



**UNCLE
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STUDIO**

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THE WEIRDLING WORLD OF **JORDOBA**TM



PLAYERS GUIDE

by Matt Finch

THE WEIRDLING WORLD OF JORDOBA PLAYER GUIDE

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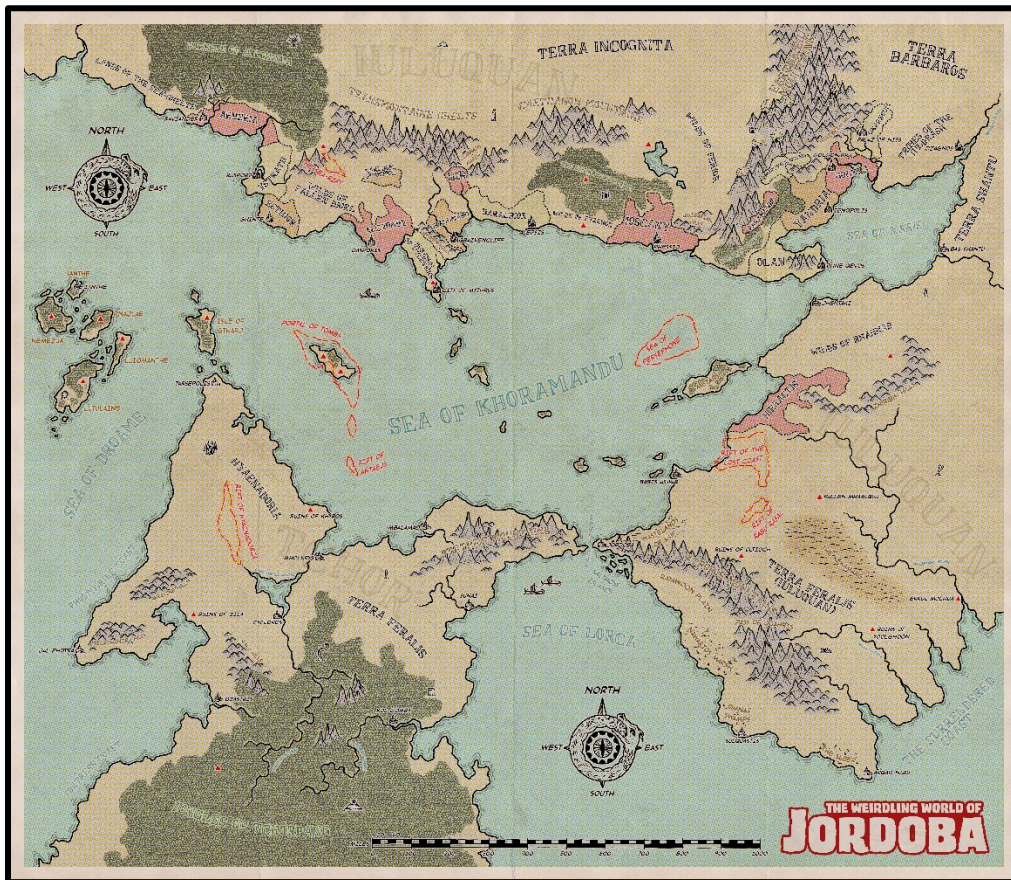
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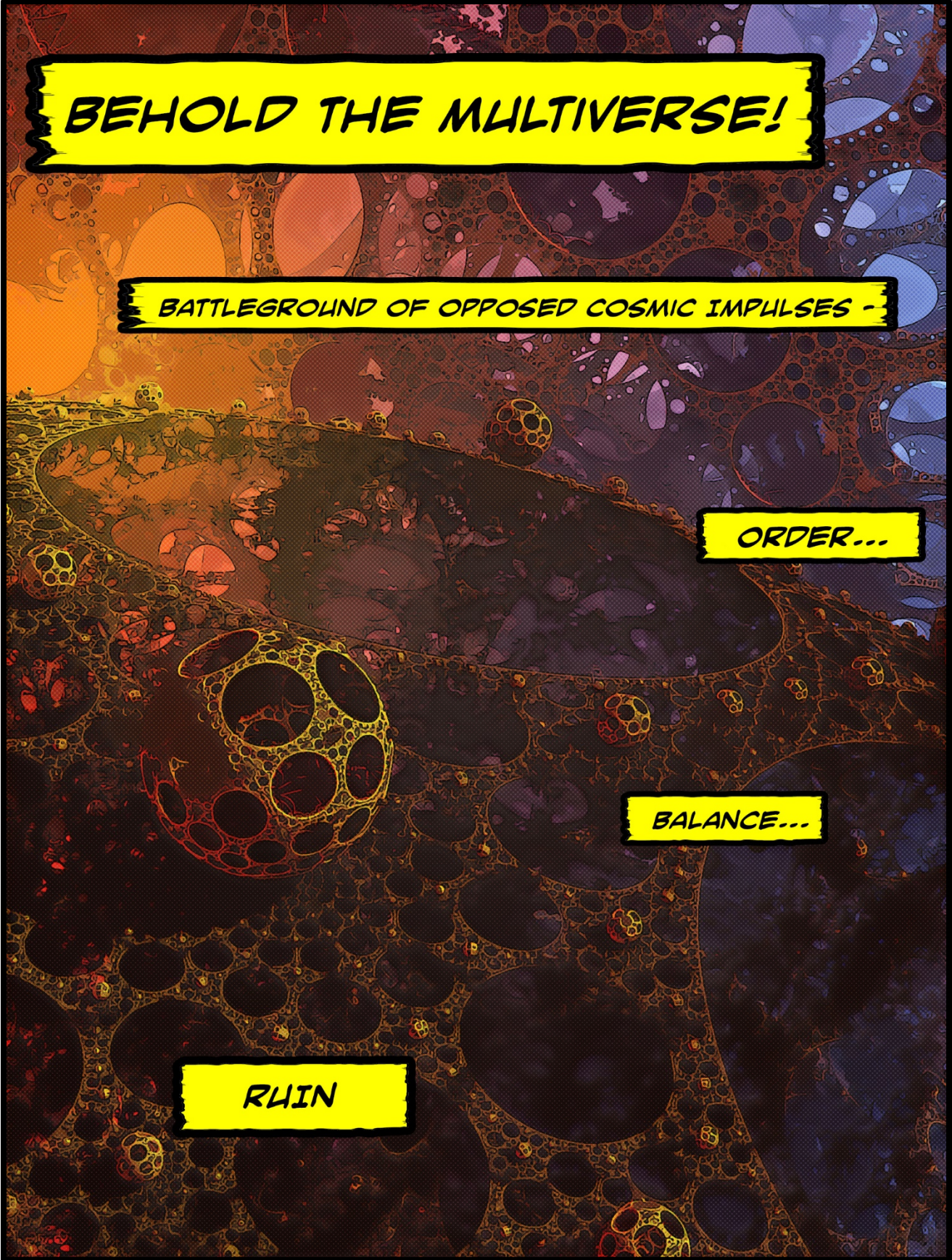


SPECIAL THANKS ALSO TO FAT DRAGON GAMES, REAPER MINIATURES, FROG
GOD GAMES, AND THE HUNDREDS OF PLAYERS THAT HAVE ADVENTURED IN
JORDOBA AND PROVIDED WONDERFUL FEEDBACK ABOUT THE PROJECT!

THE WORLD OF JORDOBA - ANCIENT, AND PHYSICALLY FRAYING INTO THE DEPTHS OF THE OCEANIC MULTIVERSE. RUINATION HAS SPREAD ACROSS THE WORLD, AND THE CIVILIZATIONS OF THE SEA OF KHORAMANDU ARE PUSHED BACK TO THE VERY COASTS. AND YET, HUMANKIND HAS RISEN FROM WORSE THREATS IN THE PAST EONS OF ITS EXISTENCE. SCATTERED VILLAGES REMAIN IN THE WILDLANDS, AND NEW BARONS CARVE OUT FREEHOLDS IN THE WILDERNESS, THEIR NAMES SCRIBED UPON NEW MAPS. GREAT WIZARDS MAKE SORTIES INTO THE VERY SHADOWS BEYOND REALITY, SEEKING FORGOTTEN LORE AND UNDISCOVERED FRONTIERS OF ARCAN E SCHOLARSHIP. IT IS A WORLD WHERE UNNATURAL THINGS SURVIVE FROM ANCIENT TIMES, WHERE NAMELESS GODS HAVE TURNED THEIR UNFATHOMABLE INTENTIONS, AND WHERE EVEN CIVILIZED REGIONS MUST LITERALLY BE RE-EXPLORED.

THIS IS ... THE WEIRDLING WORLD OF JORDOBA!





BEHOLD THE MULTIVERSE!

BATTLEGROUND OF OPPOSED COSMIC IMPULSES -

ORDER...

BALANCE...

RUIN

THE ETERNAL CONFLICT

FROM THE SCROLL OF XOTHA MANDRA-

KNOW THIS, MY FELLOW WANDERER;
THE ANCIENT CIVILIZATIONS AROUND
THE WINE-DARK WATERS OF THE
SEA OF KHORAMANDU ARE
PRESSED BACK TO THE VERY
COASTS. DO THEY NOT CLING TO
THE VERY COASTLINES AGAINST A
TIDE OF BEASTS AND BARBARIANS
RISING FROM THE INLAND WILDS?
EVEN GREAT KINGS UPON THEIR
GLITTERING THRONES IN THE CITY-
STATES LIE AWAKE OF NIGHTS,
KNOWING THAT CIVILIZATION MAY BE
IN ITS LAST DAYS!

EVEN THE VERY FABRIC OF THE
WORLD IS RENT AND FRAYED. OH
YES, THERE ARE PLACES I KNOW
OF WHERE YOU CAN WALK STRAIGHT
THROUGH INTO ANOTHER WORLD
THAN THIS, ANOTHER TIME THAN
THIS, EVEN INTO REALMS OF
SHADOW THAT LIE BEHIND THE
REALITY WE SEE. OUR WORLD IS
PARTING AT THE SEAMS,
COMPANION. THE ORACLES KNOW
IT. THE GREAT MAGES KNOW IT.
ASTROLOGERS CHART A PATH OF
RUIN IN THE SKIES, AND THE
WOLVES SING THEIR TRIUMPH TO
THE FIVE MOONS.

LISTEN WELL, FOR WHAT I TELL YOU
IS LITTLE KNOWN AND SELDOM

SPOKEN OF. WE TALK OF
GOODNESS AND OF EVIL, WE SPEAK
OF LAW AND CHAOS. BUT THESE
ARE JUST THE CONCEITS OF
HUMAN MORALITY, THE WAY WE
ORDER OUR LITTLE, INSIGNIFICANT
PLACE IN THE UNIVERSE SO THAT
WE CAN UNDERSTAND IT. IN TRUTH,
HOWEVER, THERE IS A FAR LARGER
CONFLICT AT WORK - THE COSMIC
FORCES OF **ORDER, BALANCE,**
AND **RUINATION**. THIS BATTLE
MIGHT MEAN LITTLE TO YOU NOW,
WHEN YOUR PURSE IS SHALLOW
AND YOUR NAME MEANS NOTHING.
BUT AS YOU CLAW YOUR WAY
FORWARD IN THE WORLD, FORCES
AND DESTINIES BEGIN TO COALESCE
AROUND YOU. YOU COME TO THE
ATTENTION OF THINGS AND BEINGS
THAT REGARD MOST HUMANS AS
UTTERLY INSIGNIFICANT.

BECAUSE WHEN YOU MIGHT MAKE
EVEN A SMALL DIFFERENCE IN THE
STRUGGLE OF ORDER, BALANCE
AND RUIN, FRIEND, THOSE FORCES
WILL SEEK TO USE YOU AS THEIR
PAWN. HARKEN WELL, FOR I TELL
YOU TRUTH.

THE RISE OF RUINATION

SOME SAY THAT THE WORLD'S DEATH-TIME HAS COME; THE TIDES OF INTRICATE CIVILIZATION HAVE WAXED AND WANED UPON THE WORLD'S SURFACE FOR UNTOLD EONS, AND PERHAPS THE BATTLE HAS BEEN LONG LOST, A FINAL TURNING OF THE TIDE THAT TOOK PLACE CENTURIES AGO, UNOBSERVED AND UNREMARKED. THE VERY FABRIC OF THE WORLD UNWINDS, WITH GAPS OPENING INTO STRANGE REALITIES BEYOND. CIVILIZATION IS FORCED TO THE VERY COASTLINES, THE CONTINENTAL INTERIORS LOST TO THE LEGIONS OF RUINATION: BARBARIC BEASTMEN AND NOMADIC GNOLLS ROAM THE FORESTS AND BROKEN HILLS, WHILE GOBLIN RACES INFEST THE CATACOMBS OF MIST-SHROUDED MOUNTAINS, OBSERVING HUMANITY WITH THE EYES OF A SLEEK BUT STILL-RAVENOUS CARRION BIRD.

DOES THIS MEAN THAT ALL IS LOST FOR CIVILIZATION? COULD THIS POSSIBLY BE THE TIMID ATTITUDE OF BRAVE ADVENTURERS SUCH AS YOURSELVES? EMPHATICALLY NOT! TO THOSE OF COURAGE, THE WORLD IS RIPE FOR RECONQUEST, FILLED WITH ANCIENT TREASURES AND LOST MAGICAL LORE, JUST LYING ABOUT WAITING FOR THE RIGHT HANDS TO SNATCH IT FROM THE BESTIAL GRASP OF EVIL! THE LANDS CONQUERED BY RUINATION ARE NOTHING BUT A BLANK CANVAS

FOR NEW HEROES, NEW NOBLES, AND EVEN NEW MONARCHS! NOT FOR CENTURIES HAS SUCH AN OPPORTUNITY EXISTED TO CARVE OUT NEW LANDS FOR A REBORN CIVILIZATION TO OCCUPY. THE PERILS THAT LURK BEYOND ARE AWESOME IN SCOPE AND GLUTTED WITH THEIR BLOODSTAINED VICTORIES, BUT CIVILIZATION IS IN A CORNER, AND CIVILIZATION IS OLD FOR A REASON. YOU ARE READY FOR THE CHALLENGE ... PROVIDED, OF COURSE, THAT THE PAY IS GOOD.

OR PERHAPS YOUR GOALS ARE MORE MODEST. A BIT OF TREASURE, ENOUGH TO BUILD YOUR OWN TAVERN SOMEWHERE, AND TO WHILE AWAY YOUR GOLDEN YEARS TELLING STORIES OF YOUR PROWESS TO ADMIRING CUSTOMERS. IT IS WORTHY. THE WORLD NEEDS TAVERNS.

AND PERHAPS YOUR MOTIVATION IS A MATTER OF QUESTIONABLE QUALITY - YOU MIGHT BE A BIT OF A TOMB ROBBER WHEN NO ONE IS WATCHING, NOT AVERSE TO PICKING A POCKET OR TWO. WELL, ONE NEVER KNOWS WHERE HEROES MIGHT BE BORN. MANY FIGURES OF LEGEND, THEIR DEEDS SLUNG IN BALLADS AND TOLD IN EPIC TALES, CAME FROM DUBIOUS OR EVEN DARK BEGINNINGS. ORDER AND CIVILIZATION DON'T GET TO CHOOSE THEIR CHAMPIONS.

THE GREATER REGIONS

SOUTHERN COAST

THE SOUTHERN COAST OF THE SEA OF KHORAMANDU IS GENERALLY RULED BY CITY-STATES AND SELF-GOVERNING TOWNS, WHICH ARE CENTERS OF BOTH GOVERNMENT AND MILITARY POWER. THE CITY-STATES ARE HIGHLY-REFINED AND OFTEN DECADENT, WITH HUGE POPULATIONS.

NORTHERN COAST

THE NORTHERN COAST OF THE SEA OF KHORAMANDU IS ROUGHER-EDGED AND MORE FEUDAL IN NATURE THAN THE URBAN-CONTROLLED REGIONS OF THE SOUTH. MOST MILITARY POWER IS IN THE RURAL AREAS, FORCES CONTRIBUTED BY KNIGHTS AND

BARONS TO A KING (WHOSE COURT MIGHT MOVE AROUND THE COUNTRY WITH THE CROWN RATHER THAN BEING SITUATED IN A PERMANENT PLACE).

SEA OF XARIS

THE LANDS AROUND THE SEA OF XARIS ARE INFLUENCED BY CULTURES OF THE "EAST," THE AREA BEYOND THE SEA. IN CONSEQUENCE, THEY ARE PERCEIVED AS FOREIGN AND SOMEWHAT STRANGE BY BOTH THE NORTHERN AND THE SOUTHERN COASTS. THERE IS SAID TO BE A SURVIVING EMPIRE IN THE DISTANT EAST - POSSIBLY MORE THAN ONE - BUT AS WITH ANYWHERE FAR FROM THE SEA THIS IS A CLAIM THAT COULD BE NOTHING BUT LEGEND.





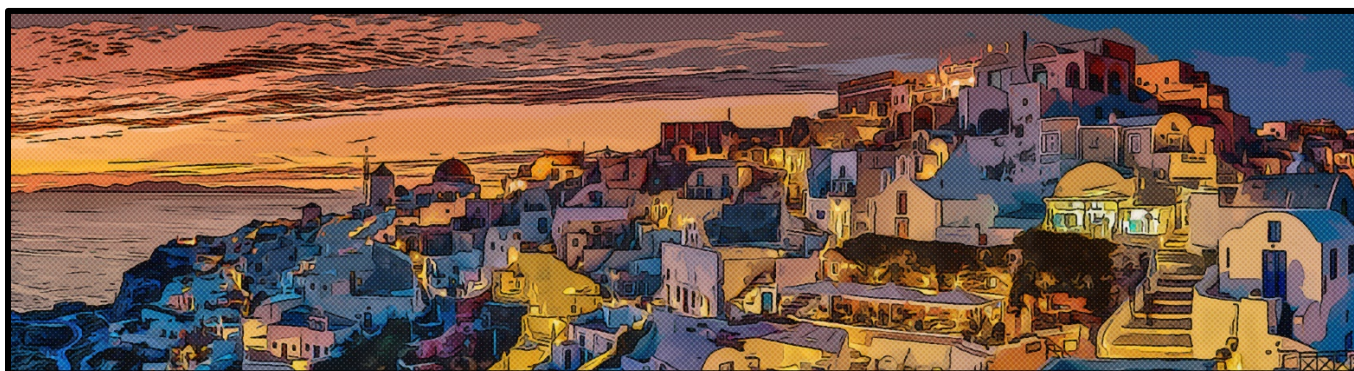
THE CITY-STATE OF JORDOBA

THE CITY OF JORDOBA - SEAT OF THE SO-CALLED EMPEROR OF TE-MINOA, RULED BY THE CITY'S TERRIFYING COUNCIL OF LICHES, HOME TO ADVENTURERS, TELEPATHIC SLUGS, LEGENDARY WIZARDS, THE GREAT TEMPLE OF THE THREE ASPECTS OF MITRA, FLEETS OF MERCHANT GALLEYS TO SCOUR THE SEA OF KHORAMANDU

FOR BARGAINS, MULTI-HUED DOMES AND TOWERS, SINISTER CULTISTS OF THE SEA-DEMON, STREETS FILLED WITH MERCHANTS SELLING EVERYTHING ONE CAN IMAGINE AND MORE, PACK-CENTIPEDES LADEN WITH CARGO, ARROGANT NOBLES ALWAYS IN FEAR OF ASSASSINATION BY THE EMPEROR OR ARREST BY THE LICHGUARD, FURTIVE DEALINGS

IN STOLEN GOODS OF EVERY KIND, SELF-RULED DISTRICTS SUCH AS THE GRIM QUARTER AND THE CROWS' QUARTER, SINISTER STREET-IDOLS THAT NO ONE SPEAKS OF, RICHLY-WOVEN CARPETS AND ORNATE ARMOR, THE BLACK MAGIC BAZAARS, THE EMPEROR'S OSTRICH GUARD, THE OFT- DANGEROUS MYSTERY PLAYS, THE ECHO OF RAM'S HORN TRUMPETS ON THE HEIGHTS, ANCIENT SLUMS BUILT LIKE MAD ZIGGURATS OF UNSTABLE BRICK AND PLASTER, SELLERS OF DUBIOUS MAPS, WALLS PAINTED WITH RUNES AND SPIRALS OF FORGOTTEN MEANING, AND A THOUSAND RUMORS OF LOST TREASURE AND ANCIENT MAGIC!

JORDOBA IS A VAST AND ANCIENT PLACE, TEEMING WITH HUNDREDS OF THOUSANDS OF INHABITANTS, THE LARGEST CITY OF THE KHORAMANDIAN SEA. ITS WAR-GALLEYS CONTROL THE STRAITS OF JORDESSA, BRINGING HUGE RICHES INTO THE IMPERIAL COFFERS. THE CITY IS RULED BY AN EMPEROR WHOSE "EMPIRE" EXTENDS TO ONLY A VERY SMALL REGION OF COASTAL TRIBUTARY TOWNS, BUT THE TITLE MIGHT BE ACCURATE IN A HISTORICAL SENSE. OPINIONS VARY, BUT THOSE WHO DISAGREE ARE EXTREMELY QUIET ABOUT THEIR DISAGREEMENT - TREASON IS PUNISHABLE IN A MULTITUDE OF WAYS, NONE OF THEM PLEASANT TO DWELL UPON.



ANCIENT AGES

FOR ANYONE BUT THE MOST SCRUPULOUS SCHOLARS, HISTORY IS VAGUELY SPOKEN OF IN TERMS OF THREE GREAT ERAS: THE TE-MINOAN EMPIRE, THE VYCENAEAN ERA, AND - MOST RECENTLY - THE AGE OF RUIN (ALSO CALLED THE AGE OF CATAclysms BY THE DUBIOUS "LYRICAL SCHOLARS" OF THE CITY OF JORDOBA).

TE-MINOAN CIVILIZATION

ANCIENT TE-MINOAN CULTURE IS EXTINCT, BUT AT ONE TIME A TE-MINOAN EMPIRE STRETCHED ACROSS THE SOUTHERN SHORES OF THE SEA OF KHORAMANDU AND HELD TRADE-TOWNS EVEN ON THE SEA'S NORTHERN COAST. ALL OF THESE AREAS HAVE SOME COMMON CULTURAL FEATURES FROM THE TE-MINOAN INFLUENCE, BUT THE EMPIRE FELL SO LONG AGO THAT THESE INFLUENCES ARE NOW VERY SLIGHT. THE RULER OF JORDOBA MAINTAINS THE TITLE OF EMPEROR OF TE-MINOAN, BUT AT THIS POINT EVEN THE BORDERS OF THE ANCIENT EMPIRE ARE LOST TO HISTORY.

THE IMPORTANCE OF TE-MINOAN CIVILIZATION, FROM THE STANDPOINT OF ADVENTURING, IS THAT THE EMPIRE LEFT A NUMBER OF HUGE SUBTERRANEAN COMPLEXES BEHIND IT; NOT ONLY TOMBS BUT VAST EXCAVATIONS THAT CLEARLY ONCE HELD LARGE POPULATIONS. THE

REASON FOR ALL THIS DIGGING CAN ONLY BE GUESSED AT, AND THEORIES HAVE BEEN INVENTED AND ARGUED OVER FOR CENTURIES.

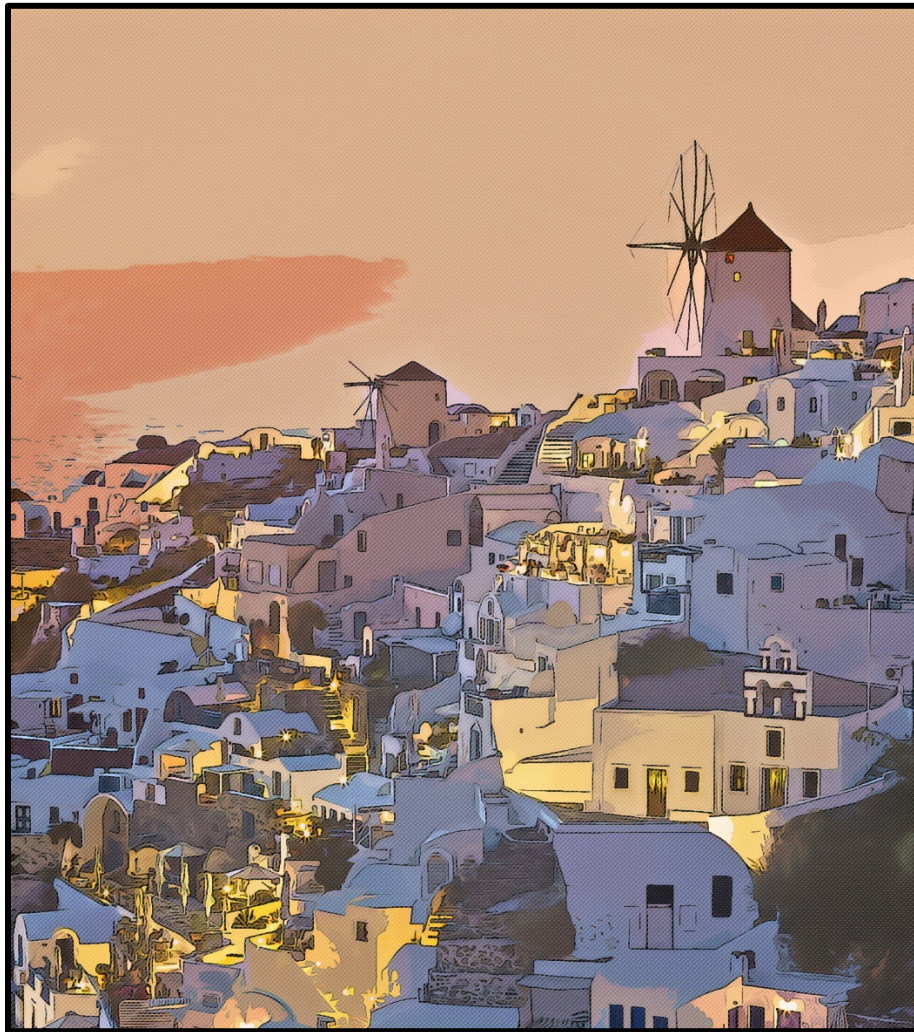
IN ADDITION TO THE UNDERGROUND COMPLEXES, THE ANCIENT TE-MINOAN LANGUAGE IS THE CORE OF THE WIDESPREAD COMMON TONGUE, AND THE ORIGINAL TE-MINOAN WAS USED BY SCHOLARS AND DIPLOMATS FOR MANY CENTURIES. THIS MEANS THAT ANYONE VENTURING INTO UNKNOWN DUNGEONS OR TEMPLES IS LIKELY TO ENCOUNTER A FEW EXAMPLES OF THE TE-MINOAN SCRIPT; WHICH COULD POTENTIALLY GIVE THEM USEFUL INFORMATION ABOUT THE PLACE.

THE TE-MINOAN CIVILIZATION ALSO CREATED A LARGE NUMBER OF MAGICAL ITEMS, ALTHOUGH NOT SO MANY AS THE SORCERER-TECHNOLOGISTS OF THE MUCH-LATER VYCENAEAN AGE - PARTICULARLY THE HIGH VYCENAEAN.

AS THE POWER OF THEIR EARTH-MAGIC AND GLYPHS BEGAN TO FADE OR BECOME UNSTABLE IN THE CHANGING ERAS OF MAGIC, THE DEEP LABYRINTHS WHICH SERVED AS MAGICAL POWER-SOURCES FOR THE CIVILIZATION NO LONGER PRODUCED A CONSTANT FLOW OF MAGICAL ITEMS, CLAY GOLEMS, STONE GOLEMS, OR SCROLLS. TE-MINOAN ARMIES FOUND THEMSELVES WITHOUT THEIR ACCUSTOMED

ADVANTAGES WHEN STAVING OFF BARBARIANS OR OTHER CULTURES THAT HAD BEEN HELD IN THRALL TO THE DEEP-FORTRESSES OF THE TE-MINOAN RULERS. ALTHOUGH IT WAS THE RISE OF THE VYCENAEAN SORCERER-TECHNOLOGISTS THAT BROKE TE-MINOAN POLITICAL POWER, THE EMPIRE HAD MOST LIKELY ROTTED DEEPLY ALREADY AS THE TE-MINOAN HIGHER CASTES FOUND THEMSELVES FACING MUNDANE ARMIES FROM THEIR BORDERS AND LOWER CLASSES NO

LONGER SHOWERED WITH THE BENEFITS OF POWERFUL SUBTERRANEAN MAGIC. HAD THE TE-MINOAN EMPIRE ADAPTED TO THE MACHINE-MAGIC OF THE VYCENAEAN AGE, THE VYCENAEANS WOULD MOST LIKELY HAVE REMAINED A MINOR CULTURE, BUT THE TE-MINOANS DID NOT ADAPT, WHILE THE VYCENAEANS EMBRACED AND RESEARCHED THE NEW PERMUTATIONS OF MAGIC THAT HAD RISEN IN THE WORLD.



THE COASTAL TOWN OF PHYRISTOONE, ORIGINALLY FOUNDED BY TE-MINOAN, IN THE WILDS OF THE SOUTHERN COAST.



RISE OF THE VYCENAEANS

THE VYCENAEAN IS THE ERA IMMEDIATELY FOLLOWING THE TE-MINOAN AND PRECEDING THE AGE OF RUIN. IT IS ANOTHER SOURCE OF MAGICAL KNOWLEDGE AND CRYPTIC WRITINGS FOR ADVENTURERS TO FIND. THE VYCENAEAN AGE WAS CHARACTERIZED BY ITS TECHNOMANCERS AND THE BIZARRE MAGIC THEY CREATED. AT THE TIME, THIS MAGIC WAS A FUSION OF MAGICAL POWER AND NATURAL LAWS, BUT BOTH MAGIC AND NATURAL LAW SHIFTED DURING THE AGE OF RUIN. ARTEFACTS OF THE VYCENAEAN AGE OFTEN NOW

FUNCTION RANDOMLY, IN DIFFERENT WAYS THAN THEIR ORIGINAL DESIGN, OR NOT AT ALL. VYCENAEAN DUNGEONS (MANY OF THEM HOUSED IN ORIGINAL TE-MINOAN EXCAVATIONS) TEND TO BE VERY DANGEROUS, CONTAINING "MACHINERY" THAT HAS CONFIGURED ITSELF INTO STRUCTURES THAT ARE NOW - ESSENTIALLY - TRAPS.

THE CENTER OF VYCENAEAN CIVILIZATION WAS THE WITCHBREED OF THE GRAVEN HILLS, AN ISOLATED AND ANCIENT SUB-BREED OF HUMANITY INCAPABLE BY THIS POINT

OF BREEDING WITH ORDINARY HUMANS. ORIGINALLY LIVING IN FAMILY STRONGHOLDS IN THE HILLS, THEY HAVE A CONSIDERABLE INNATE MAGICAL POWER, AND AFTER THE FLUCTUATIONS IN THE LAWS OF MAGIC THAT TOPPLED THE TE-MINOAN EMPIRE, THIS INSULAR AND VIOLENT ARCANIC CULTURE ROSE RAPIDLY TO PROMINENCE. THE NOBLES OF THE VYCENAEAN WITCHBREED EASILY GATHERED LOYAL HUMAN FOLLOWERS AS THE TE-MINOAN CIVILIZATION TOTTERED AND FAILED TO MAINTAIN STABILITY. THE MAGIC POWERS OF THE WITCHBREED, COUPLED WITH THEIR HUMAN ARMIES, CONQUERED VAST REGIONS OF THE AREA AROUND THE SEA OF KHORAMANDU.

THE AGE OF RUIN

THE MOST IMPORTANT OF THESE HISTORICAL CYCLES, FOR THE PURPOSES OF ADVENTURERS, IS THE AGE OF RUIN. OVER THE PAST FIVE CENTURIES, CIVILIZATION HAS BEEN WRACKED BY SEEMINGLY-ENDLESS SHOCKS, ALL OF THEM MOST LIKELY RELATED TO THE INCREASING POWER OF THE FORCE OF RUINATION ACTING UPON THE WORLD. THESE HAVE INCLUDED EARTHQUAKES, THE SUDDEN OPENING OF NEW DIMENSIONAL RIFTS, AND FLOODING RAINS - BUT MOST OF ALL THE AGE OF RUIN HAS BEEN MARKED BY THE TREMENDOUS RISE OF SAVAGE RAIDS BY THE FORCES OF RUINATION IN THE INTERIOR OF THE CONTINENTS. THE EFFECT OF THIS COMBINED ASSAULT ON CIVILIZATION

HAS BEEN DISASTROUS. CULTURES AND COUNTRIES OF THE CONTINENTAL INTERIORS HAVE BEEN ENTIRELY DESTROYED BY THE TIDE OF WAR, LEAVING NOTHING BUT RUINS BEHIND TO BE OVERGROWN BY TREES (AND OTHER TWISTED FORMS OF VEGETATION SPAWNED IN THE TAINTED EARTH OF RUINATION'S POWERS.

IT IS FOR THIS REASON THAT THE ONLY REMAINING CIVILIZATION AROUND THE SEA OF KHORAMANDU CLINGS TO THE COASTLINES, WHERE TRADE AND TRAVEL ARE OVER THE SAFER WATERS, AND FISHING CAN FEED THE VAST HUNGER OF THE IMMENSE COASTAL CITIES.



THE GODS

GODS OF ORDER

ALKOS, GOD OF HONORABLE BATTLE. APPROXIMATE ALIGNMENT: LG

ANUBICTOS, PROTECTOR OF THE DEAD. APPROXIMATE ALIGNMENT: LN

BESSHA, GOD OF COOPERATION. APPROXIMATE ALIGNMENT: LN

CHULZAMAR THE CHAINED, GOD OF MAGICAL POWER. APPROXIMATE ALIGNMENT: CE

THE DAWN GODDESS. APPROXIMATE ALIGNMENT: LG

GOTRA, GOD OF TRADE AND CARAVANS. APPROXIMATE ALIGNMENT: N

HEZUOTH, GOD OF TYRANNY, AUTHORITY, AND HARSH TIMES. APPROXIMATE ALIGNMENT: LE

ISHTAR, GODDESS OF FERTILITY AND LOVE. APPROXIMATE ALIGNMENT: NG

KATROR THE PILLAR, PATRON DEITY OF DWARVEN COMMUNITY AND SOLIDITY. APPROXIMATE ALIGNMENT: LG

METALLYS, GOD OF HEROIC DEEDS AND IMPOSSIBLE ATTEMPTS. APPROXIMATE ALIGNMENT: CG

MITRA THE JUST, ASPECT OF JUSTICE. APPROXIMATE ALIGNMENT: LG

MITRA THE LAWGIVER, ASPECT OF LAW. APPROXIMATE ALIGNMENT: LN

MITRA THE MERCILESS, ASPECT OF PUNISHMENT; APPROXIMATE ALIGNMENT: LE

OMPHTHO, GOD OF PREPARATION AND READINESS. APPROXIMATE ALIGNMENT: LN

ORIALLO EXULTATIVE, GOD OF LYRICAL JOY AND MUSIC. APPROXIMATE ALIGNMENT: NG

ORIALLO THE MAD, GOD OF RAW CREATIVITY IN MUSIC. APPROXIMATE ALIGNMENT: CN

PHOTRATANG, GOD OF FIRE AND LIGHT. APPROXIMATE ALIGNMENT: CG

PTAH, GOD OF TRAVEL AND PLANAR GATES. APPROXIMATE ALIGNMENT: N

RHINOSS, GOD OF STEADFASTNESS. APPROXIMATE ALIGNMENT: LN

ROFALCOR, GOD OF PROTECTION. APPROXIMATE ALIGNMENT: NG

SHALOON THE SEA-GOD. APPROXIMATE ALIGNMENT: CE

SHRAIA, GODDESS OF SECRET KNOWLEDGE. APPROXIMATE ALIGNMENT: N

SIFITANA, GODDESS OF THE HARVEST. APPROXIMATE ALIGNMENT: N

SULIOMANDIAS THE TEACHER, GOD OF CIVILIZATION, EDUCATION, AND KNOWLEDGE. APPROXIMATE ALIGNMENT: LG

TARACYNTHÉ GODDESS OF GOOD TACTICS. APPROXIMATE ALIGNMENT: N

TSHTILMOL, GOD OF RISKS AND CRAFTS. APPROXIMATE ALIGNMENT: CN

TSHTILMOL THE GIVER OF TOOLS. APPROXIMATE ALIGNMENT: CG

VOAHM, GOD OF MAGIC. APPROXIMATE ALIGNMENT: NG

GODS IN BALANCE

BALIS, GODDESS OF CROSSROADS, DIMENSIONAL TRAVEL, PATHS, AND SAFE PASSAGE. APPROXIMATE ALIGNMENT: N

GLOON, GOD OF THIEVES, UNDERGROUND VENTURES, AND FINANCIAL REVENGE. APPROXIMATE ALIGNMENT: N

IXARAXI, GOD OF ORACLES, DIVINATIONS AND DESTINIES. APPROXIMATE ALIGNMENT: N

THE MYSTERIOUS OJJ, GOD OF BALANCING, EQUILIBRIUM, AND SECRETS. APPROXIMATE ALIGNMENT: CN

RATHAJAR, GOD OF FORTUNE, WANDERERS, AND GAMBLERS. APPROXIMATE ALIGNMENT: CN

SCAYNE, GOD OF WANDERERS, OUTCASTS, MISFITS, AND ADVENTURERS. APPROXIMATE ALIGNMENT: NG

STYSHIOS, GOD OF SHADOWS AND CONCEALMENT. APPROXIMATE ALIGNMENT: N

TCHOON SEKR, GOD OF MAGICAL POWER. APPROXIMATE ALIGNMENT: LE

ZORATHIL, GODDESS OF SPELLS. APPROXIMATE ALIGNMENT: N

GODS OF RUINATION*

DRUALH, GOD OF BAD FORTUNE. APPROXIMATE ALIGNMENT: NE

THALASSKOPTIS THE SEA-DEMON, GOD OF TENTACLES AND THE DEEP SEAS. APPROXIMATE ALIGNMENT: CE

XOLOGOS, GOD OF DISEASE. APPROXIMATE ALIGNMENT: NE

*THESE ARE THE GODS OF RUINATION THAT HAVE TEMPLES IN CIVILIZED LANDS, ALMOST ALWAYS MAINTAINED FOR THE PURPOSE OF PLACATING THE DEITY AND AVOIDING ITS HARMFUL WORKS. THERE ARE MANY MORE GODS OF RUINATION, FAR LESS WELL-KNOWN.

TEMPLES

TEMPLES AREN'T FOCUSED MUCH ON MORAL TEACHINGS - THEY ARE SACRED PLACES WHERE THE GODS RECEIVE SACRIFICES FROM WHOEVER VISITS, WHERE ALL THE APPROPRIATE RITES ARE PERFORMED TO HONOR THE GOD, AND WHERE HOLY PLACES AND ITEMS ARE PROTECTED FROM THE SIGHT OF THE UNWASHED MASSES. MANY TEMPLES HAVE CHAMBERS OR GARDENS THAT ARE TRULY DEADLY

FOR THOSE WHO HAVE NOT PERFORMED THE CORRECT RITUALS, OR WHO ARE NOT ALREADY INITIATED INTO THE MYSTERIES THAT ALLOW THEM TO SURVIVE THE EXPERIENCE OF THE SACRED.

AS WITH CLERICS, TEMPLES USUALLY DEDICATE THEMSELVES TO A COUPLE OF GODS RATHER THAN JUST ONE. IT IS DIFFICULT FOR A TEMPLE TO MANAGE ALL THE RITUALS FOR THREE GODS, ALTHOUGH THE VERY LARGE TEMPLES MIGHT DO SO. IN GENERAL, THOUGH, A TEMPLE WITH AN ACTUAL PRIESTHOOD WILL SERVE A PAIR OF GODS. EXPECT THAT THE TWO GODS WILL BE SEEN AS MARRIED OR RELATED BY BLOOD IN SOME WAY, EVEN IF THE RELATIONSHIP IS ABSOLUTELY CONTRADICTED BY THE DOGMA OF OTHER TEMPLES TO THEM. SUCH THINGS ARE MAINLY A PROJECTION BY WHICH MORTALS TRY TO UNDERSTAND BEINGS THAT ARE ALMOST BY DEFINITION INCOMPREHENSIBLE AT MANY LEVELS.

ANGELS AND DEMONS

FROM THE "DOLOROUS REVELATIONS" OF ADIMANTHIOS BAZIX, HIGH MYSTIC OF PHNE QEVOS, MIDDLE TE-MINOAN ERA:

"THESE BEINGS [EDITOR'S NOTE: "ANGELS AND DEMONS"] ARE THE FOOT-SOLDIERS OF PURE ORDER AND PURE RUINATION. THEY MIGHT ALIGN THEMSELVES WITH ONE DEITY OR ANOTHER FROM TIME TO TIME FOR SPECIFIC



THE ORACLE OF ISHTAR AT TARSEPOLIS

PURPOSES, BUT THEY ARE INDEPENDENT EVEN OF THE GREATER GODS. THERE ARE A FEW BEINGS OF THIS NATURE THAT SEEM TO REPRESENT THE FORCE OF PURE BALANCE, BUT THEY ARE FAR RARER.

ANGELS AND DEMONS DO NOT RESIDE IN THE MATERIAL PLANES, BUT CAN MOVE IN AND OUT OF THEM QUITE EASILY. FOR THIS REASON THEY ARE OFTEN MESSENGERS, REPRESENTATIVES, OR EVEN MILITARY AGENTS OF THE

GODS, USUALLY THE GREATER GODS. ONLY THE MOST POWERFUL GRANT SPELLS, AND TECHNICALLY THIS IS NOT BY THEIR OWN POWER BUT BY CHANNELING THE POWER OF A GREATER GOD. ORCUS - MAY

HIS NAME BE EVER CURSED IN THE CAVERNS OF SYNCHRONY - SERVES AS ONE DETESTABLE EXAMPLE OF A DEMON-PRINCE WHO CAN GRANT SPELLS TO HIS CULTISTS, ALTHOUGH ONLY TO A LIMITED EXTENT."

ASTROLOGICA

THE WORLD OF JORDOBA IS DEEPLY INFLUENCED BY ASTROLOGICAL POWERS, AND ASTROLOGERS ARE MUCH SOUGHT AFTER TO ADVISE KINGS, WIZARDS, AND ALCHEMISTS. THE WORLD HAS A NUMBER OF ZODIACAL SYSTEMS, AND IT MAY BE WISE TO CONSULT MORE THAN ONE ASTROLOGER TO AVOID DANGEROUS AMBIGUITIES IN A SINGLE ANALYSIS.

JORDOBA IS AFFECTED BY THE "CYCLES" OF ITS FIVE MOONS. AT LEAST IN THIS REGION OF THE WORLD, ONLY ONE OR TWO OF THE MOONS ARE EVER SIMULTANEOUSLY VISIBLE IN THE NIGHT SKY ON ANY GIVEN NIGHT, VARYING BY MOON ACCORDING TO THE SEASON.

THE MOONS OF JORDOBA ARE:

IESHOOL (EE-EH-SHOOL)

TINTATHIA (TIN-TATH-EE-AH)

CORBOROS (KOR-BOR-OSS)

SHUBHUTH (SHUB-HOOTH)

YLPHOS (YIL-FOSS)





***THE MOONS IESHOOOL AND CORBOROS, SEEN FROM THE
FOOTHILLS OF THE CARTHANON MOUNTAINS***

NOT ONLY DO THE MOONS APPEAR BY SEASON RATHER THAN BY TIME OF NIGHT, THEY APPEAR IN DIFFERENT COMBINATIONS - ASTROLOGERS HAVE RECORDED THESE COMBINATIONS, WHICH ORDINARILY FOLLOW A PREDICTABLE PATTERN. HOWEVER, THERE ARE SEASONS IN WHICH AN UNEXPECTED COMBINATION OF MOONS MAY APPEAR, THROWING ALL ASTROLOGICAL CALCULATIONS AND PREDICTIONS INTO DISARRAY. ANOTHER PHENOMENON THAT HAS ALWAYS DRIVEN SERIOUS ASTROLOGERS INTO A TIZZY OF

DISTRACTION IS THE FACT THAT IN APPARENTLY RANDOM TIMES AND PLACES CHRONICLERS HAVE REPORTED SEEING A DIFFERENT COMBINATION OF MOONS IN THE SKY THAN ARE SHINING OVER THE NIGHT OF THE REST OF THE REGION. SOME HAVE THEORIZED THAT THE "WRONG MOON" EFFECT IS DUE TO THE OBSERVER'S HAVING CROSSED SOME KIND OF THRESHOLD INTO ONE OF JORDOBA'S MANY ALTERNATE WORLDS, BUT THERE IS NO EVIDENCE TO SUPPORT THE HYPOTHESIS.

GUILDS, ASSOCIATIONS, AND SOCIETIES

THE SEA OF KHORAMANDU IS TOO LARGE TO PERMIT ANY SORT OF WORLD-SPANNING ORGANIZATIONS, BUT THE PRIESTHOODS OF MOST GODS ARE - AT LEAST LOOSELY - ALLIED WITH EACH OTHER. MOREOVER, WHILE THERE ARE NO WORLDWIDE GUILDS OR SOCIETIES, THERE ARE MANY SUCH THAT OPERATE ACROSS TWO OR THREE COUNTRIES.

THE ARCHITECTS GUILD

THE ARCHITECTS GUILD IS PERHAPS THE CLOSEST THING TO A UNIVERSAL ASSOCIATION ACROSS THE ENTIRE SEA OF KHORAMANDU. ALTHOUGH THE VARIOUS GUILDS ARE ENTIRELY INDEPENDENT OF EACH OTHER, THEY SHARE A COMMONLY HELD INHERITANCE OF LORE AND TEND TO FOLLOW THE SAME SORTS OF ACTIVITIES. THE ARCHITECTS ARE RECIPIENTS OF MYSTICAL KNOWLEDGE ABOUT THE STRUCTURE OF THE WORLD AND THE MULTIVERSE. THIS MYSTICAL WISDOM IS SO BROAD THAT IT IS DIFFICULT TO PUT INTO APPLICATION WITHOUT A GREAT DEAL OF INFORMATION, SO THE ARCHITECTS ARE ALWAYS ACTIVE IN GATHERING INFORMATION ABOUT AREAS WITH HIGH MAGICAL POWERS, STRUCTURES THAT APPEAR TO TIE INTO THEIR MYSTICAL KNOWLEDGE (OFTEN THIS INCLUDES THE SUBTERRANEAN EARTH-MAGIC OF THE TE-MINOANS), AND IN

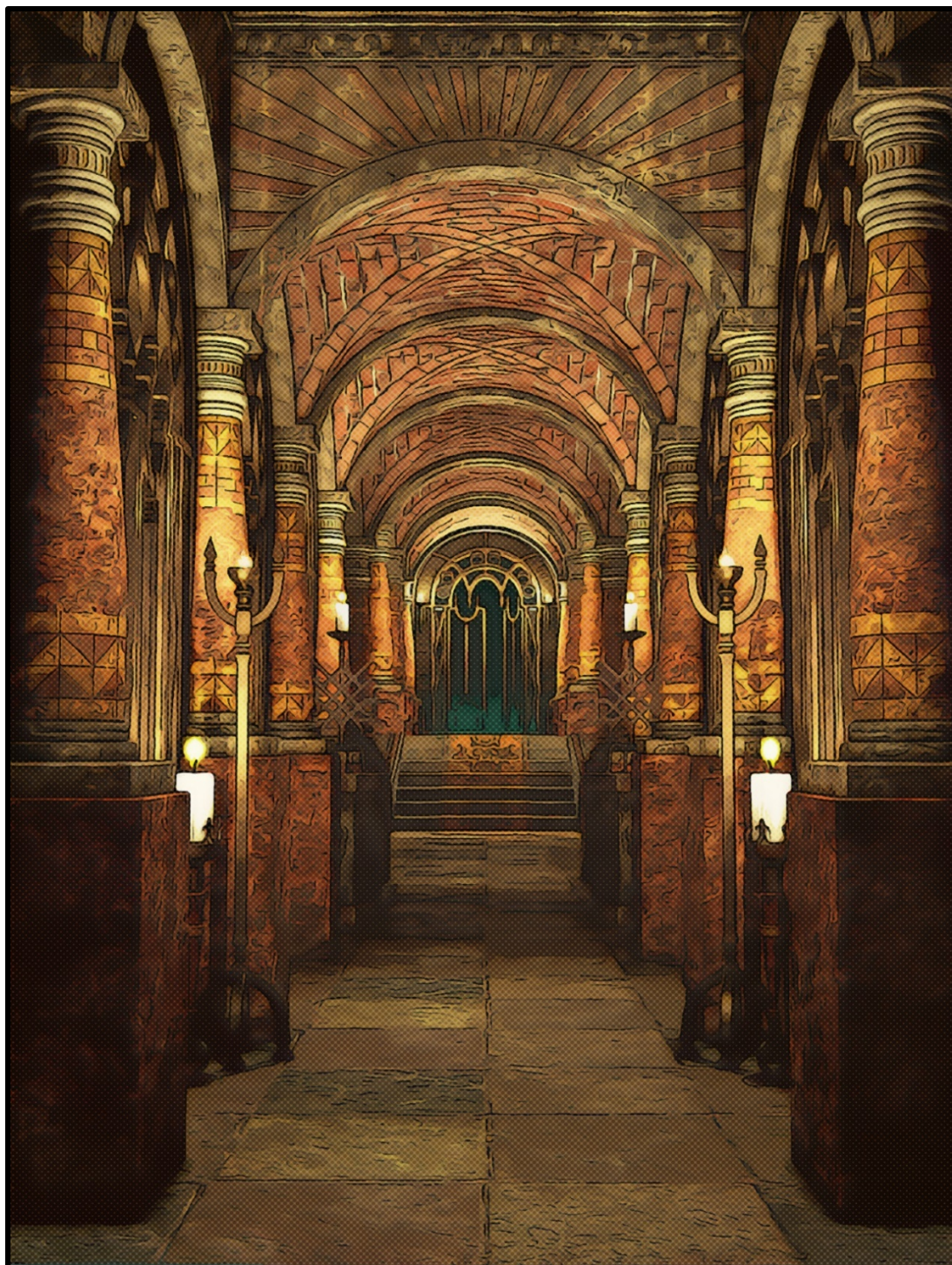
PARTICULAR THE PLANAR RIFTS THAT HAVE BEEN OPENING OVER THE LAST FIVE CENTURIES. THEY VIEW THE PLANAR RIFTS AS A GREAT POTENTIAL IF THEY CAN BE RESOLVED INTO BENEFICIAL PATTERNS, BUT THEY INTENSELY DISLIKE THE RANDOM NATURE IN WHICH THE WORLD IS FRAYING. FOR THIS REASON, THEY ARE OPPONENTS OF THE GENERAL FORCE OF RUIN, ALTHOUGH THEY DO NOT BOTHER WITH THINGS LIKE BEASTMAN INCURSIONS - IT IS THE MAGICAL AND STRUCTURAL SIDE OF THE WORLD'S DISINTEGRATION THAT THEY OPPOSE MOST FIERCELY.

HIGH TEMPLE OF THE THREE ASPECTS OF MITRA

LOCATED IN JORDOBA, THE HIGH TEMPLE OF MITRA CONTAINS PRIESTHOODS OF THE THREE PRIMARY ASPECTS OF THE GOD MITRA AND TRIES TO ASSEMBLE THESE INTO A MORE COHERENT PICTURE OF THE GOD'S WISHES THAN A TEMPLE OF ANY ONE ASPECT MIGHT BE ABLE TO ACHIEVE. THE HIGH TEMPLE SENDS OUT LEGATES TO INFORM "LESSER" TEMPLES OF MITRA ABOUT THEIR INTERPRETATIONS - INFORMATION THAT IS WELCOMED BY SOME FOREIGN TEMPLES AND DISMISSED BY OTHERS. OUTSIDE OF JORDOBA, BABIS AZWAR, MBALAMAD, AND TARSEPOLIS, THE LEGATES OF THE HIGH TEMPLE ARE CONSIDERED TO

BE ARROGANT AND MEDDLESOME
DESPITE THE HIGH TEMPLE'S
EFFORTS TO PROVIDE THE BEST
ORACULAR INTERPRETATIONS

POSSIBLE TO THE SERVANTS OF A
GOD WITH SO MANY DIFFERENT AND
OFTEN SEEMINGLY-CONTRADICTIONARY
IMPERATIVES.



THE CARTHANONNIC ORDER OF KNIGHTS

THE CARTHANONNIC ORDER IS A KNIGHTLY ORDER, NOT LIMITED TO THOSE WHO FIGHT WITH SWORD AND SHIELD. THOSE OF ANY KIND OF UNUSUAL SKILL CAN FIND THEMSELVES ADMITTED TO THE ORDER AFTER A PERIOD OF TIME SPENT PROVING THEIR WORTH. THE ORDER OF THE CARTHANONNIC KNIGHTS OPERATES ALMOST EXCLUSIVELY IN THE REALMS OF YSTRATH, THE EARLDOM OF OSPIOC, BARALBIOR, AND - TO A LESSER EXTENT - LOWER GHELTIA. THE OATH OF THE CARTHANONNIC KNIGHTS IS TO PURGE THE HILLS AND MOUNTAINS OF THE CARTHANON RANGE FROM THE INFLUENCE OF RUINATION.

ORDER OF THE KNIGHTS OF ULTIOCH

AFTER THE FALL OF THE CITY-STATE OF ULTIOCH, REMNANTS OF THE ARMY MADE LONG, FIGHTING RETREATS TO JORDOBA AND BABIS AZWAR ALONG WITH GREAT CARAVANS OF THE SURVIVORS OF THE CITY'S DESTRUCTION AND PILLAGE BY THE FORCES OF RUINATION. THE ELITE ELEMENTS OF THESE TWO BATTALIONS REMAINED TOGETHER AS FIGHTING FORCES, IN CONTACT WITH EACH OTHER BY SEA-BORNE COURIERS. FIRST FIGHTING AS MERCENARIES, THE BATTALIONS OF ULTIOCH EVOLVED INTO AN ORDER OF KNIGHTHOOD DEDICATED TO RECAPTURING THE AREA NOTED ON MOST MAPS AS THE TERRA FERALIS OF THE ILLUQUAN

CONTINENT. THEY NOW MAINTAIN AN ISOLATED FORTRESS IN THE RUINS OF ULTIOCH AS WELL AS THEIR TWO HEADQUARTERS IN THE CITIES OF JORDOBA AND BABIS AZWAR. THE FORTRESS OF ULTIOCH IS POWERFUL ENOUGH TO WITHSTAND LONG SIEGES, AND THE FORCES OF RUINATION MOSTLY CHOOSE TO AVOID THE AREA IN SEARCH OF EASIER PREY.

THE ORDER OF THE ENGRAVERS

THE MEMBERS OF THIS ORDER ARE NOT TERMED KNIGHTS, ALTHOUGH THEY TEND TO HOLD THE SAME SOCIAL STANDING AS KNIGHTS DO. MEMBERS OF THE ORDER ARE CALLED "ENGRAVERS," AND IT IS USED AS A TITLE IN FORMAL SITUATIONS. THE ENGRAVERS ARE DEDICATED TO DISCOVERING LOST KNOWLEDGE FOR THEIR HOLY VAULTS AND LIBRARIES, ALTHOUGH THEY ARE EXTREMELY SECRETIVE AND ONLY GIVE KNOWLEDGE TO THOSE WHO WILL ASSIST THEM IN GATHERING MORE SECRETS AND ITEMS OF LOST LORE. WHILE THEY ARE ASSOCIATED WITH THE PRIESTHOOD OF SHRAIA, THEY ARE NOT A RELIGIOUS ORDER - THEY ARE MORE IN THE NATURE OF AGENTS FOR THE RAPACIOUS DESIRE THEIR PATRON GODDESS HAS FOR ACCUMULATING KNOWLEDGE AND SECRETS.

THE TWO MAIN CENTERS OF THE ORDER OF HERMETIC THOTH ARE IN JORDOBA, WHERE THEY MAINTAIN THE GREAT LIBRARY, AND IN PHNE QEVE, WHICH IS NEAR THE VAULT OF

FORBIDDEN SECRETS, A HOLY REPOSITORY OF DANGEROUS KNOWLEDGE OVERSEEN BY A SECRET ORDER WITHIN THE SHRAIAN PRIESTHOOD.

THE VYCENAEAN EMPIRE

THE VYCENAEAN "EMPIRE" IS LITTLE MORE THAN A COALITION OF THE STATES SURROUNDING GRALLMARG, SEAT OF THE EMPEROR. AGENTS AND LEGATES OF THE EMPIRE, AND

EVEN OCCASIONALLY A SMALL MILITARY FORCE, OPERATE IN THE GRAND DUCHY OF VYCENAIN, THE EARLDOM OF OSPIOC, AND THE KINGDOMS OF ALCYONDY AND BARALBIOR. THE IMPERIAL COURT IN GRAIVENCLIFF IS DESPERATELY OUTMATCHED BY THE RISE OF RUIN, BUT STILL CLINGS TO THE IDEA THAT IT HOLDS ENOUGH POWER TO PUT UP A FIGHT.

THE PLANAR RIFTS

RIFTS ARE AREAS OF PLANAR INSTABILITY; THE INTERIOR OF THE RIFT COULD BE OCCUPIED BY A PART OF ONE OF SEVERAL DIFFERENT "WORLDS" AT ANY GIVEN TIME. MOST OF JORDOBA'S RIFTS HAVE A NATIVE JORDOBAN INTERIOR THAT IS THE MOST COMMON OCCUPANT OF THE RIFT. PASSING THROUGH THE BORDER AND BACK WHILE THE NATIVE JORDOBAN REGION IS RESIDENT IN THE RIFT IS NO DIFFERENT FROM ORDINARY WALKING. HOWEVER, THE NATIVE JORDOBAN REGION WILL OFTEN BE REPLACED BY PART OF SOME OTHER WORLD: POSSIBLY SWITCHING PLACES WITH THAT PART OF THE OTHER WORLD, OR PERHAPS SLIDING INTO ONE OF THE RIFT'S OUTLETS IN A THIRD AND ENTIRELY DIFFERENT WORLD. THE FUNCTIONING OF MOST LARGE RIFTS IS INCONSISTENT: SOME ASTROLOGERS CAN MAKE GOOD GUESSES ABOUT THE DRIFT OF WORLDS THROUGH THE RIFT (OR

THE MOVEMENT OF THE RIFT THROUGH WORLDS, PERHAPS), BUT EVEN THE BEST GUESSES CAN TURN OUT TO BE WRONG.

SOME OF THE GREAT RIFTS ARE PLAIN TO THE EYE: THE RIFT OF THE LOST COAST IS A GOOD EXAMPLE, FOR ITS BORDER IS PERPETUALLY SHROUDED IN A STRANGE MIST. OTHER RIFTS ARE NOT DETECTABLE BY SIGHT, AND THESE CAN POSE TREMENDOUS HAZARD - ESPECIALLY IF THEY ARE LOCATED IN THE OPEN SEA, WHERE NAVIGATION IS NECESSARILY A BIT IMPRECISE.

THE WORLDS ON THE OTHER SIDE OF THE PLANAR INSTABILITY (THE RIFT'S "FLOOR") CAN BE ANY NUMBER OF DIFFERENT TYPES. SOME ARE CLOSE ANALOGUES TO JORDOBA IN TERMS OF GEOGRAPHY AND GENERAL HISTORY. SOME ARE COMPLETELY DIFFERENT WORLDS, WITH DIFFERENT MOONS, A DIFFERENT

SUN, AND NO GEOGRAPHY IN COMMON WITH THE WORLD OF JORDOBA AT ALL - SOME TRAVELERS HAVE EMERGED INTO PLACES THAT APPEAR TO BE MOONS (USUALLY QUITE HOSTILE PLACES), WITH A MUCH LARGER PLANET VISIBLE IN THE SKY. THE GREAT RIFTS APPEAR TO BE A PHENOMENON ONLY OF THE MATERIAL PLANE; WHILE THERE ARE SCATTERED CLAIMS TO THE CONTRARY, THEY DO NOT SEEM TO CONNECT TO ELEMENTAL PLANES, SHADOW DIMENSIONS, OR TO THE

REALMS OF GODS AND THE UNDERWORLDS. SCHOLARS CONCLUDE THAT THE RIFTS ARE EVIDENCE OF JORDOBA'S PHYSICAL INSTABILITY, WHICH IN TURN STEMS FROM THE WAY IN WHICH THE WORLD IS GRADUALLY SLIDING INTO A STATE OF RUIN, IN THE COSMIC SENSE AS WELL AS JUST THE OBVIOUS RETREAT OF CIVILIZATION. THE RIFTS ARE CONCRETE EVIDENCE OF JORDOBA'S DECLINE - THE WORLD IS LITERALLY COMING APART AT THE SEAMS, DRIFTING INTO A STATE OF NON-REALITY.



UNWARY TRAVELERS CAN CROSS PLANAR RIFTS COMPLETELY UNAWARES

THE MAP KEY

MOST INHABITANTS OF THE COASTAL CIVILIZATIONS KNOW VERY LITTLE ABOUT THE OTHER CIVILIZATIONS AROUND THE SEA, AND THE FARTHER AWAY THE PLACE, THE LESS RELIABLE THE INFORMATION. THEREFORE, ALTHOUGH YOU HAVE A GOOD MAP, YOUR KNOWLEDGE OF THE PLACES ON IT LEAVES A GREAT DEAL TO BE DESIRED. THE INFORMATION PRESENTED HEREAFTER IS VERY INCOMPLETE, AND IS BASED MORE ON LEGENDS YOU HAVE HEARD AS MUCH AS ANYTHING ELSE.

ALCYONDY, KINGDOM OF

CAPITAL: DASPORIS (40,000)

CURRENT RULER: KING

KANDRAGORN II, SOLE AND HIGHEST MAJESTY OF THE ALCYOND AND THE ALCYONDIC PEOPLE, COMMANDER OF THE KNIGHTHOOD OF ALCYONDY

WHAT PEOPLE HAVE HEARD:

- KNOWN FOR PRESTIGIOUS CHIVALRIC ORDERS
- HAS HIGH TEMPLE OF TARACYNTH IN THE CITY OF DASPORIS.
- IS TECHNICALLY PART OF THE "VYCENAEAN EMPIRE"

ARBERIA, KINGDOM OF

CAPITAL: RAVIANDER (23,000)

CURRENT RULER: HIS ROYAL MAJESTY THANE-KING DANAS THE JOVIAL

WHAT PEOPLE HAVE HEARD:

- BREWS THE BEST ALE IN THE WORLD
- PEOPLE WEAR LARGE, ORNATE BELT BUCKLES
- THERE IS CONSTANT BRAWLING
- LOTS OF ALMOST-CIVILIZED GHELTS LIVE HERE

ARBONNAIA, FORESTS OF

ARBONNAIA, THE DARK FORESTS OF LEGEND! THIS VAST ARRAY OF PRIMORDIAL FORESTS IS THE BORDER WHERE HISTORY FAILS AND MYTH TAKES OVER. THE ARBONNAIS IS WELL KNOWN TO BE THE HAUNT OF BARBARIC GHELTS AND THE TRULY SAVAGE PICTS, LIVING IN ALMOST INACCESSIBLE VILLAGES DEEP WITHIN THE TREES. FAR MORE CHILLING, THOUGH, ARE TALES OF PITILESS FEY BEINGS OF THE SHADOWED, CATHEDRALIC VAULTS FORMED BY THE MOST ANCIENT TREES OF THE ARBONNAIS. PRIMORDIAL, FORGOTTEN THINGS RESIDE HERE THAT HAVE NEVER SEEN THE LIGHT OF DAY, THINGS THAT BY ALL RIGHTS OUGHT NOT TO EXIST. ONE CAN ONLY GUESS WHAT INHUMAN TREASURES SUCH ENTITIES MIGHT HAVE GATHERED TO THEMSELVES OVER THE CENTURIES...

ARGAD NARU, CITY-STATE

(AR-KAD NAHR-OO)

POPULATION (CITY): 52,000

CURRENT RULER: THE SULTOR VARVENJ, THIRD OF HIS NAME,

JEWEL OF THE CITY, OVERLORD OF THE ENVIRONS OF ARQAD NARU.

WHAT PEOPLE HAVE HEARD:

- SLAVERS OPERATE HERE
- THIS IS A PRETTY TYRANNICAL CITY-STATE
- CONTAINS THE HIGH TEMPLE OF HEZUOTH
- TRADES WITH THE EVIL WARLORDS OF THE SURRENDERED COAST

ATROPOS MOUNTAINS

THE ATROPOS MOUNTAIN RANGE IS A MASSIVE SPINE OF PEAKS SEPARATING THE MARSHY COASTS OF THE SEA OF LORCA FROM THE REST OF THE CONTINENT OF ILLUQHAN. ONCE, THESE MOUNTAINS WERE WELL POPULATED WITH HUMAN SETTLEMENTS IN THEIR LOWER REACHES, HOUSES CARVED INTO THE STONE WALLS OF SMALL CLIFFS. LITTLE COULD THEY KNOW THAT RUIN AND PILLAGE AWAITED THEM IN THESE HIGH, SECURE PLACES, BUT RUINATION FINDS A WAY EVEN INTO THE MOST WELL-GUARDED BASTIONS OF CIVILIZATION. OVER THE LAST FIVE CENTURIES, GOBLINS EMERGED FROM THEIR HOLES, EARTHQUAKES COLLAPSED CLIFF WALLS INTO RUBBLE, AND FELL BEASTS FROM DEEP IN THE MOUNTAIN CAVERNS, THEIR NAMES UNKNOWN EVEN TO LEGEND, BRAVED THE LIGHT OF STARS TO HUNT UPON THE SURFACE FOR THE FIRST TIME. ONLY THE CITADELS OF THE DWARVES REMAIN, ALONG WITH A FEW SCATTERED SETTLEMENTS OF HUMAN MOUNTAIN-FOLK, STRANGE AND UNPREDICTABLE IN THEIR WAYS.

OF PARTICULAR LOSS ARE TWO OF THE THREE TEMPLES OF BALIS THAT OFFERED PROTECTION TO THOSE WHO CROSS THROUGH THE MOUNTAIN PASSES. ONLY THE TEMPLE AT THE PASS OF JOAHRIS REMAINS; THE TWO HIGHER MOUNTAIN PASSES ARE NOW TOO DANGEROUS FOR HUMANS, AND THE TEMPLES - AND THEIR TREASURES - ARE LONG ABANDONED.

BABIS AZWAR, CITY-STATE

POPULATION (CITY): 62,000

CURRENT RULER: KING

CHORGONTIS IV, HIGH ELEPHANTINE OF BABIS AZWAR, THE ANOINTED OF GOTRA.

WHAT PEOPLE HAVE HEARD:

- CONTAINS A MAJOR TEMPLE OF SHRAIA, GODDESS OF SECRETS
- CONTAINS THE HIGH TEMPLE OF GOTRA, GOD OF TRADE, THE CITY'S PATRON
- HAS THE BEST COOKS ANYWHERE
- PEOPLE OIL AND BRAID THEIR BEARDS AND HAIR. VERY FANCY.

BARALBIOR, KINGDOM OF

CAPITAL: ALEPSIS (28,000)

CURRENT RULER: HER

FIERCENESS XAILA I, QUEEN OF BARALBIOR, BLOOD OF VIQUINNE, DAUGHTER OF METALLYS

WHAT PEOPLE HAVE HEARD:

- CONTAINS THE HIGH TEMPLE OF METALLYS IN THE CAPITAL CITY OF ALEPSIS.
- TAVERN POETS SING LONG, TEDIOUS EPICS OF HEROIC DEEDS.

BAS SHANTU, CITY-STATE

POPULATION (CITY): 32,000

CURRENT RULER: HER CLOUD-WISE MAJESTY PHRYSTINA VII, CHIEFTAIN-QUEEN OF BAS SHANTU, PACT-COUSIN OF THE SHANTU PEOPLE.

WHAT PEOPLE HAVE HEARD:

- SEMI-BARBARIC SHANTU TRIBAL FOLK FILL THE STREETS HERE ALONGSIDE MORE CIVILIZED CITY-DWELLERS.
- CARAVANS THROUGH THE SHANTU TERRITORY BRING BACK FINE SILKS FROM LANDS BEYOND.

CARTHANON MOUNTAINS

THE CARTHANONS ARE A VAST, HIGH RANGE OF MOUNTAINS THAT SEPARATE THE SEA OF KHORAMANDU FROM WHATEVER REMAINS ON THE OTHER SIDE AFTER THE AGE OF CATAclysms. THE BARBARIC CIVILIZATION OF THE TRANSMONTAINE GHELTIC PEOPLES STRETCHES EAST AND WEST ALONG THE LENGTH OF THE CARTHANONS, ALTHOUGH NO ONE CAN BE SURE HOW FAR THE GHELTIC LANDS EXTEND TO THE NORTH. WITHIN THE CARTHANONS THEMSELVES, ONE FINDS THE SAVAGE TRIBES OF THE PICTS. WOE BETIDE EVEN THE BARBARIC GHELT WHO FALLS INTO THE HANDS OF THESE BLUE-PAINTED WARRIORS OF THE MOUNTAINS, FOR THE PICTS ARE VICIOUS TORTURERS WHO SACRIFICE TO UNSPEAKABLE, UNNAMED GODS OF RUINATION.

CYCLOROS, CITY-STATE OF

POPULATION: 20,000 (MOSTLY NON-HUMAN)

CURRENT RULER: THE GOLDEN QUEEN

WHAT PEOPLE HAVE HEARD:

- THIS IS A CITY OF MONSTERS AND EVIL, SHUNNED AND FEARED BY ALL.
- THE GOLDEN QUEEN ISN'T HUMAN: SHE IS SOME SORT OF SEMI-DIVINE CREATURE, VICIOUS AND BRILLIANT.

DROAME, SEA OF

THE SEA OF DROAME LIES TO THE WEST OF THE KHORAMANDIAN SEA. INFORMATION ABOUT ITS OTHER SHORES IS FOR THE MOST PART NOTHING BUT LEGENDS, FOR TRADE BEYOND THE KHORAMANDU STOPPED OVER FOUR CENTURIES AGO, AND THE EFFECTS OF THE AGE OF CATAclysms ON THE LANDS ACROSS THE SEA OF DROAME ARE COMPLETELY A MATTER OF SPECULATION. EVEN THE FOREIGN COASTLINES MAY HAVE CHANGED, AND SOME OF THE OLD MAPS HAVE BEEN PROVEN DEFINITELY WRONG - AT LEAST ONE LANDMASS ACROSS THE SEA HAS SUNKEN INTO THE WATERS, LEAVING ONLY ISLANDS BEHIND.

DWARVENCLANNAIG, KINGDOMS OF THE

CAPITAL: THE CITADEL OF STRODENVARJ (14,000)

CURRENT RULER: HIS STONECARVEN MAJESTY TROMVAR XII, KING OF STRODENVARJ, CLANNAIG CHIEF OF THE STRODENDWARVES, HEREDITARY

GUARDIAN OF THE CRYSTAL WEIR,
PROTECTOR OF THE STEADVELDT.

WHAT PEOPLE HAVE HEARD:

- THE "KINGDOMS" OF THE DWARVENCLANNAIG ARE JUST MOUNTAIN CITADELS OF DWARVES.
- THE DWARVES OF STRONDENVARJ ARE THE BEST JEWELERS IN THE KNOWN WORLD.

DZAGNOS, CITY-STATE OF

POPULATION (CITY): 45,000

CURRENT RULER: HIS DRACONIC MAJESTY BOROJOSH VI, THE BLACK DRAGON OF DZAGNOS

WHAT PEOPLE HAVE HEARD:

- THESE PEOPLE AREN'T LIKE REGULAR CIVILIZED PEOPLE.
- THIS CITY'S MERCHANTS SPECIALIZE IN TRADING WITH BARBARIANS.

EARTHVEIN MOUNTAINS

THE EARTHVEINS MAY BE A HERALD OF THE WORLD'S FUTURE. THEY ARE MOSTLY VOLCANIC, INDICATING SOME BREACH IN THE BORDERS OF THE ELEMENTAL PLANES OF FIRE AND EARTH (OR SO THE SAGES BELIEVE). MOREOVER, THEY CONTAIN MORE THAN ONE RENDING OF THE MATERIAL PLANE, SMALL RIFTS INTO OTHER PLACES, TIMES, AND EVEN ALIEN PLANES OF EXISTENCE. FIRE GIANTS WALK THE RAMPARTS OF THESE MOUNTAINS, GLEEFULLY AWAITING THE ENDING OF THE WORLD IN THE BATTLE OF RAGNAROK.

EKKUL MOLHUA, RUINS OF

THE RUINS OF EKKUL MOLHUA, NEAR THE MOUTH OF THE BALBETHWA RIVER, ARE KNOWN TO BE PARTIALLY SUBMERGED, AND THE ONCE-GREAT CITY IS NOW CONTESTED AMONG VARIOUS FACTIONS OF RUIN THAT SEEK TO PICK THE CITY'S BONES FOR ITS REMAINING TREASURES.

ESTHIOR, KINGDOM OF

CAPITAL: GHINTE (30,000)

CURRENT RULERS: HER LUNAR MAJESTY PYRITANIA II, QUEEN OF ESTHIOR; HIS NOCTURNIAL MAJESTY GYLLIMONDE VII, KING OF ESTHIOR.

WHAT PEOPLE HAVE HEARD:

- STRANGE MOON-RELATED PRACTICES
- EERIE FORESTS

FORTRESS COAST

PRECIOUS LITTLE IS KNOWN OF THE FORTRESS COAST, FAR FROM THE CENTER OF CIVILIZATION. IT IS HELD BY HUMANS OF THE QE CHOA CULTURE, WHICH HAS HAD LITTLE TO DO WITH THE CULTURES OF THE KHORAMANDU SEA FOR CENTURIES.

GNARKOUM, EMPIRE OF

(NAR-KOOM)

CAPITAL: THE PALAZ OF NISS (20,000)

RULER: THE FACELESS POA, HIGH ORACLE OF NISS, EMPEROR OF ETERNAL GNARKOUM

WHAT PEOPLE HAVE HEARD:

- ISOLATED AND STRANGE
- FOREIGNERS OFTEN DISAPPEAR

- GIANT STONE CONSTRUCTIONS AND A CULTURE THAT IS QUITE ALIEN TO THE REST OF THE KHORAMANDU.

GOLTRA, KINGDOM OF

CAPITAL: GOLGONATRA (37,000)

CURRENT RULER: HIS MIGHTINESS VALNTRU III, KING OF GOLTRA

WHAT PEOPLE HAVE HEARD:

- SAME GIANT, CYCLOPEAN STRUCTURES AS GNARKOUM, BUT PEOPLE ARE MORE NORMAL
- UNUSUAL SYSTEM OF ASTROLOGY
- VERY ANCIENT DRUIDIC HOLY SITES, ALMOST ALL HAVING TO DO WITH STONE.

GOMRA RIVER

THE RIVER GOMRA RISES IN MOUNTAINOUS RAINFORESTS DEEP IN THE TCHORPANG, AND FLOWS THROUGH THE DEEP JUNGLE TO THE CITY-EMPIRE OF KOL GOMRA. FOR MANY MILES, THE RIVER VALLEY IS HIGHLY CIVILIZED, GUARDED BY DINOSAUR-RIDERS IN SERVICE TO THE LEOPARD-EMPEROR.

GRALLMARG, KINGDOM OF

CAPITAL: GRAIVENCLIFF (27,000)

CURRENT RULER: HIS MOST SORCEROUS AND MYSTERIOUS MAJESTY, REZEM IV, KING OF GRALLMARG, BEARER OF THE ORB OF FALCONS, EMPEROR OF VYCENAEA.

WHAT PEOPLE HAVE HEARD:

- THE VYCENAEAN EMPIRE IS NOTHING LIKE WHAT IT ONCE WAS, BUT IT STILL SURVIVES, AND GRALLMARG IS THE CAPITAL.

- SEVERAL VYCENAEANS OF THE TRUE WITCHBREED CAN BE FOUND HERE.

GRAVEN HILLS

THIS RANGE OF HILLS IS A STRONGHOLD OF THE FORCES OF RUIN, A BASE FROM WHICH THEY RAID INTO THE COUNTRIES OF VYCENAIN AND GRALLMARG. NO LARGE FORCES HAVE SO FAR MOVED THROUGH THE HILLS, BECAUSE THE VYCENAEAN AGE LEFT A NUMBER OF EVIL CREATURES AND DANGEROUS PLACES HERE, JUST AS INIMICAL TO THE FORCES OF RUINATION AS THEY ARE TO THE DEFENDERS OF ORDER.

WHAT PEOPLE HAVE HEARD:

- THERE ARE STILL STRONGHOLDS OF THE VYCENAEAN WITCHBREED HERE, AVOIDED BY THE FORCES OF RUIN.

GTHARJ, ISLAND OF

SEE "ISLANDS OF ILLYRIA."

HIERACTIS, THEOCRACY OF

CAPITAL: NONE

CURRENT RULER: THE GRAND DRUID OF HIERACTIS, WHOSE NAME IS SURRENDERED TO THE WIND UPON FIRST ENTERING THE GREAT CIRCLE AS GRAND DRUID

WHAT PEOPLE HAVE HEARD:

- RULED BY DRUIDS IN TURBANS.
- LOTS OF NOMADS

HYAENADORIA

CAPITAL: NONE

CURRENT RULERS: GNOLL CHIEFTAINS, SHAMANS, AND WARLORDS

WHAT PEOPLE HAVE HEARD:

- DESPITE WHAT PEOPLE SAY, THERE ARE A FEW EMBATTLED HUMAN SETTLEMENTS HERE

IANTHE, CITY-STATE OF

EE-ANTH-EE

POPULATION (CITY): 47,000

CURRENT RULER: HIS SERENITY RADAAN, THE OBITER OF IANTHE, MAINTAINER OF THE DEATH-RITUALS, VESSEL OF MEMORY.

WHAT PEOPLE HAVE HEARD:

- A BIZARRE, NON TE-MINOAN CULTURE THAT WAS DESTROYED CENTURIES AGO. IANTHE AND ITS FEW NEARBY COASTAL TOWNS ARE ALL THAT'S LEFT OF IT.
- THE ISLANDS OF THE LOST ILLYRIAN EMPIRE ARE ALL WILDERNESS AND TOMBS, AND THE PRIESTS OF IANTHE PROTECT THEM AND THEIR SURROUNDING WATERS.

IOSCANY, KINGDOM OF

EE-YOSS-KEN-EE

CAPITAL: PHESSIO (22,000)

CURRENT RULER: HIS ROYAL AND SECURE MAJESTY APOTHARINE VI, KING OF IOSCANY

WHAT PEOPLE HAVE HEARD:

- LOTS OF LITTLE WALLED TOWNS HERE, WITH FREQUENT REBELLIONS
- HOME OF THE FALONDE GRAPE AND FALONDE WINE, THE MOST EXPENSIVE AND DELICIOUS WINE AVAILABLE.

ISLANDS OF ILLYRIA

THESE ISLANDS ARE THE UNSUBMERGED REMNANTS OF THE LANDS OF THE ILLYRIAN CULTURE THAT ONCE INHABITED IANTHE, PNAJAE, NEMEZUA, ULIOMANTHE, LUTHLAINE, AND GTHARJ. MOST OF THE ILLYRIAN LANDMASS HAS SUNKEN UNDERWATER, AND WITH THE EXCEPTION OF THE ISLAND OF IANTHE, THE ISLANDS ARE NOW NOTHING BUT WILDERNESS, RUINS, AND TOMBS.

JAL PHOTRA, CITY-STATE

POPULATION (CITY): 45,000

CURRENT RULER: FORIOMORIOS OOL, DIDACT OF THE SENATE OF MAGES

WHAT PEOPLE HAVE HEARD:

-THIS CITY IS FAR AWAY AND MYSTERIOUS
- A SENATE OF MAGES? NO ONE IS SURE.

JHENTAKI, CITY-STATE OF

POPULATION (CITY): 28,000

CURRENT RULER: IENIF THE TYRANT. RULERSHIP OF THE CITY IS CURRENTLY IN CONTENTION.

WHAT PEOPLE HAVE HEARD:

- CARAVANS ACROSS THE WILDS OF RHAIBIAD
- EMBROIDERED FABRICS AND JADE STATUETTES.
- INVISIBLE STATUE OF STYSHIOS, GOD OF CONCEALMENT
- COLOSSAL STATUE OF SHALOON THE SEA-GOD

JOAHRIS, PASS OF

A MOUNTAIN PASS THROUGH THE ATROPOS RANGE, DOMINATED BY A FORTIFIED TEMPLE OF HEKATE AT THE WESTERN BASE OF THE PASS.

JORDOBA, CITY-STATE OF

POPULATION (CITY): 340,000

CURRENT RULER: HIS IMPERIAL MAJESTY, LORD OF STONE AND SYMBOL, THEOPHRASTIS X, EMPEROR OF TE-MINOA, OVERLORD OF THE CITY OF JORDOBA.

WHAT PEOPLE HAVE HEARD:

- JORDOBA IS THE LARGEST AND RICHEST CITY ON THE SEA OF KHORAMANDU
- EVERYTHING CAN BE SOLD HERE, AND ANYTHING CAN BE BOUGHT ... BUT BE CAREFUL WHAT YOU MIGHT ACQUIRE.
- SOME JORDOBA GALLEY-CAPTAINS KNOW OF CIVILIZATIONS BEYOND THE KHORAMANDU SEA, BUT THE CHARTS ARE CLOSELY-HELD TRADE SECRETS.
- JORDOBA MAKES THE BEST MUSICAL INSTRUMENTS IN THE WORLD
- THE CITY IS OFTEN CONVULSED BY RIOTS
- THE CITY IS THE BASE FOR A NUMBER OF MERCENARY COMPANIES THAT ARE HIRED THROUGHOUT THE KHORAMANDIAN SEA.

KEKAMARG, THE

A LARGE WASTELAND OF ROCKY, BARREN SOIL AND LITTLE WATER. SOME PARTS OF THE KEKAMARG ARE TRUE DESERT-LAND. UNLIKE MOST OF THE WASTELANDS OF THE WORLD, THE KEKAMARG IS TRULY BARREN OF ALMOST ALL HUMANKIND. THE VERY FEW EXPLORERS WHO HAVE RETURNED ALIVE FROM THE KEKAMARG REPORT SEEING MORE THAN ONE STRANGE TOWER RISING IN THE SEMI-DESERT, BUT (POSSIBLY THE REASON THEY LIVED TO TELL THE TALE) THEY DID NOT INVESTIGATE THE POSSIBLE MIRAGE ANY FURTHER.



ONE OF THE MYSTERIOUS TOWERS OF THE KEKAMARG WASTELANDS

KOL GOMRA, CITY-EMPIRE

POPULATION (CITY): 116,000

CURRENT RULER: HIS ULTIMATE HIGHNESS BALJUGURTHA, THE LEOPARD EMPEROR OF KOL GOMRA
- HIGH AND ANCIENT CIVILIZATION
- DINOSAUR RIDERS AND TAME DINOSAURS.

KSIF, WASTELANDS OF

THE WASTELANDS OF KSIF ARE RECENT, HAVING BEEN FORMED IN THE DESTRUCTION OF THE CITADEL OF THE ELDRITCH TECHNOMANCERS FIVE HUNDRED YEARS AGO. WATER IS SCARCE IN THE KSIF, ALTHOUGH THE AREA IS NOT A TRUE SAND-DESERT - THE INHABITANTS ARE A NOMADIC PEOPLE, HERDING GOATS AND CAMELS. THE HIGHLANDS WHERE THE KSIF RISES INTO THE ATROPOS MOUNTAINS ARE MOSTLY INHABITED BY HALFLINGS, AND MANY OF THE OASES IN THE LOWLANDS ALSO HAVE SEVERAL KSIFI HALFLINGS LIVING IN THE VILLAGE-SETTLEMENT ONE FINDS AT EVERY OASIS.

THE KSIFI HALFLINGS ARE A STRANGE LOT, AT LEAST BY HALFLING STANDARDS. THEY HAVE A DARKER AND DRIER SENSE OF HUMOR THAN NORMAL FOR THEIR KIND AND - CLEARLY AND EMPHATICALLY SETTING THEM APART - ARE SPARING WITH FOOD AND DRINK. NEVERTHELESS, THEY ARE A CHEERFUL AND ENERGETIC FOLK.

KUO THAL, CITY OF

POPULATION: UNKNOWN
(UNDERWATER CITY); 11,000 (SURFACE CITY)

CURRENT RULER: THE KUO-THALASSIC HIGH PRIEST OF

THALASSKOPTIS THE SEA DEMON, LORD OF TENTACLES

WHAT PEOPLE HAVE HEARD:

- A DANGEROUS PLACE
- TENTACLES?

LANDS OF THE SEA-GHELTS

CAPITAL: NONE

CURRENT RULERS: VILLAGE CHIEFTAINS

LOST COAST, RIFT OF

THE RIFT OF THE LOST COAST IS A PLANAR DISJUNCTION CONNECTING THE WORLD OF JORDOBA TO AT LEAST FOUR KNOWN ALTERNATE WORLDS, EACH OF WHICH SHARES THE ALMOST-IDENTICAL COASTLINE VISIBLE TO SEA-BORNE OBSERVERS JUST OUTSIDE THE RIFT ITSELF. THE COASTLINE IS ALWAYS SHROUDED IN MIST, AND IT IS VIRTUALLY IMPOSSIBLE TO TELL FROM THE OUTSIDE WHICH OF THE VARIOUS ALTERNATE WORLDS HAPPENS TO BE IN CONJUNCTION AT ANY GIVEN TIME. FROM LANDWARD, THE SAME MISTY BORDER IS VISIBLE, ALLOWING ONE TO PEER INTO THE RIFT. THERE ARE A FEW LANDMARKS OF DIFFERENT WORLDS THAT CAN BE SPOTTED FROM THE LANDWARD SIDE IF ONE KNOWS WHAT THEY ARE AND WHERE TO BE WHEN THEY SUDDENLY APPEAR IN THE MIST TO SIGNIFY A CONJUNCTION WITH THE WORLD CORRESPONDING TO THE LANDMARK. ONE SUCH LANDMARK IS THE STONE OF GEFFALA, A MONOLITH COVERED IN STRANGE RUNES AND MARKINGS THAT CAN BE SEEN CLEARLY FROM THE OASIS-VILLAGE OF ANAGOURT WHEN ITS WORLD CONJOINS WITH JORDOBA.

THERE IS ONE REALITY IN THE RIFT THAT IS NATIVE TO JORDOBA, AND IF TRAVELERS ENTER AT THE RIGHT TIME TO FIND THEMSELVES IN THE JORDOBAN "FLOOR" OF THE RIFT, THEY ARE LIKELY TO ALSO FIND THE WORLD OF JORDOBA ON THE OUTSIDE.

LOWER GHELTIA, THANEDOMS OF

CAPITAL: NONE

CURRENT RULER: NONE. THE MOST INFLUENTIAL THANE OF THE HEORDIC GHELTIC PEOPLE IS SAID TO BE CERDIORIC OF THE VONDROGHELTS. THERE IS SOME DISAGREEMENT ON THIS.

WHAT PEOPLE HAVE HEARD:

- WILDEST FESTIVALS
- BE VERY POLITE AND DON'T PICK A SIDE IN ANYTHING

MBALAMAD, CITY-STATE OF

MM-BAHLA-MAHD

POPULATION (CITY): 60,000

CURRENT RULER: HER ETERNAL DIVINITY RALAIBALA II, GOD-QUEEN OF MBALAMAD, SUZERAIN OF THE GHANZERTES

WHAT PEOPLE HAVE HEARD:

- VAST MOON-TEMPLE
- SACRED MONKEYS
- RICH DYES AND POTTERY GLAZES FROM GHANZERTES RIVER CLAY.

METARSIS, ISLAND OF

METARSIS IS MOSTLY WILD, ITS COASTLINE DOTTED WITH SMALL VILLAGES LIVING BY FISHING, GROWING WHEAT, AND HARVESTING THE PLENTIFUL WILD OLIVES FROM NUMEROUS GROVES. THESE SETTLEMENTS ARE INDEPENDENT, BUT OFTEN GROUPED TOGETHER UNDER

THE PROTECTION OF A PATRON, WHO SERVES AS A VAGUE COMBINATION OF JUDGE, CONSTABULARY, BANK, AND SMALL MILITARY FORCE. ADVENTURERS SEEKING OPPORTUNITIES ON THE ISLAND OF METARSIS ARE MOST LIKELY TO FIND THEM BY TALKING TO THESE VARIOUS PATRONS.

SOMEWHERE IN THE CENTER OF METARSIS THERE IS AN ANCIENT HOLY PLACE OF SOME KIND, ITS LOCATION A TIGHTLY-KEPT SECRET OF A HIDDEN PRIESTHOOD THAT LIVES ON THE ISLAND.

MHAALQUA (FALLEN MHAALQUA)

RUINS OF THE CITY OF MHAALQUA, ONCE THE NORTHERN END OF A CARAVAN ROUTE ACROSS THE KEKAMARG WASTE TO THE CITIES OF YOOLGHOON AND EKKUL MOLHUA. POEMS SPEAK OF THE WHITE TOWERS OF MHAALQUA AND THEIR ONION-SHAPED DOMES, BUT NOW IT IS SAID TO BE IN THE HANDS OF ONE OF THE GREAT COMMANDERS OF RUIN, ALTHOUGH THE NAME OF THIS CREATURE(?) IS UNKNOWN.

MHOLKHANDRI, LAKE

LAKE MHOLKHANDRI IS THE HEART OF A VAST REGION RULED BY THE FORCES OF RUIN - THIS IS THE MAIN POINT OF TRADE AND CONTACT BETWEEN THE GNOLLS OF HYAENADORIA AND THE LEGIONS OF THE GOLDEN QUEEN IN CYCLOROS.1

MHOLKRY'S, CITY-STATE OF

MOAL-KRISS

POPULATION (CITY): 56,000

CURRENT RULER: SEVEN-MASKS (A WIZARD WHO HAS RECENTLY USURPED CONTROL)

WHAT PEOPLE HAVE HEARD:

- TRADES WITH EVIL CITY OF CYCLOROS
- THIS AREA FARMS BITTERCOFFEE, WHICH IS USED TO MAKE A MUCH SOUGHT-AFTER BEVERAGE.
- EXPERT POISONERS AND THE POISONMARKET OF MHOLKRY'S

MYTHRUS, FREE CITY OF

POPULATION (CITY): 80,000

CURRENT RULER: LORD HIGH MAYOR POLOBOLO "THE BOAR" BOR.

WHAT PEOPLE HAVE HEARD:

- VERY CLOSE TO THE RUINED VYCENAEAN STRONGHOLD KNOWN AS MYTHRUS TOWER.
- THE STONE-SHIP TAVERN
- OCCASIONAL FAMINES
- MAJOR MONEYLENDING AND BANKING CENTER
- BARDIC COLLEGE OF METALLYS MYTHRUS

NAWARIOS MARSHES

THE NAWARIOS MARSHES ARE A DEADLY PLACE, BUT A MAJOR SOURCE OF THE BLUE LOTUS-FLOWER, WHICH GROWS WILD HERE AND CANNOT BE CULTIVATED ELSEWHERE WITHOUT TREMENDOUS COST AND EFFORT. THERE ARE NO TOWNS ON THE TREACHEROUS COAST OF THE MARSHES, BUT THERE ARE SOME PERMANENT TRADE-CAMPS THAT SUPPLY LOTUS-HUNTERS. BY FAR THE MOST REPUTABLE OF THESE IS THE TRADE CAMP OF TULAZ THE CROCODILE, WHICH IS A ROUGH PLACE BY ANY

DEFINITION, BUT NOT LIKELY TO MURDER LOTUS-HUNTERS FOR THEIR HARVEST.

NECROMANDRU HILLS

THE NECROMANDRU HILLS ARE BECOMING HIGHLY PROBLEMATIC FOR JAL PHOTRA AS THEY BECOME WILDER, BUT THE MAJORITY OF THE HILLS' DANGEROUS INHABITANTS ARE HOBGOBLIN CLANS, SO THE RANGE OF THEIR RAIDING IS LIMITED TO HALF THE LENGTH OF NIGHT, SO THE RAIDERS CAN RETURN TO THEIR TUNNELS AND CAVES TO ESCAPE THE BRIGHT LIGHT OF THE SUN.

NEMEZUA, ISLAND OF

SEE "ISLANDS OF ILLYRIA"

OLAN, KINGDOM OF

CAPITAL: PHNE QEVOS (45,000)

CURRENT RULER: HIS PEERLESS MAJESTY KING VIRITHIDES V, KING OF OLAN, WEARER OF THE NARWHAL CROWN

WHAT PEOPLE HAVE HEARD:

- THIEVES GUILD OF PHNE QEVOS
- BEST WARHORSES IN THE WORLD COME FROM THE OLAN PLAIN
- THE LIGHTHOUSE OF PHNE QEVOS IS A WONDER OF THE WORLD
- ARCANE UNIVERSITY OF PHNE QEVOS

OMNAI SWAMPS

THE OMNAI SWAMPS, NEAR THE CANAL-CITY OF SULQUASTIS, ARE A WILDERNESS OF MANGROVE TREES, CURTAINS OF BLUE MOSS, AND GIANT CROCODILES ALONG WITH OTHER, FOULER, CREATURES. THE SWAMP IS SAID TO CONTAIN A LOST TEMPLE NEAR THE CENTER, CONTAINING A VAST TREASURE BUT

INHABITED BY SOME SORT OF BEING THAT CONTROLS THE SWAMP CREATURES AND CAN EVEN SEE THROUGH THEIR EYES.

OSPIOC, EARLDOM OF

CAPITAL: CURRENT LOCATION OF THE EARL

CURRENT RULER: HIS EXCELLENCY LHODRIOS ISC, EARL OF OSPIOC, DEFENDER OF THE CIRCLED REALM, THE HAMMER OF BEASTS.

WHAT PEOPLE HAVE HEARD:

- ISOLATED BY THE ADVANCE OF THE FORCES OF RUINATION
- VERY STYLISH

OZASTRIS, CITY-STATE OF

POPULATION (CITY): 47,000

CURRENT RULER: HIS RESPLENDENT MAJESTY PHARRAKASH I, THE PLUMED EMPEROR OF OZASTRIS, GUARDIAN OF THE HEART OF CHULZAMAR THE CHAINED.

WHAT PEOPLE HAVE HEARD:

- MASSIVE WALLS ARE A WONDER OF THE WORLD.
- DINOSAUR CAVALRY

PARAMUNDI,

CONFEDERACY OF

CAPITAL: NONE

CURRENT RULER: THE WHISPERER

WHAT PEOPLE HAVE HEARD:

- MANY PLANAR GATES IN THE HILLS
- MANY PLANAR TRAVELERS LIVE IN AND VISIT THIS SPARSELY-POPULATED COUNTRY
- RANGERS AND STRANGE BEINGS PROTECT THE WILDERNESS FROM THE FORCES OF RUINATION

PERIOR, WILDS OF

THE WILDS OF PERIOR ARE NAMED FOR THE KINGDOM THAT ONCE OCCUPIED THE AREA BEFORE HORDES OF PICTISH TRIBES AND BEASTMEN BEGAN A VAST MIGRATION SOUTHWARD, MOVING STEADILY INTO PERIOR AND LAYING WASTE TO EVERYTHING THEY ENCOUNTERED. THE ARMIES OF PERIOR FOUGHT BRAVELY, BUT WERE DESPERATELY OUTNUMBERED BY THE SEEMINGLY ENDLESS HORDE. EVENTUALLY THE ROYAL FAMILY OF PERIOR FLED TO IOSCANY, AS DID THE SURVIVING REMNANTS OF THE PERIORIAN PEOPLE.

PERIOR IS A FERTILE LAND, SO IT HAS BLOSSOMED QUICKLY ... BUT AS A POISONOUS FLOWER. THE NEWLY-GROWN FORESTS ARE BLOATED WITH DARK MAGIC, AND STRANGE CREATURES HAVE REPLACED THE DEER AND OTHER WILDLIFE IN THE AFTERMATH OF THE INVASION.

REGARDLESS OF THE TAINT IN THESE LANDS, THERE ARE STILL MANY SCATTERED HUMAN SETTLEMENTS.

PERSEPHONE, SEA OF

THE SEA OF PERSEPHONE IS A PLANAR RIFT, WHERE INNUMERABLE SHIPS HAVE BEEN LOST TO OTHER WORLDS OR PLANES OF EXISTENCE. FROM TIME TO TIME THE SEA HAS ALSO DISGORGED TRAVELERS FROM BEYOND THE WORLD OF JORDOBA, IN STRANGE SHIPS OF ALIEN AND FOREIGN DESIGN. DISTURBINGLY, MOST OF THESE WERE GHOST SHIPS THAT HAD APPARENTLY DRIFTED UPON THE PLANAR SEAS FOR DECADES, IF NOT CENTURIES.

PHOSPHORINE COAST

THE PHOSPHORINE COAST IS NAMED FOR THE SEAS OF PHOSPHORESCENT ALGAE THAT DRIFT IN THE COASTAL SHALLOWS, GLOWING EERILY EVEN ON MOONLESS NIGHTS. THERE ARE FISHING VILLAGES AND SMALL TOWNS ALONG THE COAST, MOST OF THEM LOOSELY ALLIED IN LEAGUES TO PROVIDE DEFENSE AGAINST GNOLLISH RAIDS FROM HYAENADORIA.

PLANAR INSTABILITY

SEE "RIFTS"



**ELIGA TIBBAR, THE LEGENDARY
"ARCHMAGE OF ALTERNALITIES"**

PORTAL OF TOMBS

THE PORTAL OF TOMBS IS A DIMENSIONAL RIFT THAT SEEMS ALWAYS TO LEAD TO AN ISLAND OF ROUGHLY THE SAME PROPORTION, ALWAYS WITH VAST, ANCIENT TOMBS. BEYOND THE ISLAND ONE FINDS THE "REST" OF SOME OTHER WORLD, WHICHEVER ONE IT MIGHT BE - ALL OF THEM SHARE THE ATTRIBUTE OF HAVING A VERSION OF THIS ISLAND IN THE WORLD. JORDOBA'S "NATIVE" ISLAND RESIDES IN THE RIFT FOR LONGER PERIODS THAN THE OTHERS, AND RE-APPEARS MORE FREQUENTLY, BUT A NUMBER OF OTHER WORLDS ANCHORED BY THE ISLAND OF TOMBS HAVE BEEN REPORTED BY THE CREWS OF LOST SHIPS AND BY THE OCCASIONAL EXPLORATION PARTY.

PNAJLAE, ISLAND OF
SEE "ISLANDS OF ILLYRIA"

PYRRHON, WILDS OF

THE PICTISH INCURSION THAT DESTROYED PERIOR WITH THE HELP OF A HORDE OF BEASTMEN, AND THEN CONTINUED SOUTH TO CONQUER THE UMBRADAAN FOREST, EVENTUALLY BEGAN TO MOVE SOUTHWARD AGAIN INTO THE KINGDOM OF PYRRHON - FIRST WITH SMALL RAIDS, THEN WITH THE SEIZURE OF VILLAGES, AND EVENTUALLY TO THE MOVEMENT OF THE PONY-MOUNTED HORDES INTO PYRRHON'S HEARTLAND. THE PYRRHONESE CAPITAL OF GENOPOZA MANAGED TO HOLD OUT FOR OVER A DECADE AGAINST THE PICTISH TRIBES, SUPPLIED BY SEA AND OPPOSED BY AN ENEMY WITH NO KNOWLEDGE OF SIEGECRAFT.

NEVERTHELESS, THE SWIFT-CLIMBING PICTS EVENTUALLY MANAGED TO INFILTRATE THE CITY IN A NIGHTTIME ASSAULT ON A POORLY-WATCHED WALL. ONCE THE PICTS BEGAN TO SWARM INTO THE CITY, ALL WAS LOST FOR THE EXHAUSTED DEFENDERS, AND AFTER A WEEK OF PILLAGE AND SLAUGHTER THE KINGDOM OF PYRRHON EXISTED NO MORE. IT IS SAID THAT IN THE HARBOR OF ALEPSIS A VERITABLE CARPET OF SEVERED HEADS WASHED IN ON THE TIDE THREE DAYS LATER - A FINAL REMINDER OF PICTISH SAVAGERY. PYRRHON IS STILL SCATTERED WITH A NUMBER OF VILLAGES, BUT THEY ARE IN MANY CASES RULED BY BEASTMAN BARONS OR LIVE IN ETERNAL FEAR OF THE MONSTERS AND DANGERS OF THE WILDS.



THE HORDE OF SAVAGE PICTS, BLOOD-SOAKED FROM THE DESTRUCTION OF PERIOR, MOVED ONWARD TOWARD THE DOOMED KINGDOM OF PYRRHON...

QUIBARIAN HILLS

THE QUIBARIAN HILLS MARK THE FARTHEST EXTENT OF THE PICTISH/BEASTMAN INVASION OF PERIOR, WHERE THEY WERE STOPPED BY A LINE OF IOSCAN KEEPS STRUNG ACROSS THE BORDERLAND, ORIGINALLY INTENDED FOR DEFENSE AGAINST THE NOW-OBLITERATED KINGDOM OF PERIOR.

RABU RASAAL, RIFT OF

SEE "RIFTS"

RAYAWOON PLAIN

THE RAYAWOON PLAIN IS THE RELATIVELY FLAT LAND BETWEEN THE ATROPOS MOUNTAINS AND THE SEA OF LORCA. THE RAYAWOON COASTLINE IS RIFE WITH SALTWATER SWAMPS, AND IT IS POSSIBLE THAT THE LOW-LYING AREAS ARE SINKING BELOW THE WATERS OF THE SEA, ALTHOUGH THE PROGRESS IS APPARENTLY SLOW. THE MAJOR CITIES OF THE RAYAWOON PLAIN ARE SHLQHAUSTIS AND ARQAD NARU - JORDOBA IS ABOVE THE PLAINS, ON THE RIDGE FORMED BY THE TIP OF THE ATROPOS MOUNTAINS.

RHAIBIAD, WILDS OF

RYE-BEE-AD

THE WILDS OF RHAIBIAD ARE PERHAPS A BIT LESS DANGEROUS THAN MOST OF THE OTHER WILDLANDS NOTED UPON THE MAP. BARBARIAN RIDERS, BEASTMEN, AND GNOLLS ROAM THIS AREA, BUT HEAVILY-DEFENDED CARAVANS STILL MAKE THEIR WAY ACROSS THE WILDS TO TRADE WITH THE TRIBESMEN OF THE ZHIRIBISI HILLS.

SALTMOSS ISLANDS

OPINIONS DIFFER ABOUT WHETHER THE "ISLANDS" TO THE SOUTH OF JORDOBA ARE A SALT-SWAMP REPRESENTING THE EDGE OF THE COASTLINE, OR A CHAIN OF CLOSELY-PACKED ISLANDS FILLED WITH SWAMP. REGARDLESS, THE ISLANDS ARE RULED BY HALFLING FAMILIES; INSULAR, TERRITORIAL, AND ONLY FRIENDLY TO VISITORS IN THE TOWN OF CROCODILES. CROCODILES IS THE LOCUS OF TRADE FROM THE SWAMPS, WHERE THE HALFLING CLANS HUNT THE SALT-WATER CROCODILES OF THE ISLANDS, SELLING THE HIDES IN TOWN.

SEA-RIFT, THE

THE SEA-RIFT IS ONE OF THE MORE UNUSUAL RIFTS THAT HAVE OPENED IN THE SLOWLY-FRAYING WORLD OF JORDOBA. DESPITE THE FACT THAT THE SEA-RIFT'S BOUNDARIES ARE ENTIRELY LANDLOCKED, CROSSING THE RIFT ALWAYS LEADS TO OPEN SEA. ALSO UNUSUAL, IN MOST CASES THIS SEA APPEARS TO HAVE A TRUE EXTRA-PLANAR EXISTENCE, ACTING AS A TRANSIT POINT THAT CAN LEAD TO THE ELEMENTAL PLANES AND OTHER REGIONS BEYOND. BY CONTRAST, MOST OF JORDOBA'S OTHER RIFTS LEAD ONLY TO OTHER DIMENSIONS OF THE MATERIAL PLANE, OR TO ALTERNATE WORLDS IN THE MATERIAL PLANE. FEW EXPEDITIONS HAVE VENTURED TO EXPLORE THE OTHER WORLDS OF THE SEA-RIFT.

SLEER, THE

THE SLEER IS A COASTAL, SALT-WATER SWAMP ON THE COAST OF THE RAYAWOON PLAIN JUST TO THE NORTH AND WEST OF THE CITY OF ARQAD NARU. IT IS ALMOST CERTAIN THAT THIS IS THE LOCATION OF THE DROWNED CITY OF MOOLDIOS, WHOSE DEPARTING CITIZENS SWELLED THE TOWN OF ARQAD NARU INTO A TRUE CITY. SOME TREASURE-SEEKERS HAVE REPORTED FINDING PARTS OF THE DROWNED CITY, ALMOST ENTIRELY UNDERWATER, BUT THEY HAVE NOT SEEN FIT TO SHARE THEIR CHARTS AND MAPS, TO THE GREAT SORROW OF OTHER FORTUNE-HUNTERS.

SULQUASTIS, CITY-STATE OF

POPULATION (CITY): 49,000
CURRENT RULER: SENATOR PRINCEPS OCQUAM SESST, HIGH ADMINISTRATOR OF THE CANALS

WHAT PEOPLE HAVE HEARD:

- CANAL CITY
- PATRICIAN FAMILIES ARE OFTEN RESENTED BY THE PLEBIAN CLASS
- PRODUCES THE BEST GLADIATORS FROM THE ARENA OF TUSHARA AND THE GLADIATORIAL SCHOOLS AFFILIATED WITH IT.
- GIGANTIC BUTTERFLIES

SUNAI, CITY-STATE OF

SOO-NYE

POPULATION (CITY): 62,000
CURRENT RULER: HIS DESCENDANCY GOD-KING PERSIOCH XII, ANOINTED RECIPIENT OF THE ULULATION

WHAT PEOPLE HAVE HEARD:

- THE EERIE TWILIGHT ULULATION
- ROYAL FAMILY HAS STRENGE BLOODLINE

- FANCY ARMOR WITH FLANGES AND TALL HELMETS

SURRENDERED COAST, THE

THE SURRENDERED COAST IS A TERM VARIOUSLY APPLIED EITHER TO THE SETTLEMENTS OF THE COAST ITSELF (WHICH DOES CONTAIN A FEW FORTIFIED, CIVILIZED TOWNS) OR TO THE ENTIRE, EFFECTIVELY-LOST REGION SOUTH OF THE TERRA FERLIS OF ILLUQUAN AND BETWEEN THE ATROPOS MOUNTAINS AND THE BALBETHWA RIVER. AS THE TIDE OF RUINATION'S ARMIES CONTINUED TO RISE IN THE INTERIOR OF THIS PART OF ILLUQUAN, HUGE NUMBERS OF REFUGEES FROM RABU RASAAL (NOW TERRA FERLIS) BEGAN TO MAKE THEIR WAY SOUTH ALONG THE MLAAJ RIVER VALLEY TO THE CITY OF YOOLGHOON OR THE TOWNS OF THE SOUTH COAST.

TARSEPOLIS, CITY-STATE OF

TAR-SEP-UH-LIS

POPULATION (CITY): 56,000
CURRENT RULER: HIS SYMMETRICAL PERFECTION OPEZAXION II, KING OF TARSEPOLIS, WIND OF THE WINE-DARK WATERS

WHAT PEOPLE HAVE HEARD:

- THE GREAT TEMPLE OF ORIALLO EXULTATIVE, THE CITY'S PATRON GOD
- UNIVERSITY OF YEGALA, FAMED THROUGHOUT THE WORLD
- CONSTANT MILITARY AND SCOUTING ACTIVITY INTO THE WILDS OF HYENADORIA

TCHORPANG, JUNGLES OF

TCHORPANG IS A CARTOGRAPHER'S SHORTHAND FOR THE VAST SYSTEM OF INTERCONNECTED RAINFORESTS OF THE CONTINENT OF TCHOR. BECAUSE THE INTERIOR OF TCHOR HAS SUCH DRAMATIC VARIATIONS IN

ALTITUDE, THERE ARE ACTUALLY HUNDREDS OF DISTINCT RAINFORESTS IN THE AREA, SOME OF THEM TEMPERATE AND OTHERS TROPICAL.



THE TCHORPANG JUNGLES CONCEAL MANY STRANGE, UNSPEAKABLE MYSTERIES IN THEIR GREEN DEPTHS...

TERRA SHANTU

THE TERRA SHANTU IS A REGION OF PLAINS AND LOW HILLS SCATTERED WITH THE OCCASIONAL FOREST. IT IS OCCUPIED BY THE SHANTU TRIBES, NOMADS THAT SWEEP IN TO CONQUER THE REGION AS THEY RETREATED FROM ADVANCING RUINATION IN THEIR OWN NATIVE

LAND. THE ORIGINAL LAND OF SHANTU, TO THE EAST, IS NOW COMPLETELY WILD. SOME TRIBES ARGUE THAT THE SHANTU PEOPLE SHOULD UNITE AND RETAKE THEIR FORMER TERRITORY, BUT MOST OF THE SHANTU PEOPLE ARE RECONCILED TO THE FACT THAT THE

STRENGTH OF CHAOS IN THEIR HOMELAND IS FAR TOO GREAT FOR THE TRIBES TO DEFEAT. THE SHANTU PEOPLE HAVE NO ULTIMATE AUTHORITY, NOR DO THEY SEEK TO UNIFY THEMSELVES OTHER THAN THROUGH TRIBAL ALLIANCES. THIS DECENTRALIZATION CAN LEAD TO TRIBAL WARS, ESPECIALLY SINCE THE TRIBES OF THE INTERIOR ARE CONSTANTLY BEING FORCED FARTHER AND FARTHER BACK TOWARD THE COASTLINE, COMING INTO CONTACT WITH OTHER TRIBES THAT HAVE ALREADY ESTABLISHED TERRITORIES FOR THEMSELVES.

TRANSMONTAINE GHELTS

GHELTIC CULTURE IS SIMILAR ACROSS THE SEA-GHELTS, THE GHELTS OF THE ARBONNAIA, THE REGIONS NORTH OF THE CARTHANONS (THE TRANSMONTAINE), AND LOWER GHELTIA, BUT IT IS NOT IDENTICAL IN ALL PLACES. THE GHELTS HAVE A COMMON TRADITION OF LIVING IN SMALL VILLAGES UNDER THE RULERSHIP OF THANES, BURNING PEOPLE IN WICKER CAGES, BEING RULED BY A COMBINATION OF DRUID-AND-CHIEF, DRINKING FROM THE SKULLS OF THEIR ENEMIES, AND HANGING THE BODIES OF THEIR ENEMIES (GENERALLY HEADLESS; SEE ABOVE REGARDING DRINKING VESSELS) FROM TREES. IN COSMIC TERMS, THEY FALL INTO A HIGHLY-AMBIGUOUS ZONE BETWEEN STRUCTURE AND RUINATION, USUALLY NOT MUCH OF A CONCERN FOR THEIR DRUIDIC LEADERS WHO ESPOUSE BALANCE.

ULIOMANTHE, ISLAND OF
SEE "ISLANDS OF ILLYRIA"

UMBRADAAN FOREST

AFTER THE FALL OF PERIOR (SEE "PERIOR, WILDS OF"), THE SURGE OF PICTISH INVADERS BROKE AWAY FROM THEIR BEASTMAN ALLIES AND CONTINUED SOUTHWEST INTO THE DARK FORESTS OF THE UMBRADAAN TOWARD THE KINGDOM OF PYRRHON. THOUGH THE NATIVE CREATURES OF THE UMBRADAAN SLOWED DOWN THE PICTISH ADVANCE, THE PICTS ARE NATURAL FOREST-HUNTERS, AND IN THEIR LARGE NUMBERS THEY ESTABLISHED SETTLEMENTS THROUGHOUT THE VAST FOREST. THE PICTISH SETTLEMENT OF THE UMBRADAAN ALLOWED THE KINGDOM OF PYRRHON TO PREPARE FOR BATTLE, BUT EVENTUALLY THE PICTS LOOKED SOUTHWARD AGAIN...

URUSALKA RIVER

THE SOURCE OF THE URUSALKA RIVER IS UNKNOWN, FOR THE LANDS UP- RIVER LIE BEYOND THE KNOWN EDGES OF CIVILIZATION. THE RIVER-TRADERS OF DZAGNOS DO TRAVEL UP- RIVER, A DANGEROUS VENTURE, AND MAY KNOW MORE OF WHAT LIES TO THE MYSTERIOUS NORTH AND WEST OF THEIR CITY.

XARIS, SEA OF

THE SEA OF XARIS IS SOMEWHAT DEEPER THAN THE SEA OF KHORAMANDU, MAKING ATTACKS BY SEA MONSTERS SOMETHING OF A RISK TO SHIPS. GALLEYS STAY CLOSER TO THE COAST HERE THAN THEY WOULD IN THE KHORAMANDU.

VYCENAINÉ, GRAND DUCHY OF

CAPITAL: DUCAL PALACE IN THE CITY OF MYTHRUS (WHICH IS NOT PART OF THE GRAND DUCHY)

CURRENT RULER: HIS EXCELLENCY THE GRAND DUKE OF VYCENAINÉ, RAOULZAJ II

WHAT PEOPLE HAVE HEARD:

- PAYS NOMINAL TRIBUTE TO GRALLMARG
- LOTS OF POWERFUL AND FAMOUS ARCANÉ SPELLCASTERS HAVE TOWERS IN THE COUNTRYSIDE, BUT THEY ARE FORBIDDEN FROM HOLDING NOBLE TITLES
- VILLAGES IN THE COUNTRYSIDE MAKE THE BEST BOWS IN THE KNOWN WORLD

WILDS OF FALLEN DJORL

AT ONE TIME, DJORL WAS A LEAGUE OF SMALL CITY-STATES THAT REACHED NORTHWARD ALL THE WAY TO THE SEA-RIFT. HOWEVER, SHIPS FROM BEYOND THE SEA-RIFT BEGAN ARRIVING IN HUGE QUANTITIES IN DJORL FROM SOME OTHER WORLD OR PLANE OF EXISTENCE CARRYING SMALL ARMIES OF RAIDERS. THE LEAGUE DISSOLVED CITY BY CITY AS EXTRA-PLANAR REAVERS TOOK CONTROL OF THEM. OVER TIME, AS THE CONQUERORS PAID NO ATTENTION TO ANYTHING BEYOND THEIR CITY WALLS, THE LAND BECAME WILD AND UNTENABLE. OVER A PERIOD OF MANY YEARS, THE EXTRA-PLANAR RAIDERS ABANDONED DJORL IN THE FACE OF INCREASING DANGER, RETURNING TO THE SEA-RIFT AND THEIR OWN BIZARRE HOMELANDS.

MANY EMBATTLED VILLAGES REMAIN IN THE WILDS OF FALLEN DJORL, Eeking OUT AN EXISTENCE IN THIS DANGEROUS PLACE.

YANDRIA, KINGDOM OF

CAPITAL: IENOPOLIS (22,000)

CURRENT RULER: HIS MAJESTY OF THE ROUND SHIELD, SIVET II, KING OF YANDRIA

WHAT PEOPLE HAVE HEARD:

- KNOWN FOR TROUBADOUR BALLADS
- GRANTING FREEHOLDS IN THE WILD FORESTS AND HILLS TO ANYONE WHO CAN HOLD THE LAND FOR A FULL YEAR.
- HIGH TEMPLE OF OMPHTHO AND THE TEMPLE'S HOLY ACADEMY OF THE MAJORDOMO, WHICH TRAINS THE BEST STEWARDS, BUTLERS, AND MAJORDOMOS IN THE ENTIRE WORLD.

YANTUAN RIVER

THE YANTUAN RIVER FLOWS IN A MAJESTICALLY WINDING COURSE THROUGH THE DEPTHS OF THE TCHORPANG JUNGLES DOWNWARD TO LAKE MHOLKRYs. DESPITE THE FACT THAT THERE IS MORE THAN ONE TOWN IN THE YANTUAN RIVER VALLEY, THERE IS VERY LITTLE COMMERCE ON THE RIVER DUE TO AQUATIC DINOSAURS AND OTHER TERRORS.

YSTRATH, KINGDOM OF

CAPITAL: RASPORT (15,000)

CURRENT RULER: HIS ARCAN
MAJESTY LIMEGROLN III KING OF
YSTRATH, LORD OF THE EERIE
TOWER, OWL OF THE NIGHT

WHAT PEOPLE HAVE HEARD:

- WIZARD TOWERS IN THE FORESTED INTERIOR OF THE COUNTRY
- INSANITY AND WITCHCRAFT ARE NOT UNCOMMON IN THE RURAL REGIONS
- SOME THINK THAT RUINATION IS CORRUPTING YSTRATH FROM WITHIN
- DECADENT
- SECRET ORDER OF THE DARK SIGIL OF TCHOON SEKR (MAGES, WIZARDS, WARLOCKS)

ZAPHANASTIS, RIFT OF

SEE "RIFTS"

ZDRAL, LAKE OF

THE LAKE OF ZDRAL LIES IN THE MIDDLE OF THE PERIOR WILDLANDS, UTTERLY BEYOND THE REACH OF CIVILIZATION. ACCORDING TO LEGEND, THE LAKE IS CONTROLLED BY A TRIO OF WATER-WIZARDS BY THE NAMES OF PREGENIOR, CHRYTLUXUM, AND SUHINTORUS.

ZHIRIBISI HILLS

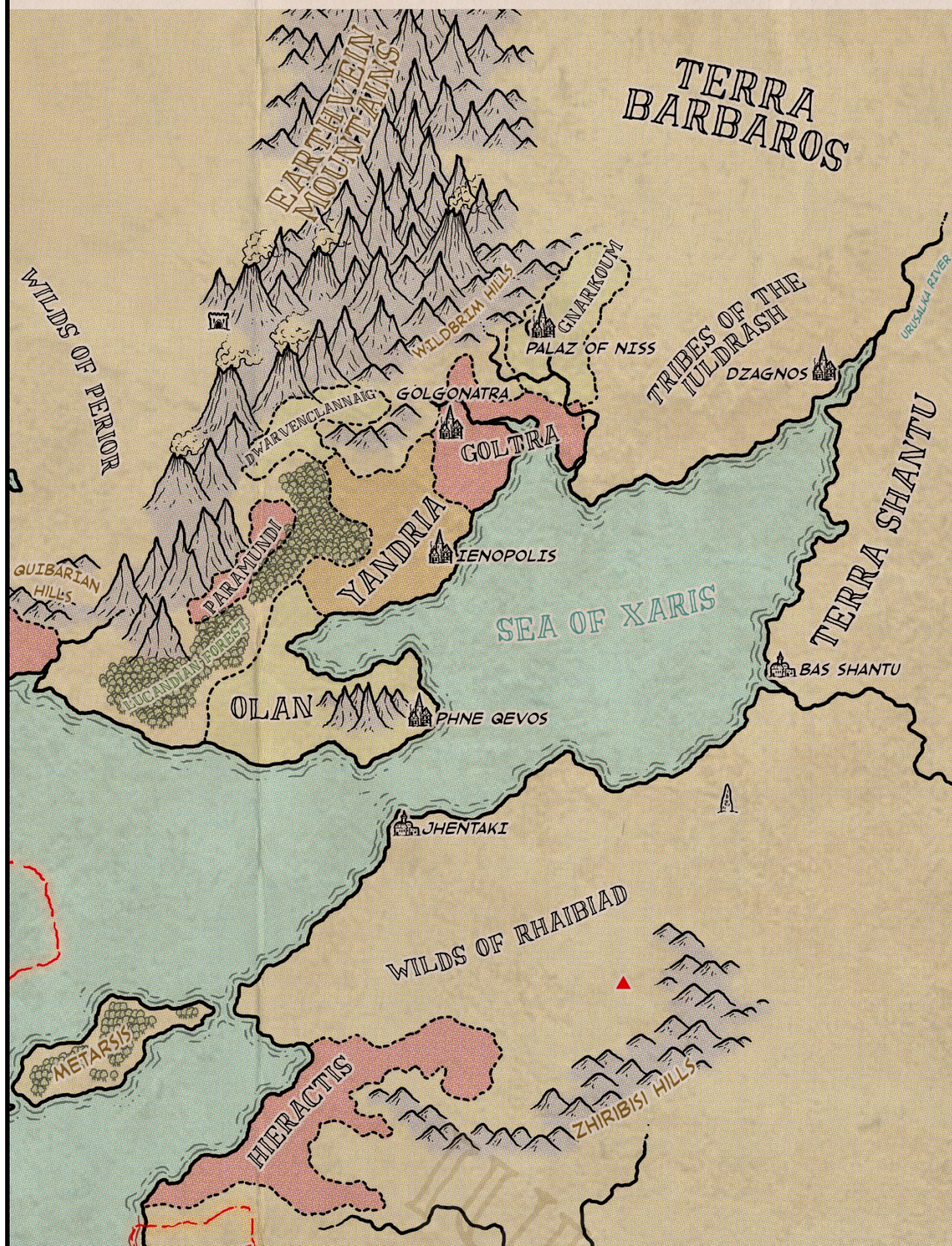
THESE HILLS ARE INHABITED BY TRIBAL FOLK WHO WEAR COLORFUL SCARVES ACROSS THEIR FACES AND WEAR LONG STRANDS OF CARVEN JADE BEADS. THEIR SEMI-BARBARIC CULTURE HAS SURVIVED AGAINST BEASTMEN, SAVAGES, AND HOBGOBLINS MOSTLY BY BEING EVEN MORE FEROCIOUS THAN THESE CREATURES OF RUINATION. THE ZHIRIBISI HILLS ARE A RICH SOURCE OF JADE, AND THE HILLFOLK ARE ARTISTS AT CARVING THE STONE INTO INTRICATE SHAPES. FOR THIS REASON, CARAVANS FROM JHENTAKI STILL MAKE THE DANGEROUS TRIP ACROSS THE WILDS OF RHAIBIAD TO TRADE FOR THE JADE CARVINGS OF THE ZHIRIBISI PEOPLE.

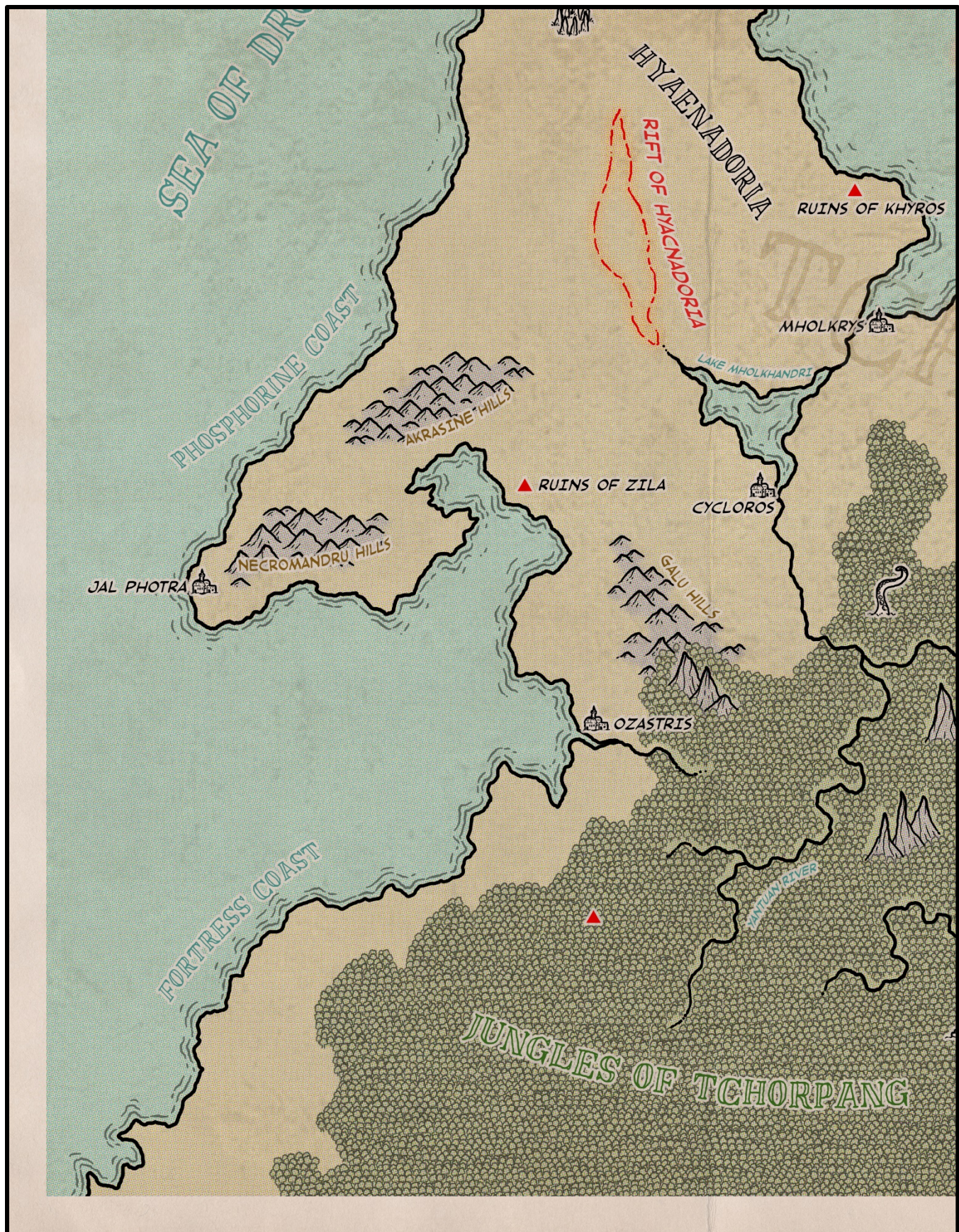
ZILA, RUINS OF

THE CITY OF ZILA WAS DESTROYED BY THE LEGIONS OF THE GOLDEN QUEEN OF CYCLOROS. THE RUINED CITY IS STILL INHABITED BY SMALL TRIBES OF RUINATION'S CREATURES, WHO KEEP MANY OF THE CITY'S SURVIVORS AS SLAVES.















WHERE TO FIND MORE JORDOBA RESOURCES AND OTHER GREAT STUFF FROM UNCLE MATT'S RPG STUDIO -

YOUTUBE CHANNEL:

[HTTPS://WWW.YOUTUBE.COM/CHANNEL/UCWQ6CSVDLKLOOQ8VSMXP5Q](https://www.youtube.com/channel/UCWQ6CSVDLKLOOQ8VSMXP5Q)

(OR SEARCH FOR UNCLE MATT)

OTHER JORDOBA RESOURCES:

[HTTP://WWW.DRIVETHRURPG.COM/BROWSE/PUB/12826/UNCLE-MATT-039S-GAMING-STUFF](http://www.drivethrurpg.com/browse/pub/12826/uncle-matt-039s-gaming-stuff)

OTHER BOOKS BY UNCLE MATT:

SWORDS & WIZARDRY COMPLETE RULEBOOK

[HTTPS://FROGGODGAMES.COM/FROGS/PRODUCT/SWORDS-WIZARDRY-COMPLETE-RULEBOOK/](https://froggodgames.com/frogs/product/swords-wizardry-complete-rulebook/)

TOME OF ADVENTURE DESIGN:

[HTTPS://FROGGODGAMES.COM/FROGS/PRODUCT/TOME-OF-ADVENTURE-DESIGN-2/](https://froggodgames.com/frogs/product/tome-of-adventure-design-2/)