural Spell, Track
Skills Balance +8, Concentration +6, Handle Animal +1, Jump +9, Knowledge (nature) +8, Spellcraft +2, Survival +13, Swim +9. Armor check penalty –1 (not figured in).
Languages Common, Draconic, Druidic
SQ animal companion (crocodile), hold breath, nature sense, trackless step, wild empathy +4, wild shape 1/day (Small or Medium animal), woodland stride
Combat Gear scroll of *cure serious wounds*, scroll of *delay poison*; **Other Gear** *+1 heavy wooden shield, +1 longspear*, feather token (tree), wooden holy symbol

Gildanesti Centurion — *CR 3*

Male or female Gildanesti fighter 3
LN Medium humanoid (elf)
Init +1; **Senses** *elvensight* (darkvision 30 ft., low-light vision), Listen +2, Spot +2

Defense

AC 18, touch 11, flat-footed 17
(+5 armor, +1 Dexterity, +2 shield)
hp 27 (3d10+6)
Fort +5, **Ref** +2, **Will** +2 (+4 vs. enchantment)
Immune sleep

Offense

Spd 20 ft.
Melee mwk short sword +7 (1d6+2/19-20)
Ranged light crossbow +4 (1d8/19-20)

Statistics

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +3; **Grp** +5
Feats Investigator, Iron Will, Quick Draw, Weapon Focus (short sword)
Skills Diplomacy +1, Gather Information +3, Handle Animal +4, Intimidate +2, Jump +0, Listen +2, Ride +7, Search +3, Spot +2. Armor check penalty –6 (not figured in).
Languages Common, Gildanesti
Gear breastplate, heavy steel shield, mwk short sword, light crossbow with 10 bolts

Hoda Flamewalker — *CR 4*

Male or female Fire-Hoda kunda barbarian 4
CG Small humanoid (kunda)
Init +3; **Senses** Listen +8, Spot +1

Defense

AC 17, touch 14, flat-footed 14
(+3 armor, +3 Dexterity, +1 size)
hp 39 (4d12+8)
Fort +6, **Ref** +4, **Will** +2
Defensive uncanny dodge; **Resist** cold 5

Offense

Spd 30 ft.
Melee *+1 greataxe* +6 (1d10+4/x3) and armor spikes +5 (1d4+1)
Ranged throwing axe +8 (1d4+2)
Special Attacks rage 2/day (7 rounds)

Statistics

Str 14, **Dex** 16, **Con** 15, **Int** 8, **Wis** 12, **Cha** 8
Base Atk +4; **Grp** +2
Feats Power Attack, Two-Weapon Fighting
Skills Craft (alchemy) +3, Hide +7, Jump +9, Listen +8, Sleight of Hand +5, Survival +10. Armor check penalty –1 (not figured in).
Languages Common, Kundaspeak; illiterate
SQ trap sense +1
Combat Gear alchemist's fire (2), potion of *cure light wounds*; **Other Gear** studded leather armor with armor spikes, *+1 greataxe*, throwing axe (2)

Icarii-in-Training CR 3

Male or female Avanesti fighter 2
LN Medium humanoid (elf)
Init +3; **Senses** elvensight (darkvision 30 ft., low-light vision), Listen +4, Spot +4

Defense

AC 17, touch 13, flat-footed 14
(+3 armor, +3 Dexterity, +1 shield)
hp 18 (2d10+3)
Fort +3, **Ref** +3, **Will** –1 (+1 vs. enchantment)
Immune *sleep*

Offense

Spd 30 ft., fly 40 ft. (average)
Melee short sword +4 (1d6+2/19-20) or
Ranged javelin +5 (1d6+2)

Statistics

Str 15, **Dex** 16, **Con** 11, **Int** 14, **Wis** 8, **Cha** 8
Base Atk +2; **Grp** +4
Feats Flyby Attack, Power Attack, Toughness
Skills Diplomacy +1, Handle Animal +1, Intimidate +4, Jump +7, Knowledge (nobility & royalty) +4, Listen +1, Search +4, Spot +3. Armor check penalty –1 (not figured in).
Languages Auran, Elven, Sylvan
SQ locate secret & concealed doors
Gear mwk studded leather armor, buckler, javelin (4), short sword

Mahjoran Philosopher CR 5

Male or female Mahjoran minotaur monk 5
LG Medium humanoid (minotaur)
Init +5; **Senses** Listen +4, Spot +4

Defense

AC 19, touch 16, flat-footed 18
(+1 armor, +1 Dexterity, +2 natural, +5 monk)
hp 31 (5d8+5)
Fort +5, **Ref** +6, **Will** +8 (+10 vs. enchantment)
Defensive evasion; **Immune** non-magical disease

Offense

Spd 40 ft.
Melee *+1 quarterstaff* +5/+5 (1d6+3) with flurry of blows
or
unarmed strike +4/+4 (1d8+2) with flurry of blows
Ranged shuriken +2/+2 (1d2+2) with flurry of blows
Special Attacks gore charge (2d6+3)

Statistics

Str 15, **Dex** 11, **Con** 12, **Int** 8, **Wis** 18, **Cha** 6
Base Atk +3; **Grp** +5
Feats Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Stunning Fist
Skills Balance +6, Concentration +7, Diplomacy +0, Jump +8, Knowledge (arcana) +3, Knowledge (religion) +3, Sense Motive +9, Tumble +5
Languages Common, Minotaur
SQ ki strike (magic), slow fall (20 ft.)
Combat Gear *brooch of shielding* (21 points), potion of *cure moderate wounds*; **Other Gear** *bracers of armor +1, +1 quarterstaff*, shuriken (4)

Neskudar Stalker CR 2

Male or female Nordar ranger 2
N Medium humanoid (dwarf)
Init +2; **Senses** darkvision 60 ft., *mistsight* 30 ft., Listen +7, Spot +7

Defense

AC 17, touch 11, flat-footed 16
(+4 armor, +2 Dexterity, +1 shield)
hp 10 (2d8-2)
Fort +2, **Ref** +5, **Will** +2
Weakness light sensitivity

Offense

Spd 20 ft.
Melee trident +4 (1d8+2)
Ranged composite shortbow +3/+3 (1d6+2/x3)

Statistics

Str 14, **Dex** 15, **Con** 8, **Int** 10, **Wis** 15, **Cha** 10
Base Atk +2; **Grp** +4
Feats Improved Mistsight, Rapid Shot, Track
Skills Hide +7, Knowledge (nature) +4, Listen +7, Move Silently +7, Spot +7, Survival +7, Swim +5. Armor check penalty –3 (not figured in).
Languages Dwarven
Gear chain shirt, buckler, mwk composite shortbow (+2 Str), dagger, trident

Nordar Pirate — CR 2

Male or female Nordar rogue 1/fighter 1
NE Medium humanoid (dwarf)
Init +6; **Senses** darkvision 60 ft., Listen +2, Spot +4

Defense

AC 14, touch 12, flat-footed 12
(+2 armor, +2 Dexterity)
hp 17 (1d6+1d10+6)
Fort +5, **Ref** +4, **Will** +0

Offense

Spd 20 ft.
Melee rapier +2 (1d6+1/18-20)
Ranged dagger +3 (1d4+1/19-20)
Special Attacks sneak attack +1d6

Statistics

Str 13, **Dex** 15, **Con** 16, **Int** 8, **Wis** 10, **Cha** 10
Base Atk +1; **Grp** +2
Feats Dodge, Improved Initiative
Skills Balance +4 (+8 aboard ship), Climb +5, Listen +2, Profession (sailor) +6, Spot +4, Swim +8, Tumble +6, Use Rope +8
Languages Common, Dwarven
SQ seafaring stability, trapfinding
Gear leather armor, dagger (2), mwk rapier

Sakkaran Battlerager — CR 1

Male or female Sakkaran barbarian 1
CN Medium humanoid (minotaur)
Init +0; **Senses** Listen +1, Spot +1

Defense

AC 15, touch 10, flat-footed 15
(+3 armor, +2 natural)
hp 14 (1d12+2)
Fort +2, **Ref** +0, **Will** +1

Offense

Spd 30 ft.
Melee greatclub +5 (1d10+6) and gore +0 (1d6+2)
Ranged javelin +1 (1d6+4)
Special Attacks gore charge (2d6+6), rage 1/day (7 rounds)

Statistics

Str 19, **Dex** 10, **Con** 14, **Int** 8, **Wis** 13, **Cha** 6
Base Atk +1; **Grp** +5
Feats Power Attack
Skills Intimidate +4, Jump +12, Survival +7. Armor check penalty –2 (not figured in).
Languages Common, Minotaur; illiterate
Gear mwk hide armor, greatclub, javelin (2)

Tashramadic Red Zealot — CR 5

Male or female Midlander human mystic of Destruction 5
CE Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3

Defense

AC 17, touch 11, flat-footed 16
(+6 armor, +1 Dexterity)
hp 31 (5d8+5)
Fort +5, **Ref** +2, **Will** +7

Offense

Spd 20 ft.
Melee adamantine greatsword +6 (2d6+3/19-20)
Ranged heavy crossbow +4 (1d10/19-20)
Spells Known (CL 5th, +5 touch)
2nd (5/day)—*death knell* (DC 15), *shatter*[D] (DC 15), *sound burst* (DC 15)
1st (7/day)—*bane* (DC 14), *deathwatch*, *doom* (DC 14), *inflict light wounds*[D] (DC 14), *magic weapon*
0 (6/day)—*cure minor wounds, detect magic, detect poison, guidance, light, read magic*
[D] Domain Spell; **Domain** Destruction (smite 1/day; +4 atk, +5 dmg)

Statistics

Str 14, **Dex** 12, **Con** 13, **Int** 8, **Wis** 16, **Cha** 10
Base Atk +3; **Grp** +5
Feats Eschew Materials, Improved Sunder, Power Attack
Skills Concentration +5, Knowledge (arcana) +4, Knowledge (religion) +3, Spellcraft +4. Armor check penalty –4.
Languages Common, Trejori
SQ aura of evil (strong)
Combat Gear acid (2), potion of *cure moderate wounds*; **Other Gear** *+1 chainmail*, adamantine greatsword, heavy crossbow w/ 10 bolts, Tashramadic holy symbol

Dragons of Adlatum

Seresayon looked over the cavern of Heaventide with awe and wonder as she had always done. Her lover, Almissaive, the Greatest Dragon of All Krynn, had brought this realm to its height. She, on the other hand, will only be able to see its downfall.

Her plans had been spoiled. Her hope for assistance had been dashed. If she were not her servants' deity she would have prayed.

"The eggs are gone, My Goddess," Nawikan said solemnly. "They are safe."

Taking her eyes away from the beautiful view before her, she smiled at her faithful slave. No, she thought. He is a servant. The time of slaves in Heaventide is gone. "Tell everyone to flee through the tunnels," she told her priest. "Too many sacrificed their lives when He died forty-years ago. I will not have them mar that memory by repeating it for me."

Nawikan bowed deeply before his Goddess. "They knew they could leave the moment you spoke your heart to them. We will stand with you."

The giant blue shook as she clenched her claws into the rocky precipice. Much of it was anger. The rest of it was fear. "Do my faithful wish to disobey me?" She craned her neck and lowered her head to his level, stretching her wings out far enough to bring a small amount of shadow to this always-lit cave. Lightning sparked light at the back of her throat. Any other man would have cowered in terror before her, sure of his immediate death.

Ever-faithful Nawikan did not. "A god cannot ask her faithful to abandon her. Loyalty and faith are for the mortal to choose, and all but one mortal currently in Heaventide have chosen to fight for you, and that one exception will still be fighting on our side."

She knew who the one exception was. "Heaventide will fall," the Blue Elder Dragon said. She had no doubt.

Her priest shook his head. "I have faith, even if my god does not. You are one of the greatest dragons Adlatum has ever known. We will stand, My Goddess, for you are power incarnate. And we are your believers."

The Holy Land of Heaventide, Dhu
Eve of the Last Great Battle in the Siege of South

Dragons are creatures of great power and strength. In that there is no difference in Adlatum. However the situations dragons of Adlatum find themselves in are relatively unique when compared to their cousins elsewhere on Krynn. Some have been augmented by the Graygem, while others have escaped the horror of the Dragon Purge. Then there are those who dare not show their true face, else they will be thought to be evil beasts when in fact their hearts are pure. There are also dragons in Adlatum who are really not dragons but creatures whose bloodlines were long since tainted by chaotic corruption.

The Elder Dragons

Thousands of years ago, the Graygem landed upon the shores of Adlatum and almost immediately began changing its inhabitants. Many people thought that Krynn's dragons were unaffected by the Graygem's passing but this was not the case. A small number of white dragons became more intelligent and developed heightened spellcasting abilities, and similar changes are rumored to have occurred to other individual dragons.

On Adlatum, at least sixteen dragons experienced the most profound changes. Most of these were slain over time, but five remain active to this day. These five have schemed, fought, hid, slept, or otherwise survived the passage of years, the Drowning, and the Days of Darkness when minions of Chaos rampaged across the land. They created and maintained the false faith of Tashrama for centuries until the Great Sovereign Lord revealed their truth to the people of Adlatum. They are the Elder Dragons.

Glastious, the Elder Green — CR 26

Male Elder great wyrm green dragon greenlich
CN Gargantuan plant (air, augmented dragon)
Init +4; **Senses** ambient sensitivity, blindsense 60 ft., darkvision 120 ft., keen senses; Listen +49, Spot +49
Aura frightful presence (360-ft. radius, HD 37 or less, DC 35 Will resists)

Defense

AC 43, touch 6, flat-footed 43
(+37 natural, –4 size)
hp 551 (38d12+304)
Fort +29, **Ref** +21, **Will** +27
DR 20/lawful or magic; **Immune** acid; plant traits; **SR** 30
Weakness vulnerability to law

Offense

Spd 40 ft., fly 200 ft. (clumsy), swim 40 ft.
Melee bite +48 (6d6+14) and
2 claws +46 (2d8+7) and
2 wings +46 (2d6+7) and
tail slap +46 (2d8+21)
Space 20 ft.; **Reach** 15 ft. (bite 20 ft.)
Special Attacks breath weapon (60-ft. cone, 24d6 acid, DC 37 Reflex half), crush (4d6+21, DC 37 Reflex avoids),

impede ambient magic, tail sweep (30-ft. half-circle, 2d6+21, DC 37 Reflex half)

Spell-Like Abilities (CL 17th)

1/day – *command plants* (DC 20), *commune with nature, control plants* (DC 24), *plant growth*

3/day – *dominate person* (DC 21), *speak with animals, speak with plants, suggestion* (DC 19)

Spells Known (CL 17th, +48 touch, +34 ranged touch)

8th (4/day)—*mass charm monster* (DC 24), *summon monster VIII*

7th (6/day)—*animate plants, project image, statue*

6th (7/day)—*antilife shell, greater dispel magic, move earth*

5th (7/day)—*baleful polymorph* (DC 21), *blight* (DC 21), *mind fog* (DC 21), *wall of thorns*

4th (7/day)—*confusion* (DC 20), *hallucinatory terrain, phantasmal killer* (DC 20), *solid fog*

3rd (7/day)—*plant growth, protection from energy, slow* (DC 19), *suggestion* (DC 19)

2nd (8/day)—*eagle's splendor, elemental dart** (DC 18), *fog cloud, protection from arrows, touch of idiocy*

1st (8/day)—*entangle* (DC 17), *magic aura, ray of enfeeblement, shield, true strike*

0 (6/day)—*arcane mark, dancing lights, detect magic, detect poison, ghost sound, mage hand, message, read magic, resistance*

*From the *Dragonlance Campaign Setting.*

Statistics

Str 39, **Dex** 10, **Con** 27, **Int** 22, **Wis** 23, **Cha** 22

Base Atk +38; **Grp** +64

Feats Alertness, Cleave, Flyby Attack, Flyby Breath*, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Silent Spell, Snatch, Still Spell, Track, Wingover. * From the *Dragonlance Campaign Setting.*

Skills Bluff +47, Concentration +28, Diplomacy +31, Escape Artist +20, Gather Information +8, Hide +37, Intimidate +49, Knowledge (arcana) +27, Knowledge (local) +27, Knowledge (nature) +49, Listen +49, Move Silently +41, Search +27, Sense Motive +26, Spellcraft +18 (+20 decipher spells on scrolls), Spot +49, Survival +16 (+18 aboveground natural environments or to follow tracks, +20 to follow tracks in aboveground natural environments), Use Magic Device +27 (+29 use scrolls)

Languages Common, Draconic, Elven, Igurni, Sylvan, Terran, Trejori

SQ greenlich, metabolize ambient magic, water breathing, woodland stride

Special

Ambient Sensitivity (Su) Glastious senses the presence of all ambient spellcasters within 12 miles of his physical body. He automatically knows the direction (but not distance) to each spellcaster within range, but does not otherwise know anything about the spellcaster unless further magic is used. Glastious' ambient sensitivity is considered a form of scrying for purposes of determining if a spell or magic item protects an ambient spellcaster from detection.

Greenlich Glastious' body has petrified due to centuries of exposure to Chaos-tainted magic and has become a repository for his life-force, similar to the connection between a lich and its phylactery. The destruction of Glastious' plant-form forces his spirit into his petrified draconic body for 1d10 days, after which time he can form another body. The only way to get rid of Glastious is to destroy both his plant-body and his draconic phylactery. His Gargantuan physical body has as many hit points as Glastious does at full health, hardness 20, spell resistance 30, and a break DC of 64. Glastious' connection to the natural world has given him the following special abilities:

—*Plant Type:* Glastious is a plant creature with the augmented dragon subtype. His Hit Dice, base attack bonus, saves, and skill points are not changed. As a plant creature, Glastious is immune to all mind-affecting effects, poison, sleep effects, paralysis, polymorph, and stunning. He is not subject to critical hits.

—*Skills:* Glastious has a +8 racial bonus on Hide checks within any forested area (already figured into the above stats).

—*Spell-Like Abilities:* Glastious' additional spell-like abilities are noted in the above entry.

—*Spells:* Glastious can learn and cast spells from the Animal and Plant domains as arcane spells.

—*Woodland Stride (Ex):* As the druid ability.

Impede Ambient Magic (Su) Glastious may impede all ambient magic within 1200 ft. of his physical body. To cast an ambient spell in an impeded area, the ambient spellcaster must make a Spellcraft check (DC 20 + spell level) or lose the spell he was trying to cast. The dragon may raise or lower this ability as a standard action.

Instead of impeding ambient magic, Glastious may prevent up to six ambient spellcasters (all of whom must be within 1200 ft. of his physical body) from accessing their source of ambient magic. Each ambient spellcaster must make a DC 35 Will save or be unable to cast spells for as long as he remains within the area of effect. An ambient spellcaster who remains within the area of effect must make a Will save every round.

Metabolize Ambient Magic (Ex) Whenever an ambient spell fails to penetrate Glastious' spell resistance, he heals a number of hit points equal to twice the spell level. If he is already at maximum hit points, this ability has no effect.

Vulnerability to Law Glastious takes half again as much (+50%) damage from any spell with the lawful subtype, and from the bonus damage dealt by any weapon with the axiomatic property.

Water Breathing (Ex) Glastious can breathe underwater indefinitely and can freely use his breath weapon, spells, and other abilities while submerged.

Glastious (Glahs'-tee-ous) is the insane Green Elder Dragon of Drejor. Of the five elders, Glastious may have been the one most severely affected by the Graygem during the chaotic corruption of the beasts. Originally a common evil green dragon, now Glastious has been permanently fixed to a single spot in the forest which is his home, and his mind had been dislodged from its set state of cunning evil to a split personality of extreme good and extreme evil. Only after the Days of Darkness has his mind begun to heal, but even that is questionable.

Born very early in the Second Age if not during the First as some claim, Glastious was a very elderly dragon when the Graygem came to Adlatum. After a long life working to protect his own lair and lands, after subverting humanoid settlements forming too close for his tastes to his home, Glastious came to terms with the fact his own life was soon to end. Sensing the danger this gem represented, he volunteered to investigate it up close. If he survived, which he doubted, he would report to the others what he could figure out from this strange item of power.

He found the Graygem as it moved through the skies and approached it. A light glowed from the item, and Glastious was entranced. The green dragon didn't just approach the gem, but he laid a clawed paw upon it. At that moment the green dragon's mind shattered, and the dragon himself vanished for decades.

Glastious had no knowledge of time passing or being gone. He landed feeling regret for all actions of evil he had done throughout his life. The guilt was too much to bear. Instead of returning to the other chromatic dragons to inform them of the danger, he flew to a town in which he manipulated the populous into murdering the young lord who would had built their town into a nation to stabilize the region. The town, sixty years after the incident occurred, panicked at the approach of the enormous beast. Landing with the intent to confess, no dragonfear repelled the townsfolk. Any words Glastious said were ignored, and the humans attacked with a variety of makeshift weapons. The old creature began to collapse, as several were able to stab up and through the ragged old scales. The pain of old wounds reopened erupted. Glastious snapped and breathed. Instead of chlorine gas, a different type of green mist poured out. Humans began to scream as moss and random plant-life burst from their skin. Many of the townsfolk tried to run, but many fell to the ground as they decomposed and fed the trees, shrubs, flowers, mushrooms, moss, and everything else that grew from them. Even the weapons and the buildings themselves broke apart and became covered in growth. In a matter of hours the maddened dragon left nothing left of the town. Even the histories had forgotten its name. Glastious' calm returned, and he flew away wailing tears for the murders he committed.

Eventually the other dragons discovered Glastious' location, starting with his own granddaughter Emphrosh. Unable to get a consistent story from the old insane creature, all of his words were discounted. Only the white dragon Heriacious seemed to take his state as evidence that the flying gem was an artifact best kept distant. In the end, the truth came too late. The dragons slowly became bounded to their lairs. The wars with the bipeds erupted. Stories of Glastious' actions are inconsistent at best. Some stories said Glastious fought the dragons and dragonkin to help humans, dwarves, and elves. Others say Glastious orchestrated mad schemes that lead the dragon's enemies to self-destruct their own defenses. Eventually the dragons assault collapsed, and all dragons receded to their lairs and slept.

When the call from Takhisis woke the sleeping dragons, she purposefully excluded the insane and unpredictable Glastious. In order to remove the unpredictable creature, she ordered several dragons to gather forces and hunt down the sleeping green. Word of the plot was not kept quiet during the period in which many of the dragons still followed the queen. Emphrosh knew where her grandfather retreated and learned of the plot. Proving her loyalty to blood, she sent her own servants to Glastious to wake and warn him. The green woke to the sound of combat within the forest he had slept in, but he discovered he was unable to move. The chaos-taint changed him much more than any other elder.

Asleep in the forest, his body had turned harder than stone. A green hint remained, but otherwise his body looked like rock covered in grass and moss. He had been asleep for millennia standing tall in a sitting position, and he could not move. However he also felt the forest around him. He felt connected to it, and soon he could see the battle going on a short way from his hardened body through the eyes of the animals nearby. Soon the attacking forces of the dragon's loyal to the dragon queen had to deal with the trees and roots coming alive. The branches swayed, striking them hard. Vines wrapped around throats. Even the earth beneath their feet fell away entombing them. Only those defending the green survived.

The Queen was greatly displeased. Using her divine will, she freed three dragons less tainted than most from their lairs. They besieged Emphrosh in her lair. With her dying breath she cursed the Queen to forever lose her hold of Adlatum and Krynn. The goddess in turn cursed her spirit to never find rest beyond the mortal realm. A

Elder Dragons

An Elder Dragon has a unique tie to a geographical region of the Midlands, and specifically to the ambient magic that exists within that region. The dragon uses this connection to gain a number of special abilities (see below). The Elder Dragon's ambient special abilities extend from the dragon's physical body, not from any projections or phylacteries (such as Glastious' greenlich form or Xyvren's spirit form).

An Elder Dragon's special abilities only affect ambient spellcasters. For these purposes, an ambient spellcaster is anyone who casts ambient magic as a result of class levels (i.e. bards, mystics, sorcerers, and other classes that enable a character to cast spells without preparing them in advance, including the "mystic paladin" and "mystic ranger" options presented in Chapter 2). This ability does not affect clerics, nor does it affect creatures that have improved their inherent mystic or sorcerer spellcasting ability. Thus, a human sorcerer can be affected, but a true dragon with sorcerer class levels cannot.

In addition to the special abilities listed below, some Elder Dragons have additional abilities that are described under each creature's specific entry.

Ambient Sensitivity (Su): An Elder Dragon senses the presence of all ambient spellcasters within 1 mile of its physical body per age category of the dragon. It automatically knows the direction (but not distance) to each spellcaster within range, but does not otherwise know anything about the spellcaster unless further magic is used. The dragon's ambient sensitivity is considered a form of scrying for purposes of determining if a spell or magic item protects an ambient spellcaster from detection.

Impede Ambient Magic (Su): An Elder Dragon may impede all ambient magic within 100 feet of its physical body per age category. To cast an ambient spell in an impeded area, the ambient spellcaster must make a Spellcraft check (DC 20 + spell level) or lose the spell he was trying to cast. The dragon may raise or lower this ability as a standard action.

Instead of impeding ambient magic, an Elder Dragon may prevent a small number of ambient spellcasters from accessing their source of ambient magic. The dragon may target a number of ambient spellcasters equal to its Charisma modifier, and all must be within 100 feet of the dragon's physical body per age category. Each ambient spellcaster must make a Will save (DC 10 + 1/2 dragon's racial Hit Dice + dragon's Charisma modifier) or be unable to cast spells for as long as he remains within the area of effect. An ambient spellcaster who remains within the area of effect must make a Will save every round.

Metabolize Ambient Magic (Ex): Whenever an ambient spell fails to penetrate an Elder Dragon's spell resistance, the Elder Dragon heals a number of hit points equal to twice the spell level. If an Elder Dragon is already at maximum hit points, this ability has no effect.

Vulnerability to Law: Any lawful-aligned weapon automatically bypasses an Elder Dragon's damage reduction, inflicting full damage. In addition, an Elder Dragon takes half again as much (+50%) damage from any spell with the lawful subtype, and from the bonus damage dealt by any weapon with the axiomatic property.

short time later many of the dragons appointed to act as Takhisis' proxies in Adlatum concluded the goddess was of no use to them. Their followers were their own, and with the chaotic gift to bestow them magic, the Elder Dragons became their gods. As a further insult to their former mistress, Glastious himself began to gather influence and followers.

The shifting mind of Glastious was now forever erratic: sometimes bent on pure destruction of his enemies; sometimes striving for redemption; always feeling a renewed youth and strength from the nature around him. Unlike other Elder Dragon, Glastious came to love his present bond state. He may have been bound within his forest and never able to see beyond it or even move his actual body, but he both of his minds were in agreement that there was a great feeling truly being one with nature.

The followers of Tashramadic faith gathered. Of the most loyal of followers, those who loved nature respected his unpredictable mind. Some preferred one of his states to another, but they accepted both. Many of the lesser followers were still allowed to worship directly before the dragon himself. But being changed as he was, even those who did not know that dragons were the true power of Tashrama did not believe the statue to be anything more than an idol to the deities of nature themselves. At times he could even speak to them, and they would not know the wiser.

Always would Glastious protect his homeland, although his method would vary depending on which of his two personalities was in control. This more than anything else brought those wishing to defend the wild to him. Even rare fey races and other intelligent creatures of the woods fled the troubled lands to find protection under the lands of Glastious. Around the statue of his body, soon Glastious discovered he could use the free leaves, loose vines, and other vegetation to gather into a moving dragon form. The statue itself is now the center of a grand shrine many of the green branch of the Tashramadic faith come to pay their

respects at. Even though the soul of the dragon resides there, the pride of the evil Glastious and the humility of the good Glastious allow his followers to continue such reverence.

When Adlatum was assaulted by the beings the Adlar released upon the world, Glastious suddenly felt his own mind snap back together as one. His mind was different than it had ever had been before. He realized that true free will was not a gift given to dragons, but the gem had dislodged his mind from its always-evil bent. He also recognized it had destabilized his thoughts into two personalities of opposing extremes. But for the first time in his life, for these moments, he had the ability to choose freely on his own. For the first time he felt truly freed from the fate the gods had put down on him and his kind long ago.

This elation quickly died as the minions and beasts of Chaos charged into his forest. Trees and animals were set ablaze, and the fires became alive, burning everything under its own will. Glastious felt the pain, and in anger unclouded by insanity he gathered his followers together to launch assaults against the unholy legion. The forest itself sprung alive and tore at the invading darkness. At first the forces of Chaos were repelled, but then a long mist sprang up out of the ground and swept over a swath of forest. Once it retreated, the forest that was there was gone. Only dead earth and stone remained. Glastious' reach was cut off, and as more of the forest vanished, more was Glastious unable to add his faithful. Soon the mist began to gather around his stone body, and the plant formed projection of his body was quickly destroyed.

Moments before the mist covered the stone that housed his soul, the spirit of Emphrosh flew down from the sky, her translucent body shining in the dark night as if made of pure emeralds. The ghost dragon breathed, but not on the mist. The light from her mouth covered the stone statue, filling life within him once again. The statue moved, and Glastious roared. Everything that was left of the forest roared including the land itself. The mist, for but a moment, knew the aspect of Creation known as



The stone form of Glastious, the Elder Green Dragon.

fear. The spirit that was Emphrosh flew into the hardened bones of Glastious, and her energy became his. The forest itself re-grew from nothing but from rock and dust as it had during the days of Krynn's first making. Glastious' reach enveloped around the mist and breathed it in. What was pure chaos became made into substance, feeding the forest and strengthening it. The land grew wild and reached further than it had before the assault began. Soon the forces of Chaos vanished, and Glastious returned to his eternally frozen stone stance.

Since then many of his closest followers, survivors and new, have come to believe that Glastious can still move on his own but chooses not to, instead wishing to focus his being throughout the woods. But this may be only a rumor. What is known is that since Emphrosh sacrificed what was left of her afterlife by giving her energies to him, Glastious can project the image of an insubstantial great wyrm green dragon into the clearing where his body stands. This form can project a strong dragonfear if it wishes to, but Glastious must use the nearby plant-life to form the nature-made dragon shape if he truly wishes to use a dragon form to interact with others.

In time his mind began to split again, but through his will he often can bring his thoughts back to the stable state it was during the Days of Darkness. It is a constant struggle, and sometimes the weeping good mind or the vicious evil mind takes control. Yet there are also times his own free-willed mind comes to the forefront to preach to his own and bless the land. Even as one mind, Glastious believes himself to truly be a god.

As the nation of Drejor developed, friction grew between those who wished to build settlements close to the forest of Glastious. In 385 AC, several battles erupted as one town cut down trees to build more homes for poor refugees trying to salvage their lives after the Days of Darkness. Those cut trees were felt by Glastious, and he ordered his followers to give the Drejorans a single warning. Across the borders of the forest 'druids,' fey, centaurs, animals, and other followers attacked the settlements. The buildings were torn down, and although the townspeople were not initially targeted, those who defended their homes were often hurt or injured.

Loses mounted on both sides, and the Drejor government attempted to end the conflict with the "spirit of the forest" by sending representatives into the woods to make the claim that several towns were lost when the Glastious Forest expanded during the war and they were merely taking the land back to help those who had nowhere else to go. The head of the party fled the forest with several of his fingers cut off. Glastious had him deliver the message, "Whatever the circumstance is for your kind, it matters not to me. Trim back the forest, and this is what I feel. This forest is not of Drejor. Remain distant and live."

Drejor initially ordered the towns not to use the forest for construction since the nation itself was still in the process of healing from the last war, but the situation changed when new trees began to grow near the border, expanding the forest. The nearby towns took this as a slow incursion by the mysterious being and hacked the forest line back. Every so often during the night other beings would raid the towns, and as so the fighting continued, albeit sporadically.

As Montegron's power in the region grew, the Lord Sovereign suggested to Drejor post a strong line of sentries within and near the towns, and also along the roads running abreast of the forest leading north to their trading partners in Kedaltol. Over time incidents occurred: men venturing only a short way into the wood and disappearing, animal raids, etc. But also there were responses: tree clearing, forest fires, and also massive hunts just within the woods.

Glastious keeps a close watch on his woods, but he is at least pleased to see some of his own operatives have moved out into Drejor to encourage others to leave the corrupted civilization behind for the blessings of his woods. He is also aware that Montegron would be ready to march army upon army into his land with torches and blades once he gets the chance. The Lord Sovereign has exposed the powers behind the Tashramadic as dragons and not gods, but Glastious no longer sees himself as a dragon and many around him concur. His powers within the forest make him more divine than anything else, according to them.

The Green Elder Dragon is well aware war with the Midland Sovereignties is about to spark. He smells it in the air.

Heriacious, the Elder White *CR 30*

Female Elder great wyrm white dragon legendary tactician 8
CE Gargantuan dragon (cold)
Init +4; **Senses** ambient sensitivity, blindsense 60 ft., darkvision 120 ft., keen senses; Listen +46, Spot +46
Aura frightful presence (360-ft. radius, HD 35 or less, DC 36 Will resists)

Defense

AC 41, touch 6, flat-footed 41 (+35 natural, –4 size)
hp 630 (36d12+8d10+352)
Fort +34, **Ref** +24, **Will** +29
DR 20/lawful or magic; **Immune** cold, mind-affecting, paralysis, sleep; **SR** 27
Weakness vulnerability to fire and law

Offense

Spd 60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.
Melee bite +53 (6d6+13) and 2 claws +51 (2d8+6) and

2 wings +51 (2d6+6) and
tail slap +51 (2d8+19)

Space 20 ft.; **Reach** 15 ft. (bite 20 ft.)

Special Attacks breath weapon (60-ft. cone, 12d6 cold, DC 36 Reflex half), crush (4d6+19, DC 36 Reflex avoids), direct troops, impede ambient magic, inspire courage (+4, 4/day), tail sweep (30-ft. half-circle, 2d6+19, DC 36 Reflex half)

Spell-Like Abilities (CL 13th)

1/day – *control weather*

3/day – *fog cloud, freezing fog* (DC 21), *gust of wind* (DC 18), *wall of ice* (DC 20)

Spells Known (CL 13th, +53 touch, +40 ranged touch)

6th (5/day)—*greater dispel magic, wall of iron*

5th (7/day)—*cone of cold* (DC 21), *transmute rock to mud, wall of force*

4th (7/day)—*black tentacles, mass enlarge person, solid fog, storm wall**

3rd (7/day)—*haste, protection from energy, slow* (DC 19), **stinking cloud** (DC 19)

2nd (8/day)—*command undead* (DC 18), *elemental dart** (DC 18), *glitterdust* (DC 18), *see invisibility, web* (DC 18)

1st (8/day)—*alarm, feather fall, grease* (DC 17), *obscuring mist, true strike*

0 (6/day)—*acid splash, arcane mark, dancing lights, detect magic, disrupt undead, ghost sound, read magic, resistance, touch of fatigue* (DC 16)

*From the *Dragonlance Campaign Setting*

Statistics

Str 37, **Dex** 10, **Con** 27, **Int** 22, **Wis** 24, **Cha** 23

Base Atk +44; **Grp** +69

Feats Ability Focus (frightful presence), Blind-Fight, Cleave, Flyby Attack, Flyby Breath*, Hover, Improved Initiative, Improved Natural Attack (bite), Leadership, Lightning Reflexes, Multiattack, Power Attack, Snatch, Strafing Breath*, Wingover.

* From the *Dragonlance Campaign Setting.*

Skills Bluff +22, Concentration +43, Diplomacy +49, Escape Artist +20, Gather Information +8, Hide +27, Intimidate +47, Knowledge (arcana) +25, Knowledge (history) +53, Knowledge (local) +45, Knowledge (religion) +26, Listen +46, Move Silently +39, Search +26, Sense Motive +47, Spot +46, Swim +32, Use Magic Device +45

Languages Auran, Common, Draconic, Gnome, Hudieran, Terran, Trejori

SQ alternate form, battle standard, gifted, hard march, icewalking, leadership bonus +4, metabolize ambient magic, rally troops, rout enemies, strategic retreat, tactical mastery

Special

Alternate Form (Su) Unlike other white dragons, Heriacious can assume a single specific humanoid form of Medium size or smaller as a standard action. Her alternate form is a tall, regal human woman in her late twenties or early thirties, with blue-green eyes, delicate hands, and blond hair that has a small white tint.

Ambient Sensitivity (Su) Heriacious senses the presence of all ambient spellcasters within 12 miles. She automatically knows the direction (but not distance) to each spellcaster within range, but does not otherwise know anything about the spellcaster unless further magic is used. Heriacious' ambient sensitivity is considered a form of scrying for purposes of determining if a spell or magic item protects an ambient spellcaster from detection.

Gifted (Ex) Heriacious' mental abilities exceed those of other white dragons. Her Intelligence, Wisdom, and Charisma scores are higher than other white dragons, and she is also immune to mind-affecting effects.

Impede Ambient Magic (Su) Heriacious may impede all ambient magic within 1200 ft. To cast an ambient spell in an impeded area, the ambient spellcaster must make a Spellcraft check (DC 20 + spell level) or lose the spell he was trying to cast. Heriacious may raise or lower this ability as a standard action.

Instead of impeding ambient magic, Heriacious may prevent up to six ambient spellcasters (all of whom must be within 1200 ft. of her) from accessing their source of ambient magic. Each ambient spellcaster must make a DC 34 Will save or be unable to cast spells for as long as he remains within the area of effect. An ambient spellcaster who remains within the area of effect must make a Will save every round.

Metabolize Ambient Magic (Ex) Whenever an ambient spell fails to penetrate Heriacious' spell resistance, she heals a number of hit points equal to twice the spell level. If she is already at maximum hit points, this ability has no effect.

Tactical Mastery (Ex) Heriacious' centuries of tactical studies have increased the area of her battle standard, direct troops, rally troops, rout enemies, and strategic retreat abilities by 100% (already figured into the above descriptions).

Vulnerability to Law Heriacious takes half again as much (+50%) damage from any spell with the lawful subtype, and from the bonus damage dealt by any weapon with the axiomatic property.

Heriacious (Hehr'-ee-ay'-shee-us) is the White Elder Dragon of the Tashramadic faith. Worshiped as a goddess by the top ranking members of the church, she

is a constant thorn in the side of the Lord Montegron. Heriacious' lair Breenaak and Montegron's capital Kasuhon are fairly close to each other in the mountains of FyxZharar, however the peaks, chasms, and passageways make the traveling distance hundreds of miles apart.

Even though the white dragons are not known for their intelligence (or more specifically they are known for their lack of intelligence) Heriacious was born with a genius mind compared to those of other races and not just her own kind. Even at a young age, she was one of the first to notice those Adlatum-based dragons touched by the Graygem's power were becoming less and less willing or able to leave their territories. Being a white most of the other dragons ignored her observations, and a majority of the white didn't understand her. When the dragons came to terms with what was happening to them, they launched a war against the smaller bipedal races. Heriacious herself did not participate in much if any of the fighting.

During the Dragon Wars, Takhisis blessed Heriacious with her presence. The Dark Queen desired Heriacious to breed with the other Adlatum Whites in hope her intelligence would better the overall breed. Heriacious' love was more in watching the battles and seeing how different tactics matched up against others. The concept of becoming a mother was not one she truly objected to, but to make it her main focus disgusted her. Takhisis was displeased with the lost possibility, but chose to use the tool she was given. Figuring that if the dragons were to succeed in seizing the humanoid controlled lands, she herself would have control of them through draconic proxies, she gave the white direct leadership over some of the god's own loyal troops. At first it looked as if the forces would be wiped out, but soon Heriacious learned from her own mistakes in gauging both the enemy and her own troops. Victory was followed by victory, but always Heriacious stayed out of the fighting in order to watch how things changed and developed from a distance. Every so often the white tried new techniques. Some worked. Some did not. In the end, the legendary "Arm of Ice" was victorious, but the rest of the army of dragons and dragonkin were failing. Heriacious determined that successful presses into enemy territory would result in them only being surrounded as the other wings nearby collapsed. The "Arm of Ice" retreated quickly, allowing the humanoids to move in swiftly and strike down the other units who chose to fight until the end. Heriacious' forces disappeared as the white was pressed by the chaos-taint to sleep. Deep in the mountains the white slept, and those loyal to her slowly dispersed to commit deeds of their own, for better or ill. As their own generations passed, tales of the white became the root of most of their legends.

Eras passed, and the Dark Queen called. Heriacious awoke and listened to the desire of Takhisis to attempt to seize the world again. The Goddess wanted the dragons to act as regents of a sort until she herself could make manifest on Krynn. Over the centuries, the chaos-taint expanded Heriacious' mind further. Her talents in military and strategic thinking had greatest expanded.

And she did not believe Takhisis could ever win. The world was set by laws of balance. The other gods and even higher unknown forces would never let such a manifestation occur. Heriacious also concluded something she had never thought before. The gods were weak. They could only influence the world through those loyal to them. If those already on Krynn were willing to forsake the Gods, it would be those with the greatest strength and masses of loyal followers would take control. The white accepted Takhisis offer and plotted betrayal.

With great calculation, Heriacious built up her forces. She was pleased to learn many in the area had heard of tales of her great campaigns millennia ago. Numbers slowly flocked to her, and the church of Tashrama is begun anew. The gift of ambient magic she could bestow to those loyal to her in the mountains of the Midlands allowed her to set herself up as a goddess made manifest on the world. The effects of those who became the Scalebound further strengthened her ties to her servants. She did what she could to send out agents to distant parts to extend her influence. When Isyran Premier Eleah Dayne was assassinated, Heriacious was disgusted to learn the new Premier was a true cleric of Paladine. Too quickly were the gods able to return to a position of power, in her mind. She focused more energy in building up her forces in her immediate area in order to launch the inevitable strike against the forces of the distant useless gods.

Hiding deep in her lair when walking as a dragon, Heriacious traveled among the faithful in Breenaak by walking as a human woman. The fact she could not show herself to the lesser of her people frustrated her. She desired open praise and worship, and ironically prayed (albeit to no one) for the day to come.

During the Days of Darkness, Heriacious discovered she could leave her city for the first time in ages. Although the land was on the edge of destruction, Heriacious was too enrapt with being able to fly into the skies to care. Rumor has it she even took another dragon as lover. Only when the sky itself tore open in front of her did she realize the dire situation.

During the conflict, many of those in Breenaak saw her fly from the lair and into the skies. At first they saw it as a blessing from one of the higher powers. Which was debated, but the debate stopped when the sky darkened and the assault began.

Not being a skilled fighter, Heriacious was wise enough to flee back to her own lair to protect herself on her own turf. When the creatures of Chaos vanished, she discovered she could no longer leave her home again. Hatred swelled within her. The only joy she partook in was in learning the

true gods were gone. Sorrow and elation blended together into momentary hysteria, but in time she would recover.

As her priests discovered they were able to cast outside of the Holy Lands, Heriacious began to have hope she would be able to venture across the lands again. With the capital of the adjusted nation of FyxZharar physically a short ways away, she aimed to control the government and use their resources to find a method to break her out. However the lands started to be unified under a human named Lord Montegron. The capital Karsuhon was brought under his swift acting hand. The patient and calculated dragon was outpaced.

She sent a private message to Montegron attempting to put him under her own thrawl. The messenger returned to Heriacious as a banshee bound within a protected coffin. The coffin was disguised as a large treasure chest, an offering accompanying a letter of acceptance. Two of Heriacious' elder Scalebound along with several others were killed by the horrid wail. From that point on, Heriacious focused her plots on taking Montegron down and seizing the Midlands for herself and church.

Years later, when Montegron publicly revealed the powers behind the church to be nothing more than the powerful dragons forgotten in time, Heriacious was not angered. She was elated. Her first act was to come out to the courtyard outside the lair and announce her presence to her people. The White Elder Dragon proclaimed her divinity to the populous. Many were disillusioned and tried to flee, but many of the older faithful remembered the dragonform that came to their defense just before the Starfall. The unworthy were weaned away from the world by the armed forces loyal to the church, and those remaining bowed directly to their magnificent and beautiful god.

Heriacious appeared as a young and ordinary white dragon in her younger days, but after the long sleep the chaos-taint had enough time to alter her form. Her body is long and sleek. Instead of two massive wings with one to each side, she has four thin wings, two to either side. Her head is long and almost pointed, shaped like an icicle with a blunt tip. Her ears are similarly long and have multiple ridge points leading up it with small bone protrusions. Her legs are shorter than a standard dragon, but her long tail and longer body are almost one where they join. The slightly bluish gloss of her scales resembles that as ice, and some may mistake her for a silver at great distances. Sometimes, those who travel the mountains of FyxZharar may see her perched up on one of the mountaintops near Breenaak, allowing her to see out over the far distant lands she cannot reach.

She has also developed the ability to take the form of a human woman in order to give herself the illusion that the region she is bound to is larger than it is. Although she has varied the forms, primarily she appears as a tall regal woman. Her hair tends to be blond with a small degree of elderly white although her face resembles that of someone in their young thirties or late twenties. Her preferred eye colors are blue or green. Her long delicate hands and fingers would make any arcane spellcaster envious.

Heriacious has developed a respect for her followers, especially when they show signs of intelligence. Remembering how often she herself was ignored when her was younger, she makes it a priority to always listen to her servants and consider their comments and suggests in full earnest.

For one of the Elder Dragons, she is known for her patience as well her skill in combat tactics. Whether in dragon or human form her voice is naturally soft and thoughtful in tone. However those who listen closely may hear the slight waver of fear steaming from her deep desire to escape her prison. It should always be remembered when dealing with the soft spoken, patient, and polite dragon that she has been known to coldly and thoughtfully make decisions to crush and destroy any opposition in the way of her plans.

Many believe Aynal Teralshall was placed in charge of Heriacious' branch of the church because she believes Aynal's old mentor was in fact the Black Elder Dragon Xyvren. In order for the rumor to be true, it would mean Xyvren found some way to leave his Holy Land. There is nothing to give validity to either the rumor of Aynal's mentor or Aynal's hiring.

It is also believed by many that Heriacious gave birth to a clutch of eggs conceived during her momentary freedom in the Days of Darkness. If this were true, the eggs would be laid by now, likely somewhere in the tunnels or in the lair of Breenaak. There is no consistent rumor as to the identity of the eggs' father.

With the signs of the gods return all about, one rumor has circulated which many in Breenaak and in the Tashramadic church take as direct insult of weakness. Others say it shows the blessed character of the Goddess of White. The rumor is that upon learning of the gods' return, Heriacious wept for both herself and for Krynn.

Seresayon, the Elder Blue *CR 28*

Female Elder great wyrm blue dragon righteous zealot 4
LE Gargantuan dragon (earth)

Init +4; **Senses** ambient sensitivity, blindsense 60 ft., darkvision 120 ft., keen senses; Listen +50, Spot +50

Aura frightful presence (360-ft. radius, HD 38 or less, DC 35 Will resists)

Defense

AC 44, touch 6, flat-footed 44
(+38 natural, –4 size)

hp 611 (39d12+4d6+344)

Fort +30, **Ref** +24, **Will** +32 (+34 vs. enchantments)

DR 20/lawful or magic; **Immune** electricity, paralysis, sleep; **SR** 31
Weakness vulnerability to law

Offense

Spd 40 ft., burrow 20 ft., fly 200 ft. (clumsy)
Melee bite +51 (6d6+14/19-20) and
2 claws +49 (2d8+7) and
2 wings +49 (2d6+7) and
tail slap +49 (2d8+21)
Space 20 ft.; **Reach** 15 ft. (bite 20 ft.)
Special Attacks breath weapon (120-ft. line, 24d8 electricity, DC 37 Reflex half), crush (4d6+21, DC 37 Reflex avoids), impede ambient magic, oration 4/day (compelling argument [DC 20], enthralling discourse), tail sweep (30-ft. half-circle, 2d6+21, DC 37 Reflex half)
Spell-Like Abilities (CL 17th)
1/day – *hallucinatory terrain, mirage arcana, veil*
3/day – *create/destroy water* (DC 37 Will resists), *ventriloquism*
Spells Known (CL 17th, +51 touch, +37 ranged touch)
8th (4/day)—*mass inflict critical wounds* (DC 24), *sunburst* (DC 24)
7th (6/day)—*control weather, dictum, regenerate*
6th (7/day)—*antimagic field, geas/quest, heal*
5th (7/day)—*greater command* (DC 21), *mass cure light wounds, raise dead, true seeing*
4th (7/day)—*divination, imbue with spell ability, order's wrath* (DC 20), *sending*
3rd (7/day)—*cure serious wounds, magic circle against chaos, protection from energy, searing light*
2nd (8/day)—*augury, calm emotions* (DC 18), *death knell* (DC 18), *lesser restoration, zone of truth* (DC 18)
1st (8/day)—*bless, comprehend languages, detect chaos, divine favor, shield of faith*
0 (6/day)—*cure minor wounds, detect magic, disrupt undead, guidance, inflict minor wounds* (DC 16), *mending, purify food and drink, resistance*
*From the *Dragonlance Campaign Setting*

Statistics

Str 39, **Dex** 10, **Con** 27, **Int** 22, **Wis** 24, **Cha** 22
Base Atk +41; **Grp** +67
Feats Alertness, Cleave, Eschew Focus*, Eschew Materials, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Leadership, Lightning Reflexes, Multiattack, Negotiator, Power Attack, Snatch
*New feat described in **Chapter 2**.
Skills Bluff +52, Concentration +50, Diplomacy +58, Escape Artist +21, Gather Information +8, Hide +9, Intimidate +41, Knowledge (arcana) +39, Knowledge (local) +27, Knowledge (religion) +52, Listen +50, Perform (oratory) +29, Search +39, Sense Motive +54, Speak Language x4, Spellcraft +29 (+31 decipher spells on scrolls), Spot +50, Use Magic Device +27 (+29 use scrolls)
Languages Abyssal, Aquan, Draconic, Dwarven, Elven, Etlarnish, Goblin, Hudieran, Minotaur, Ogre, Trejori
SQ alternate form, gather followers, metabolize ambient magic, righteous indignation +6 (2/day)

Special

Alternate Form (Su) Unlike other blue dragons, Seresayon can assume a single specific humanoid form of Medium size or smaller as a standard action. Her alternate form is a young human woman in her late teens or early twenties, with brown hair and piercing blue eyes.
Ambient Sensitivity (Su) Seresayon senses the presence of all ambient spellcasters within 12 miles. She automatically knows the direction (but not distance) to each spellcaster within range, but does not otherwise know anything about the spellcaster unless further magic is used. Seresayon's ambient sensitivity is considered a form of scrying for purposes of determining if a spell or magic item protects an ambient spellcaster from detection.
Impede Ambient Magic (Su) Seresayon may impede all ambient magic within 1200 ft. To cast an ambient spell in an impeded area, the ambient spellcaster must make a Spellcraft check (DC 20 + spell level) or lose the spell he was trying to cast. Seresayon may raise or lower this ability as a standard action.
Instead of impeding ambient magic, Seresayon may prevent up to six ambient spellcasters (all of whom must be within 1200 ft. of her) from accessing their source of ambient magic. Each ambient spellcaster must make a DC 35 Will save or be unable to cast spells for as long as he remains within the area of effect. An ambient spellcaster who remains within the area of effect must make a Will save every round.
Metabolize Ambient Magic (Ex) Whenever an ambient spell fails to penetrate Seresayon's spell resistance, she heals a number of hit points equal to twice the spell level. If she is already at maximum hit points, this ability has no effect.
Sound Imitation (Ex) Seresayon can mimic any voice or sound she has heard anytime she likes (DC 37 Will save to detect the ruse).
Vulnerability to Law Seresayon takes half again as much (+50%) damage from any spell with the lawful subtype, and from the bonus damage dealt by any weapon with the axiomatic property.

Seresayon (Seh'-reh-say-yon') is unique amount the Elder Dragons in that she was not considered one of the gods of the Tashrama until shortly after the Days of Darkness. Prior to that time she was the life mate to the former Blue

Elder Dragon, the late Almissaive. Seresayon's lair is a massive open cavern known as Heaventide, deep beneath the nation of Dhu.

In her younger times, Seresayon was a blue dragon eager to serve her Dark Queen and do her simple part in helping shelter the world within the god's iron grip. After the taint of Chaos seeped its way into the blood, and marrow of the Adlatum dragons she continued to serve faithfully, but her attentions were also drawn to the older blue dragon Almissaive. The strong handsome dragon was both a renowned fighter and a great speaker among her people. His words convinced several of the dragonkind that the strange gem artifact passing through the land was something not to ignore. It was at this meeting the to-be Green Elder Dragon Glastious elected to risk what small amount of time he had left in his life to investigate the Graygem. Many believe he was convinced to do so by the words of Almissaive.

Later on, when the binding effects of the Graygem began to take hold, Almissaive, along with the red Traxus, took control of a vast majority of the forces and land in a war against the small bipedal races, hoping to find and lay claim to the lost Volumes of the Prophet. Almissaive believed these tomes would be their only hope in finding a way to counter the taint's hold. Seresayon volunteered herself to serve under whom she saw as the greatest of all dragons. Before the conflict ended, the two became close lovers.

When the war finally failed, and the lair binding was complete, Seresayon and Almissaive discovered that their territories overlapped to a decent degree. Hiding in the winding caverns beneath Dhu, the two fell into the long sleep entwined.

Long before the Dark Queen's call woke her dragon servants, Almissaive and Seresayon were snapped out of their rest violently. The waters of the Drowning flooded directly into the caverns batting the two apart. Almissaive's massive form was tossed like a pebble in the horrid maelstrom of raging waves that poured through the tunnels. Before the waves would retreat, his body would takes out several of weight supporting walls beneath the ground above. What seemed like a catastrophic collapse occurred, and Seresayon found Almissaive only just in time to believe they would experience a crushing death together.

The waves flooded in faster than before as most of the nation of Dhu was swept away. The falling rocks no longer fell, but were blown sideways in the torrent. The two dragons were trapped underwater, and using a magic she knew was not her normal innate abilities, Seresayon cast magic to give the two of them the ability to breathe water. In time the water pulled back, taking most of the rock and earth with it. What was left behind was a blessing to them.

Instead of an underground maze of twisting tunnels and modest chambers, the lairs collapsed into a massive chamber open for miles in all directions, but yet still covered high up above by solid earth. In a few locations holes penetrated up to the surface allowing sunlight to filter through. Also a large bay of water had settled into the cavern. Not only was fresh fish in this seawater, but the bay exited the cavern through a wide low opening in the rock face. This passage, the Seapass, leads through miles beneath Dhu and eventually reaches the ocean.

Using the magic bestowed to them through the taint of Chaos, Almissaive and Seresayon transformed the cavern. A wide coverage of jungle was grown along with field of soft grass. Almissaive's magic duplicated the effects of the sun itself, illuminating a distance far wall with a glow of brilliance that faded into a patchwork of stars not known in the true sky above. The two named their home Heaventide.

Soon Seresayon learned she could leave Heaventide through the Seapass and was no longer bound to her lair. The same was not true for Almissaive. He was just as bound as the day the two had fallen into sleep. Not wanting to remind her life-mate of his imprisonment, even if it was in their own paradise, Seresayon remained in Heaventide. When reason called for her to depart for a reason, she took to the human form of an older teenaged girl with dark hair and blue eyes before walking up some of the side tunnels to the surface. Never did she risk discovery by showing her true self in what she saw as the Abovelands.

She was successful for a time, but upon returning to Heaventide in 89 AD a group of humans and Gildanesti elves followed the curious woman into the wildness and down into the lair. Upon their entry into Heaventide a change in the magically spun wind allowed both dragons to catch their scent. Several of them were killed instantly, but the surviving humanoids begged for their lives, swearing to serve the mighty beasts. Entertained with the notion of having slaves, they agreed. They were trained in how to tend to the dragons and the land. They grew food in the fields and fished from the bay. Almissaive became impressed by their devotion. With no one now alive who remembered the dragons of old, he realized they were treated as gods. Upon learning that in the Abovelands there were no gods, Almissaive confided a 'secret' to them. "Then learn loyal ones, I am one." The servants bowed before him, and with their faith Almissaive discovered he could bestow magic to them. His church was born.

Knowing the truth of the matter, Seresayon remained quiet. In fact she was glad to see them grovel before her mate. Even if only worshiped as a god's consort and a "being of great standing," she took no offense for she did believe Almissaive to be the greater and a unified church would be stronger than one divided. Never did she appear to the faithful in her dragon form either. Always did she walk as them in order to help bolster the claim of Almissaive's divinity. Soon she let some of the servants go back to the Abovelands in order to lure more faithful

below, ever quietly. In time a community of faithful was formed in Heaventide. Towns were built. No shrines were constructed however. The entire cavern was proof of the God's power, and Almissaive resided there. A shrine was unnecessary.

The secret cult of dragon worshippers remained below Dhu for almost a hundred years before Takhisis called out to her children. She was pleased with Almissaive's example and ordered a few of the dragons to act as her proxies. Almissaive sneered in disgust. He sent out many of his followers to not only recruit more but also to locate the other dragons amassing power in the land. Seresayon also went. Through magic and messenger, plans were being made between the dragons on how to best divide the land for the Queen. Almissaive took Seresayon aside and began to train her in the skill of being an orator. Once pleased with her skill, he gave her a speech of his own design to deliver to the other dragons. The speech was to convince the other dragons that they needed the failed queen no longer.

Initially the words resulted in many going into a state of shock. A few times Seresayon was even attacked for daring to say such things. But the words hung in their mind always when she left. In time, many of the dragons openly began to agree with Almissaive's pupil. The white dragon Heriacious even went so far as to declare an open alliance with the blue. Once Almissaive's once competitor and ally, Traxus, agreed with the "divine treason," everything else fell in place. The followers were gathered not for the forgotten queen but for the powerful dragons living in the land. The Tashramadic faith was reborn with followers of the new gods of Krynn, the Elder Dragons.

To this point, his servants worshiped him directly, but in order to add a layer of protection between himself and those who supported the useless true gods, he ordered that only the most faithful be allowed in Heaventide. Others would be allowed to live in the Abovelands nearby, but they would also not be worthy to know the true grandeur of his being. Those above began to follow the teachings of the Divine Ladder, and those who climbed high would be allowed to enter paradise and meet their true god.

Almissaive knew he couldn't simply use his followers a servants, and so he used his oratory abilities to preach lessons to them, lessons that could be passed on to the faithful above. The lessons tended to entail a consistent direction. Work hard for a higher purpose, but enjoy the fruits of your work. Of course the higher purpose was Almissaive himself, but his branch of the church took the lessons to heart for when living in paradise it was easy to take pride in even the most backbreaking labors. Even the followers who lived in the Abovelands believed their souls would become part of Heaventide after death if they served their master well.

Followers didn't come from just the Abovelands either. Through the use of the Seapass, Almissaive began to gather faithful directly from the Corinesti. Often sea elves would come to Heaventide through the Seapass in order to honor the god and pay worship. By having such a route to the sea, Almissaive was able to gather the greatest number of Corinesti compared to the other Elder Dragons.

Seresayon worked hard for her lover, and never did his attentions waver from her. In 383 AD, she discovered she was with clutch, but the celebration was cut short when the Adlar broke through the bound doors at the bottom of the Path. The force of Chaos poured across the land faster than the water from the Drowning. War broke out everywhere, and Heaventide was no exception.

Almissaive joined his army to fight the creatures that came forth, even pressing forward head on in order to protect the slaves who served him from centuries. Unfortunately, being so close to the Path itself, the strength of the invasion was too strong. The great dragon fighter of ancient days fell beneath the claws of a gigantic dragon that walked on two legs like a humanoid, but was made of a collection of ribbons that appeared to be tears of reality itself. The God of Heaventide tried to bite at the thing's neck, but the ribbons lashed out separate from the beast and sliced his throat. In moments Almissaive's body began to unravel, and the blue fell apart in strips of thin paper-like ribbon. Seresayon, also wounded after fighting a vanquished chaos daemon, changed into her dragon form and charged the creature in rage. But the war ended, and the Ribbon Beast vanished before she could attempt to exact revenge. Almissaive was dead.

The survivors mourned their savior, and many would had ended their own lives if they had not seen a small miracle occur. The lover of the god, who was just transformed into a female version of his own form, right then and there, began to lay her eggs.

The head of the blue branch of the Tashramadic church, Jur Canan, declared all to remember the lessons of their god, of the importance of respecting the rewards of life. "Cycles of life and death are all around us, and so we move on to the next phase of life. The blood of the god lives on, as does his greatest of servants, the one who is now as he was. Praise to the god Seresayon!" And in that very moment, as Seresayon herself was surprised by the cleric's declaration, the young Jur Canan dropped dead without wound or injury. As soon as the last of the clutch was laid, a great wave of energy flowed into her, and she could sense the Scalebound nearby. She tried to escape from Heaventide as the crowds chanted her name, but she found she could not escape out the Seapass. She was bound. She was the Blue Elder Dragon. She was now a god.

Unsure of her position, at first Seresayon tried to duplicate Almissaive's teachings to a degree of highly awkward success. But as she grew into the role of deity,

she began to amend the teachings to her own opinions. Eventually she took to the idea of playing god more for the sake of 'being' god rather than using it simply as a method to control others. She began to teach her follower to enjoy life itself but not to be foolish about it, to set their aims in strengthening their collective while at the same time having pride in themselves. She was quick to figure out that if everyone truly enjoyed whatever it was they were doing, she could manipulate them into doing it for her. She also realized that if someone was not good at something, there was no need to badger him or her into learning the skill she required. She had enough followers that a general search of them would reveal who would be right for the job. Although she had lost the ability to travel, she realized she hadn't really left Heaventide that often overall in the past centuries. Seresayon was still inwardly frustrated over the loss, but to a greater degree she had accepted it.

Her greater concerns began to mount from the other forces in the Abovelands. First off she has yet to gain any respect from any of the other Elder Dragons, all of who discount her worth. To them she is an upstart using what Almissaive left behind. She is not ignored, at least not all the time, but her word and opinion is certainly valued less.

The other problem stemmed from the growing power of the Midland Sovereignties. At first she was hoping to take control of Dhu directly by having the king enter the faith. Such was not the case. Under Montegron's order, King Luciten slew the representatives Seresayon sent to the capital of Zmeineturu. Even though this act may had be caused by one of Seresayon's own Scalebound failing to seduce the Great Lord Sovereign, Seresayon took great offense and ordered that all Aboveland settlements loyal to her withhold taxes. It worked for a short time until a band of Midland Guardsmen arrived and rallied the king's men. The army escorted the tax collectors and when someone refused to pay, their home and/or business was burned down and they themselves arrested. In weeks many of Seresayon's followers were imprisoned and being dragged off to dungeons in both the capital of Zmeinenturu and in Karsuhon. Seresayon began to realize her position was truly not as powerful as she had hoped.

At that point she chose a different route. From the caverns extending in a variety of directions from Heaventide, she sent her followers towards the direction of the diamond mines. She had her dwarves dig, and her Corinesti flood the area with water. Soon the diamond mines of Dhu were flooded or unreachable. Both Corinesti and followers using magic to breathe underwater entered the mines and began to extract the diamonds. Before the mines could be drained, Seresayon was able to have vast amounts of diamond removed and put into her own stores. If she could get enough or the right people to follower her through worship, she would get want she wanted done by bribery.

In late 420 AD, as the Midland Guard was still reeling from the death of its founder Jermon Cavlin, Seresayon was able to bribe enough people to allow her faithful in the Karsuhon dungeons to escape. The plan did not work perfectly as Cavlin's successor Noragaen Veliya was able to sound an alarm. In the resulting conflict Seresayon lost half of those trying to escape, but those who returned were forever grateful.

When Montegron exposed the dragons behind the church, she learned a number of population above Heaventide abandoned their homes as many lost faith in a religion that deceived them. Oddly enough, a number of people in Dhu had begun to lose faith in Luciten's rule and had come to Heaventide to seek a better life under the protection of a long-lived and powerful dragon. In the end, Seresayon's lands may have actually gained population although many of them do not worship her as others had.

Seresayon continues to use her Corinesti connection to try to hamper the Dhu economy and force a 'polite' meeting with the old King Luciten. She still hopes to forge some type of connection with the local government, but is truly unsure how. She is also aware of the gossip that war is soon going to be fought between the church and the Sovereignties, but she is not sure exactly where she can mount a suitable defense if Luciten sides completely against her. With the day of her eggs' hatching drawing close, her main concern is now their protection, and the church is ready at a moment's notice to move the eggs or the hatchlings if need be. As for how Seresayon will keep herself, her followers, and Heaventide protected she is currently at a loss.

Traxus, the Elder Red — *CR 30*

Male Elder great wyrm red dragon dragon ravager 3 (*Bestiary of Krynn Revised*)
CE Colossal dragon (fire)
Init +4; **Senses** ambient sensitivity, blindsense 60 ft., darkvision 120 ft., keen senses; Listen +51, Spot +51
Aura frightful presence (360-ft. radius, HD 39 or less, DC 38 Will resists)

Defense

AC 41, touch 2, flat-footed 41 (+39 natural, –8 size)
hp 709 (43d12+430)
Fort +35, **Ref** +27, **Will** +33
DR 20/lawful or magic; **Immune** fire, paralysis, sleep; **SR** 32
Weakness vulnerability to cold and law

Offense

Spd 40 ft., fly 200 ft. (clumsy)
Melee bite +52 (4d8+17 plus 1d8 fire) and 2 claws +51 (4d6+8/19-20 plus 1d8 fire) and 2 wings +50 (2d8+8 plus 1d8 fire) and

tail slap +50 (4d6+25 plus 1d8 fire)

Space 30 ft.; **Reach** 20 ft. (bite 30 ft.)

Special Attacks breath weapon (usable every 1d3 rounds, 70-ft. cone, 26d10 fire, DC 42 Reflex half), crush (4d8+25 plus 1d8 fire, DC 40 Reflex avoids), draconic rage 3/day (16 rounds), fling, impede ambient magic, spell rage, tail sweep (40-ft. half-circle, 2d8+25, DC 40 Reflex half)

Spell-Like Abilities (CL 19th)

1/day – *discern location, find the path*
3/day – *suggestion* (DC 21)
12/day – *locate object*

Spells Known (CL 19th, +52 touch, +35 ranged touch)

9th (4/day)—*energy drain, mage's disjunction* (DC 27)
8th (7/day)—*mind blank, polar ray, summon monster VIII*
7th (7/day)—*greater scrying* (DC 25), *prismatic spray* (DC 25), *spell turning*
6th (7/day)—*analyze dweomer, blade barrier* (DC 24), *heal*
5th (7/day)—*cone of cold* (DC 23), *magic jar* (DC 23), *symbol of pain* (DC 23), *wall of force*
4th (8/day)—*crushing despair* (DC 22), *polymorph, restoration, spell immunity*
3rd (8/day)—*cure serious wounds, dispel magic, haste, protection from energy*
2nd (8/day)—*cat's grace, darkness, detect thoughts* (DC 20), *elemental dart** (DC 20), *invisibility*
1st (8/day)—*alarm, chill touch* (DC 19), *divine favor, magic missile, shield*
0 (6/day)—*arcane mark, dancing lights, detect magic, ghost sound, guidance, mage hand, prestidigitation, read magic, resistance*

*From the *Dragonlance Campaign Setting*

Statistics

Str 45, **Dex** 10, **Con** 31, **Int** 26, **Wis** 27, **Cha** 26

Base Atk +43; **Grp** +76

Feats Ability Focus (breath weapon), Awesome Blow, Cleave, Flyby Attack, Flyby Breath*, Hover, Improved Bull Rush, Improved Critical (claws), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Snatch, Weapon Focus (claws), Wingover.
*From the *Dragonlance Campaign Setting*

Skills Appraise +51, Bluff +29, Concentration +53, Diplomacy +35, Escape Artist +43, Gather Information +10, Intimidate +53, Jump +60, Knowledge (arcana) +30, Knowledge (history) +51, Knowledge (local) +29, Knowledge (nature) +32, Knowledge (nobility and royalty) +30, Listen +51, Search +51, Sense Motive +51, Spot +51, Survival +50 (+52 aboveground natural environments), Use Magic Device +51

Languages Draconic, Dwarven, Hudieran, Igurni, Ignan, Ogre, Maliaru, Minotaur, Trejori

SQ enhanced breath weapon (already figured above), metabolize ambient magic

Special

Ambient Sensitivity (Su) Traxus senses the presence of all ambient spellcasters within 12 miles. He automatically knows the direction (but not distance) to each spellcaster within range, but does not otherwise know anything about the spellcaster unless further magic is used. Traxus' ambient sensitivity is considered a form of scrying for purposes of determining if a spell or magic item protects an ambient spellcaster from detection.

Draconic Rage (Ex) Three times per day Traxus may fly into a screaming blood frenzy for up to 16 rounds, gaining +6 Strength, +6 Constitution, and a +2 morale bonus on Will saves, but suffering a –2 penalty to Armor Class. Traxus' draconic rage otherwise resembles the rage ability of a barbarian.

Fling (Ex) Traxus may use his Awesome Blow to fling creatures 25 feet instead of the usual 10 feet if the opponent fails the required saving throw. A creature flung like this takes an additional 2d6 points of bludgeoning damage, or an additional 4d6 points of bludgeoning damage if striking an obstacle before completion of the move.

Heat (Ex) Unlike other red dragons, Traxus' very body seethes with intense heat. His natural attacks deal an additional 1d8 points of fire damage. In addition, creatures hitting Traxus with natural weapons or unarmed weapons take this same damage each time one of their attacks hits.

Impede Ambient Magic (Su) Traxus may impede all ambient magic within 1200 ft. To cast an ambient spell in an impeded area, the ambient spellcaster must make a Spellcraft check (DC 20 + spell level) or lose the spell he was trying to cast. Traxus may raise or lower this ability as a standard action.

Instead of impeding ambient magic, Traxus may prevent up to eight ambient spellcasters (all of whom must be within 1200 ft. of him) from accessing their source of ambient magic. Each ambient spellcaster must make a DC 38 Will save or be unable to cast spells for as long as he remains within the area of effect. An ambient spellcaster who remains within the area of effect must make a Will save every round.

Metabolize Ambient Magic (Ex) Whenever an ambient spell fails to penetrate Traxus' spell resistance, he heals a number of hit points equal to twice the spell level. If he is already at maximum hit points, this ability has no effect.

Spell Rage (Su) As a free action, Traxus may expend one of his daily spell slots to deal +1d6 bonus damage per spell level on a single attack. Traxus must declare his

use of this ability before making the attack roll, and a failed attack roll still expends the spell slot.

Vulnerability to Law Traxus takes half again as much (+50%) damage from any spell with the lawful subtype, and from the bonus damage dealt by any weapon with the axiomatic property.

Traxus (Traks'-us) is the Red Elder Dragon of the Tashramadic faith. Residing in his lair Brimstone in southern Solishairon, the dragon desired nothing less than total domination of Adlatum under his iron grip, although currently his attentions are being diverted by the capture of an intriguing prisoner.

From his younger days Traxus was considered a rash and violent dragon, even by red standards. The drive to beat opponents into submission to show his dominance was strong in him and continues to be so even to this day. Growing older he began to learn how to channel his rage against a focused target and pound it into submission or death. He became so enthralled with the different styles of combat he took to various humanoid forms in order to learn how to fight as one of them. His own tastes bent him towards the barbaric rage-driven styles of many of the Oguna tribes, but he made it a point to at least learn a variety of skills and tactics from other races. He educated himself on not only their fighting styles but also their overall strengths and weaknesses. He lived as them, and even took lovers. Traxus began to learn how each race thought, and he began to dream of their domination.

Taking what knowledge he gained, the red dragon bolstered forces loyal to him, and launched assaults against many of the nearby cities. By shear force of numbers and strength, lands fell to him. He allowed generations to pass to allow the captured territories to give rise to men willing to follow him as their master before launching new assaults. Lost battles did happen, but in the end where Traxus lost territory he would gain it back ten-fold.

When the Graygem began to bind the dragons to territories centuries later, Traxus was enraged. He was certain the lesser beings were somehow responsible, possibly using the legendary Volumes of the Prophet to remove the rightful rulers of the land, the dragons, away from their cities and villages. The idea that a simple gem floating in the air was doing this to them he found ridiculous. He was also convinced that the disappearance of the ancient green dragon Glastious was the work of the bipeds and not the stone the green went to investigate.

Traxus himself demanded that the dragons and their dragon-kin join together to bring the entire continent under their control. If they could recover the Volumes, they may find a way to break the binding spell within their pages. With no other options presented, most of the dragons agreed.

In the war, Traxus was able to bolster his followers, driving them faster and stronger than during any war he had launched before. Only Heriacious lost fewer battles, but she also won less due to her slow progression using strategic strikes. Traxus rose to be one of the strongest forces in the lands, using his knowledge of the races and how they thought before overpowering them. With the exception of the blue dragon Almissaive, Traxus was undeniably the most dangerous enemy of the humanoid races.

As the war continued, Traxus noticed that Almissaive's forces were beginning to show more success than his own. The red began to hate Almissaive for his success and viewed him as an opponent rather than an ally. Only when Almissaive turned what should had been great losses into moderate and massive victories did Traxus come to respect the "Blue General." He respected him, but hoped to someday defeat the blue in one-on-one combat in order to finally prove his right to rule the land himself. He even dreamed of seducing the Dark Queen into being his servant and consort.

At the end of the war Traxus' armies started to lose ground, as most of the other units did. Pushed too hard and too fast, they began to exhaust supplies and numbers. Where Almissaive began to conserve his forces, Traxus tried to push forward. But the human armies devised new and more effective tactics since his training with them long ago. He never considered they had the ability to change their own styles so quickly, and what he had learned of the humans was rendered worse than useless. With Traxus' armies destroyed, the other dragonkin were put under greater pressure. The offensive collapsed, and the war was in time finished. Before falling asleep for ages, Traxus swore to try and keep a closer eye on the quickly changing humans. He swore he would not fail twice.

Traxus was the first to hear the call of the Queen, waking him from eternal sleep. He came to consciousness in a world vastly changed. The lair around him was now drastically different, and so was he. Rents in the land emitted smoke and black flames out of the ground everywhere. The smell of sulfur was strong in the air. The rocks themselves were scalding hot to the touch. The land was covered in darkness not even magic sight could see through, but Traxus could see everything clearly.

His own body was changed as well. The blood within his veins burned with the intensity of the summer sun, but instead of pain he felt it strengthen him. His scales had darkened almost to pitch black, but to his eyes the softest glow of unearthly red came from within them. As the land was rent with flames, so were his scales. Trenches of burning dark fire licked the outside of his form, coming from the burning blood within. The heat from his own body was enough to keep most predators away, and the fire from the vein-like fissures over him was hot enough

to melt any weapon. His wings were a combination of the black smoke and flames coming from the hell around him, but they allowed him to move with greater maneuverability, if not speed.

Still bound within his lair, which he now named Brimstone, he heard the plans of the Dark Queen. He would act as her proxy on this realm until she could come to rule the lands herself. The flame within his body intensified. Why would such a powerful creature such as himself serve such a conniving woman? But unfortunately he had no means to escape his lair and gain the forces he needed without her help. The lair was too inhospitable for anything to live nearby. He grudgingly accepted, and the goddess pulled creatures of fire from the black pits. Quietly during the night, in forms of smoke, they ventured out into the land to find those willing to serve. Over time the closest of followers spoke to Traxus through the pit creatures, and as they proved their loyalty to the dragon, they began to change into the Scalebound. Soon, they were able to enter Brimstone as well. In time, lesser followers were amassed, not knowing what true power resided in the black smoke shielded Holy Land.

For a period of time, Traxus continued to serve his goddess, but after some of his followers were killed when attempting to hunt down the insane green dragon Glastious, he began to doubt the queen's judgment. Through the exchange of words via messengers and the Tashramadic Council, the leaders of the church, Elder Dragons and High Clerics alike, chose to dismiss the demands of the goddess. They even went so far as to communicate with the clerics of the insane Glastious, bringing him into their fold of Elder Dragons. Traxus' dream of domination began to flourish again, but in a form he didn't expect. He gained power not through combat, but through faith. As a hidden god of the Tashrama, his power began to amass once again. He knew at some point in the future violent conflict would be required to topple those who chose to refused to accept the faith, and he also dreamed of taking down the Blue Elder Dragon, Almissaive. His goal was now nothing short of becoming the one and only god of Adlatum.

Unlike the other Elder Dragon lairs, Brimstone was not attacked directly by Chaos' forces. Instead the voice of Chaos itself echoed into Traxus' mind. It tempted him with dreams of annihilation of all of his enemies, unmaking them whole. Other whispers also promised the red that he would rule everything that was left of Krynn up until its final moment. Traxus knew the voice of deceit in the power's voice; he had heard it before in his then-Queen. He recognized Chaos was what had changed him during his sleep, what had bound him to the lair that was his prison. But he also felt Chaos already in his body and in his head. The power sung to him, and he did everything he could to fight the Song of Oblivion out of his mind. Meanwhile the surrounding nation of Solishairon was under assault as was the rest of the world. The red branch of the Tashrama did what it could to stop total destruction, but the High Clerics could see their god was distracted, waging a war within his own body and soul. Soon Chaos lost patience and touched Traxus. The blood within him no longer burned; it boiled. Traxus screamed in pain as the Song of Oblivion began to promise peace from the suffering.

After days of struggling, Traxus continued to resist. But the power of Chaos grew greater, and the red dragon could feel the edge of Creation beginning to break. For a single moment Traxus' will wavered. Chaos used the opportunity and poured its energies into him, beginning the process of unmaking. And then it all stopped. The Starfall had occurred. The war was suddenly over.

Traxus remained still for weeks as his survivors tended to him. The boiling of his blood continued to a weaker extent, but he was able to cope with it. It was another pain he that couldn't deal with. During the war with the human race eras ago he had been defeated. That he could accept, even with anger and a desire for revenge. But this was the first time the red had ever surrendered. The blow was too much for him, and when his followers left him for a moment, he made to throw himself off of a cliff and into the black flames coming from the depths below. He knew wherever they came from, the heat would have to be enough to end his own existence.

Just before he would leap to his hopeful death, a single Scalebound cleric named Utara arrived with news. The Blue Elder Dragon Almissaive was dead, slain by one of the monstrous minions of Chaos. The news stunned Traxus. He surprised himself by not being angry over the fact that he himself was not the one to end the blue's life, but he realized one thing. Almissaive fell to a minion of Chaos, whereas he resisted Chaos itself up until the last moment of the war. He fought Chaos itself and lived. Almissaive fought a lesser creature and died.

With a different type of flame within him rekindled, Traxus ordered his forces to be accounted for. No more would a simple church be his plan for the future. He began plans of a massive army. He wanted his wars of old to be launched again.

Over the next decade, Traxus had the followers of the red branch of the Tashrama gather an army together with many of the strongest fighters in Adlatum. Even Oguna from the lands to the north began to travel towards Brimstone, tempted by the words of the priests whose powers were no longer limited to the Holy Land. As his forces gathered, one of the women of his private harem began to catch his interest beyond the usual fashion.

While he was with her in his large human form, she began to suggest new ways of training his men, ways which force the strong to be stronger and the weak to either become strong or die off faster. The woman, Sianntica,



also suggested putting his own priests in to learn similar combative training. Enchanted by the alluring woman's words, he tried out her new techniques. Sure enough the death rate among his own men increased, but those who remained soon seemed to become unbeatable except by possibly others of their own numbers. To make a full sized army ready to take over the Midlands would take longer, but the quality of that army would be greater than any who they would come across.

Sianntica's position changed as well, even though Traxus continued his relations with both her and his other women. She became an official advisor and began using her access to sorcery to give the men newer and harder challenges. Never did her magic directly aid their combat. Only would she use her magic to act as deterrents, forcing them to find new ways to overcome them.

For Traxus, she gave additional boons. In 406 AD Sianntica appeared to grow powerful enough to transfer the mind of Traxus into other bodies for short durations. During this period, the army had completed its training and was ready to launch a full assault into the Midlands and the growing yet still unstable power of the Great Sovereign Lord Montegron. Traxus was thrilled. Not only would his armies begin their conquest, but also in a host's body he would be able to lead them. Selecting carefully, Traxus chose the body of a young black dragon that had retreated from the conflict to the east in Etlarn. The black was captured and brought to Brimstone for the spell casting on the night before the army would begin the invasion into the rest of Solishairon. Ready for the greatest success of his life, Traxus stood tall as his lover cast her spell.

He opened his eyes to find himself within the black dragon's body, but he was no longer in Brimstone. The freezing air in combination of no longer feeling the fire within his body resulted in his almost immediate collapse in the Frozen Mountains. Smelling deceit once again, he let out a roar and raced southeast back to Brimstone. It would be several days before he would return.

Lord Montegron had received warning of the coming attack. A familiar voice had whispered it in his ears for several nights. He quietly had the Midland Guard organize forces from Solishairon, Isryan, and Guiteger and had them converge on Brimstone by both land and sea. As soon as the armies began to march away from Brimstone, the highest-ranking priests not only noticed that their god was missing, but their enemy had been alerted to their plans. They began to use the tactics Sianntica convinced them would be perfect against the unknowing Midlanders. However their plans seemed to be known by the enemy, and Montegron was prepared for them. What was to be a massive war turned into the smashing of a sizable uprising. Within weeks Traxus' forces were destroyed. Only a handful was left to return to the protected areas around Brimstone. This conflict only proved to many other nations within the Midlands that the protection of the Great Sovereign Lord was an asset well worth its cost.

Traxus returned to Solishairon to see the devastation, but being in a simple black dragon body he knew he could not fight off the forces covering the territories. Feeling nothing but rage, he flew back to Brimstone to find Sianntica and murder her. Upon entering Brimstone, the spell ended and his soul returned to his body. The black dragon was once again in control of his own mind and fled immediately. Traxus could not find the traitor. No one had seen her depart. Many claimed not to even remember her, and many of the Red Elder Dragon's most faithful died under the raging fury of his own claws and breath.

Those Scalebound who succeeded the priests and faithful slain by Traxus during his tirade, were slow to visit the dragon directly. Lead by Pharon Blayda, the highest ranking members of the red branch chose to decide on many matters themselves and represent their decisions to the rest of the Tashramadic Council as Traxus' himself. It would not be until 414 AD they would risk sending anyone into Brimstone to confer with the red.

Although Blayda had been doing what he could to rebuild the destroyed forces and re-gather those who had escaped the 406 AD campaign, Traxus had other plans. He would not focus on capturing the Midlands until he could exact revenge upon the woman who destroyed his most current chances at Adlatum's domination. Blayda elected to assign a number of clerics to help Traxus in his plan, but he also continued to build his own power and influence in the church. He purposefully misrepresented his discussions with the dragon in order to manipulate the decisions of the Council. As time passed, the red branch was able to rebuild its defense outside of Brimstone. However in the end the army was truly under Blayda's control and not the Elder Dragon's.

Still not the power they had during the 406 AD battle, Blayda has managed to rebuild the military strength of the army to acceptable levels, enough for a strong defense but not for attack. He was also able to put out a story that the invasion force Montegron defeated was actually a giant Oguna raid which penetrated into southern Solishairon, thereby disconnecting the origins of the invaders from one of the Tashrama Holy Lands. The red branch was gaining more success through the spreading of faith than in gathering an army, even though the military was still gathering steadily.

The situation changed recently when the Sovereign Lord exposed the Elder Dragons. Although the gathering army was still itching to take the wealth of the land away from the weak, many of the faithful in the red wing felt deceived. Having been taught that open raw power was the clearest expression of truth, to learn of this massive

deception was a blow the red branch might never recover from. Blayda's faithful began to depart in droves.

The situation was different for Traxus. No longer paying attention to his own church he was able to gather a collection of mystics willing to help him find his traitor. With the secret exposed, he also allowed a group of sorcerers to come into Brimstone, people he had not let in since the vanishing of Sianntica. As Montegron prepared to launch the Midlands into war against him, the giant dragon bestowed his magic into the spell cast by both arcane and divine practitioners. The spell brought a dull yellow light into Brimstone, illuminating the burning land for the first time in decades.

Sianntica was forcibly summoned into the middle of the spell circle. Appearing in the center of the clerics and sorcerers and dragon, she looked upon them all and began to laugh. As Traxus approached her, she stared at him with eyes that belonged to another. Her voice was also not hers, but it was one Traxus remembered. "You are too late, dear lover," the Dark Queen said through her lips. "My own armies will soon bring an end to your rebellion and hubris." At which point the light flashed once, knocking the humanoids back. The Dark Queen's aspect of Sianntica vanished.

Traxus' rage was quick, and he grabbed at the spot where she had been. By unknown means he felt her there, and he pulled Sianntica out from nothing. For a moment he felt the greater mind move to crush his soul, but then it was gone. Shaken by the sense of once again almost being completely destroyed, he staggered. It would be moments before he would realize that he held the unconscious form of Sianntica in his claws. Hours later when she came too, he had her questioned and tortured to find out what had happened. The most that he could figure was that the god discarded her own mortal form and left it to fend for itself. When an elderly Utara arrived from outside, he learned that the Starfall had been reversed. The old stars and moons were back, except for two particular constellations of note. Traxus was very very pleased.

With the fate of the Tashrama possibly at a final decisive point, the Red Elder focuses much of his time in tormenting the woman in his lair. He found out that the consciousness within Sianntica is completely separate from the Dark Queen–wherever she was–and had little to no memory of the higher power which once used her body as a mortal puppet. Her personality was also very different from both the woman he loved and the Queen herself. But even so, the enjoyment of exacting revenge on the form has given Traxus much pleasure. As for what goes on elsewhere with the war, he lets Blayda handle that. He sees himself in a period of rest from warfare, for the moment. He will enjoy his time off, even if foreign armies come knocking on his door.

Xyvren, the Elder Black — *CR 29*

Male Elder great wyrm black dragon archmage 2/ambient tempest 4 (*Bestiary of Krynn Revised*)
LE Gargantuan dragon (water)
Init +4; **Senses** ambient sensitivity, arcane sight, blindsense 60 ft., darkvision 120 ft., *fogsight**, keen senses, *see invisibility*; Listen +51, Spot +51.
*New spell described in **Chapter 3**.
Aura frightful presence (360-ft. radius, HD 36 or less, DC 34 Will resists)

Defense

AC 42, touch 6, flat-footed 42
(+36 natural, –4 size)
hp 599 (37d12+6d4+344)
Fort +30, **Ref** +22, **Will** +33
DR 20/lawful or magic; **Immune** acid, paralysis, sleep; **SR** 28
Weakness vulnerability to law

Offense

Spd 60 ft., fly 200 ft. (clumsy), swim 60 ft.
Melee bite +49 (4d6+13) and
2 claws +44 (2d8+6) and
2 wings +44 (2d6+6) and
tail slap +44 (2d8+19)
Space 20 ft.; **Reach** 15 ft. (bite 20 ft.)
Special Attacks breath weapon (usable every 1d4 rounds, 120-ft. line, 24d4 acid, DC 36 Reflex half), crush (4d6+19, DC 36 Reflex avoids), impede ambient magic, spellshaping, tail sweep (30-ft. half-circle, 2d6+19, DC 36 Reflex half)
Spell-Like Abilities (CL 20th)
1/day – *corrupt water* (DC 33 Will resists), *plant growth*
3/day – *charm reptiles* (DC 17), *darkness* (120-ft. radius), *insect plague*
Spells Known (CL 20th, +49 touch, +36 ranged touch)
9th (6/day)—*mass hold monster* (DC 26), *wail of the banshee* (DC 26), *Xyvren's spirit projection***
8th (6/day)—*horrid wilting* (DC 25), *mind blank, greater shadow evocation* (DC 24)
7th (6/day)—*delayed blast fireball* (DC 23), *limited wish, spell turning*
6th (7/day)—*circle of death* (DC 23), *greater dispel magic, geas/quest*
5th (7/day)—*break enchantment, magic jar* (DC 22), *mind fog* (DC 22), *waves of fatigue*
4th (7/day)—*Dalamar's lightning lance** (DC 20), *dimension door, enervation, stoneskin*
3rd (7/day)—*blink, fireball* (DC 19), *suggestion* (DC 20), *vampiric touch*
2nd (8/day)—*detect thoughts* (DC 18), *ghoul touch* (DC 19), *resist energy, spectral hand, touch of idiocy*
1st (8/day)—*chill touch* (DC 18), *mage armor, magic missile, ray of enfeeblement, shield*

0 (6/day)—*daze* (DC 17), *dancing lights, detect magic, disrupt undead, ghost sound, mage hand, prestidigitation, read magic, touch of fatigue* (DC 17)

*From the *Dragonlance Campaign Setting*.

New spell described in **Chapter 3.

Statistics

Str 37, **Dex** 10, **Con** 27, **Int** 20, **Wis** 20, **Cha** 22

Base Atk +40; **Grp** +65

Feats Enlarge Spell, Eschew Components, Extend Spell, Flyby Attack, Flyby Breath*, Hover, Improved Initiative, Power Attack, Quicken Spell, Skill Focus (Spellcraft), Snatch, Spell Focus (enchantment), Spell Focus (necromancy), Strafing Breath*, Widen Spell.

*From the *Dragonlance Campaign Setting*.

Skills Concentration +54, Diplomacy +27, Escape Artist +20, Hide +21, Intimidate +25, Knowledge (arcana) +51, Knowledge (geography) +25, Knowledge (history) +25, Knowledge (religion) +45, Listen +45, Move Silently +20, Search +25, Sense Motive +25, Spellcraft +41 (+43 decipher spells on scrolls), Spot +45, Swim +33, Use Magic Device +25 (+27 use scrolls)

Languages Common, Draconic, Elven, Hudieran, Magius, Trejori; *tongues*

SQ ambient secrets, high arcana, metabolize ambient magic, permanent spells, shifting knowledge, water breathing

Special

Ambient Secrets Xyvren has learned the following ambient secrets:

—*Improved Metamagic* Xyvren may use metamagic feats without increasing the spell's casting time to a full-round action. This also enables him to use the Quicken Spell feat without increasing the casting time.

—*Improved Shifting* Xyvren's Shifting Knowledge ability may be used to swap out a spell of any level he can cast (as noted below).

Ambient Sensitivity (Su) Xyvren senses the presence of all ambient spellcasters within 12 miles of his physical body. He automatically knows the direction (but not distance) to each spellcaster within range, but does not otherwise know anything about the spellcaster unless further magic is used. Xyvren's ambient sensitivity is considered a form of scrying for purposes of determining if a spell or magic item protects an ambient spellcaster from detection.

High Arcana Xyvren has learned the following archmage high arcana:

—*Arcane Reach (Su)* Xyvren may cast touch spells as ranged touch spells, with a 30-ft. range.

—*Mastery of Elements* Xyvren may change any spell's energy type (acid, cold, electricity, fire, or sonic) to another energy type.

Impede Ambient Magic (Su) Xyvren may impede all ambient magic within 1200 ft. To cast an ambient spell in an impeded area, the ambient spellcaster must make a Spellcraft check (DC 20 + spell level) or lose the spell he was trying to cast. Xyvren may raise or lower this ability as a standard action.

Instead of impeding ambient magic, Xyvren may prevent up to six ambient spellcasters (all of whom must be within 1200 ft. of him) from accessing their source of ambient magic. Each ambient spellcaster must make a DC 34 Will save or be unable to cast spells for as long as he remains within the area of effect. An ambient spellcaster who remains within the area of effect must make a Will save every round.

Metabolize Ambient Magic (Ex) Whenever an ambient spell fails to penetrate Xyvren's spell resistance, he heals a number of hit points equal to twice the spell level. If he is already at maximum hit points, this ability has no effect.

Permanent Spells Over the centuries, Xyvren has made the following spells permanent with regard to himself (all at the 20th caster level): *arcane sight, fogsight* (see **Chapter 3**), *resistance, see invisibility, tongues*.

Shifting Knowledge (Ex) Once per week, Xyvren may meditate for an hour and swap out a spell that he knows for a new spell of the same level from the sorcerer/wizard spell list.

Spellshaping (Ex) Xyvren may cast any spell he knows at one-half (50%) the normal duration, range, or area by using a spell slot one level lower (minimum 0-level) than the level of the spell. Xyvren may only apply one of these three effects to a single spell, though he may increase other aspects as normal. This ability counts as a normal use of metamagic.

Vulnerability to Law Xyvren takes half again as much (+50%) damage from any spell with the lawful subtype, and from the bonus damage dealt by any weapon with the axiomatic property.

Xyvren (Zy'-vrehn) is the Black Elder Dragon of the Tashramadic faith. Unlike most other Elder Dragons of Adlatum, Xyvren has always and still does hold the highest respect for one of the true gods. The god in particular is Nuitari, and Xyvren has a history of studying the black arts of the unseen moon. The passion of Xyvren for magic is said to match his own passion for life in general even if the black is not seen often enough for it to be apparent.

The black dragon is long and sinuous in shape, even for his own kind. His scales cover his entire body top and bottom, and are the pitchest of black. It is said that the only light reflected off of them is starlight. Even torchlight won't reflect, rending the body one of complete darkness. Whether through a magical accident, the effects of the Graygem, or some other odd purpose, Xyvren's long tail

splits into two shortly behind the tailbone. The toes on his front and back paws have been noted to be overly long and dexterous, allowing him to make somatic components to spells almost as if human. He also has an extra toe on both his front paws, making his clawed 'hands' seem even more humanlike.

Beginning some time prior to the chaos infecting the Adlatum dragons, Xyvren took an appreciation for bipedal mortals. Particularly he appreciated humankind and their ability to study and make new discoveries in the short time allocated to their lives. In time he began to see how the benefits of magic given to them from the moons. Seeing the potential, Xyvren forsook using his own natural magical abilities and took the guise of a human. He found himself a mentor in a distant land and began to learn the art. Although most of those around him did not learn what he was, Nuitari took great interest in the wyrm's dedication. Soon Xyvren swore himself to the art of magic and to the black moon.

After returning to Adlatum, the influence of the chaos stone permeated the dragons. As time continued, Xyvren began to feel the chaotic taint obstructing his magic. The black wyrm did everything possible to force the changes out of his body. Several spells he tried required him to use rare components held by humans and the other bipedal races. In order to get them he launched several attacks into the human controlled lands. In the end he was able to gain the components, but the spells he used them for failed. Eventually the ability to cast the lunar magic was out of his reach, and he was bound to his lair, Morogan Pendan. Xyvren slept.

Millennia later Xyvren was awoken along with the other chromatic dragons. Initially Xyvren showed loyalty to the Dark Queen, as he was still loyal to the black moon even if his ability to cast was taken from him. Taking over the continent was not his primary goal however. After his sleep Xyvren began to postulate on new methods of using magic to break himself free of his lair and more importantly regain the ability to cast. Praying for Nuitari's forgiveness, he tapped the chaotic magic both within and around him. By bestowing the gift of his own magic to his faithful, Xyvren was able to increase his influence on the nearby lands. He also secretly recruited men and women who were likewise loyal to the god of dark magic. Figuring the key to allowing himself to pure the chaotic influence on himself would involve using both ambient and focused arcane magic in unison, he set up labs within his lair to research new methods of spellcasting. All priorities of conquering the land for the needs of the Dark Queen fell away are were forgotten.

Although this angered Takhisis, Nuitari became intrigued in the possibility of Xyvren discovering a way to pure the chaotic influence from the dragons. The Unseen Moon appeared to Xyvren and warned him, "The use of the ambient arcane magic is unstable and dangerous at best. Do not use it but for anything directly working for the purpose of removing its taint." Xyvren was humbled by the moon's appearance to him and swore to obey.

During this period Xyvren came to be worshipped as a god by a number of his closest followers. The Black Elder Dragon found the concept funny but did not try to prevent them from seeing him as such. Bound to his lair, he needed the faithful to be his hands on the world, and he allowed the Tashramadic church become a vehicle to allow him to do so. The wizards and sorcerers under his care may have had their own skills and uses, but nothing beat unquestioning loyalty.

Still, in order to gain further influence in the surrounding territories, he decided to play 'good-neighbor' and had his servants assist the Trejoran government when the Corinesti Trade Wars broke out in 300 AD. Using his own caravans and ships, he supported the transportation of goods to and from towns and cities. Hidden within many of these caravans were magic components and other items he himself wished smuggled either to his own labs or to his operatives elsewhere, but since the populous of Trejor survived the trade wars economically intact, many local officials and officers looked the other way. Relations between Trejor and Tashramada flourished, and in later years King Lewrin Durandae became the first monarch of the country to be an open member of the church. Xyvren's ability to research and experiment with magic was at its greatest ease during this period.

In 352 AD, King Lewrin was assassinated by a group of adventurers who were attempting to bring many of Xyvren's less savory experiments to an end. The band was killed, but Lewrin's son Jogahl proved to have opinions highly different from his father. He had no trust of the Tashramadic church or the newly returned gods. Xyvren discovered that most people in Trejor were loyal to their king above all else. Public opinion and support for his branch of the church fell. Xyvren retreated further into his lair and was rarely seen from that point on by even members of the Tashramadic Council. For most of the time, he focused on his work.

Xyvren and his minions were casting a series of arcane spells (both chaotic and focused in nature) as the time the Adlar dwarves released the creatures of Chaos upon Adlatum. The chaotic spells expanded beyond their intended size and took on life of their own. The casters attempted to defend themselves, but for each spell the sorcerers cast, a new enemy was formed. The living spells slaughtered many and began to change others into horrid beasts bent on unmaking the world. Xyvren and a few others were forced to flee. The black dragon was shocked to discover he was no longer bound to his lair, but the joy was wiped out as soon as Morogan Pendan detonated behind him. His own spells obliterated all of his research.

Xyvren found himself worse than useless during these days. The only magic he knew more often than not tried to kill him upon casting. He was not unskilled in physical combat, but his expertise was in magic. Xyvren watched as the land around himself was torn apart, and he defended his own existence as much as he could.

When the assault ended, Xyvren slept on a small island a quarter mile off the coast of Trejor's mainland. After waking he was horrified to discover he was rebounded, this time to what he thought was only a momentary resting place. Worse than that, the moons and the power of focused magic were gone. Finding that casting chaos-tainted magic to be relatively safe again, and without any other choice, he began to rebuild a new lair on the small isle, Barja Pendan.

Xyvren's faithful soon returned to him as the world tried to rebuild. Others would felt abandoned by the so-called true gods turned to Xyvren's people for support. He accepted them, but only to make sure to use them to his own aims. With the wizards gone the black did what he could to continue the research, although with only the ambient available.

Annoyances crept up during this time, another with hope. Xyvren came to the conclusion that if Nuitari and the other moons would filter the chaotic influence from magic before bestowing it upon the mortals, then there should be no reason why he could not do the same. All he would have to do is find a stable method. Xyvren came to believe the key would be not the combination of ambient and focus magic, but arcane with divine. Starting anew, the experiments began again.

Unfortunately, the annoyance appeared in the form of the unifying sovereignties of the Midlands. Lord Montegron begins to bring the Midland nations under his iron grip and takes a stance against the church. Trejor itself is brought under Montegron's control, but luckily King Tojra of Trejor does what he can to keep both Montegron and the church happy. Officially the Trejor government stands against the black branch, but quietly it refuses to do anything to anger him.

For many years and decades, Xyvren continued to remain unseen and was believed to be in his lair. In truth, Xyvren stumbled upon a breakthrough. Using an unstable magical process, he is able to project his soul for at most a few days at a time. The soul itself becomes solid during this duration, and it could be made to take the shape of any person at most human sized or less. However it leaves his body vulnerable, and worse his soul exposed to physical attack. The method is far from perfect, and Xyvren sees it only as a stopgap until the method of filtering chaos from magic is complete. Still, for the first time since the Days of Darkness he has a degree of freedom.

He has not shared this method with any of his followers, sorcerers, or the other Elder Dragons. He has instead chosen to remove the annoyance of King Tojra sometimes having to make Montegron happy and interfering in his desires. During one night, Xyvren had Tojra killed and the body disposed of. Since then, Xyvren has projected himself out in the form of the old king and quietly taken over Trejor. So long as Xyvren can get away for hours at a time to teleport back to his lair, rejoin with his body, tend to his needs, and then have the separation spell recast with the needed components, no one would be the wiser.

For many years and decades, Xyvren continued to remain unseen and was believed to be in his lair. In truth, Xyvren stumbled upon a breakthrough. Using an unstable magical process, he can project his soul out of its body for short periods of time. Xyvren's soul actually becomes solid during this time, and he has learned to assume the shape of most humanoid-sized figures. However, this dangerous ritual leaves his body vulnerable and his soul exposed. The method is far from perfect, and Xyvren sees it only as a stopgap until the method of filtering chaos from magic is complete. Still, for the first time since the Days of Darkness he has a degree of freedom.

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For several years, Xyvren/Tojra continued to implement policy as Tojra had in the past. But since then the dragon king has begun to shift policy and people's opinion away from Montegron and towards the church. He has also used his form to gain access to the royal library, hoping to find some information to allow him to duplicate the moon's filtering method of magic. What other plans he has, Xyvren has kept to himself.

With the recent return of the moons, it is believed that Xyvren will still be loyal to Nuitari. But how will Nuitari feel about a mortal trying to filter the chaotic-taint out of magic for general casting? Would he see it as a boon for magic and thus a good thing, or would he see it as a way to make the gods of magic obsolete?

Some believe that Xyvren mentored Aynal Teralshall, the head of the White Elder Dragon's branch of the Tashrama, in the guise of a human named Kaplin Longharn. It is said Xyvren came across a divination in his research that pointed to Aynal as being important in the coming war between the Midlands and the church, and so he made sure to put her on the path to helping

the dragons. It is also rumored that Xyvren is in love with Aynal.

One story says Xyvren's dedication to the Black Moon resulted in him being changed so that only mages dedicated to the dark magic could see him, just as they are the only ones who can see the moon. This is usually dismissed as myth.

Others, the Unseen Elders

The Elder Dragons running the Tashrama number only five, but it is theorized by some that there may be more outside of the Midland Sovereignties.

The nation of Etlarn has been under attack by dragonkin and those who claim to be loyal to their dragon masters. When the Midland's Sovereign Lord revealed to everyone that the Elder Dragons were the true power behind the Tashrama, many believed the church to be the true culprit behind the war waged in Etlarn. Since then all evidence has suggested the power behind this assault lies elsewhere, perhaps in the hands of an Elder Dragon the other five know nothing about.

Stories of kraken and other monstrous creatures of the deep have been around sea-faring folk for centuries. However there are new stories coming about involving a dragon bound in deep waters, one that dominates the minds of underwater beings and sends them out to do its bidding. The stories are vague and contradictory as to the exact location of this creature, but many sailors are taking added precautions when traveling on long journeys on open seas.

Rumors and theories and so-called facts are everywhere suggesting there are more Elders out there, but few hold much water. Still, just because most rumors have been debunked over the years, it doesn't mean they all can be.

So-Called "Dragons"

After the Graygem put the dragons of Adlatum to sleep within the bounds of their lairs, the people of the continent eventually came to forget what these horrific beasts even looked like.

Upon the waking of the Elder Dragons by the Dark Queen a century and a half after the Drowning, the Elders had only their most loyal servants available to tend to them. Those who lived outside of these boundary territories (to be known as the "Holy Lands" by members of the Tashrama) would have little to no chance of seeing a dragon.

As the energies of chaos bounded the dragons, other creatures were tainted as well. Often these corruptions would bestow dragon-like qualities upon animals and beasts, altering them into a bizarre hybrids. Many of these hybrid lived out in the wild or became tied to the will of the Elder Dragons. Some gained intelligence while others remained feral.

When seen, witnesses who survived would often walk away believing they had seen a real life dragon. As such, many histories and biographies may include references to encounters with dragons, when in fact it was only one of these tainted beasts or possibly one of the not-often seen wyverns.

Normal Dragons

Not every dragon currently living in Adlatum was affected by the Graygem as the Elder Dragons were. Some had fled the lands. Others became bound in their lairs but were not changed in any other way, so they continue to live as they can in a small confined region.

A few dragons from other continents arrived in Adlatum after the Graygem had done its damage, but these dragons are few. Rumor of the bindings had circulated to the Dragon Isles of the "Curse of Adlatum" trapping the dragon-kind. This has dissuaded many of the dragons from ever approaching Adlatum, including a few of the alien dragons who arrived on Krynn after the war with Chaos.

Still, regular dragons of both chromatic and metallic type do live in Adlatum. Chromatic dragons in the Midlands often keep themselves hidden or disguised while working as agents for the Elder Dragons. Other chromatics came to the continent to escape the Dragon Purge and joined either the Elder Dragons or the Dragonkin Horde assaulting Etlarn. But regardless of who they have sided with, the chromatics have continued the practice of not showing their true selves in order to better infiltrate and manipulate the unknowing populace. Some chromatics have kept themselves hidden with no intentions of gaining power. Often these are the dragons who have tired of the constant conflicts in the world and seek to hide in a land where their kind have long kept distant from.

Metallic dragons are much more wary of the Elders and tend to stay out of the Midlands. They are not sure what the true affects of the Graygem were on the five running the Tashrama and have not yet seen a power strong enough to hold back the corruption of both the church and the leadership of the Sovereignties. They have quietly encouraged the development of the Tao-Shin church, but the faith is new and nowhere near readiness to stand against such powerful foes. Instead, many metallic dragons have taken to the eastern half of Adlatum and hope to find the source of the assault against Etlarn knowing that if the magocracy falls, the neighboring nations of Galachot. Gildanesti, and Onar to the west and south will be next.

The too few metallic dragons in Adlatum have come to realize that far too much damage has been done in most nations for them to make themselves known without being

attacked. Dragons are seen by almost everyone as creatures of evil or wild beasts. Only a few places have stories about the dragons of light, but those stories are old. If the metallic dragons are to do good here, their activities will also require subtlety.

Cruzanargus, the Silver Wolf

Dragon Form — CR 25

Male very old silver dragon fighter 4
NG Huge dragon (cold)
Init +2; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +40, Spot +40
Aura frightful presence (270-ft. radius, HD 30 or less, DC 32 Will resists)

Defense

AC 40, touch 10, flat-footed 38
(+2 Dexterity, +30 natural, -2 size)
hp 449 (31d12+4d10+280)
Fort +29, **Ref** +20, **Will** +24
DR 15/magic; **Immune** acid, cold, paralysis, *sleep*; **SR** 27
Weakness vulnerability to fire

Offense

Spd 40 ft, fly 150 ft. (poor)
Melee bite +46 (2d8+13) and
2 claws +41 (2d6+6) and
2 wings +41 (1d8+6) and
tail slap +41 (2d6+19)
Space 15 ft.; **Reach** 10 ft. (bite 15 ft.)
Special Attacks breath weapon (50-ft. cone, 18d8 cold, DC 33 Reflex half or paralyzed for 1d6+9 rounds, DC 33 Fortitude resists), crush (2d8+19, DC 33 Reflex avoids)
Spell-Like Abilities (CL 13th)
3/day - *control winds, fog cloud*
2/day - *feather fall*
Spells Known (CL 13th, +35 ranged touch)
6th (5/day) - *chain lightning* (DC 23), *mislead*
5th (7/day) - *baleful polymorph* (DC 22), *summon monster V, teleport*
4th (7/day) - *charm monster* (DC 21), *mass enlarge person, polymorph, shout* (DC 21)
3rd (8/day) - *dispel magic, fireball* (DC 20), *greater fogsight*, shrink item* (DC 20)
2nd (8/day) - *invisibility, magic mouth, scorching ray, whispering wind, wind wall*
1st (8/day) - *burning hands* (DC 18), *charm person* (DC 18), *color spray* (DC 18), *magic missile, shield*
0 (6/day) - *acid splash, arcane mark, detect magic, disrupt undead, ghost sound* (DC 17), *open/close, ray of frost, read magic, touch of fatigue* (DC 17)
*New spell described in **Chapter 2**.

Statistics

Str 37, **Dex** 15, **Con** 26, **Int** 26, **Wis** 23, **Cha** 24
Base Atk +35; **Grp** +56
Feats Cleave, Eschew Components, Exotic Weapon Proficiency (*Messenger*), Great Cleave, Hover, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Quick Draw, Silent Spell, Still Spell, Two-Weapon Fighting, Weapon Focus (*Messenger*), Weapon Specialization (*Messenger*)
Skills Appraise +20, Bluff +41, Climb +23, Concentration +42, Diplomacy +28, Disguise +41 (+43 in character), Escape Artist +36, Handle Animal +17, Hide +7, Intimidate +43, Jump +36, Knowledge (religion) +25, Listen +40, Move Silently +15, Ride +14, Search +25, Sense Motive +40, Spellcraft +25 (+27 decipher spells on scrolls), Spot +40, Swim +23, Use Magic Device +24 (+26 involving scrolls), Use Rope +2 (+4 involving bindings)
Languages Common, Draconic, Elven, Etlarnish, Gildanesti, Goblin, Hudieran
SQ alternate form, cloudwalking

Special

Alternate Form (Su) Cruzanargus most often assumes the form of an Etlarnic human known simply as Crescent, though he may assume the form of a silver wolf on occasion. When in his Crescent persona, some of his statistics are replaced by the following:

"Crescent" (Male Human Form) — CR 25

NG Medium dragon (cold)
Init +2; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +40, Spot +40
Aura frightful presence (270-ft. radius, HD 30 or less, DC 32 Will resists)

Defense

AC 23, touch 14, flat-footed 21
(+9 armor, +2 deflection, +2 Dexterity)
hp 449 (35 HD)
Fort +21, **Ref** +20, **Will** +24
DR 15/magic; **Immune** acid, cold, paralysis, *sleep*; **SR** 27
Weakness vulnerability to fire

Offense

Spd 20 ft.
Melee *Messenger* +41/+36/+31/+26 (1d8+9/x3) with axe-head and
Messenger +41 (1d8+9/x3) with hammer-head
Ranged mwk heavy crossbow +38 (1d10/19-20)
Space 5 ft.; **Reach** 5 ft.
Spells Known (CL 13th, +35 ranged touch)
6th (5/day) - *chain lightning* (DC 23), *mislead*
5th (7/day) - *baleful polymorph* (DC 22), *summon monster V, teleport*
4th (7/day) - *charm monster* (DC 21), *mass enlarge person, polymorph, shout* (DC 21)
3rd (8/day) - *dispel magic, fireball* (DC 20), *greater fogsight*, shrink item* (DC 20)

2nd (8/day) - *invisibility, magic mouth, scorching ray, whispering wind, wind wall*
1st (8/day) - *burning hands* (DC 18), *charm person* (DC 18), *color spray* (DC 18), *magic missile, shield*
0 (6/day) - *acid splash, arcane mark, detect magic, disrupt undead, ghost sound* (DC 17), *open/close, ray of frost, read magic, touch of fatigue* (DC 17)
*New spell described in **Chapter 2**.

Statistics

Str 17, **Dex** 15, **Con** 10, **Int** 26, **Wis** 23, **Cha** 24
Base Atk +35; **Grp** +35
Feats Cleave, Eschew Components, Exotic Weapon Proficiency (*Messenger*), Great Cleave, Hover, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Quick Draw, Silent Spell, Still Spell, Two-Weapon Fighting, Weapon Focus (*Messenger*), Weapon Specialization (*Messenger*)
Skills Appraise +20, Bluff +41, Climb +9, Concentration +34, Diplomacy +28, Disguise +41 (+43 in character), Escape Artist +32, Handle Animal +17, Hide +11, Intimidate +43, Jump +22, Knowledge (religion) +25, Listen +40, Move Silently +11, Ride +14, Search +25, Sense Motive +40, Spellcraft +25 (+27 decipher spells on scrolls), Spot +40, Swim +5, Use Magic Device +24 (+26 involving scrolls), Use Rope +2 (+4 involving bindings)
Languages Common, Draconic, Elven, Etlarnish, Gildanesti, Goblin, Hudieran
SQ alternate form, cloudwalking
Combat Gear *potion of cure serious wounds* (3); **Other Gear** *+2 mithral half-plate* with armor spikes, *Messenger, belt of giant strength +6, gloves of dexterity +4, goggles of night, ring of protection +2,* mwk heavy crossbow with 15 bolts and 5 silvered bolts

Special

Weapon *Messenger* is a specially crafted weapon forged centuries ago specifically for Crescent. It is a double weapon with an axe head on one end, and a warhammer-like head on the other. *Messenger* is an exotic weapon and is thus very unwieldy for anyone not specifically proficient in it. Messenger functions as a *+4 keen/+4 defending orc double axe*, except that the defending end deals bludgeoning damage instead of slashing damage.

Cruzanargus (Kroo'-zan-ar'-gus) (379 PD - current), known by humans as Crescent, is the silver dragon that oversees the safety of Etlarn. On a continent that does not have many dragons out in the open, Crescent has kept his head low also. He worked as a mercenary for the humans of Etlarn during the Canon War, but never revealed his true identity to anyone but one person.

In 353 PD, he left his home in the Sky Seeker Mountains to wander Adlatum. On his journey he met a fallen elf by the name of Junadaresian Mallananera. She had been cast out from the Avanost for a crime against her people. Crescent and Junada traveled together for many years, and during this time Crescent revealed his true form to Junada. Instead of being reviled, Junada was not upset and happy that Crescent had shown his true form to her. The two of them would journey together and live in Etlarn's mountains until Junada was taken from Crescent suddenly.

The Canon War was brutal, and involved all parts of Adlatum. Junada and Crescent though, decided to join the war on the side of the humans of the Midlands to try and prevent the minotaurs from taking over the entire continent. During the Massacre at the Gray Lake Woods, the humans took advantage of a lull in the war to try a sneak attack on the minotaurs. Crescent and Junada were part of a platoon that was attacked during the battle, and Crescent was knocked unconscious.

When he awoke, he found that the rest of his platoon had been killed, and Junada was captured and taken behind enemy lines since the humans had advanced through their part of the woods. Crescent flew into a rage, took dragon shape, and went to find where Junada was being held. He changed to minotaur shape, and searched the main camp where the captives were being held. He did not find her in the slave pen, but he did find her in the torturer's tent. The minotaurs, thinking they could break a simple elf, had tortured Junada to death, but she never broke. They had then beheaded her, and hung the body and head outside the tent to intimidate the other slaves.

When Crescent found all this, his mind broke. What happened after this scene, he does not remember, but he has read books written by humans during this particular battle. From witness accounts, Crescent had taken his dragon form, and began to slaughter the entire minotaur army. No minotaur escaped, from their general, to the lowliest squires. Everyone in the minotaur army was slaughtered. He then flew off back to the Sky Seeker Mountains, and fell into a deep dark sleep.

Crescent would not awake again until Autenanima (Solinari) came to him in his sleep in 30 AD. Autenanima told Crescent that he must go to the Etlarnic humans and warn them to renounced their evil practice of necromancy and other wicked magic, and follow the path of good. This would prepare them for their greatest trials far in the distant future. Crescent agreed to do this for Autenanima, and appeared before the king and his hunting party in the form of a silver wolf. Autenanima spoke through Crescent to the king and his party, telling him that he gives his blessing to both High Sorcery and Wild Sorcery.

After this deed was done, Crescent took it upon himself to defend the nation that he saw a threat coming too. The threat came in 133 AD, when draconic hordes invaded the nation, and Crescent came to the aid secretly to the Etlarnics time and time again. He fought for the nation until 421 AD, when a new call came.

Autenanima came to Crescent again and instructed him that he had a new purpose and person to defend. He was instructed that he must go to the Midlands, to Karsuhon, and meet with people who are part of a group called the Brotherhood of the Prophet. They had just kidnapped someone from the palace, and he was to defend her with his life until she had completed her quest.

The Golden Bull

Dragon Form **CR 28**

Male great wyrm gold dragon
LG Colossal dragon

Init +6; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +59, Spot +59
Aura frightful presence (360-ft. radius, HD 40 or less, DC 40 Will resists)

Defense

AC 60, touch 20, flat-footed 58
(+2 Dexterity, +16 monk, +40 natural, -8 size)
hp 758 (41d12+492)
Fort +33, **Ref** +24, **Will** +35 (+37 vs. enchantments)
Defensive improved evasion; **DR** 20/magic; **Immune** non-magical disease, fire, paralysis, poison, *sleep*; **SR** 33
Weakness vulnerability to cold

Offense

Spd 120 ft, fly 310 ft. (clumsy), swim 120 ft.
Melee flurry of blows +53/+53/+53/+48/+43/+38 (8d8+20)
or
bite +53 (4d8+20) and
2 claws +48 (4d6+10) and
2 wings +48 (2d8+10) and
tail slap +48 (4d6+30)
Space 30 ft.; **Reach** 20 ft. (bite 30 ft.)
Special Attacks breath weapon (70-ft. cone, 24d10 fire, DC 42 Reflex half or 12 Strength damage, DC 42 Fortitude resists), crush (4d8+30, DC 42 Reflex avoids), quivering palm 1/week (DC 32 Fortitude resists), tail sweep (40-ft. half-circle, 2d8+30, DC 42 Reflex half)
Spell-Like Abilities (CL 12th)
1/day - *foresight, geas/quest, sunburst* (DC 28)
3/day - *bless, detect gems*
Spells Known (CL 19th, +37 ranged touch)
9th (7/day) — *astral projection, time stop*
8th (8/day) — *maze* (DC 35), *moment of prescience, sympathy* (DC 35)
7th (8/day) — *control weather, greater scrying* (DC 34), *vision*
6th (8/day) — *antimagic field, repulsion* (DC 33), *true seeing*
5th (8/day) — *break enchantment, dismissal* (DC 32), *dream, teleport*
4th (9/day) — *hallucinatory terrain* (DC 31), *lesser geas* (DC 31), *polymorph, remove curse*
3rd (9/day) — *haste, nondetection, secret page, suggestion* (DC 30)
2nd (9/day) — *continual flame, darkness, obscure object, protection from arrows, spider climb, web* (DC 29)
1st (9/day) — *comprehend languages, hold portal, shield, sleep, unseen servant*
0 (6/day) —*detect magic, ghost sound, light, mending, message, open/close, prestidigitation, read magic, resistance*

Statistics

Str 50, **Dex** 15, **Con** 33, **Int** 32, **Wis** 37, **Cha** 30
Base Atk +41; **Grp** +77
Feats Alertness, Blind-Fight, Cleave, Combat Reflexes, Deflect Arrows, Diehard, Endurance, Flyby Attack, Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Improved Unarmed Strike, Leadership, Power Attack, Snatch Arrows, Stunning Fist, Wingover
Skills Balance +26, Bluff +32, Climb +31, Concentration +33, Decipher Script +22, Diplomacy +58, Disguise +54 (+56 in character), Gather Information +23, Heal +46, Intimidate +12, Jump +33, Knowledge (arcana) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (religion) +55, Listen +59, Move Silently +46, Search +55, Sense Motive +57, Spot +59, Swim +42, Tumble +26, Use Magic Device +43 (+45 involving scrolls)
Languages Common, Draconic, Etlarnish, Elven, Gildanesti, Igurni, Kundaspeak, Minotaur; tongue of the sun and moon
SQ abundant step, alternate form, empty body, ki strike (adamantine, lawful, magic), monk abilities, slow fall (any distance), timeless body, water breathing, wholeness of body (38 points/day)

Special

Alternate Form (Su) The Golden Bull should have the ability to assume any animal or humanoid form of Medium size of smaller as a standard action three times a day. However, the Golden Bull has remained in his Mahjoran minotaur form for centuries, and his ability to return to draconic form (or assume any other alternate form) is in question.
Monk Abilities As a devout follower of Majere (some would call him a proxy), the Golden Bull lives an introspective and monastic life and has never developed the ability to know and cast arcane spells. The Golden Bull instead possesses all of the class features possessed by a 19th-level monk.

Male Minotaur Form CR 28

LG Medium dragon (fire)

Init +7; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +59, Spot +59

Aura frightful presence (360-ft. radius, HD 40 or less, DC 40 Will resists)

Defense

AC 31, touch 29, flat-footed 28
(+3 Dexterity, +16 monk, +2 natural)

hp 758 (41 HD)

Fort +24, **Ref** +26, **Will** +35 (+37 vs. enchantments)

Defensive improved evasion; **DR** 20/magic; **Immune** non-magical disease, fire, paralysis, poison, *sleep*; **SR** 33

Weakness vulnerability to cold

Offense

Spd 90 ft.

Melee flurry of blows +43/+43/+43/+38/+33/+28 (2d8+2)
or
gore +43/+38/+33/+28 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks gore charge (2d6+3), quivering palm 1/week (DC 32 Fortitude resists)

Statistics

Str 15, **Dex** 17, **Con** 14, **Int** 32, **Wis** 37, **Cha** 30

Base Atk +41; **Grp** +43

Feats Alertness, Blind-Fight, Cleave, Combat Reflexes, Deflect Arrows, Diehard, Endurance, Flyby Attack, Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Improved Unarmed Strike, Leadership, Power Attack, Snatch Arrows, Stunning Fist, Wingover

Skills Balance +29, Bluff +32, Climb +13, Concentration +26, Decipher Script +22, Diplomacy +58, Disguise +54 (+56 in character), Gather Information +34, Heal +46, Intimidate +12, Jump +15, Knowledge (arcana) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (religion) +55, Listen +59, Move Silently +25, Search +55, Sense Motive +57, Spot +59, Swim +24, Tumble +27, Use Magic Device +43 (+45 involving scrolls)

Languages Common, Draconic, Etlarnish, Elven, Gildanesti, Igurni, Kundaspeak, Minotaur; tongue of the sun and moon

SQ abundant step, alternate form, empty body, ki strike (adamantine, lawful, magic), monk abilities, slow fall (any distance), timeless body, timeless form, water breathing, wholeness of body (38 points/day)

Special

Timeless Form The Golden Bull's minotaur form has greater physical ability scores than the average minotaur, due to his centuries of remaining in the same form and the monk's timeless body class feature.

The Golden Bull (? PD - current) is the spiritual leader of the Fellowship of the Mahstoic Circle, and much of his history is clouded in mystery. Where he came from exactly is unknown, but he arrived to a small few of the Chôt-tang and preached the word of Mah-Jor (Majere). He claimed he was a lesser prophet and a servant of Mah-Jor, and that he was bringing her teachings to the minotaur people. He taught the philosophies of old, of the Mahstoic Circle, and of Mah-Jor, she who places all things in the Circle, and guides all to find their place in the Circle. Many believe that because of his work, he was gifted with a long life from the god Mah-Jor.

In the wake of the Great Wave, the minotaur nation of Chôt-tang Empire was decimated. The Golden Bull appeared before his people and wanted to move away from the "religion of ascendancy" to a study of the old philosophies, and live a communal lifestyle instead. He had the former noble manor homes fully converted to hilltop monasteries, and by 200 AD this task was completed. The people adopted a new name, Mahjoran, and the religion spread beyond just the hilltops with the help of the Golden Bull's teachings and his High Prefects.

The Golden Bull designated Mah-Jor as where his holy temple to Mah-Jor would be, and where he would lead his followers. He chose Mah-Jor because it was the capital of Galachot, and would be close to the heart of government. He also started advising the Galachot government, such as having them establish trade with the Midlands to the west and Etlarn to the east, and he led his people into a new renaissance of philosophical notoriety.

He continues to lead the minotaur faithful of Galachot from his temple atop Mount Mah-Jor in the Golden City of Mah-Jor. During a rare public appearance in 421 AD, the Golden Bull announced his final days. He indicated that before the turn of the generation he would rejoin the Great Circle, but left the when and how vague.

In truth, the Golden Bull is a gold dragon whose original identity is unknown. He has kept his true name and race a secret for at least five hundred years, walking the lands quietly in minotaur form even before making himself known after the Drowning. During this time he has never changed back to his original dragon shape, even for a moment. Whether this is because he has come to love his fellow citizens of Galachot or because he is permanently bound to his current shape is unknown. What is certain is his dedication to Mah-Jor and to Galachot's people. Whether or not he will reveal his true nature to his people before his passing has yet to be seen.

Adlatum in the River

You talk when you cease to be at peace with your thoughts; therefore, those who talk constantly will never be lulled into a false sense of security."

Old Talker Gnome Adage

No matter where on Krynn one is, the River of Time dominates the natural order of how events progress. History will forever flow unless something drastic brings it to a complete halt, as was almost the case during the Days of Darkness.

How time is measured in Adlatum is a small but yet vitally important thing. Although similar in many ways, the methods of using a clock or calendar has its own nuances best covered before going into a cursory summary of Adlatum's past.

Marking Time

The Adlatum seasons and months are marked in a manner similar to how they are in Ansalon. Most cultures begin the year at the start of winter and place the middle of the calendar at the start of summer.

Since Adlatum is in the northern hemisphere, however, this means that the start of an Adlatum year differs from when Ansalon's year begins since Adlatum's winter is Ansalon's summer and vice-versa. As such, those few major events that affect both continents are often dated differently.

For example, the event known as the Cataclysm occurs on the third day of the year in Ansalon. Common habit in Ansalon is to call the first few days of that year 0 PC and everything after the fall of the Fiery Mountain 1 AC.

The Drowning occurred on Adlatum a short time after the Cataclysm, likely a few days later if not sooner. By Adlatum's records, the Drowning happened soon after the start of summer. With the year so evenly split, most scholars decided to refer to the first half of that year as 1 PD and the second half 0 AD. This results in shifts in what years some events are labeled to had taken place afterwards.

The Chaos War of Ansalon took place completely in 383 AC, ending on Midsummer Day. The Days of Darkness (as the Chaos War is named in Adlatum) ended on New Years, the first day of winter. So although it ended in 383 AD, most of the turmoil occurred in the trailing days of 382 AD.

The easiest way to remember the shift in the calendars is to remember that anything that happened in Ansalon occurs six months earlier in the Adlatum calendar.

Also note that not all nations and cultures in Adlatum use the same calendar. A few, like the Hoda tribe of the kunda, prefer to begin their year at the start of spring (and since spring for the Hoda begins on the first day of planting, the new year for them varies from year to year based on conditions). The dating system presented here is what is commonly used by most nations in Adlatum, including the Midlands, Gildanesti, and Etlarn. Names of hours, days, months vary between locations, but the overall breakup of time is roughly identical.

The Clock

Most civilized societies in Adlatum break time into 24 hours. Uncivilized societies often do not keep that accurate of a precision on timing and use the positioning of the sun, stars, and moon for reference.

Those places that do keep track of the exact hour through use of water clocks or other more advanced mechanisms use their own local nations for the time of day. The elven nation of Gildanesti uses descriptive names for each four-hour block, while the Midlands recently switched to a standardized numbering system. The various names are given below.

The bakali are a rarity in Adlatum. Their clocks use numeric runes, but for them the day is broken up into twenty-one hour-like units that begin counting at solar noon.

Many consider the start of the day to be at midnight, but there are a vast number of places that use the sunrise to mark the beginning of a new day. The Mentoi, who detest the idea of connecting time to something that naturally shifts as the year progresses, developed the midnight-standard. The Midlands and Etlarn are major supporters of the midnight-standard, but a majority of other lands still hold to using sunrise.

The Calendar

TheAdlati calendars are broken up into 12 months, although the names of the months vary. Some cultures, like the kunda, only break up the year into the seasons and approximate the time within ("I'll be back by half-winter.") Old records suggest the original calendar of Gildanesti was a 10 1/2 month calendar marking time by the cycle of the white moon, but it was soon changed to the 12-month calendar marked by the red moon since the year was then divided easily.

Example Hours

Hour	*Etlarn Hours*	*Gildanesti Hours*	*Midland Hours (Formal)**	*Terragrym Hours (Translated)*
12:00 am	*High-eve*	*Nightwatch 4th Qrt.*	*Zero Hour*	*Lasting Night*
1:00 am	*After-eve*	*Darkwatch 1st Qrt.*	*First Hour of Morning*	*Hope Fading*
2:00 am	*Late-eve*	*Darkwatch 2nd Qrt.*	*Second Hour of Morning*	*Wolven Hour*
3:00 am	*Broken-eve*	*Darkwatch 3rd Qrt.*	*Third Hour of Morning*	*Long Wait*
4:00 am	*Lost-eve*	*Darkwatch 4th Qrt.*	*Fourth Hour of Morning*	*Ending Rest*
5:00 am	*Dying-eve*	*Firstwatch 1st Qrt.*	*Fifth Hour of Morning*	*Early Wake*
6:00 am	*Birthing-light*	*Firstwatch 2nd Qrt.*	*Sixth Hour of Morning*	*Dark Rising*
7:00 am	*Budding-light*	*Firstwatch 3rd Qrt.*	*Seventh Hour of Morning*	*Glowing Horizon*
8:00 am	*Faint-light*	*Firstwatch 4th Qrt.*	*Eighth Hour of Morning*	*Morning Light*
9:00 am	*Marking-light*	*Highsun 1st Qrt.*	*Ninth Hour of Morning*	*Late Rising*
10:00 am	*Forming-light*	*Highsun 2nd Qrt.*	*Tenth Hour of Morning*	*Active Light*
11:00 am	*Building-light*	*Highsun 3rd Qrt.*	*Eleventh Hour of Morning*	*Early Day*
12:00 pm	*High-light*	*Highsun 4th Qrt.*	*Twelfth Hour*	*High Light*
1:00 pm	*After-light*	*Burnshield 1st Qrt.*	*First Hour of Postday*	*Descending Day*
2:00 pm	*Late-light*	*Burnshield 2nd Qrt.*	*Second Hour of Postday*	*Marking Time*
3:00 pm	*Broken-light*	*Burnshield 3rd Qrt.*	*Third Hour of Postday*	*Later Day*
4:00 pm	*Lost-light*	*Burnshield 4th Qrt.*	*Fourth Hour of Postday*	*Final Acts*
5:00 pm	*Dying-light*	*Sunfall 1st Qrt.*	*Fifth Hour of Postday*	*Fading Light*
6:00 pm	*Birthing-eve*	*Sunfall 2nd Qrt.*	*Sixth Hour of Postday*	*Dire Light*
7:00 pm	*Budding-eve*	*Sunfall 3rd Qrt.*	*Seventh Hour of Postday*	*Closing Day*
8:00 pm	*Faint-eve*	*Sunfall 4th Qrt.*	*Eighth Hour of Postday*	*First Rest*
9:00 pm	*Marking-eve*	*Nightwatch 1st Qrt.*	*Ninth Hour of Postday*	*Fading Time*
10:00 pm	*Forming-eve*	*Nightwatch 2nd Qrt.*	*Tenth Hour of Postday*	*Pressing Night*
11:00 pm	*Building-eve*	*Nightwatch 3rd Qrt.*	*Eleventh Hour of Postday*	*Day's Death*

** Informal Midland Hours use a general "of the clock" or "o'clock" terminology (one o'clock, two o'clock, etc), which does not directly identify morning or night. The exceptions are "zero o'clock" (or "no'clock") which is used for the midnight hour and "twelve o'clock" which is only used at midday.*

*** Onarians use very general terms for their time of day: Sunrising (early morning), Highsun (around noon), Sundescending (afternoon), Nightmantle (night).*

Example Months

Month	Bakali Months	Etlarn Months	Gildanesti Months	Midland Months	Terragrym Months
January	Ju'sha Rikt	Spectrun	Deepwinter	Firstmonth	Yauh-gesh
February	Ju'sha Xrorx	Cryone	Floodmonth	Secondmonth	Morratah
March	Ju'sha Hizhek	Transas	Greening	Thirdmonth	Aoe
April	Ju'sha Cicivaz	Hydrosal	Plowing	Fourthmonth	Phor-juka
May	Ju'sha Yn'zih	Summa	Newgrain	Fifthmonth	Keskven
June	Ju'sha Etr'chach	Aerosi	Greatsun	Sixthmonth	Ueancu
July	Ju'sha Kirk'k lettz	Sagash	Burntneck	Seventhmonth	Verange
August	Ju'sha Sirr'ushush	Pyrosa	Highgrain	Eightmonth	Oeuntha
September	Ju'sha Gutresun	Geome	Ripening	Ninthmonth	Ienta
October	Ju'sha Hekkit'jat	Electruna	Harvest	Tenthmonth	Vela
November	Ju'sha Retchach	Divos	Leafturn	Eleventhmonth	Ro-go'tela
December	Ju'sha Kitah Vedik	Necroma	Frostcome	Twelvethmonth	Omengra

The number of days in a week varies depending on where one is. Etlarn, Terragrym, the bakali in the Vacant Lands, and others use an eight-day week in honor of the not-often-seen dark moon. The Midlands, Gildanesti, Kedaltol, and more use a seven-day week in order to keep the month evenly divisible.

The Eras

Ansalon has broken up the history of Krynn into five Ages. Adlatum's history is also broken up into various Eras (or Times). Mentoi scholars are still in debate as to whether the Starfall was severe enough to mark the end of an era and the start of a Sixth Era since the Fifth Era, the Time of Dark Tidings, was only several centuries long, but most historians have accepted the transition and are labeling current events as taking place in the Sixth Era. Although it has not been accepted widely, the Sovereign Lord of the Midlands is referring to this era as the Time of the Prophet.

It should be noted that although some transition points are approximately the same between the Ansalon and Adlatum timelines (i.e., the Cataclysm and the Drowning), the end of an era and the end of an age do not always exactly line up, if at all. For example, the end of the Second Age of Ansalon was caused by Huma and Takhisis' encounter at the end of the Third Dragonwar. This was a purely Ansalonian event and had little to no bearing on Adlatum. The closest beginning of a new era to that event occurred over two centuries earlier when the minotaurs violated their pact and begin to expand and dominate, a purely Adlati event.

The History of Adlatum

The History of Adlatum is compiled from a number of different sources. Many of the cultures that could provide written works prior to the Drowning relied largely on the Volume of the Prophet to keep a detailed history of their race. Yet among the human Midland nations various records have been kept and before the Drowning bits of elven historic texts have been recovered that tell of a time before the rise of the "civilized" human.

Talker gnomes have the most complete history of Adlatum as they keep meticulous records on each and every ruler served, their decisions, their laws and the ramification of such orders. One advantage of Talker gnome history is that they have established themselves as advisors in the court of every "civilized" culture of Adlatum. So they have records from humans, dwarves, ogres and even the minotaurs. These records however are often filled with many pages of speculation, political

Example Days of the Week

Days	*Bakali Days*	*Etlarn Days*	*Gildanesti Days*	*Midland Days*	*Onarian Days*	*Terragrym Days*
Sunday	*Risha Hekta*	*Fareye*	*Brightmoon day*	*Sunday*	*Moons day*	*Lesita*
Monday	*Risha Trechach*	*Summonings*	*Firstday*	*Lunday*	*Tenaru's day*	*Ierna*
Tuesday	*Risha Thijak*	*Shieldhand*	*Swordday*	*Tearsday*	*Vidu's day*	*Uvensha*
Wednesday	*Risha Diakov*	*Hammerstrike*	*Hillday*	*Warday*	*Storms day*	*Ro-kelno*
Thursday	*Risha Iu'shev*	*Darklife*	*Bloodmoon day*	*Peaceday*	*Lifeday*	*Shora*
Friday	*Risha Vivkekt*	*Blindeye*	*Feastday*	*Lordsday*	*Greatday*	*Vogtorik*
Saturday	*Risha Jur'cikk*	*Enbliss*	*Restday*	*Skyday*	*Huntday*	*Cor-gesh*
(Eighth Day)	*Risha Kalacht*	*Shiftance*	-	-	-	*Iun*

intrigue, court gossip, and complex guesswork on alternate scenarios trying to determine what would have happened if rulings had been played out differently.

For convenience the timeline has been divided into the six eras each of which not always having clearly defined edges. The Foundation describes the time in which Adlatum is initially settled by the newborn races of Krynn. The Time of Light tells of the expansion of the elves and the arrival of the Graygem. The Time of Valor described the advance of civilization into the wilds of Adlatum. The Time of the Minotaur describes the expansion of the Minotaur Empire and the terrible events leading up the Drowning. The Time of Dark Tidings relays the dark events that transpired following the Drowning and finally the Time of the Prophet tells of the events leading up to the current day when a modern day prophet has been taken as an icon for a great war. The years are divided into PD (Pre-Drowning) and AD (Alt-Drowning).

The Foundation

c. 9000-8500 PD—People Choose Homes: Ogres settle the mountains of northern Adlatum, and the vast tracts of forest are settled by Valenesti elves. All other regions are home to humans.

c. 8500 PD—Birth of Civilization: Ogres start enslaving human barbarians to build mighty nations. The elves begin an era of enlightenment and a xenophobic lifestyle.

c. 8200 PD—Favored of Reorx: Reorx sees the enslavement and xenophobic actions of the races of Adlatum and gathers humans that he feels can fix the flaws of the other races. He gifts them with a glib tongue and quick wits in hopes of making them the builders of nations. Known as the Favored of Reorx, they begin to find places within the courts and kingdoms of many nations of Adlatum.

c. 6000-5000 PD—Decline of Ogres: Ogres descend into cruelty and depravity. Ogre children begin to be born with deformities as their internal malice begins to show. The ogres enact severe guidelines on having children. Any deformed children are left to die on the plains south of the great ogre nation.

c. 5500-4500 PD—Ogre Expansion: A strong ogre tyrant rallies the ogre nations and leads them in a crusade to the south to expand their holdings. The Ogre Empire covers more than half of the continent after the War of a Thousand Years.

Time of Light

c. 5000 PD—Birth of Gnomes: Disappointed with the failure of his chosen, the rise of the cruel ogre nations, and the actions of many of his followers which had taken pride in their own work and openly displayed their power, Reorx curses his chosen. They become known as Talker Gnomes, short folk who long to do nothing else other than tinker with politics and social engineering.

c. 4500 PD—Arrival of the Irda: Shape-shifting ogres from across the sea arrive in Adlatum; their presence signals the beginning of the end of ogre domination and causes more internal strife. Some ogres move to the north and others remain behind in the south. The mixing of Adlati ogre and irda slows and in some cases somewhat reverses or adjusts the deformities seen. It does not completely stop it however, and the strict requirements for allowing children to remain in their society continue.



c. 4350 PD—Graygem Released: A gnome of a distant land is tricked into stealing the Graygem from Giauzar (Lunitari). The gem escapes releasing wild magic into the world.

c. 4200 PD—Creation of the Volumes: An eccentric human priest transcribes a magical tome, writings that could allow a person to travel the river of time and view events along the shores of the river. The human is only referred to as The Prophet. Upon the priest's death, an organization known as the Brotherhood of the Prophet claims the tome and splits it into separate volumes. Four of the Volumes are each delivered to the respective leaders of the Ogres, Elves, Humans, and Gnomes. The Volumes appear to have the ability to display the history and divine the future of each respective race.

c. 4100 PD—Hunt for Graygem Begins: Melik Suud (Reorx) gathers together the gnomes of a distant land and instructs them to find and retrieve the Graygem.

c. 3900-3700 PD—Rise of the Nations of Light: The elves, driven by an alliance with humans, begin to push back the borders of the Ogre Empire. The elven and human realms begin to rival that of the ogres. The Midlands are established as the first true human civilization.

c. 3500 PD—Ogres Use Volume: Ogre magi discover a way to use their Volume to gain an edge against the Nations of Light and hold their ground against them. Within a few short years, the Ogre Empire's victory seems assured.

c. 3475-3470 PD—Mix-Blood Services: The Valenesti forces allow for the conscription of half-elves, however they were little better than slave soldiers and often called Daub'dae'larden (Arrow Catchers). A half-elf named Gildanau distantly related to the Speaker of the Trees leads a mutiny and is arrested. After escaping, human and half-elven warriors flee to the far eastern mountains and begin breaking other slaves soldiers free.

c. 3450 PD—Exodus of Elven Aristocracy: Elven nobles and wizards flee after using their Volume to divine the future of their race. Ripping their capital city of Avanost from the ground, most of the elven nobles flee in the flying city and disappear far above Adlatum, taking their Volume with them. The Nations of Light lose much of their territory except where the followers of Gildanau amassed in large numbers.

c. 3425 PD—The City of God: After receiving a vision, Gildanau has a new city built for the refugees. It is named Elinost, the City of God, in honor of the divine.

c. 3410 PD—Ogre Realms Fight Back: Ogres step up attacks on elves. The elven warriors and workers make preparations to leave Adlatum.

c. 3400 PD—Arrival of the Graygem: The Graygem arrives followed by a ship full of devout tinker gnomes. The tinker gnomes are transformed into kunda, talker gnomes into dwarves, noble elves on Avanost into winged elves, southern ogres into minotaurs and the fleeing elven soldiers escaping on ships into sea elves. The dragons of Adlatum are infused with Chaos Magic from the Graygem. The lands surrounding their lairs are suffused with unnaturally high levels of primal ambient magic. Sorcery is soon discovered.

c. 3390 PD—Seclusion of the Ogre Race: Minotaurs destroy the remainder of elven civilization and claim the lands for themselves. The Ogre Empire is unable to handle the strain of losing thousands of ogres to the transformation of the Graygem and retreat completely back into their northern territories. They gather their slaves to begin work on the Endless Reach, a great wall that will stretch hundreds of miles and divide their mountainous home from the rest of Adlatum. Deformed ogre children are left just outside the Endless Reach to die, but human plainsmen begin saving the doomed children. Closed off from the rest of Adlatum, much of the coming history of the Ogre Empire is lost to outside civilizations.

c. 3300 PD—Last Volumes Delivered: The Brotherhood of the Prophet distributes three Volumes of the Prophet, one each to the Kunda, Minotaurs and Dwarves. They claim these are the Last Volumes of the Prophet.

Time of Valor

c. 3300-2300 PD—Human Expansion: The Midlands slowly expand over the next thousand years due to human and dwarven influence in the west and minotaur development to the east.

c. 3275 PD—Charant Aros founded: The first Ci'tec orchestrates peace between the warring human tribes in the Arosan region near the western fringes of the Midlands.

c. 3250-3200 PD—Creation of the Adlar Clan: A dwarven prophet, Adlar Stonebellow, proclaims he has a vision from Reorx and that he has been instructed to create a path to the center of the world. The dwarves split into factions and the Adlar dwarves settle in lands east of the dwarven capital, depleting the land and turning it into a desert wasteland. They use their earth magic to raise seven huge plateaus and begin a hole to the middle of Krynn.

c. 3200-2900 PD—Trejor and Drejor Founded: The Roanj Tribe becomes dominant over the various warlord led tribes of the grasslands of the northwestern Midlands. The nation of Trejor is founded, but it cannot hold together. In time it fractures in two: Trejor and Drejor.

c. 2900 PD—The Great Rending: The dwarven capital falls more and more under the province of the religious Adlar. Those dwarves that are "non-believers" in the path strike out to the north. The Hartdar clan settles a new city

on the mountains just north of the Midlands and takes the dwarven Volume of the Prophet with them.

c. 2850 PD—A Half-Blood's Legacy: Gildanau dies after setting up the government of his new nation. The human and half-elven people name themselves Gildanesti to honor him. The Gildanesti nation keep relatively closed borders with its hostile neighbors.

c. 2800 PD—Saviors of the Reach Vanish: The human settlers near the Endless Reach who had saved the discarded Igurna children are no longer seen. It is believed they had either died out or had completely merged into the growing half-ogre, Oguna, population.

c. 2700 PD—Gods of Magic Introduce High Sorcery to Shyrsa: Three noble houses of the budding magocracy of the Midlands named Shyrsa are visited by the gods of magic and instructed in the ways of High Sorcery. All nobility begins choosing one of the Gods of Magic to serve.

c. 2650 PD—Ogun's Tentative Founding: The Oguna population spreads out over a healthy block of land in the north. They take over ruins of a long lost civilization. Although many believe these to be ruins of the Ogre Empire, the architecture appears inconsistent with ogre styles. As new towns are built while others form nomadic bands, the Oguna separate into numerous tribes and clans who argue and battle. Those who settle too close to the human Midlands are fended off.

c. 2610 PD—Kedaltol Founded: The dwarven nation of Kedaltol is founded in the Pullonas Mountains as a safe haven for dwarves. This becomes the home nation of the Hartdar (a.k.a. coin dwarves).

c. 2600 PD—Kingdom of Etlarn Established: Etlarn is established by several noble mage families from the Midlands who grow disillusioned with the magocracy, preferring to pursue their own paths. Setting out on a trek far to the east, they eventually establish new homes in a series of idyllic mountain vales that are rich in arcane energy. Etlarn the Ancient is named their first monarchy, and the newly founded nation is named for him.

c. 2550 PD—The Dragon War: Chaos-touched dragons discover they are becoming bound to their territories and in a frightened effort to escape their prisons they attack humanity. Etlarn makes an alliance with the minotaurs and they work together to battle the dragons. Once defeated, the dragons go into hiding deep within their territories surrounding themselves with Dragonkin. In the following thousands of years "true dragons" are forgotten by all but the Avanesti elves. Dragonkin are what most people think of when a "dragon" is brought to mind.

The End of the Magocracy: Shyrsa finds itself also under attack from the dragons during the war. Many of the magocracy's infrastructures fracture as regions are divided by lost territory. By the end of the war, many separated regions have no desire to reconnect to other territories they have had no contact with for years or decades. Many smaller nations form (including Solishairon and Isryan), while in other places organized government falls apart completely. The nation of Solishairon is one of the larger nations to come about. Franko Joaneir, a general who led armies against a powerful red dragon, founds Solishairon.

c. 2300-2200 PD—Dwarven Expansion: The Hartdar dwarves flourish and they spread into the mountainous lands of the northeast. They raise a great empire in the east and control trade on the eastern half of the continent and the majority of the Midlands.

c. 1900 PD—Midlands and Minotaurs Expand Peacefully: Human nations flourish and develop quickly as the Midlands expand to the east and north and discover lost secrets and ancient ruins of the ogres and elves. Borderlines are defined and debated with the honorable minotaur empire. The long held alliance with Etlarn helps to smooth over many disputes and the old elven realms become a mixture of human and minotaur territories.

c. 1500 PD—Birth of a Divine Bureaucracy: A new theocracy arises in the Midlands and quickly takes control of many smaller regions, creating the largest power in the Midlands. The power becomes known as both the "Divine Bureaucracy" and the "Tao-Shin Theocracy." Isryan shows its support for the Tao-Shin by attacking Solishairon, claiming them to be godless and deserving of excommunication. Both Isryan and Solishairon are taken into the larger nation.

c. 1300 PD—The Impassable Door: The Graygem sends a vision to the Adlar High Prophet Ro Stonebellow showing him an impassable door and hints had how to open it.

Time of the Minotaur

c. 1250 PD—Breaking of the Pact: A border dispute between the nations of the Midlands and the minotaurs' Chôt-tang Empire turns bloody. Etlarn lends aid to the Midland theocracy breaking a long held pact with minotaurs.

c. 1200-1000 PD—Collapse, Expansion, and Withdrawal: The once strong theocracy of the Midlands begins to fall apart from with. The Tao-Shin Theocracy breaks up into smaller nations. The countries of Isryan, Solishairon, and Pelcatis reform once again, and several war with each other. While the human nations of the Midlands squabble and fight with one another, the unified Chôt-tang Empire experiences a renaissance, expands in power, and dominates much of the territory of the Midlands. Without the unified alliance from the Midlands, Etlarn withdraws from the conflict and returns to a neutral state.

c. 1100-965 PD—Guiteger Founded: Gambriel Guiteg, a Tao-Shin cleric of the Path of Power, convinces five other warlords to bend knee to her. Guiteger is founded as a theocracy, reflecting many of the old tenants of the fallen Divine Bureaucracy. After a century of rule according to the Path of Power, Gambriel's granddaughter Ines Johan converts to the Path of Light. In time all Paths are accepted in positions of power.

c. 1000 PD—Iveraque Founded: Noble humans weary of the battles in the north settle in the west to form the nation of Iveraque.

c. 900 PD—The Empire of Dhu: A collection of city-states along the southern border of Adlatum unify into a single power. Trade with the Corinesti bolsters their economy, and soon the nation expands inland.

c. 800 PD—Creation of the Neskudar: A dwarven clan in the Path discovers a terrible secret—the Chamber of Chaos. An earthquake traps members of the Earth-slasher clan with the horrors of Chaos. Massive casualties are taken before a few escape. The High Prophet tries to bury their story in order to prevent panic and a work-stop on the Path. Before he can have the clan murdered, they escape. The dwarves take their findings and leave their homeland, dwelling in the eastern deep marches. They become the Neskudar, the mysterious Mist Dwarves. The Adlar declare them unbelievers and try to hunt them down. Combat occurs, and the Adlar are repelled.

c. 750 PD—Guiteger Becomes a Monarchy: The Archcouncil shows itself to be a bed of corruption. High Priest of Alnath, Rainer Nadlis, holds onto his personal faith in the Path of Power and in the Tao-Shin, but he resigns his post within the church, dividing the church from the state. Over the next eight months Guitger is turned into a monarchy with himself as king.

c. 700-500 PD—Iveraque Collapses: An era of avarice, domination, power, and glamour comes to an end as smaller territorial factions struggle against each other to try and gain ruler of the nation.

c. 600-500 PD—The Great Empire of Narstedh: The human nation of Narstedh economically and militarily prospers in central Adlatum. Some believe the empire was able to discover the secrets of the Human Volume and put it to proper use. Around 510 PD Narstedh enters into border disputes with the Empire of Dhu to the south. The territories in question side with Narstedh and after a seven-year conflict, the Empire of Narstedh has expanded its territories and surpassed the Dhuish Empire in strength and relevance.

c. 400-200 PD—Minotaurs Dominant: The skirmishes between the minotaurs and the Midlands increase. Minotaurs began using human slave labor and attack human towns along their borders. Several Oguna tribes are conscripted into service for the Chôt-tang Empire.

158 PD—Discovery of the Power of The Volumes: Minotaur sages learn that by combining the Volumes of the Prophet additional powers can be unleashed. They send a legion of minotaurs into the Valley of the Kunda along the border of Etlarn to retrieve the Kunda Volume. Only a handful of the legion returns bearing the Kunda Volume and tales of their narrow escape.

123-117 PD—Guiteg Civil War: Rebellions against Queen Chrystan begin when Karole Elverd is forced away from the queen's daughter after making indecent advances. Elverd forms a band of those wanting to overthrow the "corrupt and murderous throne." The war ends when Elverd beheads Chrystan himself. The princess escaped the city during the final siege, and Elverd forms his own dictatorship.

112-2 PD—The War of Houses Begins: King Rodeli of Drejo is assassinated. The bloodiest conflicts for the royal throne begin.

100-70 PD—The Canon War Begins: Unlocking the power of the combined Minotaur and Kunda Volumes, the minotaurs of the Chôt-tang Empire begin an all-out war against the Midlands to capture the Human Volume. The humans form an alliance with the dwarves of the west and they join in the fight. The Oguna initially side with the Minotaurs, but they switch sides when they realize they are being used solely for fodder. They spend the bulk of the war are a slave-race conquered by the Chôt-tang Empire. The war goes on for a century, with the minotaurs capturing the ogres' Volume and the dwarves taking the Volumes of the humans and gnomes. Eventually all nations are caught up in the bloody war.

89-53 PD—The Militias War: The hostilities between the Families of Iveraque reach an all time high. The war ends when an explosion of unknown origin, presumed magical, destroys the Ravaldi Estates where six of the Family heads were meeting.

89 PD—The Battle of Roden: Mauritand's Lord Emperor Ude leads a charge against the minotaur forces. During the battle, the Lore Emperor sacrifices his own life to save the life of a minotaur he had just taken prisoner. The Mauritand forces are cut off from the main battle lines as a result of treachery conducted by an agent of the Empire of Dhu. The minotaurs swarmed their enemy, and the battle lasted for two weeks with non-stop fighting. Ten of thousands of the Mauritand forces die. As the minotaur commander was about to desecrate the Lord Emperor's body, the young minotaur prisoner Kol stands against him. The act causes division in the minotaur ranks, and the battle continues for three more days, minotaur fighting minotaur. In the end, Commander Jorkef is forced to retire after losing an eye and leg.

69-29 PD—Kunda Valley Taken: The Chôt-tang Empire occupies the Kunda Valley, but eventually kunda warrior Zachar Tressife organizes multiple strategic attacks against the minotaurs, damaging their hold on the Valley. In three years the minotaurs are ejected from the city, and two years after that the kunda reclaim the entire valley.

69-29 PD—The War of Houses Ends: The Drejori civil war ends when Lord Madred Heratecin and Lady Emecia Heymelion agree to marry their grandchildren together, thereby unifying the competing bloodlines. The nation enters a multi-year celebration signifying the end of the century old war.

7-4 PD—Iveraque Withdraws: The Families debate the need of sending their own children abroad to fend off an enemy that has yet to impede on Iveraque's soil. Over the following years, surviving sons and daughters are brought home from the Canon War. This angers many nations in the Alliance. The Empire of Dhu even threatens Iveraque with military force, but nothing comes of it.

0 AD—The Drowning: During summer, on the eve of the longest battle of the Canon War, the world comes crashing down around the armies with flooding and earthquakes, as the Drowning washes them all away forming a new and silent sea. A majority of the Midlands is submerged beneath the sea dividing it from Etlarn far to the east.

Hroce's Cry: Six months before the Drowning, a young teenage Oguna named Hroce instigates massive slave riots in the minotaur occupied Ogun territories. Over the next six months, the Oguna are able to reclaim the eastern half of their former home, breaking off supply chains for the Chôt-tang Empire forces in the west.

Fallen Empires: One of the strongest empires of the Midlands, the Empire of Dhu, is directly hit with the full force of the Great Wave on its southern borders. Most of the nation is sunk beneath the waves as the Sargassi Sea forms. Other parts of the nation are lost and cut off from the rest of civilization. Only a tiny fraction of the Empire survives in the southeastern corner of the reduced Midlands. The greater power, the Empire of Narstedh, is completely sunk to the bottom of the Sargassi Sea with only many islands that were washed clean remaining. Surviving Narstedhi settle on Pelcatis' new shoreline.

The Kundamarsh: The Valley of the Kunda becomes a marshland and the kunda are split into two tribes: the Voda who remain in the marsh and honor the dead, and the nomadic Hoda who become children of the elements and travel the lands. Both tribes erase the name of the god blamed for the devastation from their histories.

Damiyo's End: The knightly forces of Mauritand are all destroyed in the wave, regardless of their location. Lord Emperor Urati comes to believe the Great Wave is a punishment from the gods because he failed to save his injured sister from a group of human mercenaries working for the minotaur army. Many of the remaining Damiyo honor their fallen Lord Emperor by standing guard over his body against the coming water.

Wedding Disaster: Officials from all over the Midlands and beyond who are able to take a respite from the Canon War meet in Drejor for the wedding of Roric Heymelion and Pharaceilia Heratecin. The celebration that marks a peaceful future, internally at least, for the nation after a century of war turns to tragedy as the Great Wave of the Drowning strikes before the end of the ceremonies.

Hammervald Smashed: The dwarven homeland of the west, the great Hammervald Empire, is submerged. Hundreds of thousands of dwarves drown beneath the water except for one mountain homeland that is stranded out at sea. The Shattered Sea is formed.

Galachot Founded: A legion of minotaurs is visited by a golden minotaur, a gold dragon in the service of the goddess Mah-jor (Majere). The golden minotaur persuades them to leave before it is too late. They listen and head to the east escaping the wrath of the gods and following the teachings of this new minotaur.

Gnomorrah Changed: A gnomish ship carried by the Great Wave is washed ashore in the northern Thunderhead Mountains. When gnomes return to the region they begin to learn aspects of steam power mechanics.

Artifacts Lost: The remaining Starmetal weapons of the Midland nations are swept away in the waters. All of the Volumes of the Prophet are likewise lost as well.

Time of Dark Tidings

1 AD—A Land Taken: The Teusten sailors take control of a small amount of mainland between Blight Bay and the recently enlarged Lake Borlesko. The land is so riddled with small lakes, rivers, and streams that all settlements have direct access to the ocean. The nation of Teusten is founded.

2 AD—A Land Broken: The minotaurs fighting in the westernmost front of the war find themselves cut off from any remnants of their destroyed society. Over the next forty years they are slowly forced out of the "Bad Lands", which soon forms the nation of Bhadlum, and over the following decades take to warring the Oguna tribes to their east and the Midland nations to the south. In time their chain of command collapses, and they fall to a collection of warring tribes. Their barren territory becomes known as Sakkaras.

3 AD—FyxZharar Moves to the Mountains: Humans and other races move into the Thunderhead mountains hoping the high elevations will help if another Great Wave would ever come. The nation of FyzZharar moves



westward on the map and encompasses most of the mountains in the region.

4 AD—Warring Over Mercy: The city of Avanost returns to Adlatum to survey the damage done by the recent catastrophic events. Horrified by the devastation, a large portion of city argues that aid must be given to the unfortunate lesser races. Others demand that the city continue apart for its own safety. Debate collapses and civil war erupts.

5 AD—Kingdom of the Corinesti: The sea elves discover the Silent Sea in the middle of Adlatum and settle there, creating an underwater kingdom in the lands they once inhabited. Seeing an opportunity, the elves avail themselves to human villages and towns along the coastlines becoming traders and moving goods from one port to another.

6-8 AD—Heaven at War: The magical warfare in Avanost forces the city to land in eastern Adlatum. Avanesti are slain over a wide range of area. Many Adlati believe the gods are at war and angels were being thrown from the sky. Morale of the people continues to fall. Eventually the war ends, and those supporting reconnecting ties with the land and sea-dwellers are cut of their wings and exiled. Avanost takes to the skies again but is now bound to remain over Adlatum. Only after the city was among the clouds did they discover that their Volume of the Prophet was missing.

10 AD—The Teusten Civil War: Havadman Markan of Trojssan dies without an heir. Two Regels battled for the leadership position, plunging Teusten into chaos. The fighting ends abruptly when one of the Regels dies in a dwarven raid near Faste Ckold. Aanon of Karssan becomes the new Havadman.

12 AD—Old Hatred Averted: The Gildanesti make treaties with the Corinesti, descendants of the Valenesti who enslaved them long ago, in order to have peaceful trade through the Sargassi Sea. Marriages between Corinesti and Gildanesti houses mingle the blood and strengthen the inter-cultural alliance.

15-23 AD – Mining Rights Wars: A series of battles breaks out between the Midland nations of Isryan and Solishairon. Ending with the defeat of Solishairon by Isryan at the Battle of Crotili. Two legions of Isryan defeated three from Solishairon. This allowed Isryan to have the premier mining rights on the edge of the Afanstein Mountains near the Kedaltol border.

20 AD—Corinesti Deal: Havadman Aanon of Teusten strikes a deal with the Corinesti elves saying that Teusten will not raid the Corinesti cities in exchange for unhindered access to the seas. Regardless of a number of loopholes, the Corinesti Trading Guild lets the agreement stand.

26 AD—Dhu Rebuilds: The pirate Gussun gathers a fleet of seven ships run by seven competitive sea captains. Under the direction of Gussun ("The Admiral") sailors constructed many new towns on Dhu's new shoreline. The town of Gussun's Port becomes a base of operation for pirate attacks again those sailing in the southern Sargassi Sea and a major seafaring stop.

30 AD—Magocracy Warned: A silver wolf (a silver dragon in disguise) appears to the kingdom of Etlarn to warn them that they should avoid the evil practice of necromancy and other wicked magic, and follow the path of good. This will prepare them for their greatest trials far in the distant future.

36 AD—For Hire: A Gildanesti cleric of Rosmera (Shinare) founds a Mercenaries Guild. With the aid of the Lord Marshal of Gildanesti, they successfully acquire several long-term contracts with neighboring Etlarn and Onar.

39 AD—Creation of the Reef Dwarves: A messenger of Moli (Zeboim), a dragon turtle, appears to the stranded Nordar dwarves and offers them a way off their mountainous island home in exchange for their worship. The dying and starving dwarves agree. In turn, their fear of water is removed and they turn into the pirating "reef dwarves". They name their growing nation the Ironvald Empire.

40 AD—Damiyo Law: The Damiyo of Mauritand are reformed after a fashion under Ashina Nugosh as his personal bodyguards, now called Damiyo Law.

51 AD—Trejor Breaks Further: Urzai Lanla, cousin of Bhadlum's leader, seeks to gain the northernmost districts of Trejor and have them claim independence under his rule. Without enough security in the region, and believing that Bhadlum would come to the aid of the newly formed Vjenor's claim of secession, Trejor grudgingly allows the lands to depart. Relations between Trejor and Vjenor will take centuries to heal.

52 AD—North Watch Founded: King Urzai of Vjenor's daughter, Romau, organizes the North Watch in secret. The force is designed to repel the minotaur threat in the north. Upon learning of the success, Urzai gives credit for the force to his son and heir Gaulav, against his wishes. Romau, insulted by her father's actions, flees the state. Rumor claims she sailed westward beyond the far shores of Adlatum to a land accessible to only the Corinesti.

53 AD—Rebuilding Ties: The old alliance between Trejor and Drejor is rekindled when a blood tie between the lost house of Durde and the Trejoran royal family is found. Count Kalis Durde of Drejor changes his name to Kalis Durandae and becomes the new king of Trejor.

56 AD—Seafaring Conflict: The reef dwarves start exploring islands in the Shattered Sea for lost villages of their nation. This leads to fights between the Nordar

dwarves and Teusten humans as one nation or the other claims land. The Nordar pull back, giving the Teusten more territory, however the dwarves are able to secure what islands they do have.

71 AD—Hoda in the West: One of the smaller Hoda tribes settles in Oguna, forever forsaking their old ways and the Kundamarsh. They start to adopt Oguna customs and become close allies to many of their half-ogre neighbors. They assist in the on going battles against the Sakkaran minotaurs to the west.

76-80 AD—The War of the Reefs: A clan of Nordar dwarves uncomfortable with the barbaric lifestyle of the Nordar split from them over philosophical differences. They rename themselves the Sundar and dwell in the cliffs along the Shattered Sea. They are later known as "cliff dwarves". The Nordar attempt to reclaim the Sundar and the supplies they took with them. The Sundar fend off the Nordar attacks.

90 AD—Historical Correction: King Gaulav of Vjenor corrects his nations history by giving credit of the founding of the North Watch to his sister Romau.

108 AD—The Meditative Bulls: The former noble manor homes of the Chôt-tang Empire are converted into hilltop monasteries. The peaceful meditative minotaurs of Galachot become known as the Mahjorans.

121-146 AD—The Impassable Door Found: The Adlar diggers find the wall foretold a thousand years ago. A riddle is discovered that leads them to discovering the key to the door is the hidden pick known as the Pick of Aenor.

130 AD—Rise of the Dragons: Rasala Hage (Takhisis) awakens the hibernating dragons, and a new generation of eggs begins to hatch. Each dragon is instructed by Rasala Hage to act in her stead until her return. The dragons discover that they have the ability to manipulate the ambient magic of their region and can supply magic to humans. The tainted magic slowly transforms the user into a dragon-like creature. They work in secret, granting spells to followers from their ambient magic. These followers secretly call themselves the Scalebound and often use illusions to mask their altered appearances. Five elder chromatic dragons take on the illusion of the gods of the Midlands, foregoing Rasala Hage completely. "Divine" (mystic) magic can only be performed within the "Holy Lands" (a.k.a. the magic-soaked territories of the Elder Dragons). The White Elder Dragons also learns of artifacts buried deep and hidden in the caves under FyxZharar, left over from a long forgotten civilization.

132 AD—Plague of the Black: A plague develops in Sundalin where victims develop a black rash and die in four days. It is discovered that the plague was being caused by a black soot produced by a group of draconic eagles called the Telniva. The Sundar slew the eagles, by the plague ends up taking the life of King Uloc.

133 AD—The Etlarnic Wars: A wave of dragonkin, believed to be true dragons by most mortals, attack Etlarn. The assault appears to originate from the southwest, but nothing confirms their creatures' origin. The Etlarn Defenders, a legion of knightly spellcasters, is established to rally the people and stop the threat.

140 AD—Midlands Rebuilds: With the loss of the Gods, "clerics" with this new source of divine magic rebuild and rule the Midlands. A new Tashrama appears lead by these new clerics.

141-148 AD—Tashrama Expands: King Andras of Solishairon welcomes the Tashramadic church and becomes a middle ranking priest for the church. Relations turn sour when Andras' decisions don't always please the Tashramadic Council. Andras' dies at sea in 148 AD. His son Petre takes steps to try to keep the Tashrama isolated to around Brimstone.

147 AD—A God's Warning: Reorx sends a dream to all Adlar dwarves in Azoine telling them he does not want the door in the Path unlocked. The High Prophet Aoc Stonebellow decrees that a false Reorx has tried to interfere with the true Reorx's wishes.

221-247 AD—Sundalin's Goblin War: Goblin clans gathered under the banner of the Wyvern attack Sundalinian dwarves. With the eventual aid of the legendary Kedaltolian Ice Legion, the dwarves are able to drive the goblins to the north of their kingdom. Goblin forces are rebuilt for dwarven use.

233-249 AD—Iveraque Leadership: The Nilonè Family gains enough control over the lesser territories of Iveraque to eventually move into the royal palace. The head of the family, Michela Nilonè, declares herself queen.

238 AD—Pelcatis Renamed: The Tashrama consolidates Pelcatis' power into a small board of religious spokesmen (possibly the Tashramadic Council). The nation is renamed Tashramada to honor the church.

271 AD—Nordar Expansion: The reef dwarves of the Ironvald Empire launch surprise attacks against various Teusten colonies. Havadman Radac orders all ships into the Shattered Sea to wage war.

275 AD—The Battle of the Red Coral: The Teustens are able to trick the Nordar into crashing half of their fleet into a hidden reef the dwarves did not know about. It did not sink most of the ships, but it left them stranded and prime for easy defeat. The Nordar surrender the island of Haskoddpad.

279 AD—Unique Alliances: The Teusten humans somehow are able to approach the Igurna of Terragrym and strike a very strict yet very advantageous trade agreement with them. Teusten ships are now allowed to dock on Terragrym's southern shore so long as non-Teusten slaves are kept below deck and out of view. The Teusten are very tight-lipped about what they have learned and gained from the Igurna. No other nation learns that the trade agreement has even been made.

288-289 AD—Sea War: The Ironvald Empire battles the Corinesti in control over certain areas of the sea. Battles are light and no actual war is declared. The Corinesti drive the dwarves back, and the Nordar declare an uneasy truce while secretly vowing that the sea elves would pay for their acts of violence. Unknown to the Nordar, one of the battles results in the death of the Speaker of the Tides.

290 AD—Unwanted Leadership: The regulations on who can become Speaker of the Tides are so restricted that only one Corinesti, Lias "Wavestrider" Ambrodel, qualifies for the position. The Guild Council does not wish for him to take the position, but no other candidate is available. Tension between the merchant houses build.

291 AD—Disaster Delayed: Reorx convinces a human rogue named Talin to steal the Pick of Aenor after the Adlar discover the pick in the ruins of Tandarton. The human hides the pick on a distant island.

300 AD—Corinesti Trade Wars: The merchant houses of the Corinesti begin warring with one another. A trade embargo against Gildanesti is declared, ending good relations between the Corinesti and Gildanesti. Three Corinesti houses were based out of Isryan, and the much economic and physical destruction occurred in the capital and coastal cities. The Isryan Premier threatens to kick all Corinesti out of the nation. The sea elves took their conflict outside of Isryan's borders. Many nations fall into an economic depression. The Black Branch of the Tashrama assists Trejor in trade, softening the blow.

302 AD—A New Speaker: After the end of the Corinesti Trade War, the Trade Guilds unify and reduce the power of the Speaker. The rules specifying who can be the Speaker of the Tides are relaxed a little, and Quvaresh Thylosathen takes the seat.

308 AD—Vjenor Struck: The Midland nation of Vjenor is attacked by a horde of Sakkaran tribes. The citizens of Vjenor were underestimated and fought back hard. The Sakkaran invasion paid with many lives for the small part of land it gained.

330 AD—The Great Invasion: After multiple harsh winters, the Sakkaran minotaurs gather themselves enough for a single massive push into Ogun, hoping to get to the Fertile Lands near Ogun's eastern shores.

333-334 AD—The Hope of Helris: An Oguna battle-master named Helris gathers many of the Oguna into the Army of the Unified-Blood, enabling him to slays three minotaur clan-leaders and break the back of the Great Invasion. Helris reclaims lands almoost up to the western shore of Glisemegh Lake. Helris refuses to let the alliance break apart and founds the capital city of Zorhasic. The capital's authority was not completely recognized by all Oguna tribes, but it birthed the hope of a unified nation of Ogun.

340 AD—The Fall of Hope: Two independent Sakkaran armies simultaneously sack Zorhasic. Helris is slain and the city is torn down into ruins. The act puts the Oguna people in a rage. Maddened by the loss, they charge westward slaughtering any and all minotaurs they find. The minotaurs are against pushed back west, and the Oguna grieve.

350 AD—The True Gods Return: Proclamations of the return of the Gods are met with a lukewarm reception on Adlatum. In fact, the Elder Dragons that have long ruled in the Midlands do their best through the Scalebound to suppress the knowledge of the gods' return. Many deem this "new faith" a form of heresy.

351 AD – Isryan Premier Assassinated: The Tao-Shin faith, a religion formerly popular during the time of the Midland's Divine Bureaucracy, begins again. With Premier Eleah Dayne siding with the Tashrama, she is eventually assassinated. With her death, a new Premier was elected by the name of Yulii Nelens, who happened to be a new cleric of Erraii (Paladine) of the Tao-Shin faith. Isryan support for the Tashrama collapses.

353-359 AD – Oguna Presence: A group of Oguna who had fought the Sakkarans after the fall of Zorhasic reaches Vjenor. The nation allows them to build their own town near the northern border in exchange for helping defend the country against the minotaurs. The town is named Helris Heart, and in 359 AD they successfully repel a minotaur invasion.

368-374 AD – Gnomorran Civil War: Political and legal loopholes result in two separate government bodies being formed. Although the civil war between the governments is fought entirely on paper, thousands of gnomes die before the conflict is resolved.

368 AD – Memorance Searched: A group of adventurers vent into Memorance Lake in Dhu and find artifacts in the lost city of Voen. The lake draws many people who hunt for treasure lost in the Drowning.

374 AD—Pick Almost Found: The Adlar dwarves find a descendant of the thief who stole the Pick of Aenor. The man, a bard named Telnor, almost leads the dwarves to it until Reorx warns him off at the last moment. The bard takes the pick and hides in the Midlands.

382 AD—Days of Darkness: Just before the end of the year, the Adlar find Telnor and murder him. The pick is retrieved and is used to smash the Impassable Door and uncover a chamber deep within the Path. As the Adlar entered the chamber, eyes of fire open upon them and darkness rushes out of the Path into the world. Dragons of fire, black-skinned daemons, dark translucent spirits, and a host of other terrible creatures pour forth from the Path across Adlatum.

The End of Light: The Premier of Isryan, Yulii Nelens, resigns his post. As soon as he does, the horde of Chaos descends upon him. The Premier vanishes, and the rest of Isryan comes under direct assault.

A Possible Hope: Montegron, a powerful warrior in the Midlands stands up to the forces of Chaos and rallies the nations of the Midlands together to defeat the Darkness. The man is also a devout follower of Rasala Hage.

Forgotten Reign: When an entire army is launched against the evil of Chaos in Drejor, all memory and record of a king who ruled the nation between 374 and 383 AD were wiped clean. Queen Lenyan, not remembering her own king and the father of her newborn daughter, descends into madness. She takes her own life three months later.

Damiyo Reborn: The Lord Emperor of Mauritand's son Abuyk sees the Damiyo Law fighting the creatures with every ounce of being, for the purpose of defending his father and sisters. He dreams of returning Mauritand to its days of honor and nobility, and eventually re-establishing the Damiyo of old.

Gildanesti Command: Calhan Mar'troon, a nobleman in Gildanesti, defeats the corrupt Lord Marshal Cadminian Levardus in a duel. Calhan is poisoned in the fight but assists in leading the nation's forces against the Disir summoned up by Chaos. When Elinost is freed and the Disir Queen is killed, Calhan collapses from the poison just outside of the Synod. A strange elf of unusual coloration touches Calhan Mar'troon soon after his collapse. Flames coat the fallen hero but do not burn him. Mar'troon is brought to full health and the elf vanishes in the form of a blue phoenix. Mar'troon is made Lord Marshal.

Elder Freedom: For a brief period of time the surge in ambient chaos magic "snaps together", overlapping dragon territories. Several of the Elder Dragons discover they are able to leave their lairs. The White Elder Heriacious, who is not recognized by most as a dragon, assists in defending the world from the creatures of chaos. The Red Elder Traxus is tortured by Chaos directly and is almost killed. The Black Elder Xyvren has his Holy Land destroyed. The Blue Elder Almissaive is slain, and his consort Seresayon is bestowed with the Elder status. The forest of the Green Elder Glastious grows in size.

Time of the Prophet

383 AD—Starfall: Rasala Hage steals the world on New Year's Day and is greatly weakened.

Elders Rebound: The dragon territories are returned to their previous size and dragons are forced back into their bounded lairs. Only the Black Elder Xyvren does not return, but he is bound in a different location, effectively moving the Holy Lands of the Black Branch. Once again the Scalebound preach the word of their respective gods calling the true gods charlatans and liars. The church of the Tao-Shin, without their own gods around, dissipates and vanishes again.

The Fall of Wings: Upon the moment of the Starfall, the winged elven city of Avanost falls from the heavens and crashes into the Dwarfsea. A silver dragon promises to guard the ruins of the lost shining city, and the surviving Avanesti reach the mainland. By the end of the year, they discover the ruins of what they believe to be the ancient elven city of Sirenethel. The ruins are torn down and construction on the city of Helionost begins.

Etlarn Struggles: With two-thirds of the Etlarn Defenders suddenly powerless, the Dragonkin Horde is able to break stalemate. The Horde begins to dominate a majority of the nation.

Gildanesti Reborn: Calhan Mar'troon slowly begins to rebuild the fractured alliance with the Corinesti.

A Legendary Friendship: Montegron saves the life of Jermon Cavlin. Cavlin pledges himself to assisting Montegron in protecting and rebuilding the Midlands. Cavlin begins to gather those he finds who are expert soldiers in their field and show a great loyalty to the Midlands. This group is what eventually forms into the Midland Guard.

384 AD—Offer Rejected: The Tashrama offers the great hero of the Days of Darkness, Lord Montegron, a chance to become leader of the entire Midlands. The position would be as a puppet to the Tashramadic Council. Montegron, a secret follower of Rasala Hage, rejects the offer. Montegron begins plans on a unified Midland Sovereignties without the Tashrama's influence. Bhadlum's High Sheriff Mendel Haeg backs the concept if other nations agree.

385 AD—Grip of the Tyrant: After defeating the Chaos creatures released by the dwarves, Montegron proves to be an influential leader and he casts an iron grip over the Midlands to protect them from outside threats. He discovers the nature of the Elder Dragons and their "divine" magic and uses this to his advantage to obtain more power and control of the Midland nations. Montegron becomes increasingly paranoid with the temporary loss of the fatigued Rasala Hage. He surrounds

himself with human and dwarven warriors and gnomish advisors.

The Ironvald Siege: The Nordar learn of the destruction the Days of Darkness inflicted on the Sundarin navy. The Nordar make a temporary alliance with the Teusten in hope of destroying the Sundar cities. Many Teusten ships joined in hopes of getting into a good fight. The Sundar are able to turn back the ships at Portswind. The Nordar went home defeated. The Teusten returned home with tales of great battles.

387 AD—Wedding at Sea: Lord Marshal Calhan marries his daughter off to the Speaker of the Tides, Emeranta, in order to further reconcile relations between the Gildanesti and Corinesti.

388 AD—Iveraque and Mauritand Joins: *Iveraque's Dark Secrets:* Montegron learns that the many of the creatures summoned by Queen Ombrarra to fight the hordes of chaos during the Days of Darkness are the beasts roaming the darker places of her nation, nor leftovers from Chaos itself. Montegron blackmails Ombrarra into joining the Sovereignties. Ombrarra summons a demon to kill the Sovereign Lord, but the plot backfires. The demon guises itself as a Mauritand lord and begins to court the queen. In time, the queen's soul is extracted from her body while the flesh continues to live. At the end of the year, Ombrarra gives birth to her son Gianvuoto. Ombrarra's brother Reniar is given the crown.

Mauritand's Need: Montegron assists Mauritand in their conflict with the Sekhnesti on their border and convinces Lord Emperor Umaka to join the Sovereignties. Montegron also convinces him to change his title to Lord King, believing the title Lord Emperor was too glorified when compared to his own title. Prince Abuyk's pride in Mauritand is diminished.

389 AD—Port Clearing: The High Sheriff of Bhadlum, Mendel Haeg, sends a small fleet of ships up the coastline of Lake Borlesko to destroy any boats the Sakkaran minotaurs might be using or building. After wipe out many fishing villages, they discover a port further north where the minotaurs were building warships based off of an old Chôt-tang vessel damaged during the Drowning. The Bhadlum fleet destroyed two ships and razed the village. One of the Bhadlum ships was lost, but the mission was shown successful.

390 AD—Expansion of the Holy Lands: Priests of the Tashrama discover that they are able to cast spells outside of the "Holy Lands." It is declared a miracle that magic is now available all over the continent of Adlatum. Worship in the "gods" reaches a new high.

390 AD—Two Sides Build Strength: Both the Tashrama and Montegron begin to accelerate their control over the Midlands.

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Isryan Stabilized: Montegron alters the democratic process in Isryan to build a more stable government. Premiers now are automatically elected to lifetime positions instead of a ten-year term. Dulasa Avex, a former carpenter who had returned to her old life of rebuilding destroyed homes, is elected Premier.

391 AD—Nations Stabilized and Cleansed: *Guiteger Stabilized:* Montegron stabilizes the nation of Guiteger after almost being hung and devoured by a violent populace. One of his followers, a half-dwarf named Auger "Sawblade" Ington, remains behind to firm up the region. Montegron offers Ington the crown of the nation. Ington declines and instead becomes an advisor to a new oligarchy.

Solishairon Cleansed: Lord Montegron finds King Fered of Solishairon to be incompetent. He successfully ousted the slothful king. The dukes of the nation try to put Montegron in the throne, but the Lord refuses. Eventually Montegron appoints Duke Stefan Hendurg as Archduke of Solishairon. The Archduke is said to rule Solishairon while their "king" fights to rebuild the entire Midlands.

392 AD—The Pinnacle City Expands: Lord Montegron chooses Karsuhon as his seat of power across the entire Midlands. FyxZharar officially joins the united sovereignties. Construction on Montegron's palace begins immediately.

393 AD—Unstable Magic: Magic becomes more unreliable as lost souls trapped on Krynn by Rasala Hage start stealing magic from mystics and sorcerers, and buzz annoyingly around the dragon territories of the Elder Dragons, siphoning power.

394 AD—Dhu Joins the Sovereignties: Seresayon grows worried about the steady rise of Lord Montegron and sends representatives to the young King Luciten. In an effort to broker a peaceful relationship, the king is secretively informed of the Blue Elder Dragon's existence. Unfortunately this frightens the king and harms negotiations. Montegron learns of the diamonds found in the Munest Mines of Dhu, and he forces King Luciten to join the unified sovereignties and slay the representatives of Heaventide. Followers of the Blue Branch are arrested for failure to pay taxes. Montegron then orders the construction of a naval port at Gussun's Port, which is renamed Emperium Gate. Gussun's descendent, Troverhon Keelright, is put in charge of the navy's construction.

395 AD—Army of Darkness: The Voda begin to notice a buildup of souls and discover that the gate to

the world beyond has been barred. One of them goes to notify the people of the Midlands and is brought into the employment of King Montegron to make contact with them. Montegron receives instruction from Rasala Hage that he is to build an army of undead to take down the Elder Dragons that have forsaken her. Montegron employs distant necromancers to start creating an army of spirits and undead.

396 AD—The Prophet: During this time a strange prophet comes to the Sovereign Lord Montegron with knowledge of an old legend concerning the Volumes and an army of the dead. She believes that the restless souls of late may have something to do with this. Montegron immediately takes in this prophet and is surprised to discover she is an elf, not a blue-skinned Corinesti but a light-skinned creature of exquisite beauty. She is a fallen elf of the Avanesti. The fallen prophet does not realize the true nature of the King and is only doing what she can to discover the whereabouts of the Volumes. She garners the interest of the king (in more way than one), and he assigns people to help her discover the Volumes that he plans to use for himself of course.

397 AD—Charant Aros Joins the Sovereignties: Ci'tec Orla Mievley agrees to bring Charant Aros into the Sovereignties in return for many concessions. Not all details are made public.

Change in Power: Lord King Umaka of Mauritand dies of a stroke. Abuyk succeeds his father and begins plans to replace a nation of businessmen with a nation of knightly men of valor. Abuyk also begins talks with the bakali of the Vacant Lands in order to settle their problems with the Sekhnesti.

398 AD—Mines Flooded: Seresayon tries to hurt the flow of diamonds being sent to Montegron from the Munest Mines and has millions of gallons of water flood into the tunnels. When sections of the mines are isolated and cut off from Dhu's miners, she has her own people begin to mine the diamonds for their own needs.

402 AD—Drejor Gains a Queen: On Luminecei Keymelion's nineteenth birthday, she is crowned queen of Drejor. Settlements outside of Glastious Forest are harassed. When Queen Luminecei sends him second cousin, the former Regent Moresi, to negotiate with the forest cult, the lead negotiator returns with his fingers cut off and a message warning them not to cut the trees on the forest edge.

405 AD—Assassination Attempt: Gianvuoto is coroneted king of Iveraque, but the ceremony is interrupted when a mage attempts to incinerate the young man. A member of the Midland Guard, Qialna, impales the would-be assassin through the heart as he released a fiery spell. Both died. Qialna is revered as both a national hero and a hero to the Sovereignties.

406 AD—Brimstone's Defeat: The red branch of the Tashrama trains and army made up of mercenaries, faithful, and battle-hungry Oguna from the north. Before the attack, Rasala Hage, who had sent an aspect to manipulate the tactics that the red branch would use and insure that the Elder Dragon Traxus was kept out of the conflict, warns Montegron of the coming battle. Montegron brings the armies of Solishairon, Isryan, and Guiteger together and utterly decimates the church's army. The church denies any involvement in the event and successfully campaigns a fictitious rumor claiming the army was an invading force from Ogun that had penetrated to Solishairon's southern border.

409 AD—Hudiechia and Tashramada Join: A small body of people from the wild lands of Hudiechia meet with a surprised Montegron. Hudiechia joins the Sovereignties in return for help in stabilizing their region. Dalys Thal becomes Montegron's selection for position of Regent. Lord Montegron also sneaks a large contingent of mages and guardsmen into Tashramada. A noble named Rejada Harshall opens up his mansion to the Midland forces. According to the Sovereignties, the body operating in Harshall's mansion is the true official government of Tashramada.

410 AD—Training in Shadows: The Midland Guard discovers that the horrors hiding in the wild lands of Hudiechia are as if "the Days of Darkness never ended." Elite trainees are sent to Hudiechia to toughen them with harsher dangers.

415 AD—The Return of the Dark Queen: Rasala Hage appears to the aging Montegron and tells him that the time to act is drawing near. Once the Elder Dragons have been removed, there will be only one power in the Midlands and, from there, the rest of the continent. She intends to use the power of the Volumes and instructs the king to use the Prophet to his best advantage to find the Volumes. The king begins to tell his subjects that there will be an impending war divined by the Prophet, using that excuse to build up his own forces.

416 AD—Glastious Advances: The Glastious Forest begins to grow again. The Road Watch is formed in order to insure that the route between Sharathen and the east is kept clear.

417 AD—Quiet Replacement: Unknown to most, King Tojra Durandae of Trejor dies. Using dark magic, the Black Elder Dragon Xyvren finds a way to impersonate the king. Xyvren slowly begins moving the nation's policies away from the good of the Midland Sovereignties.

419 AD—Shifting Alliances:

Firming Defenses: Not pleased with the escalation of events in the Midlands, Gildanesti begins trying to build stronger ties with Etlarn and Onar, hoping to protect the east if the west ever turned its attention their way.

Royal Treason: "King Tojra Durandae" of Trejor has begun publicly supporting the Black Branch of the Tashramadic church and speaking against Montegron's hold across the Midlands. With most Trejorans loyal to their king first and foremost, Montegron may be on the verge of losing the nation.

420 AD—First Sparks:

High Murder: High Sheriff Mendel Haeg of Bhadlum is murdered after a card game while disguised as a commoner. The drunken killer Philan Tel goes insane upon learning the true identity of his victim. At Tel's execution two weeks later, he screams that the Gray God of the North demanded the royal blood of Bhadlum. Mendel Haeg is succeeded by his son Jessup Haeg.

Guiteger changes governments: Sick of the selfishness in the Guiteg government, Auger "Sawblade" Ington throws out the current government and replaces it with a democratically elected system (partially in spite of the former rulers). Montegron is initially furious of the change to mob rule, but over time he had decided to let Ington's experiment play itself out.

Secrets Revealed: In order to undermine the Tashrama, Montegron sends proclamations out to every Midland nation revealing that the Elder Dragons are the true powers behind the church. Over the following months, after the announcements are read, segments of the church confirm the allegation. This results in the loss of many followers and priests, however the damage varies for each branch. The Red branch's numbers are decimated, while the Blue branch's numbers have actually slightly climbed.

Guard in Transition: Jermon Cavlin, founder of the Midland Guard, dies. As the Guard mourns, Seresayon tries to have her arrested followers freed from Karsuhon's dungeons. Jermon's successor, Noragaen Veliya, discovers the attempt and sounds the alarm. Half of those attempting to escape were lost. The others are grateful to have their lives.

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421 AD—The Nexus of Events:

Denying Involvement: Politicians and nobles of Etlarn accuse the Tashrama of being behind the Dragonkin Horde assaulting their nation. The church steadfastly denies involvement in the attacks on the foreign nation, claiming they do not have the ability to continue such a long-term war on the other side of Adlatum.

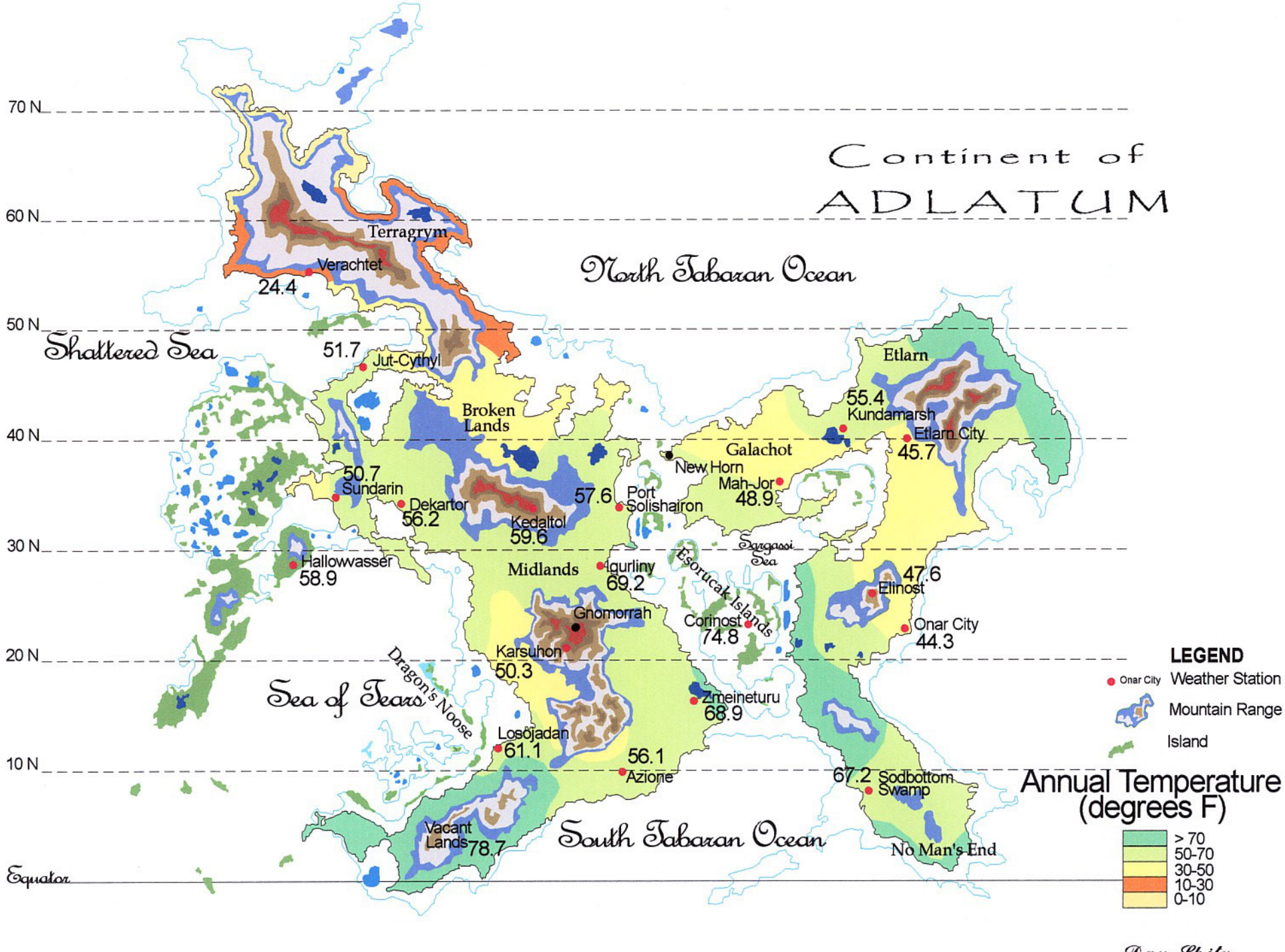
A Cursed Son: The 23 year old son of the Ci'tec of Charant Aros, Gornintom Mievley, falls gravely ill. Rumor runs rampant in the nation that his illness is a punishment for so many turning away from the "true gods" of Krynn, the Elder Dragons.

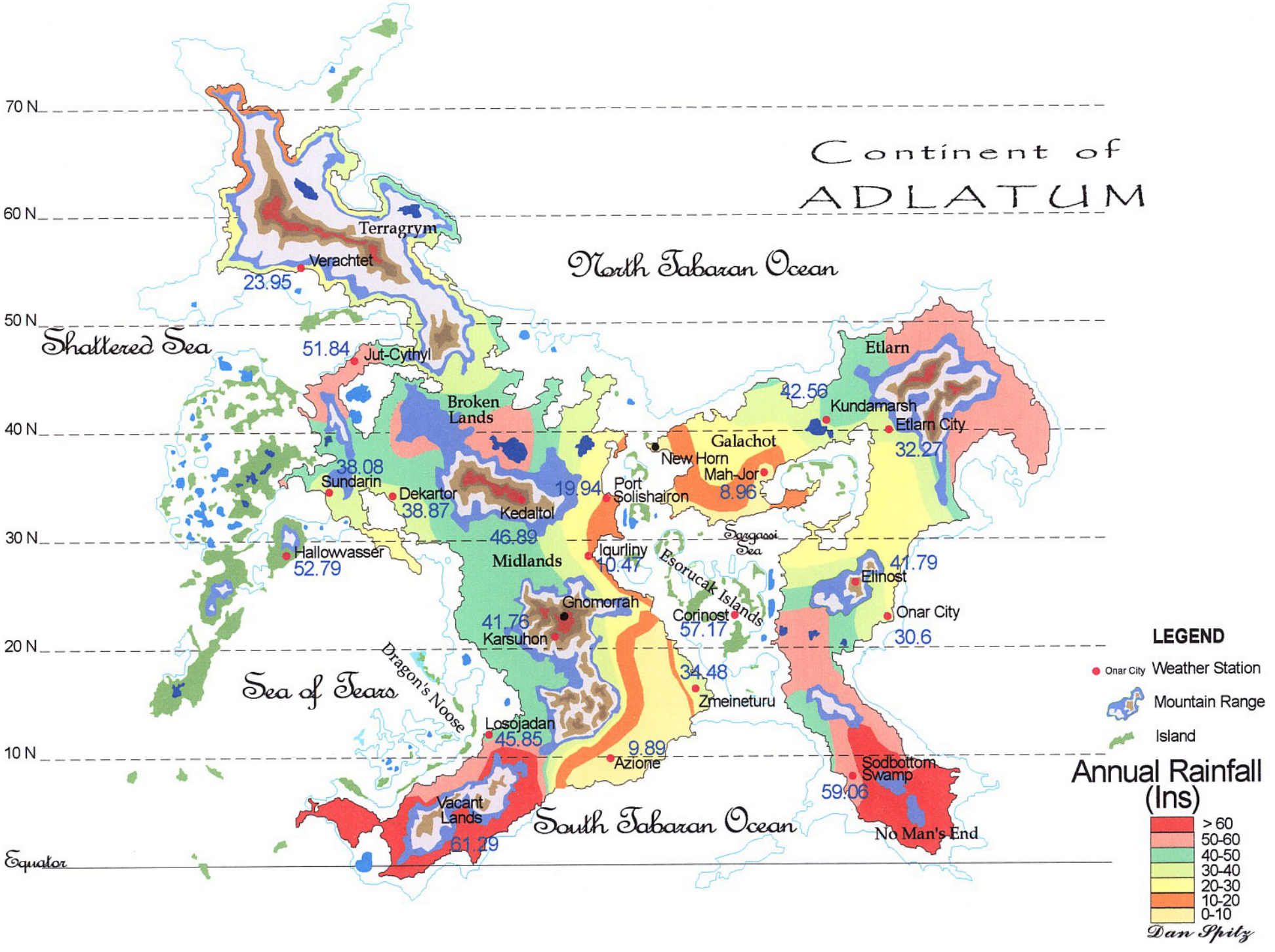
The Gods Return: The true gods of Krynn, the gods of the Tao-Shin, struggle to find loyal followers and new clergy in Adlatum, but their influence over events is currently far too small to stop the momentum that has been building for decades during their absence. Former Etlarnic ambassador, Deloun Var Silverwolf, becomes the head of the Path of Light and travels to the Midlands to bring the Tao-Shin to the Midlands.

Leaderless: The Dragonkin Horde launches a major siege against Etlarn's capital hoping to bring the war finally to an end. The Etlarn King Andoja Uranjos vanishes along with his eldest daughter during the assault. The rest of the royal family has no knowledge as to what happened to their rule and heir.

The War of the Prophet: Just when Montegron is prepared to take on the Elder Dragons, the lost souls disappear. He is cheerfully told by a Voda advisor that gates have been opened and the souls have been allowed to continue their journey. He is devastated and can feel that Rasala Hage has gone. The Prophet disappears, spirited away by the secret order of the Brotherhood of the Prophet. Old, scared and paranoid, Montegron re-evaluates his plans but determines that there is too much friction between the Sovereignties and the church to ease off now. Seeing the Tashrama in a weakened state after his reveal of the Elder Dragons, he instigates warfare against the White Branch of the Tashrama in FyxZharar while making additional preparations against the church's other branches. Still this instigates civil war through the Midlands.

The War of the Prophet begins.


Continent of
ADLATUM
North Tabaran Ocean
Shattered Sea
Sea of Tears
South Tabaran Ocean
Sargassi Sea
Esorucak Islands
Dragon's Noose
70 N
60 N
50 N
40 N
30 N
20 N
10 N
Equator
Terragrym
Verachtet
24.4
51.7
Jut-Cythyl
Broken Lands
Etlarn
55.4
Kundamarsh
Etlarn City
45.7
Galachot
New Horn
Mah-Jor
48.9
50.7
Sundarin
Dekartor
56.2
57.6
Port Solishairon
Kedaltol
59.6
Hallowwasser
58.9
Midlands
Igurliny
69.2
47.6
Elinost
Gnomorrah
Corinost
74.8
Onar City
44.3
Karsuhon
50.3
Zmeineturu
68.9
Losöjadan
61.1
56.1
Azione
67.2
Sodbottom Swamp
Vacant Lands
78.7
No Man's End
LEGEND
Onar City Weather Station
Mountain Range
Island
Annual Temperature (degrees F)
> 70
50-70
30-50
10-30
0-10
Dan Spitz


Continent of
ADLATUM
North Tabaran Ocean
Shattered Sea
Sea of Tears
South Tabaran Ocean
Sargassi Sea
Esorucak Islands
Dragon's Noose
70 N
60 N
50 N
40 N
30 N
20 N
10 N
Equator
Terragrym
Verachtet
23.95
51.84
Jut-Cythyl
Broken Lands
38.08
Sundarin
Dekartor
38.87
Kedaltol
46.89
Midlands
Hallowwasser
52.79
19.94
Port Solishairon
Iqurliny
10.47
Gnomorrah
41.76
Karsuhon
Losojadan
45.85
Vacant Lands
61.29
34.48
Zmeineturu
9.89
Azione
Galachot
New Horn
Mah-Jor
8.96
42.56
Kundamarsh
Etlarn
Etlarn City
32.27
41.79
Elinost
Corinost
57.17
Onar City
30.6
Sodbottom Swamp
59.06
No Man's End
LEGEND
Onar City Weather Station
Mountain Range
Island
Annual Rainfall (Ins)
> 60
50-60
40-50
30-40
20-30
10-20
0-10
Dan Spitz

Adlatum

North Cabaran Ocean

Terragrym
Broken Bone Peaks
Frozen Mountains
Wounded Cove
Itzciel
Gogsmoke
Goregek
Nehrdukh
Hetmedek
Verachtet
Vilesot
Zyak
Endless Reach
Hatchet Mts.
Krusch Vag
Blight Bay
Jut-Cythyl
Ceusten
Tullgripp
Faste Vard
Frivord River
Asaka Fur
Skaara
Sculta
Valkfish
Ramlasken
Ramal Varkie
Haskoddpad
Faste Ckold
Beeg River
Lake Borleske
Broken Bay
Sigtxan
Said Bay
Bay of Kyakse
Bay of Dralis
Rotted Oasis
Ko
Varin
Broken Lands
Ogun
Glashmegh Lake
Zorhasic (Ruins)
Alyst
Fertile Lands
Morest
Hidalgian Bay
Gabir Straits
Lykwind
Tavlanor
Gef-throth
Bhadlum
Sundalin
Medren
Groston
Helrii Heart
Kandamus
Vjenor
Eastern Pass
Watchtower of Tildon
Ilberdim
Valley of the Lily
Red Home
Iron Mines
Mt. Mazama
Kedaltol
Seaview
Port Solishairon
Onster
Solishairon
Charnod
Brimstone
Domed Towers of Ampyer
Maskaska
Mangonello
Iqurliny
Jolyn Bay
Dovestorm
Portswind
Sundarin
Pavrose
Tormso
Dekartor
Bolmryan Fields
Morogan Pendan (Ruins)
Mt. Mazein
Cyandra
Erraii's Cliff
Port Rokarta
Isle of Barja Pendan
Trejor
Drejor
Midlands
Selestianas
Saadow
Guiteger
Huvado (Ruins)
Nokia
Rotilessa (Ruins)
Keegsa
Glashmegh Forest
Sharathen
Grey Drethen
Retiera
Coral Mountain
Gnomorrah
Isryan
The Tall Fields
Pavatan
Kiyab
Aron Coast
Lesser Isryan
Charant Degalos
FyxZharar
Charant Aros
Karsuhon
Trebiers
The Grainfields
Tashramada
The Heartlands
Unadesum
Nubai (Ruins)
Marshlok Forest
Brcenaak
Mogana Cave
Barlona
Heeden's Wretch (Ruins)
Krasevlu
Menan
Iveraque
Ombra
Vernoa
Low Vale
Thunderhead Mts.
Tamerlane Pass
Sahterilka
Sachi Ajat
Zmeineturu
Emperium Gate
Dhu
Heaventide
Muneul Hills
Droakcalm Hills
The Spill
Buraachak (Ruins)
Hudiechia
Colored Fields
Garamesh
Keroshic
Josal
Fuzaidu
Rebria
Tunask
Heskeram Desert
Wax Forest
Fort Donnacadh
Losojadan
Maurland
Hekaja
Lonespire
Tanderton
Reorx's Hearth
Awarth (Ruins)
Azione
Dragon's Nose
Sea of Tears
Shattered Sea
Ironvald Empire
Emperor's Island
Ice Nolas Mts.
Mt. Anneghis
Hallowvasser
Great Tunnel
Brigg Shipyards
Citadel of Gold
Mt. Phenolir
Ironvasser
Lord Protector's Island
Iron Isles
Broegjal Isle
Vacant Lands
Tavacan Plains
Kiali Mountains
Baccancesh
Drazhchok
Pro Trok Hills
Tre'thios
Thel'ock
Kahkarian Wilds
Sargassi Sea
Esorucak Islands
Corinost
Anviresta
Vagan's Maw
Rhas-lac (Ruins)
Smoking Lands
Twin Sails
University
Twelve Towers
Bay of Roads
Black Drake Forest
Gildanesti
Bitter Wood
Elinost
Corde Mts.
Onar
Onar
Trader Bay
Avanost (Ruins)
Helionost
Little Condor Sea
Gildanost
Salt Port
Brad-thule
Churick-thule
Kraal-thule
Aggara
Thule
Disputed Territories
The Dwarfsea
Reorx Hand Mts.
Dark Mires
No Man's End
Awarthah
Arendon (Ruins)
Sodbottom
Sodbottom Swamp
Milonac
Wa-nax
Mound of the Dead
Northern Caldera Cove
Coral Cauldron
Gulf of Eilarn
Eilarn Mountains
Etlarn
Etlarn City
Gallasford
Promesh
Anglem
Sky Seeker Mountains
The Silverweave
Bliss Bay
Blissport
Vaspasias Crater
Tuval Isles
Silvan
Gilven
Donner
Galachot
New Horn
Persica
Pren's Glade
Myor Pen
Mah-Jor
Traveler's Tower
Sur-Ng
Kundamarsh
Dwyndlewood
Dark River
Serpent Valley
The City Swamp of the Dead
Cup of the Moons
Nur-Chot