

A RULES SUPPLEMENT
COMPATIBLE WITH THE
Swords & Wizardry
RULES AND ALL EDITIONS BASED ON
THE ORIGINAL 1974 ROLEPLAYING GAME



SUPPLEMENT VI
The
Majestic Wilderlands

BY ROBERT S. CONLEY

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Thanks to Matthew J. Finch for putting together the Swords & Wizardry Core Rules

Thanks for the lighting the fire of my imagination when I was young. And for the chance to repay in some small measure the fun that I had over the years.



Robert Bledsaw Sr
1942-2008

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Foreword

Supplement #6 has been thirty years in the making. I have added, subtracted, and changed so much that the original material, Judges Guild's Wilderlands of High Fantasy, evolved into something new, the Majestic Wilderlands. Over the course of many campaigns I created several unique rules that you may find useful. These rules survived through AD&D 1st Edition, Fantasy Hero, GURPS, D&D 3.0, and other systems. In Supplement #6 these rules are presented in the format of the original game that started the hobby.

No attempt has been made to balance these rules in terms of game mechanics. In my campaign the players are part of a living, breathing world where actions have consequences and rewards other than the gaining of experience, a magic item or the slaying of the latest dragon. This meant that I needed rules to expand the world outside of the dungeon. I took ideas from history and other RPGs, like Traveller, Ars Magica, and Harn. I crafted a series of rule systems that filled out the world above the ground with as much detail as I found in the dungeons below. Trade, politics, culture, society, religion and magic were all plundered to create rules to support an interesting setting. This allowed the players to create a lasting impact to the Majestic Wilderlands.

These rules work to bring the Majestic Wilderlands to life. Since I never ventured far from the pulp/Tolkien roots of original D&D, Supplement #6 should help any referee flesh out their fantasy campaign. By using some or all of these rules you will open up the wonders and dangers of your world to those who adventure in it.

Welcome, to the world outside of the dungeon.

Robert S Conley March, 2009.

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Men & Magic



Introduction

In addition to the three main classes, two additional main classes have been added: Rogues (see Page 34) and Non-Adventurers (see Page 42). The societies and cultures of the Majestic Wilderlands give advantages and disadvantages that are not expressed in game mechanics. Referees will need to use their judgment as to whether any of these classes fit into their milieu.

Characters (Fighting Men)

Berserkers

Fighters may choose to start as Berserkers. Berserkers are humans infused with the divine power of the god Thor and sent against the monsters inhabiting the Majestic Wilderlands. Berserkers must be Lawful or Neutral. A Berserker must have a minimum ability score in Strength AND Constitution of 14 or better. A Berserker performing a chaotic act will revert to a fighting man and be stricken with the Mark of Loki. Any marked ex-Berserker in the presence of a Berserker will likely be attacked. If a Berserker chooses to rage (see below) at the marked ex-Berserker it will not count towards the per day total. The Mark of Loki can be removed by a Cleric casting Remove Curse. A lawful Cleric is likely to refuse the request.

- A Berserker gains 1D6+3 HP/Level
- Use any Armor/Shield, any Weapon
- A Berserker has a +2 AC bonus when attacking large size creatures
- A Berserker may track a non-humanoid monster by scent alone. The trail must be not older than 1d4 hours and applies to monsters that only move on land
- For every 3 levels of advancement a Berserker may rage 1/day. An enraged Berserker will gain +2 damage, +2 to all saving throws, and +2 to hit. If using the d6 damage system, the berserker rolls 3d6 and takes the highest dice rolled instead of doing +2 damage. An enraged Berserker will attack until there is no visible enemy at which point the rage ceases 1 round later. A rage will also end if a Remove Curse is cast on the Berserker
- At 9th level, a Berserker may establish a fortified mead hall and attract a band of fellow Berserkers who will fight alongside him during monster hunts
- Against creatures with less than 1 HD, the Berserker makes one attack per level per round

Berserker Advancement

Level	Experience	Hit Dice	Save
1	0	1d6+3	16
2	2,250	2d6+6	15
3	4,500	3d6+9	14
4	9,000	4d6+12	13
5	18,000	5d6+15	12
6	36,000	6d6+18	11
7	70,000	7d6+21	10
8	110,000	8d6+24	9
9	160,000	9d6+27	8
10	230,000	+4 hp	7
11	320,000	+8 hp	6
12	420,000	+12 hp	6
13+	+115,000/level	+4 hp/level	6

Knights

Fighters may choose to start as Knights. A Knight focuses on mounted combat. Knights can be of any alignment and must possess either a Constitution OR Charisma of 12 or better. In either case Constitution or Charisma can't be lower than 8. If a Knight loses his horse for more than a month then the Knight reverts to a fighting man due to the lack of training. At the referees discretion the knight may reassume his class after a month of retraining a new horse. Note the reason for having a high charisma is because the social level of a Knight means that individuals tend to have a higher charisma than average.

- Gains 1D6+2 HP/level
- Use any Armor/Shield, any Weapon
- Knights receive a +1 attack bonus from horseback. (This is an addition to the normal bonuses of mounted combat)
- A Knight learns veterinary skills. The Knight may spend an entire turn (10 minutes) to heal his horse of 2 points of damage per level once a day. A Knight can use this knowledge on humans and humanlike races at 1 point of damage per level once a day
- A Knight receives an additional +2 bonus to paralyzation saves from being unhorsed
- A Knight may recruit an additional hireling for every 3 levels of advancement
- A Knight adds +1 to any morale or loyalty check for every 3 levels of advancement.
- If using a lance a Knight doubles the number of dice they roll (i.e. instead of 2d4+1 they do 4d4+1)
- At 9th level, a Knight may swear fealty to a liege, receive a fief, and become a noble lord. The definition of fief varies by culture. For example, nomadic cultures many grant a large herd, agrarian cultures usually grant manor estates and imperial cultures may award a lucrative concession or governorship
- Against creatures with less than 1 HD, the Knight makes one attack per level per round. This does not apply to attacks made by the horse

Knight Advancement

Level	Experience	Hit Dice	Save
1	0	1d6+2	16
2	2,250	2d6+4	15
3	4,500	3d6+6	14
4	9,000	4d6+8	13
5	18,000	5d6+10	12
6	36,000	6d6+12	11
7	70,000	7d6+14	10
8	110,000	8d6+16	9
9	160,000	9d6+18	8
10	230,000	+3 hp	7
11	320,000	+6 hp	6
12	420,000	+9 hp	6
13+	+115,000/level	+3 hp/level	6

Soldiers

Fighters may choose to start as Soldiers. Soldiers excel at teamwork in combat. Their training in the guard or the army has given them bonus abilities when they work with other fighting men. Soldiers can be of any alignment and must possess a Constitution of 10 or better and an Intelligence of 8 or better. A Soldier must report for at least one day of drill every month or revert back to a fighting man. Spending an extra day at drill allows the Soldier to skip the next month's drill. And if two extra days are spent at drill the next TWO months may be skipped. This is the maximum bonus that can be gained. If a former Soldier wishes to resume his class, he can do so after a month of drill.

- Gains 1D6+2 HP/level
- Use any Armor/Shield, any Weapon
- Any character standing on the shield side of a Soldier gains the Soldier's shield bonus to his AC.
- If using the shield block rule, a Soldier may choose to sacrifice his shield to block any blow hitting a target on his shield side
- A Soldier may attack through other characters from the second rank without penalty or fear of hitting other characters on a miss. A Soldier may do this from third rank if the weapon is a pike.
- The Soldier may elect to interpose himself and take damage from a weapon strike or a spell meant for another character 1/day. The target must be within 10 feet
- Against creatures with less than 1 HD, the Soldier makes one attack per level per round
- At 9th level, the Soldier may become a Captain and attract a band of loyal mercenaries. Along with this, a parcel of land or a substantial herd may be granted for years of service

Soldier Advancement

Level	Experience	Hit Dice	Save
1	0	1d6+2	16
2	2,250	2d6+4	15
3	4,500	3d6+6	14
4	9,000	4d6+8	13
5	18,000	5d6+10	12
6	36,000	6d6+12	11
7	70,000	7d6+14	10
8	110,000	8d6+16	9
9	160,000	9d6+18	8
10	230,000	+3 hp	7
11	320,000	+6 hp	6
12	420,000	+9 hp	6
13+	+115,000/level	+3 hp/level	6

Paladins of Mitra

Fighters may choose to start as Paladins of Mitra. Paladins are called upon by the goddess Mitra to be her champions. Their traditional rivals are the Myrmidons of Set. Paladins must be Lawful and follow the Fivefold Code. A Paladin must possess the following minimum ability scores; Strength of 12, Constitution of 12, and a Charisma of 15.

Any act of Chaos or violations of the Fivefold Code will cause the Paladin to revert to a fighting man. If the ex-Paladin is above 6th level and finds a new horse within a month to replace his Paladin's Mount he may choose to become a Knight. A referee may choose to allow the Paladin to atone for his misconduct and undertake a Quest of Redemption. Any further violation will cause the Paladin's status to be revoked permanently.

- Paladins gains 1d6+2 HP/level
- Use any Armor/Shield, any Weapon
- Paladins are immune to disease
- Paladins are immune to the effects of aging and maintain a youthful physique although their normal lifespan is unaffected
- A Paladin is immune to any charm spell or effect
- Against any non-clerical spells or spell effects they gain a 10% chance of immunity per level until 10th level. This immunity may be dropped willingly by the Paladin to allow beneficial spells to be casted on him and restored 1 round later
- A Paladin may Detect Evil at will
- Paladins can cast the Light Spell on themselves at will
- The Paladin has the abilities of the Knight
- A Paladin may cast Cure Light Wounds 1/day. For every three levels of advancement a Paladin gains an additional Cure Light Wounds 1/day
- Paladins gain +1 to all saving throws. For every five levels of advancement Paladins gain another +1 to all saving throws. This bonus has been added to the chart
- Paladins can cast Cure Disease 1/day. For every five levels of advancement a Paladin gains an additional Cure Disease 1/day
- At 3rd level a Paladin's Mount (usually a horse) will arrive fully geared. This mount is sentient although it does not possess the ability to speak. The mount is considered heavy cavalry. If killed, the experience is traumatic resulting in the Paladin spending 1d6 month in meditation before undertaking a quest to find another mount
- Once a Paladin achieves 3rd level he must commune with Mitra for one night for new level acquired until 11th level. During this night, Mitra will test the Paladin on one of the tenets of the Fivefold Code. The Paladin's friends and associates may be unwillingly drawn into the test through their dreams. These tests continue once per level. After gaining the 11th level, Mitra uses the night to provide the Paladin with insight and counsel

Paladins of Mitra (Cont)

- At 9th level a Paladin may become a Captain and a leader of (or establish) a chapterhouse. The Paladin will attract a body of loyal Paladins. Along with the Paladins the Church of Mitra will assign Priests to help tend the physical grounds of the chapterhouse
- Against creatures with less than 1 HD, the Paladin makes one attack per level per round

Fivefold Code

Show no fear to your enemies even when all is lost.

Let truth guide your life even unto death.

Let the light of goodness and bravery guide you into Mitra's love.

Protect the helpless as you would protect Mitra herself.

For what man is a man who does not make the world better?

Paladin Advancement

Level	Experience	Hit Dice	Save
1	0	1d6+3	15
2	3,000	2d6+6	14
3	6,000	3d6+9	13
4	12,000	4d6+12	12
5	24,000	5d6+15	11
6	48,000	6d6+18	9
7	78,000	7d6+21	8
8	123,000	8d6+24	7
9	183,000	9d6+27	6
10	258,000	+3 hp	5
11	348,000	+6 hp	3
12	453,000	+9 hp	2
13+	+150,000/level	+3 hp/level	1



Myrmidons of Set

Fighters may choose to start as Myrmidons of Set. Myrmidons are called by the god Set to be his champions. Their traditional enemies are the Paladins of Mitra. Myrmidons must be Lawful and follow the Laws of Ma'at. A Myrmidon must possess the following minimum ability scores; Constitution of 12, Wisdom of 12, and a Charisma of 15.

Any act of Chaos or violations of the Laws of Ma'at will cause the Myrmidon to revert to a Fighter, the Myrmidon's Arkados (see the Myrmidon's abilities) will leave him and a Myrmidon of equal level will challenge the ex-Myrmidon to a duel to the death. If the character wins the duel, he is free to leave. If the ex-Myrmidon wishes to atone for his misconduct after the duel, the referee may allow him to undertake a Trial of Ma'at. Set will arrange the circumstances of the trial. It will test the character's dedication to each of the Laws of Ma'at. The trial will involve killing a powerful chaotic creature. Any further violations will cause the Myrmidon's status to be revoked permanently. The ex-Myrmidon will then be hunted down by his former peers and killed.

- Myrmidons gains 1d6+2 HP/level
- Use any Armor/Shield, any Weapon
- Myrmidons are Immune to Disease
- Myrmidons are immune to the effects of aging and maintain a youthful physique although their normal lifespan is unaffected
- A Myrmidon is Immune to any Charm spell or effect
- A Myrmidon may Detect Evil at will
- Myrmidons can cast Protection from Evil on themselves at will
- Myrmidon may cause an additional 1d6+1 damage 1/day on a successful weapon hit For every three levels of advancement a Myrmidon may cause an additional 1d6+1 damage 1/day on a successful weapon hit. Additional damage may be combined on a single blow. For example a 7th level Myrmidon can do an additional 1d6+1 damage 3/day. He may choose to expend them all on a single blow adding 3d6+3 damage.
- Myrmidon gain +1 to all saving throws. For every five levels of advancement a Myrmidon gains an additional +1 to all saving throws. This bonus has been added to the chart
- Myrmidons can cast Prayer 1/day. For every five levels of advancement Myrmidons gain an additional Prayer 1/day
- Against any non-clerical spells or spell effects they gain a 10% chance of immunity per level until 10th level. This immunity may be dropped willingly by the Myrmidon to allow beneficial spells to be casted on him and restored 1 round later
- Myrmidons have the abilities of a Knight after gaining the 3rd level

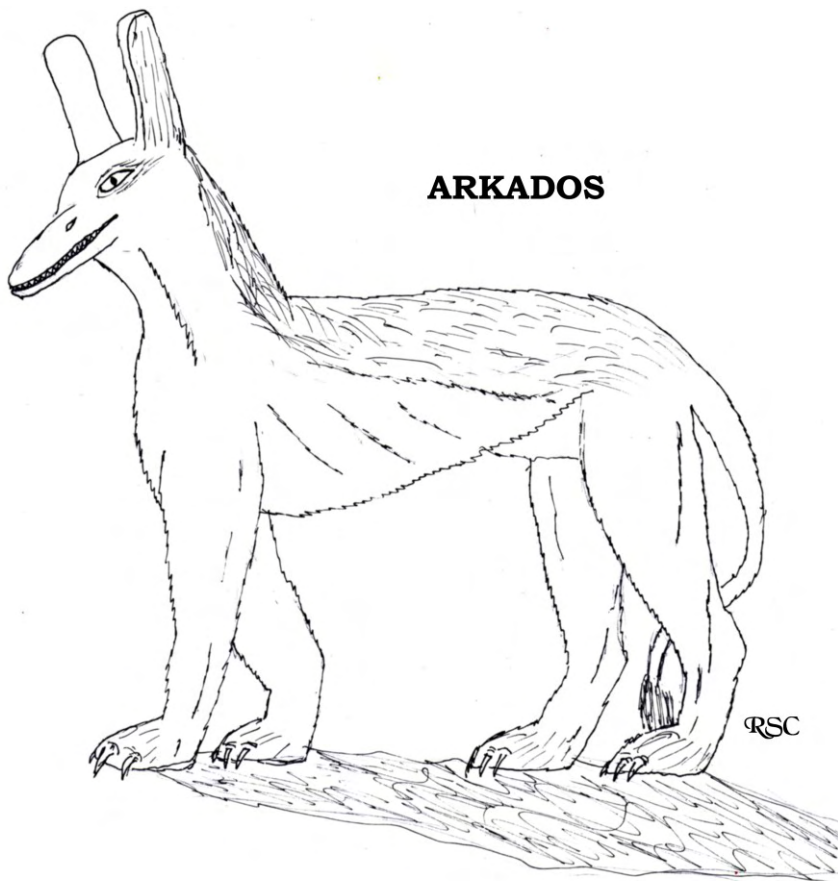
- At 3rd level an Arkados will arrive. This strange creature has a curved snout, square ears, and a canine body. It resembles a weird composite of an aardvark, donkey, and a jackal. It will serve as a companion to the Myrmidon. Its combat abilities are similar to those of a Wolf (AC 7[12], HD 3, NA 1, DMG 1d6, ST 16 Spec: None). It can move silently, and turn invisible. It can track provided it has something to smell so it can pick up the scent. The Myrmidon can mediate to see and hear what the Arkados perceives. The Arkados has the ability to turn into an asp 1/day. Its bite injects a lethal dose of poison, +2 to save. If the Arkados is killed, the experience is traumatic resulting in the Myrmidon spending 1d4 weeks in meditation. Afterwards Set will subject the Myrmidon to a Trial of Ma'at before sending another Arkados
- Starting with the 3rd level, the Myrmidon must commune with Set for one night after the next level is achieved. During this night Set will bring the Myrmidon to the Swamps of Acheron. There the Myrmidon will undergo a trial involving one of the Laws of Ma'at. The order of the trials is Strength (3rd), Hardiness (4th), Loyalty (5th), Obedience (6th), Certainty (7th), Dedication (8th), Integrity (9th), Order (10th), and Wholeness (11th). The Myrmidon friends and associates may be drawn into the test through their dreams. After gaining the 12th level the tests cease and the night is used to give the Myrmidon insight and counsel
- At 9th level a Myrmidon may be granted the rank of Overseer. He becomes the leader of a group of Myrmidons attached to a temple. He is responsible for their assignments, their training, upkeep, and to lead them as a single force in battle
- Against creatures with less than 1 HD, the Myrmidon makes one attack per level per round

Laws of Ma'at

Strength	Only through a Myrmidon's Strength will Order succeed.
Hardiness	A Myrmidon overcomes all adversity.
Loyalty	Only by the trust of absolute loyalty can chaos be held at bay.
Obedience	Those above must be obeyed, those below must obey.
Certainty	There is no doubt that the will of Set is the right and correct way.
Dedication	A Myrmidon never wavers in fulfilling the will of Set.
Integrity	A Myrmidon must resist all worldly temptations.
Order	Without Order, Chaos will leave nothing behind.
Wholeness	The Laws of Ma'at are whole and must be followed in its entirety.

Myrmidon Advancement

Level	Experience	Hit Dice	Save
1	0	1d6+2	15
2	3,000	2d6+4	14
3	6,000	3d6+6	13
4	12,000	4d6+8	12
5	24,000	5d6+10	11
6	48,000	6d6+12	9
7	78,000	7d6+14	8
8	123,000	8d6+16	7
9	183,000	9d6+18	6
10	258,000	+3 hp	5
11	348,000	+6 hp	3
12	453,000	+9 hp	2
13+	+150,000/level	+3 hp/level	1



ARKADOS

Characters (Magic-users)

Magic-users (additions)



In the Majestic Wilderlands the Magic-user represents the lone practitioner of magic outside of any of the established orders. With maybe only an apprentice or two for company, they rely on secrecy to remain hidden from the great magical orders. Magic-users have no formal organization or ranks other than Master and Apprentice. Some associate in loose fellowships known as Circles which are patterned after the Order of Trehaen.

Magic-users in the Majestic Wilderlands have the following additional ability.

- Can cast rituals equal to $\frac{1}{2}$ the highest level spell they can cast. (round down)

For example a Magic-user capable of casting a 5th level spell can cast up to a 2nd level ritual.

Mages, Order of Thoth

Magic-users may choose to start as members of the Order of Thoth. Members of the Order are known as Mages.

- Mages Gains 1D6-1 HP/level
- Cannot use any Armor/Shield, permitted to use dagger, staff, and darts
- Can use the Shield of Magic (see below)
- Can cast spells provided they have a spell book to memorize from
- Can cast rituals equal to $\frac{1}{2}$ the highest level spell they can memorize. (round down)
- At 11th level a Mage will be asked to join or to lead the governing council of his Conclave

The Order of Thoth has a singular advantage over the other magical orders; the Shield of Magic.

Against any non-clerical spells or spell effects the Shield of Magic confers a 20% chance of spell immunity per level until 5th level when it at 100%. This immunity may be dropped willingly by the Mage to allow beneficial spells to be casted on him and restored 1 round later. If the Mage is knocked unconscious the Shield of Magic drops one round later. See Magical Immunity on Page 68 for full details.

The Shield of Magic allows Mages to gather together safely without the fear that the stronger members will try to coerce or enslave weaker members. The resulting synergies have kept the Order at the forefront of magical research for the past thousand years. They are responsible for the discovery of the fabled ninth level spells.

Unlike the solitary Magic-user, members of the Order organize themselves into conclaves for mutual support and protection. The heart of the order is in the Wizard's City of Tula in the southern reaches of the Wilderlands. Tula was once the Imperial City of the Ghinorian Empire. Tula is now the seat of the Grand Conclave of the Order of Thoth. In the central Wilderlands the Guild of Arcane Lore within the City-State of the Invincible Overlord is the region's largest and wealthiest conclave.

At 1st level the Mage has completed his apprenticeship and is given the rank of Adept. He is expected to adventure until 5th level at which point he may choose to undergo the Trials of Mastery. There are three trials: The Trial of Knowledge, the Trial of Wit, and the Trial of Power.

The Trial of Knowledge is a presentation of a significant scholarly work. During his travels the Adept is expected to collect his findings and present it before a council of his peers. Often this can take the form of an extensive examination of an artifact or relic, a new spell, or treatise on an interesting discovery made during the Adept's wandering.

Order of Thoth Advancement

Level	Experience	Hit Dice	Save
1	0	1d6-1	15
2	2,750	2d6-2	14
3	5,500	3d6-3	13
4	11,000	4d6-4	12
5	22,000	5d6-5	11
6	44,000	6d6-6	10
7	72,000	7d6-7	9
8	112,000	8d6-8	8
9	162,000	9d6-9	7
10	227,000	+1 hp	6
11	317,000	+2 hp	5
12	437,000	+3 hp	5
13	577,000	+4 hp	5
14	717,000	+5 hp	5
15	857,000	+6 hp	5
16	997,000	+7 hp	5
17	1,137,000	+8 hp	5
18	1,277,000	+9 hp	5
19	1,417,000	+10 hp	5
20	1,557,000	+11 hp	5
21+	+140,000/lvl	+1 hp/lvl	5

The Trial of Wit involves the Adept solving a puzzle. The puzzle is presented in three parts, a riddle, a mechanical device, and a physical challenge. The three parts of the puzzle can only be solved by using reason. Brute force and raw talent are not enough. Elements of the puzzle can be life threatening. For example an Adept has to figure out a complicated series of gears and levers as the room fills with water.



The Trial of Power is straight forward, but often the most difficult. The Adept has to defeat a creature by spells and wits. The Conclave will use a captured creature for this purpose. The creature will be of equal hit dice (or ability) to the caster.

If the Trial of Mastery is successful the Adept continues advancing. If the Adept fails the trial he drops to the middle of 4th level and continue his wanderings. When he reaches 5th level again he may attempt another Trial of Mastery.

The rank of Master allows the Mage to join any conclave that will accept him. During the Adept years, a Magic-user will often develop a close relationship with one of the conclaves. Rarely will a group of new Masters elect to found a new Conclave. The Order does not discourage this choice, but the logistics of establishing a new Conclave often proves too daunting and the members split to join existing Conclaves.

Those who have reach 16th level are granted the title of Mage. While mage is the common term referring to members of the Order it is never used by members. For example I am Master Indigo of the Guild of Arcane Lore or I am Mistress Arbella of the Golden House. At 16th level they are allowed to drop the title of Master and refer themselves as a Mage.

Order of Thoth Spell Progression

Level	1	2	3	4	5	6	7	8	9	Ritual
1	1									
2	2									
3	2	1								1 st
4	3	2								
5	4	2	1							
6	4	2	2							
7	4	3	2	1						2 nd
8	4	3	3	2						
9	4	3	3	2	1					
10	4	4	3	2	2					
11	4	4	4	3	3					
12	4	4	4	4	4	1				3 rd
13	5	5	5	4	4	2				
14	5	5	5	4	4	3	1			
15	5	5	5	5	4	4	2			
16	5	5	5	5	5	5	2	1		4 th
17	6	6	6	5	5	5	2	2		
18	6	6	6	6	6	5	3	2	1	
19	7	7	7	6	6	6	3	2	2	
20	7	7	7	7	7	7	3	3	2	
21+	7	7	7	7	7	7	3	3	3	

The Arch Mage is the leader of the Grand Conclave in Tula. One is elected to serve every 10 years. The Arch Mage is traditionally chosen from those who have achieved the rank of Mage. After they finish their term they are allowed to retain the title of Arch Mage.



Artificers, Order of the Viridian Eye

Magic-users may choose to start as members of the Order of the Viridian Eye. Members of the Order are known as Artificers.

- Artificers Gains 1D6-1 HP/level
- Cannot use any Armor/Shield, permitted to use dagger, staff, and darts
- Can cast rituals. (see below chart)
- At 11th level an Artificer will be asked to lead or establish a workshop and attract other Artificers who wish to study under him

Members of the Order of the Viridian Eye are unable to memorize spells. Instead all of their magic is cast through rituals which focus on creating various permanent and temporary magic items. An Artificer carries dozens of charms, amulets, and other device to use if engaged in combat.

Because of the focus on ritual magic, the Order of Viridian Eye is more highly adept at rituals than the other Orders. Because of the demonic heritage of the Viridians it is rumored that some of the most powerful rituals of the Order involve summoning and binding demons to make potent artifacts.

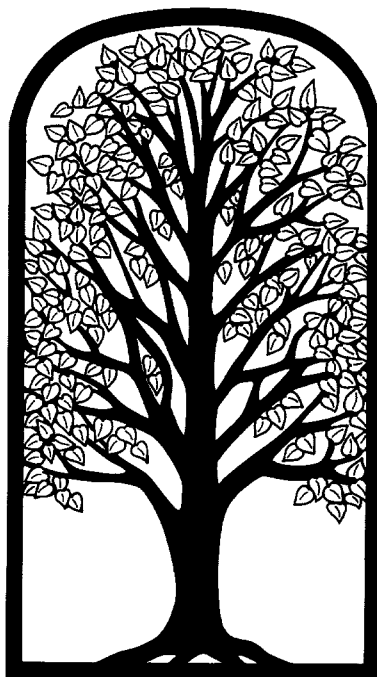
At 1st level the Artificer has completed his initial training and inducted as an Initiate. He is expected to travel and study at different workshops run by Master Artificers. When the Initiate has been judged to have built three worthy magic items, he will be granted the full rank of Artificer. At this time he will typically join one of the Imperial Workshops. By 11th level the Artificer will have risen to become a Master in charge of the workshop or have been granted leave to establish his own. Before the fall of the Viridian Empire the Emperor would appoint a Grand Master Artificer to run the Palace Workshop. Since the collapse there are now a half dozen Grand Masters appointed by the various pretenders.

This is one of the oldest Orders in the Majestic Wilderlands. It was found over four thousand years ago when the Viridians first came to the Wilderlands. It is believed that the majority of the Grandmaster Artificers in the Order are of pure Viridian blood. For its long history the Order was an extension of the will of the Emperors of Viridistan. The recent fall of the Empire has caused the Order to fracture with the provincial chapters serving the various pretenders.



Order of the Viridian Eye Advancement

Level	Experience	Hit Dice	Save	Ritual
1	0	1d6-1	15	1 st
2	2,250	2d6-2	14	
3	4,500	3d6-3	13	2 nd
4	9,000	4d6-4	12	
5	18,000	5d6-5	11	3 rd
6	36,000	6d6-6	10	
7	70,000	7d6-7	9	4 th
8	110,000	8d6-8	8	
9	160,000	9d6-9	7	5 th
10	230,000	+1 hp	6	
11	320,000	+2 hp	5	6 th
12	420,000	+3 hp	5	
13	535,000	+4 hp	5	7 th
14	650,000	+5 hp	5	
15	765,000	+6 hp	5	8 th
16	880,000	+7 hp	5	
17	995,000	+8 hp	5	9 th
18	1,110,000	+9 hp	5	
19	1,225,000	+10 hp	5	
20	1,340,000	+11 hp	5	
21+	+115,000/level	+1 hp/lvl	5	



Wizards, Order of the Trehaen

Magic-users may choose to start as members of the Order of the Trehaen (tree-hay-ann). Members of the Order are known as Wizards.

- Wizards Gains 1D6-1 HP/level
- Cannot use any Armor/Shield, permitted to use dagger, staff, and darts
- Can cast a limited number of spells per day without preparation. (see below)
- Can cast rituals equal to $\frac{1}{2}$ highest level memorized. (see below chart)
- At 11th level a Wizard can establish his own Circle and attract a group of fellow Wizards to follow him

The Order of the Trehaen has the singular ability to cast spells without memorization. This results from their focus on a deep understanding of magic. The price is that the number of spells at their disposal is limited compared to the other Orders.

The Order of the Trehaen is the oldest order of magic in existence. It traces its heritage to just after the Uttermost War. Its tradition of magic was learned from the Elves and has continued nearly unchanged for 8,000 years. The order's focuses on intensive study that allows the Wizards to cast spells with no preparation or reliance on spell books.

The Order of Trehaen organizes themselves into Circles. A Circle is a loose fellowship of Wizards in a small region. Circles don't generally maintain a central hall or building. Instead they will gather in secluded groves for a weekend-long meeting to exchange stories and knowledge. Often various members of a Circle will specialize in one aspect of magic. The specialist will be consulted by the other Wizards of the Circle when an issue arises involving that area of magic.

Wizards from 1st to 2nd level are considered Apprentices in the Order of Trehaen. When they successfully master their 2nd level spell they are now considered Evokers and encouraged to study with other wizards. When they mastered the 5th level spell (at 9th level) they are recognized as a full Wizard. Those who master 6th level spells are known as Seers. Finally those who reached the lofty heights of 7th level spells and higher are granted the title of High Seer.

In most regions of the Wilderlands this tradition has been supplanted by independent Magic-users and Mages from the Order of Thoth. An immortal Elf would think nothing of taking the next century to relearn another spell. Shorter lived humans began to modify the Trehaen tradition to allow a greater number of spells to be cast in an exchange for reliance on spellbooks and scrolls.

Order of Trehaen Advancement

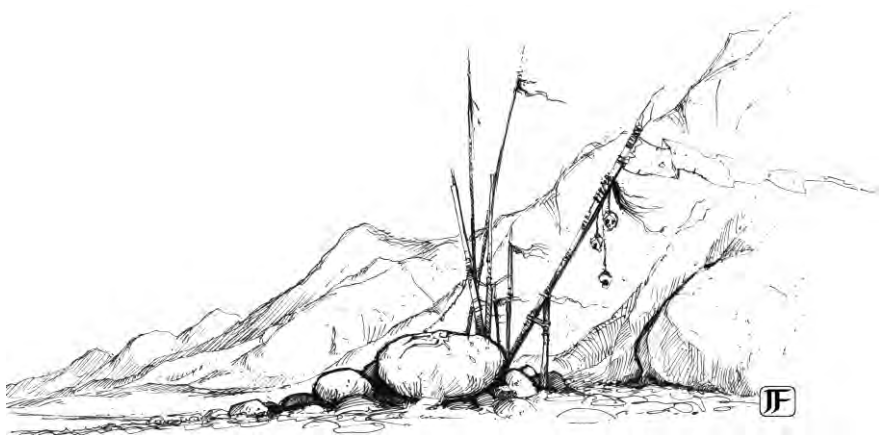
Level	Experience	Hit Dice	Save	Ritual
1	0	1d6-1	15	
2	2,500	2d6-2	14	
3	5,000	3d6-3	13	1 st
4	10,000	4d6-4	12	
5	20,000	5d6-5	11	
6	40,000	6d6-6	10	
7	65,000	7d6-7	9	2 nd
8	95,000	8d6-8	8	
9	135,000	9d6-9	7	
10	190,000	+1 hp	6	
11	285,000	+2 hp	5	
12	385,000	+3 hp	5	3 rd
13	515,000	+4 hp	5	
14	645,000	+5 hp	5	
15	775,000	+6 hp	5	
16	905,000	+7 hp	5	4 th
17	1,035,000	+8 hp	5	
18	1,165,000	+9 hp	5	
19	1,295,000	+10 hp	5	
20	1,425,000	+11 hp	5	
21+	+130,000/level	+1 hp/lvl	5	

Level	Spell Per Day								
	1	2	3	4	5	6	7	8	9
1	1								
2	1								
3	1	1							
4	1	1							
5	1	1	1						
6	2	1	1						
7	2	1	1	1					
8	2	2	1	1					
9	2	2	1	1	1				
10	2	2	2	1	1				
11	3	2	2	1	1				
12	3	2	2	2	1	1			
13	3	3	2	2	1	1			
14	3	3	2	2	2	1	1		
15	3	3	3	2	2	1	1		
16	4	3	3	2	2	1	1	1	
17	4	3	3	3	2	2	1	1	
18	4	4	3	3	2	2	1	1	1
19	4	4	3	3	3	2	2	1	1
20	4	4	4	3	3	2	2	1	1
21+	4	4	4	3	3	2	2	2	1



Order of the Trehaen (Cont)

Level	Spell Known								
	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	2	1							
5	2	2	1						
6	3	2	1						
7	3	2	2	1					
8	3	2	2	1					
9	3	3	2	2	1				
10	3	3	2	2	1				
11	4	3	3	2	2				
12	4	3	3	2	2	1			
13	4	4	3	3	2	1			
14	4	4	3	3	2	2	1		
15	4	4	4	3	3	2	2		
16	5	4	4	3	3	2	2	1	
17	5	5	4	3	3	3	3	2	
18	5	5	4	4	3	3	3	2	1
19	6	5	4	4	4	4	4	3	2
20	6	6	5	4	4	4	4	3	2
21+	6	6	6	5	5	4	4	4	3



Rune-casters, Order of Thor

Magic-users may choose to start as members of the Order of Thor. Members of the Order are known as Rune-casters.

- Rune-casters Gains 1D6-1 HP/level
- Can use leather armor, permitted to use dagger, staff, and hand axes.
- Can cast rituals
- Can speak Dwarvish as one their languages
- Can use runes in place of scrolls, wands, and charms (see below)
- At 11th level a Rune-caster will be asked to joining the governing council of a Hall and become an Elder. The Rune-caster has the option of establishing a Hall and attracts a group of fellow Rune-caster to join him in doing research and training Disciples

This Order is both the youngest and oldest of the Magical Order. It originated among the Dwarves shortly after the chaos of the Uttermost War. While the Elves offered to teach all allied races their way of magic, the pride of the Dwarves led them to develop an independent method of creating spells.

The Dwarves found that certain runes have magical properties. When properly inscribed the runes can be used create magic items that allowed the maker to cast spells. Over the centuries they refined rune inscription into a high art.

The Dwarves are secretive and taught little of their art to the other races. However during the Crystal Wars, which brought down the Founder Empire, many Dwarves immigrated to other regions of the Wilderlands. This was a time chaos and of great peril. For the first time Dwarves taught allied races the secrets of rune casting. It would not be the last time.

Five centuries ago, a group of people known as the Skandians were migrating eastward along the icy reaches of the northern Wilderlands. One of the clans of Skandians was encamped along a fjord when they heard a thunderous crash. A chunk of glacier broke off and filled the head of the fjord. This collapsed the main entrance to a Dwarven Hold and flooded the lower levels. The clan encountered the surviving Dwarves and aided them in digging out a new entrance. In gratitude the Dwarves taught the clan many of the arts of civilization including rune casting. The Skandians were permitted to settle on the shoreline and make the land their own new home.

The Skandian Rune-casters organized themselves into Halls. Halls are typically located near a Dwarven Hold for mutual support and aid. The organization of a Rune-caster Hall differs little from a Skandian Clan. The leader of the Hall is known as a Chief and is advised by a council of Elders.

At 1st level the Rune-caster has completed his initial training and inducted as a Disciple. A Disciple is expected to wander from hall to hall learning different aspects of Rune-casting. This includes spending time working with Rune-casters from friendly dwarven holds. If a disciple earns the recommendation of three chiefs or Elders by 5th level; then he will be recognized as a full Rune-caster. At 11th level he is recognized as an Elder and is allowed to participate in the debates of the governing council of the hall.

The main difference between Rune-casters and other ritual-using Orders is the use of Runes. Runes replace the use of scrolls, charms, and wands. A rune can be temporary or permanent. A temporary rune is created much in the same way as a scroll. When used, the rune-caster touches the rune and is able to cast the spell that round. Afterwards the rune dissipates.

The real advantage comes with permanent runes. Unlike charms multiple runes may be inscribed on a single object, provided there is physical space for the rune. Runes are typically 1 to 3 inches in size. The permanent rune is created in the same manner as a charm item; then infused with a spell as per the charm rules. The Rune-caster merely has to touch the rune to activate it and can cast the spell that round.

Order of Thor Advancement

Level	Experience	Hit Dice	Save	Ritual
1	0	1d6-1	15	1 st
2	2,250	2d6-2	14	
3	4,500	3d6-3	13	2 nd
4	9,000	4d6-4	12	
5	18,000	5d6-5	11	3 rd
6	36,000	6d6-6	10	
7	70,000	7d6-7	9	4 th
8	110,000	8d6-8	8	
9	160,000	9d6-9	7	5 th
10	230,000	+1 hp	6	
11	320,000	+2 hp	5	6 th
12	420,000	+3 hp	5	
13	535,000	+4 hp	5	7 th
14	650,000	+5 hp	5	
15	765,000	+6 hp	5	8 th
16	880,000	+7 hp	5	
17	995,000	+8 hp	5	9 th
18	1,110,000	+9 hp	5	
19	1,225,000	+10 hp	5	
20	1,340,000	+11 hp	5	
21+	+115,000/level	+1 hp/lvl	5	



Theurgists, Order of Set

Magic-users may choose to start as members of the Order of Set. Members of the Order are known as Theurgists.

- Theurgists Gains 1D6-1 HP/level
- Cannot use any Armor/Shield, permitted to use dagger, staff, and darts
- Can cast rituals
- May combine levels when casting rituals (see below)
- At 12th level a Theurgist will be asked to join the governing council of a Brotherhood as Magister. Rarely will the Theurgist be permitted to establish a new Brotherhood

This Order stretches back over five thousand years from the founding of the Thule Empire in the far southern reaches of the Wilderlands. The local hedge magic-users aided the early Thule Emperors in the expansion of the empire. In exchange for their allegiance to Set, the Emperors recognized them as the Order of Set. The Order of Set, Church of Set, and the Emperor remains united as a triad that controls and dominates the Thule Empire.

The Order of Set organizes themselves into Brotherhoods, each with a strict hierarchy underneath the leadership of a High Magister. The Brotherhoods function similarly to the Conclaves of the Order of Thoth in that they maintain a building or an estate where they do research and train new Theurgists. The Emperor of Thule appoints a Grand Magister who is responsible for maintaining standards among the Brotherhoods and to investigate any accusations of disloyalty or treason to the empire. To aid him in this task the Grand Magister has a team of Lord Examiners. Lord Examiners are appointed from the most skilled Theurgists of the Order. Often the next Grand Magister is chosen from their ranks.

A thousand years ago the Thule Empire was expanding into the successor states left after the collapse of the Ghinorian Empire. The Order of Thoth was instrumental in resisting the empire's expansion. As a result the successor states kept their independence and the Order of Set suffered a loss of prestige. Since this time there has been great enmity between the Order of Thoth and the Order of Set.

The Order of Set is noted for their ability to cast powerful rituals that involve many Theurgists. The Theurgists of the Order of Set have the ability to combine the casting of rituals and spells to produce more powerful effects. Any group of Mages that are in touch range of each other may add their combined levels to increase the power of any level based effect.

A Theurgist must be able to cast the spell as a ritual in order to contribute his levels. Note this touch range may be extended through the use of a Magic Staff spell. Each Theurgist can cast separate rituals. If two

rituals are cast the same round the Theurgist combined level apply to both rituals. This ability does not pertain to spells cast from scrolls, charms, or wands.

For example a 5th level Theurgist, a 6th level Theurgist, a 3rd level Theurgist, and a 9th level Theurgist are all in touch range of each other. The 6th level Theurgist casts a Fireball. The Fireball will do 20d6 damage as the 5th, 6th, and 9th level Theurgists can combine their levels to boost its effect. The 3rd level Theurgist cannot contribute as his level is not high enough to cast Fireball. Since the Theurgist can only cast rituals this ability rarely comes into play during the course of an adventure. On the battlefield this ability is devastating to opposing armies. For individual combat the Order of Set relies on scrolls, charms, and wands much like the Order of the Viridian Eye.



At 1st level the Theurgist has completed his apprenticeship and is given the rank of Student. He is expected to adventure until 3rd level at which point he may choose to undergo an Examination of Theurgy. The examination is of the candidate's knowledge and skill and involves extensive questioning of what candidate learned or researched. These trials are inquisitorial in nature and are designed to weed out weak candidates. A failure results in the candidate dropping back to the middle of the 2nd level in XP.

If a second examination is failed, the candidate is expelled from the Order and forbidden to cast rituals and spells ever again. The candidate does not have to lose his class and can continue to advance illegally. This is very difficult due to the Order keeping a tight guard on its secrets. The renegade Theurgist will have to do original research for even the most basic of rituals.

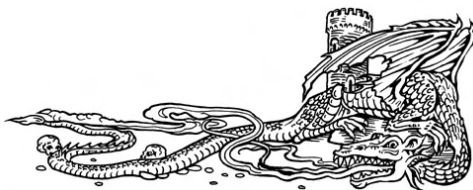
If the Student successfully passes the examination he is recognized as a 2nd Degree Theurgist. At 5th, 7th, and 9th level the Theurgist has to pass similar examinations to advance to the next degree of Theurgy. Degree of Theurgy corresponds to the highest level ritual the Theurgist can cast. Failing the subsequent examinations does not mean automatic expulsion. But advancement will be extremely slow as the Theurgist is continually dropped to the midpoint of the previous level.

At 11th level a Magister's Trial is held by the Theurgist's peers. The Trial not only involves another examination but also tests the Theurgist's skill. The Theurgist will be given one week to prepare an array of rituals, charms, and scrolls to take with him. Each Brotherhood has a Maze of Acheron used in Magister's Trial. The maze is located on a building floor or on the grounds of a Brotherhood estate. The candidate for Magister is shown the entrance. His only task is to make it to the exit and survive.

After a successful trial the candidate advances to 11th level and is known as a Magister candidate. During his advancement to 12th level the candidate needs to secure the recommendation of three other Magisters. When the candidate is ready to advance to 12th level, he presents the recommendations to the High Magister of the Brotherhood and is granted the rank of Magister. He is then permitted access to 6th level rituals and higher.

Order of Set Advancement

Level	Experience	Hit Dice	Save	Ritual
1	0	1d6-1	15	1 st
2	2,250	2d6-2	14	
3	4,500	3d6-3	13	2 nd
4	9,000	4d6-4	12	
5	18,000	5d6-5	11	3 rd
6	36,000	6d6-6	10	
7	70,000	7d6-7	9	4 th
8	110,000	8d6-8	8	
9	160,000	9d6-9	7	5 th
10	230,000	+1 hp	6	
11	320,000	+2 hp	5	
12	420,000	+3 hp	5	6 th
13	535,000	+4 hp	5	
14	650,000	+5 hp	5	7 th
15	765,000	+6 hp	5	
16	880,000	+7 hp	5	8 th
17	995,000	+8 hp	5	
18	1,110,000	+9 hp	5	9 th
19	1,225,000	+10 hp	5	
20	1,340,000	+11 hp	5	
21+	+115,000/level	+1 hp/lvl	5	



Characters (Clerics)

General Notes on Religions



Religion plays an important role in the Majestic Wilderlands. The Gods are real and their power effects everyday life. This has a powerful effect on the various cultures of the Wilderlands. One effect of this is that Clerics and Priests are more powerful than the other character classes in the Wilderlands. This power comes at a price, faith. Under the rules that the gods of the Wilderlands abide by, they can only grant power to those who truly believe and are willing to follow the will of their God. This doesn't mean that those who have doubts or transgress

are automatically shorn of their powers. But it does mean that by the end of the day that the Cleric stands with his deity or loses everything that is given.

This will act as a check on players abusing clerical powers. Even in the societies dominated by three "evil" gods of the Wilderlands (Hamakhis, Kalis, and Set) there are recognizable laws and social structures. They have rules that restrict the characters action and work against riding roughshod over the societies the referee creates.

One feature of the various religions of the Majestic Wilderlands is their universal antipathy for demons and their cults. Even worshippers of the three "evil" gods will actively work against any demon cults they discover.

Another feature is that the Gods of the Wilderlands are universal in their appeal. They are not narrowly focused on a singular portfolio. They espouse a distinctive philosophy of life that is taught to the faithful through the clerics. While they are given a singular name in this book they manifest in different forms to different cultures.

For example Thor is only known by that name to the Skandian Vikings. He is known as Mantriv to the barbarians of the Ament Tundra. While there are differences in his worship between the two cultures the core of his religion remains the same, to stand against the monsters inhabiting the Wilderlands and to lead an honorable life.

Clerics (additions)

In the Majestic Wilderlands clerics represents the militant arm of the deity's religion. The cleric's duty is to adventure against the evils that array themselves against their patron deity. Among the more pacifist religions clerics are the exorcists, missionaries, and wandering friars. Those who serve more war-like deities fight alongside the Myrmidons and Paladins as the sword of their god. Priests (see non-adventuring classes) focus on the church's day-to-day responsibilities.

Clerics use the standard rules with the following additional abilities.

- Can use the Shield of Faith (see below)
- Can use Spells
- Can cast rituals, exact specification based on deity
- Can use the weapon list of their deity
- At 3rd level a cleric is granted a 1/day spell based on their deity
- May have additional powers

Against any spells or spell effects the Shield of Faith confers a 20% chance of spell immunity per level until 5th level when it reaches 100%. This immunity may be dropped by the Cleric to allow beneficial spells to be casted on him. It takes one round to restore the shield. If the Cleric is knocked unconscious the Shield of Faith drops one round later. See Magical Immunity on Page 68 for full details.

Priests

Priests are detailed in the non-adventuring classes

Religious Ranks

While different religions have different hierarchies, most consider priests and clerics that are 1st to 2nd level to be acolytes or initiates. At 3rd level they are consider full priests. At 6th level they are assigned duties that cover a region instead of a single temple. Clerics and Priests at 9th level and above are given charge of an institution such as a temple. The highest ranks vary the most among the different religions Clerics and Priests 12th level or higher have duties encompassing the entire church and are in direct communion with their deity.

Deities of the Majestic Wilderlands

Dannu

Dannu is the goddess of mercy, love, home, and fields. Dannu is worshipped by agricultural societies throughout the Majestic Wilderlands. The church of Dannu works to bring aid and relief to farmers and the poor. The church of Dannu often co-exists alongside several churches including those of Veritas, Thor, and Silvanus.

Armor: Leather, No Shield

Weapon's List: Staff or Dagger

Granted Spells (at 3rd Level): Exorcise.

Additional Powers: Cure Light Wounds 1/day at 1st level, Cure Disease 1/day at 5th Level, Cure Serious Wounds 1/day at 7th level. Turn Undead

Rituals: Can cast rituals equal to ½ highest level spell they can cast +1. For example at 1st level they can cast 1st level rituals, at 3rd level they can cast 2nd level rituals, At 7th level they can cast 3rd level and so on.

Hamakhis

He is the god of death and judgment. All who die come to Hamakhis to be judged on how well they upheld the tenets of their faith. Those who fail will dwell in the City of Bones. Those who are judged favorably will proceed to the care of their god. Hamakhis has two types of sects in his religion; the first believes that if one worships Hamakhis properly they will be granted the state of undeath and live forever. The second sect preaches about Hamakhis as the Final Judge and warns people to be ready for him or suffer the consequence. Hamakhis has an alliance with the goddess Kalis.

Armor: Any

Weapon List: Any blunt weapon including dagger. No Missile Weapons.

Granted Spells (at 3rd Level): Finger of Death.

Additional Powers: Turn Dead. Clerics of Hamakhis are considered Evil for the purposes of Turn Undead.

Rituals: Can cast rituals equal to ½ highest level spell they can cast

The religion condones the use of undead and has rituals to allow creation of servitor undead and granting the state of undeath to willing recipients.

Kalis

Kalis is the goddess of murder, hatred, and revenge. Her goals directly conflict with those of the goddess Dannu. She revels in death and destruction. She is known as the Blood Goddess and the Night Hag. The Claws of Kalis are among the most feared killers in the Majestic Wilderlands. Kalis is served by her Blood Children, the Vampires and Werewolves. Unique among the gods, she has no organized religions in the Wilderlands. She is primarily worshiped by secretive cults, most of them lead by one of her Blood Children. Kalis has an alliance with Hamakhis.

Kalis (Cont)

Armor: Any

Weapons List: Any

Granted Spells (at 3rd Level): Darkness 100ft radius. This is similar to the Darkness spells except it operates over 100ft and doesn't affect the caster or any of his allies.

Additional Powers: None

Rituals: Can cast rituals equal to ½ highest level spell they can cast

Mitra

Mitra is the goddess of justice, war, and Paladins. Mitra defends the helpless, and protects the weak from those who prey on them. There is great enmity between the church of Mitra and the church of Set. The Ghinorians are her chosen people.

Armor: Any

Weapons List: Any

Granted Spells (at 3rd Level): Prayer, this version of Prayer effects up to a 100ft by 100ft area.

Additional Powers: Turn Undead

Rituals: Can cast rituals equal to ½ highest level spell they can cast

Nephthys

She is the goddess of fate, wealth and pleasure. Her religion originated in the Desert Lands and spread through the trade routes to other regions. Now she is widely worshipped throughout the Majestic Wilderlands by merchants and other involved in trade and commerce. The hedonistic elements of her ceremonies contribute to her popularity.

Armor: Leather

Weapons List: Dagger, Staff, Crossbows, Darts.

Granted Spells (at 3rd Level): Greater Command

Additional Powers: Command 1/day at 1st Level, Suggestion 1/day at 5th Level, Quest 1/day at 7th Level.

Rituals: Can cast rituals equal to ½ highest level spell they can cast +1. For example, at 1st level they can cast 1st level rituals, at 3rd level they can cast 2nd level rituals, at 7th level they can cast 3rd level rituals and so on.

Set

Set is the god of war, serpents, and duty. He is the conqueror, the emperor, and the dragon. He teaches that one must obey those placed above and expect those below to obey. Set is the implacable enemy of all demons and those who follow them.

Armor: Any

Weapons List: Any

Granted Spells (at 3rd Level): Stick to Snakes. The Cleric may also see and hear through an individual serpent.

Additional Powers: Turn Undead

Rituals: Can cast rituals equal to ½ highest level spell they can cast

Silvanus

Silvanus is the god of dreams, magic, and the forest. Silvanus is revered by the Elves. His worship involves mysticism, complex meditation, and magic. Silvanus' Clerics are known as Rangers in Human cultures.

Armor: Any

Weapon List: Any

Granted Spells (at 3rd Level): Speak with Plants

Additional Powers: Turn Undead. They may cast a limited amount of Wizard's spells. (see below). They do not have to memorize their spells but are limited in their choice of spells. (see Order of Trehaen).

Rituals: Can cast rituals equal to $\frac{1}{2}$ highest level spell they can cast +1. For example, at 1st level they can cast 1st level rituals, at 3rd level they can cast 2nd level rituals, at 7th level they can cast 3rd level rituals and so on.

Level	Spell Per Day						Spell Known					
	1	2	3	4	5	6	1	2	3	4	5	6
1												
2												
3												
4												
5	1						1					
6	1						1					
7	1						2					
8	1						2	1				
9	2	1					3	1				
10	2	1					3	2				
11	2	1					4	2				
12	2	1					4	3				
13	2	2	1				4	3	1			
14	2	2	1				4	4	1			
15	2	2	1				4	4	2			
16	2	2	1				4	4	2			
17	2	2	2	1			4	4	3	1		
18	2	2	2	1			4	4	3	1		
19	2	2	2	1			4	4	4	2		
20	2	2	2	1			4	4	4	2		
21+	2	2	2	2	1		4	4	4	3	1	



Thor

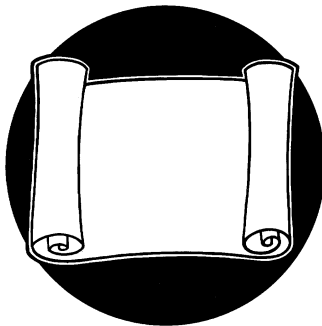
Thor is the god of battle, lightning and storms. He is popular in the hearts of many for his heroic deeds in saving worshippers from the depredations of monsters and giants. He rewards any follower who is willing to undertake similar quests. His shrines and temples are used as bases in quests against the monsters of the Wilderlands.

Thor (cont)**Armor:** Any**Weapon List:** Hammer, staff, club.**Granted Spells (at 3rd Level):** Hold Monster**Additional Powers:** Turn Monster. This works like Turn Undead except against Monsters in general. Use the undead HD column to determine the effect on a particular monster. The definition of monster is up to the individual referee. It is recommended that it should not include any of the character races.**Rituals:** Can cast rituals equal to $\frac{1}{2}$ the highest level spell they can cast**Thoth**

Thoth is the god of knowledge. He is charged by Veritas with the keeping of the Covenant between the Gods and the recording of everything that transpires in the Wilderlands. His religion is organized into monasteries which engage in the collection of lore. Often these monasteries are bases for expeditions to recover lost artifacts or explore an unknown region of the Wilderlands.

Armor: Any**Weapon List:** Any**Granted Spells (at 3rd Level):** Commune**Additional Powers:** Turn Undead**Rituals:** Can cast rituals equal to $\frac{1}{2}$ highest level spell they can cast**Veritas**

Veritas is the god of creation, craftsmen, and truth. He is revered by the Dwarves. He is the eldest of the gods and the first to come to the Wilderlands. He is known as the High Lord among the Elves. In lands influenced by elven culture he forms a trinity with Dannu, and Silvanus.

Armor: Any**Weapon List:** Any**Granted Spells (at 3rd Level):** Holy Word**Additional Powers:** Turn Undead**Rituals:** Can cast rituals equal to $\frac{1}{2}$ highest level spell they can cast

Characters (Rogues)

Rogues choose to sacrifice fighting or magic aptitude in favor of special abilities or excelling at certain abilities.



Burglar

Rogues may choose to start as *Burglars*. Burglars are trained in abilities used by secret societies, thieves' guilds and gangs. They learn these abilities at the expense of combat expertise. Burglars can be of any alignment, and must possess Dexterity score of 10 or better.

- Prime Attribute Bonus: If Dexterity is 13 or greater, character earns +15% experience
- Gains 1d6-1 HP/level
- Fights using the Magic-user combat table
- Can use leather armor and shield
- Can use the following weapons: hand axe, club, dagger, light mace, staff, short sword, light crossbow, dart, sling
- A Burglar has bonuses with the following abilities Climbing, Eavesdrop, Legerdemain, Perceive, and Stealth. The exact bonuses are given on the class level chart
- At 9th level a Burglar may opt to form his own guild and attract loyal followers. The burglar's former associates may object strongly to the formation of the new guild

Burglar Advancement Table

Level	Experience	Hit Dice	Save
1	0	1d6-1	15
2	1,750	2d6-2	14
3	3,500	3d6-3	13
4	7,000	4d6-4	12
5	15,000	5d6-5	11
6	31,000	6d6-6	10
7	62,000	7d6-7	9
8	117,000	8d6-8	8
9	192,000	9d6-9	7
10	267,000	+1 hp	6
11	342,000	+2 hp	6
12	417,000	+3 hp	6
13+	+75,000/lvl	+1 hp/lvl	6

Level	Climb	Eaves.	Leger.	Perc.	Stealth
1	+2	+2	+2	+2	+2
2	+2	+2	+3	+2	+3
3	+2	+2	+3	+2	+3
4	+3	+3	+4	+3	+4
5	+3	+3	+5	+3	+5
6	+3	+3	+5	+3	+5
7	+4	+4	+6	+4	+6
8	+4	+4	+7	+4	+7
9	+4	+4	+7	+4	+7
10	+5	+5	+8	+5	+8
11	+5	+5	+9	+5	+9
12	+5	+5	+9	+5	+9
13+	+1/3 lvl	+1/3 lvl	+2/3 lvl	+2/3 lvl	+2/3 lvl

Thug

Rogues may choose to start as *Thugs*. Thugs are the rank and file of secret societies, thieves' guilds, and gangs. Thugs are chosen mainly for their strength. Their leaders are highly charismatic and able to control dozens of fellow thugs through sheer force of will. Thugs can be of any alignment and must possess a Strength of 10 or better.

- Prime Attribute Bonus: If Strength 13 or greater, character earns +15% experience.
- Gains 1d6 HP/level
- Fights using the Cleric combat table
- Due to their focus on using raw strength in fighting they gain +1 damage for strength 13 to 14, +2 for strength 15 to 16, +4 for strength 17 to 18
- Can use leather armor and shield
- Can use the following weapons: hand axe, club, dagger, light mace, staff, short sword, light crossbow, dart, sling
- The Thug has bonuses with the following abilities: Athletic, Area Knowledge (Home region), Intimidation, and Locution. The exact bonuses are given on the class level chart
- At 9th level a Thug may opt to form his own gang and attract loyal followers. Unlike burglars most organizations consider this natural and rarely object unless the Thug decides to go independent

Thug Advancement Table

Level	Experience	Hit Dice	Save	Athletics	Area Know	Intimd.	Locut.
1	0	1d6	15	+1	+1	+1	+1
2	1,750	2d6	14	+1	+1	+1	+1
3	3,500	3d6	13	+2	+1	+1	+1
4	7,000	4d6	12	+2	+1	+1	+1
5	15,000	5d6	11	+3	+2	+2	+2
6	31,000	6d6	10	+3	+2	+2	+2
7	62,000	7d6	9	+4	+2	+2	+2
8	117,000	8d6	8	+4	+2	+2	+2
9	192,000	9d6	7	+5	+3	+3	+3
10	267,000	+1 hp	6	+5	+3	+3	+3
11	342,000	+2 hp	6	+6	+3	+3	+3
12	417,000	+3 hp	6	+6	+3	+3	+3
13+	+75,000/lvl	+1 hp/lvl	6	+1/ 2 lvl	+1/ 4 lvl	+1/ 4 lvl	+1/ 4 lvl

Mountebank

Rogues may choose to start as *Mountebanks*. Mountebanks are trained in a combination of magic and various skills. Most Mountebanks specialize in anti-divination spells, illusions, and other forms of magic to allow Burglars and Thugs to operate without fear of detection. A common slang term for them is *Fogger*. Mountebanks can be of any alignment and must possess both an Intelligence of 10+ and a Dexterity of 10+ Mountebanks are hunted by magic-users from the various magical orders.

- Prime Attribute Bonus: Intelligence 13 or greater, +15% experience
- Gains 1d6-1 HP/level
- Fights using the Magic-user combat table
- Can use leather armor and shield
- Can use the following weapons: hand axe, club, dagger, light mace, staff, short sword, light crossbow, dart, sling
- Can cast rituals equal to $\frac{1}{2}$ the highest level spell they can cast. (round down)
- A Mountebank has bonuses with the following abilities: Locution, Perceive, Stealth, and Thaumatology. The exact bonuses are given on the class level chart
- At 9th level a Mountebank may opt to form his own troupe and attract fellow Mountebanks

Mountebank Advancement

Level	Experience	Hit Dice	Save	Ritual
1	0	1d6-1	15	
2	2,000	2d6-2	14	
3	4,000	3d6-3	13	1 st
4	8,000	4d6-4	12	
5	16,000	5d6-5	11	
6	32,000	6d6-6	10	
7	64,000	7d6-7	9	2 nd
8	128,000	8d6-8	8	
9	224,000	9d6-9	7	
10	324,000	+1 hp	6	
11	424,000	+2 hp	5	3 rd
12	524,000	+3 hp	5	
13	624,000	+4 hp	5	
14	724,000	+5 hp	5	
15+	+100,000/lvl	+1 hp/lvl	5	

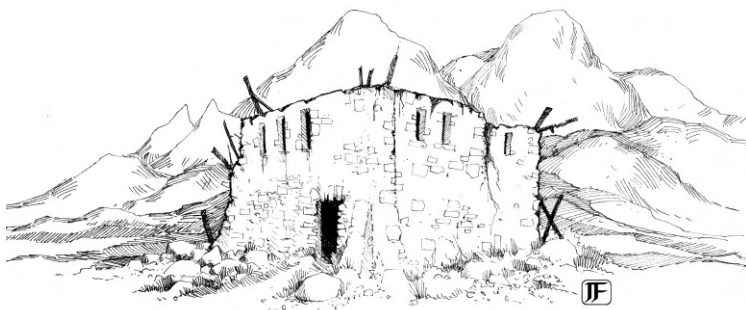


Mountebank Ability Bonuses

Level	Locution	Perceive	Stealth	Thaumatology
1	+3	+2	+2	+1
2	+3	+2	+2	+1
3	+4	+2	+2	+1
4	+4	+2	+2	+1
5	+5	+3	+3	+2
6	+5	+3	+3	+2
7	+6	+3	+3	+2
8	+6	+3	+3	+2
9	+7	+4	+4	+3
10	+7	+4	+4	+3
11	+8	+4	+4	+3
12	+8	+4	+4	+3
13	+9	+5	+5	+4
14	+9	+5	+5	+4
15+	+1/2 lvl	+1/4 lvl	+1/4 lvl	+1/4 lvl

Mountebank Spell Progression

Level	Spell Per Day								
	1	2	3	4	5	6	7	8	9
1	1								
2	1								
3	1	1							
4	2	1							
5	2	1	1						
6	2	2	1						
7	3	2	1	1					
8	3	2	2	1					
9	3	3	2	1	1				
10	4	3	2	2	1				
11	4	3	3	2	1	1			
12	4	4	3	2	2	1			
13	4	4	3	3	2	1			
14+	4	4	4	3	2	1			



The Claws of Kalis.

Rogues may choose to start as members of the Claws of Kalis. The Claws is a cult of the blood goddess Kalis dedicated to the eradication of Chaos by any means. Their favored method involves the insertion of spies into a suspect organization and then assassinating the guilty. Claws of Kalis may not be Chaotic in alignment. They must possess a Dexterity of 12+. Their cult is illegal in nearly every culture and its members subject to the death penalty.

- Prime Attribute: Dexterity 15+, +15% experience
- Gains 1d6 HP/level
- Fights using the Cleric combat table
- Can use leather armor and shield
- Can use the following weapons: hand axe, club, dagger, light mace, staff, short sword, light crossbow, dart, sling, and short bow
- A Claw of Kalis has bonuses with the following abilities: Athletics, Climbing, Eavesdrop, Intimidate, Legerdemain, Perceive, and Stealth. The exact bonuses are given on the class level chart
- At first level a Claw may add +1D6 to any hit made while attacking a surprised opponent
- For every 4 levels the Claws gains 1 skill level in all his skills. In addition he gains 1 additional level that he may add to one skill
- For every 3 levels a Claw may add an additional +1D6 to his surprise strike
- At 9th level a Claw may opt to form his own cult and attract loyal followers

The Claws have no formal hierarchy. One's standing in the Claws is based on training and experience. The Claws follow those who produce results.

In most cases a Claw has been a member since birth. New members are gained by Claws venturing out and kidnapping babies and young children. They will raise them up as their own. Throughout childhood they are taught to obey Kalis without question. Both female and male children receive the same instruction and given the same opportunities.

From adulthood on the Claw's life is taken up with living a cover identity, training, and undertaking missions. Typically a mission is done by a single member of the Claw. Group operations are extremely rare. Most of the Claw's missions are paid assassinations.

It is known that in certain taverns that dropping a hint on a possible mission will bring a Claw member visiting. He will state the terms for the killing. No haggling or bargaining is allowed. If the person doesn't accept the Claws terms, the person will be marked to be used for a sacrifice to Kalis. It is common knowledge that it is not wise to call upon the Claws of Kalis unless you are prepared to pay their terms.

Claws of Kalis Advancement Table

Level	Experience	Hit Dice	Save
1	0	1	15
2	2,000	2	14
3	4,000	3	13
4	8,000	4	12
5	16,000	5	11
6	32,000	6	10
7	64,000	7	9
8	128,000	8	8
9	224,000	9	7
10	324,000	+2 hp	6
11	424,000	+4 hp	6
12	524,000	+6 hp	6
13+	+100,000/level	+2 hp/level	6

Level	Athl.	Climb.	Eaves.	Intim.	Leger.	Per.	Stlth.
1	+3	+3	+3	+2	+2	+3	+3
2	+3	+3	+3	+2	+2	+3	+3
3	+3	+3	+3	+2	+2	+3	+4
4	+3	+3	+3	+2	+2	+3	+4
5	+4	+4	+4	+3	+3	+4	+5
6	+4	+4	+4	+3	+3	+4	+5
7	+4	+4	+4	+3	+3	+4	+6
8	+4	+4	+4	+3	+3	+4	+6
9	+5	+5	+5	+4	+4	+5	+7
10	+5	+5	+5	+4	+4	+5	+7
11	+5	+5	+5	+4	+4	+5	+8
12	+5	+5	+5	+4	+4	+5	+8
13+	+1/4 lvl	+1/4 lvl	+1/4 lvl	+1/4 lvl	+1/4 lvl	+1/4 lvl	+1/2 lvl



Merchant Adventurer

Rogues may choose to start as Merchant Adventurers. Merchant Adventurers deal with illegal or dangerous trade. They are somewhat adept at fighting and know several skills useful to commerce. Merchant Adventurers are found as smugglers, black marketers, caravan masters, pirate lords, treasure hunters and ship captains. They often organize expeditions into unknown lands. Merchant Adventurers can be of any alignment, and must possess a Charisma of 10+.

- Prime Attribute: Charisma 13+, +15% experience
- Gains 1d6-1 HP/level
- Fights using the Cleric combat table
- Can use leather armor and shield
- Can use the following weapons: hand axe, club, dagger, light mace, staff, short sword, light crossbow, dart, sling, and short bow
- Merchant Adventurer has bonuses to the following abilities: Accounting, Geography (2 regions), History, Locution, Professional (one type), and Survival(one region). The exact bonuses are given on the class level chart
- At 9th level a Merchant Adventurer may opt to form his own Company and attract investors and loyal followers

Merchant Adventurer Advancement Table

Level	Experience	Hit Dice	Save
1	0	1	16
2	1,750	2	15
3	3,500	3	14
4	7,000	4	13
5	15,000	5	12
6	31,000	6	11
7	62,000	7	10
8	117,000	8	9
9	192,000	9	8
10	267,000	+2 hp	7
11+	+75,000/lvl	+2 hp/lvl	6

Level	Account	Area Know	History	Locution	Profess.	Survival
1	+3	+2	+2	+3	+2	+3
2	+3	+2	+2	+3	+2	+3
3	+4	+2	+2	+3	+2	+4
4	+4	+2	+2	+3	+2	+4
5	+5	+3	+3	+4	+3	+5
6	+5	+3	+3	+4	+3	+5
7	+6	+3	+3	+4	+3	+6
8	+6	+3	+3	+4	+3	+6
9	+7	+4	+4	+5	+4	+7
10	+7	+4	+4	+5	+4	+7
11+	1/2 lvl	1/4 lvl	1/4 lvl	1/4 lvl	1/4 lvl	1/2 lvl

Non-Adventurers

The level of a non-adventuring class is based on the number of years they have spent working their profession. This can be modified by having a high or low prime requisite score.

Prime Requisite Modifiers

Score	Modifier
3	+3 years
4 to 5	+2 years
6 to 8	+1 year
13 to 15	-1 year
16 to 17	-2 years
18	-3 years

Craftsman

Craftsmen specialize in a single skill. Nearly any of the skills in the Tasks Section can be chosen. The skill's ability modifier becomes the class's prime requisite. It is also a limit on the maximum skill level the Craftsman can learn.

Prime Attribute: The Skill's attribute.

Hit Dice: 1d6

Armor: Leather and shield

Weapons: Dagger, Short sword, Short Bow, Light Crossbow, Club, and Staff.

Craftsmen Advancement

Level	Years	Hit Dice	Save	Profession Skill Lvl	Required Attribute
1	0 to 1	1	17	1	10
2	2	1	17	3	11
3	3 to 4	1	17	4	12
4	5 to 6	1	17	5	13
5	7 to 11	1	17	6	14
6	11 to 15	1	17	7	15
7	16 to 23	1	17	8	16
8	24 to 31	1	17	9	18
9	31 to 39	1	17	10	18
10	39 to 50	1	17	11	18
11	50+	1	17	12	18

Hedge Mages

Hedge Mages learned the rudiments of magic on their own. Unlike Magic-Users they rarely adventure preferring to stay in their village or hovel and slowly improving their craft over the years. They are not organized and the Orders take little notice of them.

Prime Attribute: Intelligence

Hit Dice: 1d6-1 (minimum of 1)

Armor: None

Weapons: Dagger, Club, and Staff.

- Hedge Mages can cast rituals
- Hedge Mages can cast spells

Hedge Mage Advancement

Lvl	Years	Hit Dice	Save	1	2	3	4	5	6	7	8	9	Ritual
1	0 to 4	1	17	1									
2	5 to 9	1	17	1	1								
3	10 to 14	1	17	1	1	1							1 st
4	15 to 19	1	17	1	1	1	1						
5	20 to 24	1	17	1	1	1	1	1					
6	25 to 29	1	17	1	1	1	1	1	1				2 nd
7	30 to 34	1	17	1	1	1	1	1	1	1			
8	35 to 39	1	17	1	1	1	1	1	1	1	1		
9	40 to 44	1	17	1	1	1	1	1	1	1	1	1	
10	45 to 49	1	17	1	1	1	1	1	1	1	1	1	3 rd
11	50+	1	17	1	1	1	1	1	1	1	1	1	



Priest

The Priest performs the day-to-day duties of the church. They hold daily services, officiate over marriages and perform blessings at burials. They maintain the temples, and distribute aid. They collect the tithes and ensure there is a proper accounting of their expenditure. While their lives are not as exciting as those of Paladins, Myrmidons, or Clerics, their role is no less important.



Prime Attribute: Wisdom

Hit Dice: 1d6

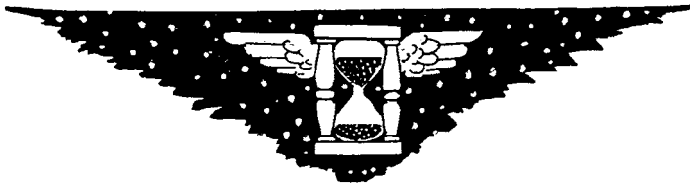
Armor: None

Weapons: Dagger, Club, and Staff.

- At 3rd level Priests can cast the granted power of their religion (see Clerics)
- Priests can cast rituals
- Priests can cast spells
- Priests can use the Shield of Faith (see Cleric)

Priest Advancement

Level	Years	Hit Dice	Save	1	2	3	4	5	6	7	8	9	Ritual
1	0 to 4	1	17										
2	5 to 9	1	17	1									1 st
3	10 to 14	1	17	2	1								2 nd
4	15 to 19	1	17	2	2	1							3 rd
5	20 to 24	1	17	2	2	1	1						4 th
6	25 to 29	1	17	2	2	2	1	1					5 th
7	30 to 34	1	17	3	3	2	2	1					
8	35 to 39	1	17	3	3	3	2	2	1				6 th
9	40 to 44	1	17	4	4	3	3	2	1				
10	45 to 49	1	17	4	4	4	3	3	2	1			7 th
11	50+	1	17	4	4	4	4	4	3	2			



Scholars

Scholars are members of the magic-using Orders who do not go on adventure instead they spend years puttering around in labs, reading musty old tomes, and tending herb-gardens.

Prime Attribute: Intelligence

Hit Dice: 1d6-1 (minimum of 1)

Armor: None

Weapons: Dagger, Dart, and Staff.



Scholar chooses one intelligence based ability as their primary focus and chooses another intelligence based ability as their secondary focus. For every 2 levels of experience the scholar gets +1 to rolls involving his primary focus, and for every 3 levels of experience the scholar get +1 to rolls involving his secondary focus.

Comments on the Scholars of various Orders are below.

Scholar Advancement

Lvl	Years	HD	Save	1	2	3	4	5	6	7	8	9	Ritual
1	0 to 4	1	17	1									1 st
2	5 to 9	1	17	2	1								2 nd
3	10 to 14	1	17	2	2	1							3 rd
4	15 to 19	1	17	3	2	2	1						4 th
5	20 to 24	1	17	3	3	2	2	1					5 th
6	25 to 29	1	17	4	3	3	2	2	1				6 th
7	30 to 34	1	17	4	4	3	3	2	2				
8	35 to 39	1	17	4	4	4	3	3	2	1			7 th
9	40 to 44	1	17	4	4	4	4	3	3	2	1		8 th
10	45 to 49	1	17	4	4	4	4	4	3	2	2	1	9 th
11	50+	1	17	4	4	4	4	4	4	3	2	2	

Order of Thoth

- Can use the Shield of Magic (see Order of Thoth)
- Can cast spells provided they have a spell book to memorize from
- Can cast rituals. (see Scholar Chart)
- At 6th level a Thothian Scholar will be asked to join or to lead the governing council of his Conclave

Unlike a Magic-user, Thothian Scholars typically do not undertake a period of wandering at 1st and 2nd level. Instead they continue to serve their Master as an assistant after their apprenticeship is over. At 3rd level they will undergo the Trial of Mastery.

Ranks: 1st to 2nd level; Adept. 3rd to 8th Level Master, 9th Level Mage.

Order of the Viridian Eye

- Can cast rituals. (see Scholar Chart)
- At 6th level an Artificer will be asked to lead or establish a workshop and attract other Artificers who wish to study under him

Unlike the Order of Thoth there isn't a dramatic difference between Scholars and Magic-users in the Order of the Viridian Eye.

Ranks: 1st to 2nd level; Initiate. 3rd Level+ Artificer.

Order of the Trehaen

- Can cast spells limited times as day without preparation. (see below)
- Can cast rituals. (see Scholar Chart)
- At 6th level a Wizard can establish his own Circle and attract a group of fellow Wizards to follow him.

Like the Magic-users of the Order of the Trehaen they can cast spells without preparation. See the Scholar chart for the number of spells they can cast per day. The Spells Known is equal to double the spells they can cast.

Ranks: At 1st to 2nd level they are Apprentices, at 3rd to 4th level they are Evokers, 5th to 7th level they are Wizards. and at 8th Level and higher are High Seers.



Order of Thor

- Can cast rituals. (see Scholar Chart)
- Can use runes in place of scrolls, wands, and charms (see Magic-users, Order of Thor)
- At 6th level a Rune-caster will be asked to joining the governing council of a Hall and become an Elder. The Rune-caster has the option of establishing a Hall and attracts a group of fellow Rune-caster to join him in doing research and training Disciples.

Ranks: At 1st to 4th level they are Disciples, at 5th Level they are Rune-casters, and at 6th Level and higher they are Elders.

Order of Set

- Can cast rituals. (see Scholar Chart)
- May combine levels when casting rituals (see Magic-users, Order of Set)
- At 6th level a Theurgist will be asked to join the governing council of a Brotherhood as Magister. Rarely the Theurgist will be permitted to establish a new Brotherhood

The Magister's Trial is held at the beginning of 6th level. The waiting period is 1 year instead of another level.

Ranks: At 1st level they are Students, at 2nd Level they are 2nd Degree Theurgists, at 3rd to 5th level they are Xth Degree Theurgists, and at 6th Level and higher they are Magisters.



Races

Notes on Races

In the Majestic Wilderlands I do not use the Race as Class rule from the core rules for Swords & Wizardry. Any race can become a member of any class as allowed by the referee. Some combinations are unlikely due to cultural reasons.

In the Majestic Wilderlands the races are not balanced in terms of game mechanics. The reason that parties are not comprised solely of races with superior abilities is that the Majestic Wilderlands are dominated by humans. The history and events revolve around humans. Most of the campaigns I ran were comprised of nearly all humans.

Creation of the Races

Only two races were present at the creation of the Majestic Wilderlands. The Elves, who were created to be the glory of the Wilderlands. And Man, who were given a special destiny. However the tranquility of creation was shattered by the revolt of the Demons. The War between the gods and the demons lasted for millennia until the Demons were imprisoned in the abyss. During the War the Demons enslaved countless humans. They performed horrific experiments in order to produce the perfect servitor race. It is from these experiments that the myriad sentient races of the Wilderlands originated. After the war's conclusion the gods withdrew and left each race to find its own destiny.

Man

Man is the dominant race in the Wilderlands. The combination of hardiness, birth rate, and intelligence has allowed them to spread to every corner of the land. The wide range of conditions that humans face has left them highly adaptable. The gods have not chosen to reveal the mystery of Man's ultimate destiny. Among the wise it is said that Man's ability to leave the Wilderlands after death is an integral part of this destiny. Some consider this to be a bitter gift.

- Humans gain +1 add to the ability of their choice.



Elves

The Elves are the glorious race of the Wilderlands. They were created as a shining example of the potential of life. To this end they were given great blessings compared to Man; immortality, resistance to damage, faster healing, and more. However as the centuries wore on the Elves have come to realize that their gifts have a price. They are forever bound to the Wilderlands.

- Elves are immortal and do not age after reaching adulthood
- Elves are +2 to Dexterity, +1 to Constitution, +2 to Charisma
- If an Elf rolls less than a 10 charisma he may continue rolling until he rolls a 10 or higher
- Elves are Immune to Normal Disease
- Elves can heal at double the normal rate. They are completely healed after two weeks of rest
- Elves cannot use any planar abilities or leave the Majestic Wilderlands for another plane



Halflings

Halfling were bred by the Demons as agricultural slaves. The Demons assumed their small stature would require them to eat less food and increase the crop surplus they produced. However the Demons did not count on their ability to easily hide and elude searchers. Many escaped the latifundias of the Demons and joined the revolt. After the wars they began to farm lands next to larger realms and traded their surplus for goods made by the Elves and Dwarves.

- Halflings are long lived and have double the lifespan of Man.
- Halflings are +2 to Dexterity
- Halflings gain +4 to any Stealth ability.
- Halflings are of small stature. Armor costs half.
- The following are considered two handed weapons for Halflings: Battle Axe, Club, War Hammer, Heavy Mace, Long Sword, Staff.
- The following are considered one handed weapons: Dagger, Light Mace, Short Sword, Hand Axe.
- The following Missile weapons can be used: Hand Axe, Short Bow, Light Crossbow, Dart, Sling.



Half-Elves

Men and Elves are inter-fertile. Upon reaching adulthood the child makes an irrevocable choice whether to become an Elf or a Man. If the Half-Elf chooses the race of Man then they gain the following advantages.

- Half-Elves are long lived and have double the lifespan of Man
- Half-Elves are +1 to Dexterity, and +1 to Charisma
- If a Half-Elf rolls less than a 10 Charisma he may continue rolling until he rolls a 10 or higher

Dwarves

The Dwarves were one of the earliest races bred from Man by the Demons. They were bred to act as underground workers. Unfortunately the hardness given to them also resulted in a legendary stubbornness. The early Dwarves were not easily terrorized by the Demons and soon revolted. They took readily to the metalsmith arts and the discovery of iron is credited to the Dwarves. After the wars they returned to the mountains where they still dwell today.

- Dwarves are long lived and have triple the lifespan of Man
- Dwarves are +2 to Constitution, and, -1 to Charisma
- Dwarves are gain +4 saving throw vs. poisons
- Dwarves gain +2 to any Athletic ability

Gnomes

The Gnomes were created alongside the Dwarves and were bred to work in the forests felling trees and gathering special plants. They share many of the same traits as the Dwarves. Their stubbornness manifests as a hatred of injustice. After the wars they returned to the forests and settle alongside the Elves. They are noted for their insistence on fair dealing. Unlike the Dwarves during the wars they developed a keen wit and are also known as notorious pranksters.

- Gnomes are long lived and have triple the lifespan of Man.
- Gnomes are +1 to Constitution, +1 to Wisdom.
- Gnomes are gain +4 saving throw vs poison.
- Gnomes gain +2 to any Athletic ability.



Orcs

The Demons were unsatisfied with early races they bred. Too much of Man's free will remained in their creations. With the Orcs the Demons sought to correct this "flaw". They bred a strong and hardy race. To curb their free will they bred in a fierce aggressiveness that only subsided in presence of strong leaders. The Orcs were used to slaughter the remaining slaves of the Demons and were placed in their stead. The few Orcs that were freed or escaped slavery found their aggressive instincts left them unable to cooperate with any other race. After the wars the Orcs fled to the deep wilderness. Their ability to breed quickly soon found them filling many of the empty lands of the Wilderlands and brought them into renewed conflict with the other races.

- Orcs are short lived and have half the lifespan of Man.
- Orcs are +2 to Strength, +1 to Constitution, -1 to Intelligence, -2 to Wisdom, -2 to Charisma.
- Orcs are gain +2 saving throw vs. poison.



Goblins

Goblins were bred to act as skilled labor. In place of the Orc's aggression Goblins attention span was altered. It became narrower and more focused on a single activity. Their need for approval and status was heightened. This manifested itself as greed, extreme competitiveness, and obsessive interest in a single craft. During the war, freed Goblins found they were unable to relate to the other races. Afterwards they drifted off and settled their own lands separate from the other races. Their lands were an ever-changing kaleidoscope of petty kingdoms and tribes. They would come into conflict when a tribe fixated on something within another race's territory.

- Goblins are short lived and have half the lifespan of Man.
- Goblins have -2 to Wisdom and -1 to Charisma.
- Goblins gain +2 to add to the ability of their choice.

Reptile Men

Orcs were not the only race the Demons experimented with to replace their initial attempts. The Demons also turned to fusing the characteristics of various animals with Man. One of the more successful attempts was the Reptile Men. Their carnivorous diet and inability to endure extreme cold limited their use to serving as small groups of elite shock troops. Their group instinct was amplified, manifesting as a heightened sense of honor. Just before the end of the war they formally surrendered to the gods. They were the only ones of the Demon's forces to do this. After the war they choose to live alone in the arid and desert regions of the Wilderlands.

- Reptile Men have a lifespan equal to that of a Man.
- Reptile Men are +2 to Constitution, +2 to Strength, -1 to Charisma.
- Reptile Men have scales which give -1[+1] to Armor Class.
- Reptile Men have claws which give +1 to punching damage.
- In normal winter conditions Reptile Men must make a saving throw every hour or take 1d6 damage. In extreme winter conditions a failure on the saving throw results in 3d6 damage. Wearing cold weather clothing encumbers the Reptile; negates the damage for normal winter condition and reduced damage for extreme conditions to 1d6.
- Reptile Men are not affected by normal hot weather conditions.
- Reptile Men only take 1d6 damage from extreme hot weather condition if they fail a saving throw made every hour. If they wear proper hot weather clothing and have adequate water they take no damage from extreme hot weather.

Lizard Men

Several campaigns of the war took place in swamp or jungle regions and Reptile Men proved unsuitable for those conditions. Lizard Men were created as a semi aquatic race to act as elite shock forces in those regions. Since the wars they have continued to live in the swamps and rainforests of the southern Wilderlands.

- Lizard Men have a lifespan equal to that of a Man.
- Lizard Men are +2 to Constitution, +2 to Strength, -1 to Charisma.
- Lizard Men have scales which give -1[+1] to Armor Class.
- Lizard Men have claws which give +1 to punching damage.
- Lizard Men live in humid hot conditions, treating dry climates or cold climates as extreme weather conditions. Under such conditions they must make a saving throw every hour; Failure indicates 3d6 damage while success reduces the damage to 1d6.

Serpent Men

In closing years of the war, slave races loyal to the Demons were dwindling. To keep the remaining races in line the Serpent Men were created. The instinct towards protecting one's family was twisted to manifest as absolute loyalty to their demonic masters. Their fanaticism ultimately led to the downfall of the Demons when they turned their inquisition against the Reptile Men. Offended at the slight to their honor the Reptile Men formally surrendered to the Gods and withdrew from the war. After the war the surviving Serpent Men fled to the southern jungles where they plot to free their demonic masters from the Abyss.

- Serpent Men have a lifespan double that of a Man.
- Serpent Men are +2 to Constitution, +2 to Dexterity, -1 to Charisma.
- Serpent Men have scales which give -1[+1] to Armor Class.
- Serpent Men have a bite that does 1d6-1 damage. In addition the target must make a saving throw or die in 1d6 rounds unless a cure poison or antidote is administered.
- Serpent Men gain +2 to intimidation ability.
- Serpent Men live in humid hot conditions, treating dry climates or cold climates as extreme weather conditions. Under such conditions they must make a saving throw every hour; Failure indicates 3d6 damage while success reduces the damage to 1d6.



Viridians

The Demons were originally a diverse group united by their desire to dominate creation on their own terms. They consisted of a mix of rebel gods, Elves, and Men. After their successful rebellion, they turned on each other when they could not agree on the division of the spoils of creation. The end result was a hierarchy of stronger Demons dominating the weaker Demons.

Among the weakest of the Demons was a group known as the Viridians, or the Green Lords. After the war they were imprisoned in the Abyss along with the other Demons. Centuries later they escaped; manipulating the Serpent Men and other mortal races they managed to have one of the crystals warding the entrance of the Abyss stolen. The resulting gap was just large enough to allow the entire Viridian race to escape. They fled the entrance and sailed into the Sea of Five Winds. At the head of one of its gulfs they landed and founded the city of Viridistan.

Viridistan grew to be a capital of a large empire enslaving Men and Goblins. At their height the Viridians fell into infighting as their ancestors once did. Over the centuries their numbers dwindled and more of their empire was given to be run by Men and Goblins. The last Viridian of Imperial Blood has been killed and the Empire has now collapsed into civil war. A few surviving Viridians wander the land, a shadow of their past glory.

- Viridians have a lifespan triple that of a Man.
- Viridians add +2 to Charisma
- Viridians have an innate ability to cast magic (see below). If a Viridian has a spell-using class this is in addition to their normal spell abilities. When they gain a new spell slot they permanently choose a spell to fill that slot. They then can cast that spell 1/day.
- Viridians are considered enchanted creatures for spells attacking them. (see Protection from Evil, etc)

Viridian Spell Table

Level	Spells Per Day			
	1	2	3	4
1	1			
2	1			
3	1	1		
4	1	1		
5	1	1	1	
6	2	1	1	
7	2	1	1	1
8	2	2	1	1
9	2	2	1	1
10	2	2	2	1

Level	Spells Per Day			
	1	2	3	4
11	3	2	2	1
12	3	2	2	2
13	3	3	2	2
14	3	3	2	2
15	3	3	3	2
16	4	3	3	2
17	4	3	3	3
18	4	4	3	3
19	4	4	3	3
20	4	4	4	3
21+	4	4	4	4

Half-Viridans

At their height, the Viridians' appetite for pleasure was insatiable. Many half-breed Viridians were born and passed their blood down through family lines over generations. Goblin and human Half-Viridians are the most common, other races are very rare.

- Half-Viridians have a lifespan double that of their base race.
- Half-Viridians gain their base racial bonus as modified below.
- Half-Viridians add +1 to Charisma over and above their base racial bonus
- Half-Viridians have an innate ability to cast magic (see below). If a Half-Viridian has a spell using class this is in addition to their normal spell abilities. When they gain a new spell slot they permanently choose a spell to fill that slot. They then can cast that spell 1/day.
- Children of Half-Viridians have a 25% chance of being Half Viridian otherwise they revert to their base race. If both parents are Half-Viridian it is a 50% chance.

Half-Viridian Spell Table

Level	Spells Per Day			
	1	2	3	4
1	1			
2	1			
3	1			
4	1			
5	1	1		
6	1	1		
7	1	1		
8	1	1		
9	2	1	1	
10	2	1	1	

Level	Spells Per Day			
	1	2	3	4
11	2	1	1	
12	2	1	1	
13	2	2	1	1
14	2	2	1	1
15	2	2	1	1
16	2	2	1	1
17	2	2	2	1
18	2	2	2	1
19	2	2	2	1
20	2	2	2	1
21+	2	2	2	2



Characters (Abilities)

Rulings not rules are one of the defining characteristics of older editions. A side effect of this is players are not limited by what on their character sheets. They describe an action, the referee makes a ruling on its chance of success, and then a roll is made.

Abilities serve two purposes; first they offer guidelines for rulings governing situations that most adventuring parties find themselves in. Second they allow for a new set of character classes, the Rogues. Rogues are those who choose to sacrifice fighting or magic aptitude in favor of excelling at certain abilities.

Ability Roll

In order to succeed with an ability roll you have to roll 1D20. You add your attribute modifier, your class modifier and any situational modifiers. If you roll higher than a 15 you succeed. A natural 20 always succeeds and a natural 1 always fail.

Attribute Modifiers

If a character has an attribute of 13 or better they get +1 to the ability roll. If the attribute is 8 or lower you get -1 to the ability roll.

Using Abilities

The categories, like Athletics, Legerdemain, Stealth, etc are for organizing similar abilities not for defining limits. The essence of the using abilities for the player to describe his actions, the referee to rule, and then a roll is made. The Rogue classes are given bonuses for certain areas that they specialize in. But any class can use these abilities.

Degree of Success

For some abilities there are a series of rolls with increasing difficulty. For example under the physician ability a character can roll at +0 to bandage a wound to heal 1 hp. At -5 the character can stitch up another character wounds to heal 2 HPs. At the referee's discretion he may combine both into a single roll. The exact result depends on the degree of success.

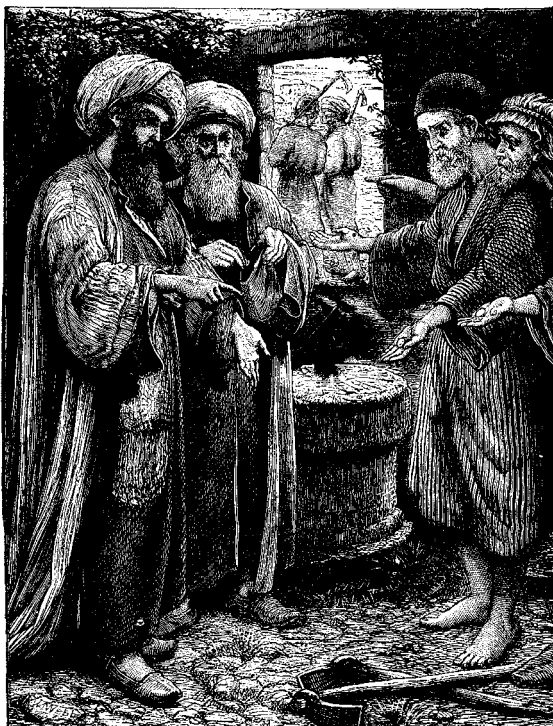
For example Marius the Cleric has a +3 bonus to his physician ability. The base chance for success is 15 or better on a d20. He decides to work on Paulus the Fighter wounds. If he rolls a 12 to 16 then all he manages to do is bandages the wounds and heal 1 hp. However if he rolls a 17 to 20 then he also stitches up Paulus' wounds and heals him for 2 hp instead of 1 hp.

Trade Deal Table

Several abilities use the trade deal table in order to arrive at a price modifier. This can be used by any character to try to get more for their gold or for the goods they possess.

Trade Deal Table

Buying Price Modifier	Selling Price Modifier	Modifier to Roll
.7	4	-10
.75	3	-8
.8	2	-6
.85	1.75	-4
.9	1.5	-2
.95	1.25	-1
1.0	1.0	+0
1.25	.95	+1
1.5	.9	+2
1.75	.8	+4
2	.7	+6
3	.6	+8
4	.5	+10



Individual Abilities

Each ability is listed by name and what attribute is used for the ability. The base chance of success is to roll 15 or higher on a d20.

Accounting (INT)

This ability represents the management of finances, goods, and money. This is useful for merchant characters interested in setting up trade deals involving large quantities of goods. The modifier for these deals uses the Trade Deal Table.

A successful roll with -1 modifier will allow a character to estimate the quality and price of goods in bulk.

Area Knowledge (INT)

This ability represents knowledge of a particular area or region.

A successful roll at a -2 modifier will allow a character to gain a +1 bonus to surprise another party.

A successful roll at a +0 modifier will allow a character to improvise a defensive position that provides cover against missile fire.

Athletics (STR)

This ability is used for various physical tasks involving strength.

A successful roll at 0 will allow a character to jump over a 2' foot obstacle.

If the character is encumbered then it is a -2 modifier.

For every foot over 2 feet it is -1 to the ability roll.

If the task fails the character will stumble and not clear the height.

A successful roll at +0 will allow a character to lift a locked heavy gate.

A successful roll at +0 will allow a character to push open a stuck door.

A successful roll at +0 will allow a character to lift an unlocked heavy gate.

A successful roll at a -5 modifier will allow a character to bend bars ½" or larger in diameter.

A successful roll at a -5 modifier will allow a character to smash open a locked or barred door.

A successful roll at a -5 modifier will allow a character to swim across rapids or a strong current.

Climbing (Higher DEX or STR)

This ability is used for difficult climbing tasks.

A successful roll at +0 will allow a character to climb with a rope or a steep incline.

A successful roll at -5 will allow a character to climb a sheer face.

If the character is encumbered then he is at -2 to his task roll.

Climbing with a rope is at 12 feet per round

Climbing a steep incline is at 8 feet per round

Climbing a sheer face is at 6 feet per round.

Eavesdrop (INT)

In most cases a conversation can be overheard but often times it is too indistinct or unclear. This ability is useful to understanding conversations clearly.

A successful roll at +0 will allow a character to listen through a door or shuttered window.

A successful roll at -2 will allow a character to listen to a single conversation in a crowded tavern.

A successful roll at -5 will allow a character to listen through a stone wall or other thick surface.

Herblore (INT)

This represents the finding and identification of herbs used in potions. Finding herbs takes one week. Use the following chart

Herb Chart

Rarity	Doses	Task Modifier
Common	4d6	+0
Uncommon	2d6	-2
Rare	1d6	-5

A referee may limit certain herbs to specific regions of his campaign.

History (INT)

This ability represents is the character being able to recall some historical or cultural detail. Unlike the other abilities this is primarily a roleplaying tool for the referee to feed the player background info to advance the campaign.

A successful roll at +0 will allow a character remember some historical detail a century into the past.

A successful roll at -2 will allow a character remember some historical detail hundreds of years into the past.

A successful roll at -5 will allow a character remember some historical detail thousands of years into the past.

Intimidation (CHA)

This represents influencing a person through hostile action.

A successful roll at +0 will cause the target to fear the character and become cooperative.

In group situations the character may force a morale check by a successful roll at +0. The character is -1 for every 3 people in the group he is trying to intimidate. Multiple characters with intimidation can work together to reduce this modifier. Divide the group equally between each character and calculate the modifier accordingly.

A successful roll at +0 will allow a character to interrogate a prisoner and force the answer to one question. However subtract the prisoner's wisdom modifier from the roll.

Legerdemain (DEX)

This ability represents using manual dexterity and includes manipulation of small mechanical objects.

A successful roll at +0 will allow a character to pickpocket a mark that is in the midst of a crowd.

A successful roll at +0 will allow a character to perform a sleight of hand trick or concealment when you are 5' feet or more away from an audience

A successful roll at -5 will allow a character to pickpocket a mark that is alone.

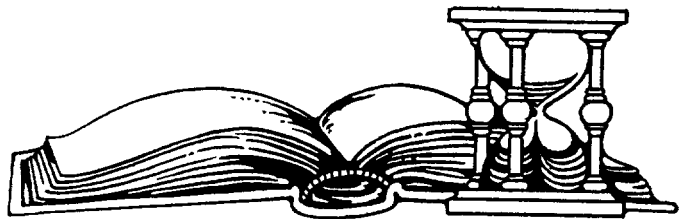
A successful roll at -2 will allow a character to perform a sleight of hand trick or concealment when you are closer than 5' feet to an audience.

A successful roll at +0 will allow a character to disable a known trap.

A successful roll at +0 will allow a character to pick a lock open with thieves picks.

A successful roll at +0 will allow a character to pick open a trapped lock or a trapped chest with a lock without triggering the trap.

A successful roll at a -2 modifier will allow a character to pick a lock open with inadequate tools.



Locution (CHA)

This ability represents the character using speech to manipulate an individual or audience.

A successful roll at a -5 modifier will allow a character to rally a broken unit in mass combat

In the initial round of a combat a character may engage in a repartee with the enemy. If the roll succeeds all within earshot (who understand the speaker's language) are halted for one round. The enemy may counter with a repartee of their own. It is stressed that character should role-play this before making the roll. A repartee may not be done in if the character is surprised.

In the initial round of combat, a character may attempt a Witticism on a single individual that understand his language. This has a -5 modifier and if successful the character will gain the initiative due the target laughing or being angered. It is stressed that character should role-play this before making the roll. A witticism may not be done in if the character is surprised.

A character may use his Locution ability to haggle a better deal for an individual item based on the Trade Deal Table.

A successful roll will allow a character to please a crowd with a performance. Use the selling price column of the Trade Deal Table to see how much the character earned in tips. Multiply the resulting selling modifier by 1 silver piece times the number of people in his audience. In addition to performance this task can be used by barmaid to solicit tips and by beggars while panhandling.

Mathematics (INT)

This ability is typically used in construction, building siege engines and other engineering tasks. A successful roll at +0 will reduce the amount of time and material for a project by 10%. The amount of time and material can be reduced by 20% at a -5 to the roll.

Natural Philosophy (INT)

This represents knowledge of botany, zoology, geology, and other natural phenomena. In most fantasy campaigns technological development hasn't reached the point where these fields have separated.

A successful roll will allow a character to identify an unknown monster, provided the creature can be observed for at least one full round. The roll is at -5 if attempted while the character is engaged in combat.

If the character has a complete round to examine a passageway a successful roll at +0 will tell whether it is sloping or rising. A successful roll at -2 will see if a cavern or dungeon passage unstable and prone to collapse.

Perceive (WIS)

This ability represents the character being able to spot unusual activities or features.

A successful roll at a -5 modifier will allow a character to spot a target that hidden in shadow or well covered.

A successful roll at +0 will allow a character to spot a target sneaking through a well-lit or open area.

Note these rolls assume that the target has made his stealth ability roll. Otherwise the target is automatically spotted if the character thinks to look.

A successful roll at +0 will allow a character to notice a medium size or large feature of an area in the middle of combat.

A successful roll at a -5 modifier will allow a character to notice a small feature of an area in the middle of combat.

Physician (INT)

This ability can be used to help a character to accelerate healing and treat other characters that have been poisoned.

A successful roll at +0 will allow the physician to bandage another character and heal 1 hit point. This takes a turn (10 minutes) to do.

A successful roll at -5 will allow the physician to stitch up another character wounds and heal 2 hit points. This takes a turn (10 minutes) to do.

A successful roll at +0 will help a character heal 2 hp/day with the character completely healed in 3 weeks.

A successful roll at -5 will help a character heal 4 hp/day with the character completely healed in 2 weeks.

On a successful roll at -2 a physician will reduce the damage taken from the poison by $\frac{1}{2}$ and cut the duration of any ill-effects by $\frac{1}{2}$.

Professional (type) (varies)

This ability is used for various professional activities like blacksmithing, woodworking, etc.

The referee may define additional rules for crafting items made by different professions.

A successful roll at -5 will allow a character to create a masterwork item.

A successful roll at +0 will allow a character to evaluate the worth of a item made by that profession.

A successful roll at +0 will allow a character to reduce the time and material cost by 10%.

A successful roll at -5 will allow a character to reduce the time and material cost by 20%.

Research (INT)

This ability aids in magical research.

A successful roll at +0 will allow a character to reduce the time and material cost by 10%.

A successful roll at -5 will allow a character to reduce the time and material cost by 20%.

Stealth (DEX)

This ability represents the character moving through an area undetected.

A successful roll at +0 will allow a character to sneak around or hide in areas with heavy shadowed or have heavy cover.

A successful roll at -5 will allow a character to sneak around or hide in areas that are well-lit or are open.

Survival (CON)

This ability represents the combined skills of hunting, tracking, and foraging in the wilderness. This may be limited by the referee to specific types of terrain.

A successful roll at +0 will allow a character to track a trail less than 6 hours old.

A successful roll at -5 will allow a character to track a trail between 6 hours and two days old.

The terrain may modify the task roll. -2 for rocky terrain, -2 for well trodden pathways or game trails. +0 for high traffic paths like city streets. +5 for snow and sandy surfaces, however the weather may quickly erase tracks.

A successful roll at +0 will allow a character to identify the type of creature by its tracks.

A successful roll at +0 will allow a character to find 1d6 day's ration in Jungle, Forest, and Plains; this ability takes 6 hours to complete.

A successful roll at -5 will allow a character to find 1d6 day's ration in Desert, Mountains, Tundra, and Ice Terrain; this ability takes 8 hours to complete.

Strategy (INT)

This ability is used in mass combat to influence the battle in favor of the forces the character is leading.

A successful roll at +0 allows the character to modify any favorable or unfavorable terrain modifier by 1 in his favor.

A successful roll at -2 allows the character to inflict damage on the opposing unit in the first round of mass combat.

Thaumatology (INT)

This represents knowledge about spells and magic items.

A successful roll at -2 will allow the character to identify a spell or magic item in the heat of combat.

Character Classes, and Ability Bonuses

Rogues are defined by their ability to do certain abilities better than other characters. Other character classes can also increase their bonus at certain abilities.

Cleric and Cleric sub-classes

At first Level the Cleric gains a +1 bonus to Physician.

At first level the Cleric gains a +1 bonus to Theology ability rolls.

At first level the Cleric gains a +1 bonus to Locution ability rolls.

For every 4 levels a Cleric improves Locution and Physician by +1.

For every 2 levels a Cleric improves Theology by +1.

Fighter and Fighter sub-classes

At first level a Fighter gain a +1 bonus to Athletics,

A first Level the Fighter gains a +1 bonus to Intimidation.

At first level the Fighter gains a +1 bonus to Strategy.

For every 5 levels a Fighter adds a +1 bonus to Intimidation and Strategy.

For every 3 levels a Fighter adds a +1 bonus to Strategy.

Magic-User and Magic-User sub-classes

At first level the Magic-user gains a +1 bonus to Natural Philosophy.

At first level the Magic-user gains a +1 bonus to Herblore.

At first level the Magic-user gains a +1 bonus to Research.

At first level the Magic-user gains a +1 bonus to Thaumatalogy.

For every 3 levels a Magic-user gains a +1 bonus to Natural Philosophy, Herblore, and Research.

For every 2 levels a Magic-user gains a +1 bonus to Thaumatalogy.

Optional Combat Rules

Crossbows

All heavy crossbows get +4 to hit to represent their superior armor piercing and accuracy.

All light crossbows get +2 to hit to represent their superior armor piercing and accuracy.

Pole arms and Halberds

A character may elect to knock prone a target with a pole arm or halberd instead of doing normal damage. On a successful hit the target must make a saving throw against paralyzation at +4 for a pole arm, +2 for a halberd. If failed the target is knocked prone. On a successful hit 1d6 damage is done. If the d6 damage system is used then 2 points of damage are done.

Against mounted foes a halberd or pole arm may be used to dismount the rider instead of inflicting damage. A rider must make a saving throw vs. paralyzation at +2 or be dismounted. Failure means the rider is prone and must spend the next round standing. Success means the rider immediately regains his feet and may act normally during the next round.

Prone

If a character is knocked prone, he will need to take a full round to stand. Anybody attacking a prone character gets +1 to hit. Fighting from a prone position is -2 to hit for all weapons except a crossbow.

Shields

A shield may be sacrificed to negate one hit. The shield is destroyed but no damage is suffered by the user. A magical shield will lose one +1 bonus per sacrifice. (i.e. a +1 shield can negate two hits before being destroyed).

A character may elect to strike with his shield instead of his weapon. On a successful hit, the target must make a saving throw versus paralyzation at +2 or the target is knocked prone. In addition the target takes 1d6 damage on a successful hit. Shield strikes can only be done against creatures the same size or smaller. A spike may be attached to the shield increasing the damage to 1d8. After a successful hit the spike will need to be repaired.

The following two rules are recommended if you have helmets as a separate item to purchase.

Head Shots

If the adjusted die roll is 17 or greater on a helmless target the attacker may elect to do a head shot. A head shot does ½ damage (due the skull absorbing damage) but requires the target to make a saving throw at +2 or fall unconscious. If the target is unaware or surprised the referee may give additional bonuses to make a headshot.

Face Shot

If the adjusted die roll is 20 or greater on a target not wearing a greathelm the character may elect to do a face shot. The attack does normal damage and requires the target to make a saving throw or fall unconscious.

Mounted Combat

Mounted Combat is an important aspect of fighting outside the dungeon. A mounted warrior has greatly enhanced mobility, speed, and strength compared to the foot soldier. As the centuries roll on techniques will be developed by massed troops to effectively counter the mounted warrior but in the interim the fighting man on horse is the lord of the battlefield.

When fighting from horseback the following rules are in effect.

- When the mounted fighting man moves more than ½ move he is considered charging.
- Automatically wins initiative if charging. If charging mounted fighting men are present on both sides initiative is diced first among those charging followed by everyone else.
- Gains +2 to hit any target on foot
- Any target on foot is -2 to hit the horseman.
- If charging the attack bonus increases to +4.
- On a charge, the rider may opt to do a knockdown. The horse will slam into the target instead of a rider's weapon attack. If successful the target is knocked prone and must make a saving throw versus paralyzation at +2 or be knocked unconscious. Damage is 1d10. If using the d6 damage system; damage is the best of 2D6.

The horse can attack separately from the mounted fighting man.

- The horse may not attack if charging. Note the charging knockdown attack is an exception.
- The horse can only attack a target on foot.
- If a person on foot attacks the horse on the rider's shield side then the horse gains the rider's shield bonus.
- If you track rations a horse requires rations equal to that of an individual character. The referee may rule that if the party is in a fertile region with grass then horse requires only half of the rations an individual needs.

Magic in the Wilderlands

From the Sorcerer's Supply House in City-State to the shops of Scholar Street in Viridistan, magic is a part of commerce and everyday life. Much of its low-level magic in the forms of charms and potions, however there is a luxury trade in items that are useful to the various orders of magic and adventurers.



Magic is possible through the flow of mana throughout the Wilderlands. Through training and willpower a magic-user can shape this flow into useful spells or bind it into objects to be released later. Clerics also use the flow of mana to power spells. Unlike Magic-users, Clerics don't need as much training. Instead they rely on their faith and the power of their divine patron into shaping the mana flow into useful spells.

Magic comes in several forms: spells, rituals, magic items, and innate abilities. Spells work through memorization of techniques that allow the caster to create a Form with their will. The Form is held within the mind until needed. The caster calls it forth and channels the local mana into the Form which creates the effect of the spell. After the effect is released both the mana and Form dissipate and the caster has to spend time to recreate the Form.

Magic-users and Mages from the Order of Thoth create their Forms through reading and performing the required techniques from a spellbook. Their training and skill determines how many Forms can be created and held at any one time.

Members of the Trehaen approach the creation process different. Instead of relying on highly specific techniques in a spellbook they achieve a deep understanding of magic by studying fundamental principles. At the beginning of each day they meditate to create a number of foundation Forms in their mind. Along with this they create a number of Form components that when assembled with the foundation Forms creates a specific spell.

This method achieves a greater understanding of magic, compared to the spellbook technique. However it is inefficient in allowing the caster to cast a large quantity or variety of magic. The only advantage that the spell caster has with this method is that he is not limited to specific spells at the beginning of the day. He can choose any spells that can be created from the Form elements he learned.

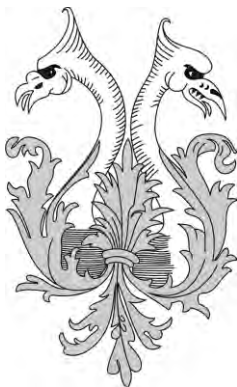
Clerics memorize spells much in the same as Magic-users. Some scholars believe that the first Magic-users were actually defrocked clerics who wanted to continue to practice magic outside of their faith. Instead of relying on spellbooks Clerics spend the part of the morning in communion with their patron deity. The Forms for various spells appear in their mind to limit of their faith and training.

Magic is not limited to spells. Forms can be created and mana channeled to create spells through the use of rituals. Unlike spells, rituals do not depend on the will of the caster. However they do need to be performed precisely. The verbal, somatic, and material elements of the ritual combine to create the needed Form.

The effects produced by a ritual are the same as produced as spells. As practical matter some effects are almost never done by ritual (Fireball, and combat spells) and vice versa. The written works for the two are NOT interchangeable. The techniques needed to create a Form in the caster's mind are very different than the techniques needed to complete a Ritual. As a rule a Magic-User will have a separate Spell Book and Ritual Book.



Rituals work the same for Clerics as it does for Magic-users. However faith plays an important part in Clerical Rituals and they will often fail if performed by a non-believer. They will also fail if they are used for purposes against the deity's will.



Magical Immunity, Shield of Magic, Shield of Faith

Various character classes have magical immunity where a spell has a percentage chance of failing. This only applies to spells and magical effects that directly affect the character. For example Finger of Death, Geas, Feeblemind, etc are examples of spells that affect the character by magic.

Spells that create something and then that does the damage are not affected by Spell Immunity. Fireball, Cloudkill, Earthquake, Magic Missile are example of spells that create something physical that does the actual damage.

The intent of the author is that to defeat a person with magical immunity you will need to attack him indirectly with spells. Direct effects will often fail. Swords & Wizardry does not have any spell attribute that can be universally used to adjudicate this. In general if a spell requires a saving throw to RESIST the spells effect then it will be affected by Magical Immunity.

For example the Charm Person spell is directly resisted by the target and thus be effected by Magical Immunity. While the saving throw for a Fireball represents a dodge out of the explosion and thus not affected by the Magic Immunity. In the end it is up to the referee to rule how Magical Immunity works in their campaign. As a simple alternative you may rule that spells with area effects are NOT affected by spell immunity. Everything else is.

A person with magical immunity gets the normal saving throw if the immunity fails. If a person with Magical Immunity is knocked unconscious the Magical Immunity will drop 1 round later.



Rituals

Any spell in the rulebook can be casted as ritual. The casting time is 10 minutes. The spell used for the ritual must be in the caster's ritual book. The highest level of spell that can be cast as a ritual is dependent on the caster's class. The spell used for the ritual does not need to be memorized. The component cost is the spell level SQUARED times ten gp. ($\text{level}^2 * 10 \text{ gp}$). Components can be bought at most magic shops like the Sorcerer's Supply Shop in the City-State of the Invincible Overlord. As an option the referee may wish to impose specific component requirement on certain spells particularly for those 7th level or higher.

The intent of this system is that most utility spells are cast via rituals in the Majestic Wilderlands. This changes the role of scrolls. For Magic-Users and Thothian Mages, they are mainly created to increase the number of combat spells that can be cast. They are of particular importance to Orders who do not memorize spells.

Ritual Level	Cost
1 st	10 gp
2 nd	40 gp
3 rd	90 gp
4 th	160 gp
5 th	250 gp
6 th	360 gp
7 th	490 gp
8 th	640 gp
9 th	810 gp

New Spells/Rituals

Command

Spell Level: Cleric 1st Level

Range: Caster's Voice

Duration: 1 round

You give the subject a single command, which it obeys to the best of its ability. Saving Thrown negates. Typical commands are Approach, Drop, Fall, Flee, and Halt.

Command, Greater

Spell Level: Cleric 5th Level

Range: Caster's Voice

Duration: 1 hour.

Function like Command except up to one creature per level may be affected and the effect continues for one hour. Each additional command allows the target an additional saving throw.

Consecrate

Spell Level: Cleric 3rd level

Range: Caster

Duration: 2 hours

This spell consecrates an area 10ft/level in diameter. Multiple casters may combine their levels to protect a greater area. The effects of a consecrated area are:

- acts as a Scryguard spell (wards against all attempts at divination and location within)
- acts as a Protection from Evil spell against those the religion considers evil

Consecrated areas within temples are often made permanent.

Consecrate Item

Spell Level: Cleric, 5th level

Range: Touch

Duration: Permanent

This spell is used in the creation of a magical holy item, in addition to whatever research, special ingredients, and other efforts the Referee may determine are necessary for the task.

Create Scroll

Spell Level: Magic-user 1st level, Cleric 1st level

Range: Touch

Duration: Permanent

This spell is used to create magical scrolls, in addition to whatever research, special ingredients, and other efforts the Referee may determine are necessary for the task.

Create Teleport Circle

Spell Level: Magic-user 6th level

Range: Touch

Duration: Permanent

A Magic-user inscribes a circle no more than 10 feet in diameter. Around the edge of the circle is inscribed a unique pattern. When the spell is cast the circle is made permanent. Any Magic-user spending 6 hours memorizing the pattern may use the location as a target of a Limited Teleport spell. Most of the various Orders have Teleport Circles at various locations for use of their members. Those located in buildings are well guarded and behind wards and locks in case of treachery.

Disenchant Item

Spell Level: Cleric 5th level, Magic-user 6th Level

Range: Touch

Duration: Permanent

This is spell will dispel the enchantment laid on a magic item permanently. As an option the referee may allow 1/5 to 1/3 of the creation cost to be recovered as components. This spell does not affect major artifacts which have unique methods of destruction. In addition an intelligent magic item is entitled to a saving throw to resist being disenchanting.

Enchant Charm

Spell Level: Magic-user 4th level, Cleric 3rd Level

Range: Touch

Duration: Permanent

This spell is used to create magical charms, in addition to whatever research, special ingredients, and other efforts the Referee may determine are necessary for the task. Charms are similar to scrolls and wands in that they are used to cast the spells stored within them. Unlike scrolls the charm are rechargeable. The cost to recharge is at a cheaper cost; 50 gp per spell level. The creation of the charm itself is twice as much as a scroll cost to make; 200 gp per spell level.

A charm can only be infused with spells at the level they are made or less. For example a 5th level Charm can have 3rd level Fireball infused in it but not a 6th level Flesh to Stone. Charms are made out of materials worth at least 10 gp time the spell level stored. They take the forms of pendants, rings, cords, and other items that are easy to wear. Only one charm may cast on an object.

Enchant Magic Staff

Spell Level: Magic-user 1st level

Range: Touch

Duration: Permanent

This spell is used to enchant a rod, staff, or wand so that any spell involving a touch range can be cast through the enchanted item. Any attack with the item is considered a touch attack.

Enchant Potion

Spell Level: Magic-user 2nd level

Range: Touch

Duration: Permanent

This spell is used to create magical potions, in addition to whatever research, special ingredients, and other efforts the Referee may determine are necessary for the task.

Enchant Wands

Spell Level: Magic-user 5th level

Range: Touch

Duration: Permanent

This spell is used to create magic wands, in addition to whatever research, special ingredients, and other efforts the Referee may determine are necessary for the task. Unlike charms, wands can hold multiple charges of the same or different spells, and can be renewed by simply casting the spell into the wand. Unlike Scroll or Charms, Wands that hold higher level spells are rarely made.

Entangle

Spell Level: Cleric 2nd level

Range: 120 ft

Duration: 1 rd/lvl

Plants and brambles erupt out of the ground to trap creatures in a 40 ft circle. If the saving throw is made the target may move at ¼ move. If at the end of the round the target is still within the area he must make another saving throw next round or be entangled again.

Exorcise

Spell Level: Cleric 6th level

Range: 60 ft

Duration: Immediate

If the target is a summoned or extra-planar creature it is banished to its place of origin if it fails it's saving throw at -2. If the target is possessed it removes the spirit from the target's body.

Limited Teleport

Spell Level: Magic-user 4th level.

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a teleport circle that the caster has memorized. There is only a 1% chance of error – a 1 in 6 chance of teleporting low, otherwise high. In either case the arrival is 1d4 x10ft high or low.

Scryguard

Spell Level: Magic-user 3rd level

Range: Caster

Duration: 2 hours

This spell wards an area 10ft/level in diameter from all attempts at divination, location, scrying. It also protects against mundane eavesdropping. If the radius encompasses a room or building completely the caster has the option of having the boundaries of the scryguard conform to the room or building. Many buildings maintained by the various Orders have permanent scryguards.

Monsters & Treasures



Monsters

Dragons

Armor Class: 2 [17]

Hit Dice: 12 (96 hp)

Attacks: 2 claws (1d10), bite (4d10)

Saving Throw: 4

Special: Breath Fire, Camouflage, Shift Form, Telepathy, Cast Spells, Shield of Magic

Move: 9/24 (when flying)

Challenge Level/XP: 12 HD (17/3,500)

- May Breath Fire once every three rounds. It is a cone 90 feet long, 30 ft at the base. Damage is 12d6, half damage on a successful saving throw
- May alter its skin color and pattern to blend in natural terrain. Perceive tasks are +0 to roll when trying to spot a hidden dragon
- May communicate by thought. It may mind read a target if it is willing or fails its saving throw
- Can cast four 1st level spells, two 2nd level spells, and one 3rd level spell
- Possesses the Shield of Magic rendering it immune to all non-clerical spells

The god Set created the dragons as elite shock forces against the Demons during the Uttermost War. After the war the Demons were imprisoned in the Abyss. A ward was placed around the entrance to bar them from returning to the Wilderlands. The ward was comprised of crystals placed in several towers around the entranceway. The Dragons were charged to act as guardians and to protect them against any outsiders.

After a thousand years some Dragons began to become bored of this duty and yearned for the freedom of the Wilderlands. When the Black Lord arrived seeking aid in the Crystal Wars those dragons eagerly agreed to join him. For betraying their duty these dragons became known as the Black Dragons. After arriving in the Wilderlands some of the Black Dragons chafed at aiding the Black Lord. They instead left to make their own way. These Dragons became known as the Copper Dragons.

The remaining dragons resolved that the Black Dragons betrayal shall not go unpunished. They sent out a small contingent of loyal Dragons to aid the Black Lord's foes and to bring the Black Dragon to justice. They adopted silver as their color. When the Crystal Wars ended with the destruction of the Black Lord, the Black Dragons scattered. Some of the loyal Dragons were changed by the war. They became obsessed, believing that any means was acceptable in hunting down the Black Dragons. These Dragons changed their color to Blue.

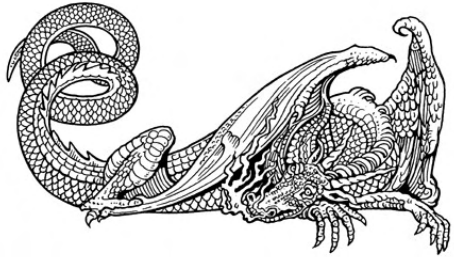
The dragons that remained behind to guard the towers adopted Gold as their color and still await the return of their brethren.

Dragons are reptilian with four limbs, tails, and wings folded into their front limbs. Their hide is made of scales and is one of the toughest substances known in the Wilderlands.

Dragons have the ability to breathe fire, and change the color of their hides. They do not speak as normal people do but instead use telepathy to speak mind to mind.

A Dragon sense of time/sense is very different than that of the races. They know their ends as well as their beginnings. They perceive time as one moment. This ability doesn't extend to the mortal races, including Elves, only to themselves. It is for this reason that Dragons will actively involve mortals in their plans. It is only through mortal action that a Dragon's fate can be altered.

A Dragon is extremely confident of himself and his position in the world. They believe that they are the highest creatures of creation and view other races as children or with contempt. A few dragons, notably the Silver Dragons, have come to understand the ability of mortal races to alter their fate and actively involve themselves with mortals.



Boglings

Armor Class: 6 [13]

Hit Dice: 2+1

Attacks: 2 claws (1d3)

Saving Throw: 16

Special: Underwater, Jumping, Extensible Tongue

Move: 6/12 (when swimming)

Challenge Level/XP: 2/35

- May breathe underwater indefinitely
- Can Jump over 60 feet and up to 20 feet in height.
- Has an extensible tongue can immobilize a target if it fails it's saving throw.

These are amphibious humanoids with bulbous eyes. Boglings are noted for their ability to jump long distances and for their extensible tongues. They are found in tribes in tropical swamps and rainforests as well as on several of the outer planes most notably the Swamps of Acheron home to the god Set.

The Children of Blood

Kalis, the blood goddess, has created several monsters using the power of blood. The power of blood can infuse mortals with powerful strength and other arcane abilities. However, that power comes at a price of one's humanity and deadly weaknesses. Kalis has experimented with many ways of infusing the power of blood but the two most common are the vampires and the werewolves. Because of its power against curses, silver is especially deadly against the Children of Blood.

Vampires

Vampires are the first of the Children of Blood. Vampires are undead; their immortality and thirst for blood was passed down from Avernus, the first vampire. Sunlight is deadly to them. It burns the blood away leaving a desiccated corpse. A newly dead vampire can be reanimated with infusions of more blood, but a thousand year old vampire's body will collapse into dust.

Kalis learned of the power of raw chaos through her alliance with Hamakhis. She experimented with infusing her vampires with chaotic energies. This energy sustains the vampires in direct sunlight. Their blood will still be burned away, but they retain the strength and abilities of normal humans. They need to feed several times to replenish.

The blood curse gives vampires tremendous advantages; heightened physical and mental abilities, ability to pass on the curse to create more of their own kind, cannot be killed by normal means except for silver weapons, an immortal lifespan, and a "charm" power over all living creatures with blood.

Much of Kalis' priesthood is comprised of vampires. Those achieving glory in the name of Kalis are often rewarded with becoming a vampire.

Werewolves

Werewolves are the most numerous of the Children of Blood. They were created during the Uttermost War to act as Kalis' warriors in the fight against the demons. After the war Kalis scattered them throughout the wilderness to continue hunting the demons and those who worship them. However, their curse causes the death of many innocents.

Werewolves are a result of infusing shape shifters with the power of blood. Many different types of lycanthropes were created but werewolves are the most common. Unlike normal shape shifters, werewolves do not completely transform into a wolf. They transform into a terrifying man-wolf.

Their curse gives them heightened strength and speed, along with an instinctual grasp of pack tactics and extraordinary cunning. The curse also imbues them with a relentless killing instinct that is never satisfied. Werewolves can transform at will during the night. By tradition every member of a werewolf pack will transform on the night of the full moon and engage in a killing orgy. The power of blood also protects them from any wound and they cannot be killed by normal means, except by weapons of silver. If a werewolf is in man-wolf form and is caught by sunlight he will transform back into mortal form. Holy artifacts will also transform werewolves back to their mortal forms.

The Median Pack

These are werewolves that Kalis has called to her side. They form an elite force that are sent along with the Wild Hunt on missions of special importance. Like the vampires, Kalis has experimented with infusing them with chaotic energies, granting them immortality and the ability to remain in man-wolf form in full sunlight.

The Wild Hunt

This is assembled when Kalis wishes to scour the land of demons. She will appoint a vampire as the Master of the Hunt and at the next full moon send him and the Median Pack to their destination. At the rising of the moon, shortly after sundown, the Master of the Hunt will use his horn to call every wild creature within a twenty-mile radius. The Master of the Hunt will then proceed toward his target. As he travels, the incoming horde of animals starts to swell the size of the Hunt. By the time his destination is reached the Wild Hunt is comprised of hundreds of animals of all types and sizes ready to tear apart any living thing in their path. Depending on the season, the Wild Hunt can travel between 18 to 30 miles before dissipating at dawn.



Magic Items

Crystals of Power

There are ten Crystals of Power in the Majestic Wilderlands: the Crimson Crystal, the Ochre Crystal, the Amber Crystal, the Viridian Crystal, the Azure Crystal, the Indigo Crystal, the Amethyst Crystal, the Ivory Crystal, the Ebony Crystal and the Chromatic Crystal. Each was created by one of the ten gods who survived the Uttermost War. The Chromatic Crystal was used to active the first nine crystals to create a ward that sealed the entranceway to the Abyss.

The first nine crystals listed above are each housed in a separate tower surrounding the entranceway to the Abyss. These towers can be found in the middle of the Dawn Ocean to the east of the main campaign are of the Majestic Wilderlands. The magic passing through the crystals to power the ward spills back out causing a permanent hurricane and maelstrom to surround the towers and the ward. In addition the spillage raises the ambient magic level of the regions around the Dawn Ocean. This allows the traditional forms of magic to exist.

Since then the Chromatic Crystal has passed in and out of the history of the Majestic Wilderlands. It is powerful artifact; it not only possess potent powers against Demons but also is infused with the very essence of magic itself.

The Chromatic Crystal

This clear crystal glows with an inner light that pulses through all the colors of the rainbow including a white light and a brief moment of utter darkness. It is 8 inches long and two inches in diameter in a rod shape. This acts as a Light spell at all times. Once every ten rounds the wielder can will the light to brighten to act as a continual light for 1 round. This has the same effect as sunlight on various undead.



The Chromatic Crystal is capable of spell storing and can hold up to 100 spell levels. When found roll 2d12 for the number of spell contained. For each spell roll 1d10 (ignoring a roll of 10) for each spell's level.

The Chromatic Crystal has the following additional effect against Demons and other enchanted creatures.

- Protection from Evil 10' Radius always on.
- Once a day Protection from Evil 100' Radius for 1 hour.
- Once every ten rounds Power Word, Kill versus enchanted creatures only.
- Once every hour cast Dispel Magic or Dispel Evil at 20th level.
- It will brighten to a level of a Continual Light for 1 round if it Detects Evil within 120 ft
- May absorb up to hundred spell levels. The spells absorb then can be recast later at the wielder's command.

The Chromatic Crystal has been known to be found in shattered pieces. When every shard is brought together the full crystal will reform. The shards have only the power to absorb spells. The exact number absorbed depends on the number of shards that are out there and the size of the shards. The total levels that all the shards can absorb should equal a hundred.

The Ebony Crystal

This crystal is the only one of the nine ward crystals to have been successfully stolen. It is rumored that the appearance of the Viridians was tied to the disappearance of this crystal. The Ebony Crystal was created by Kalis, the goddess of monsters, night and blood.

This crystal appears as highly polished piece of ebony carved into a crystalline shape. It is 8 inches long and 2 inches in diameter in a rod shape. This artifact has been known to possess the following powers

- Protection from Evil 10' Radius always on.
- Darkness 15' radius at will, does not affect the wielder.
- Capable of storing up to 50 spell levels
- Once a day Protection from Evil 100' Radius for 1 hour.
- Once every ten rounds Power Word, Kill against any creature.
- Once every hour cast Dispel Magic or Dispel Evil at 20th level.
- Once a day cast a Death Spell
- Charm Monster once a day. This effect works on Lycanthropes and Vampires as well.

The Weapons of Power

Prior to the creation of the Crystals of Power the low ambient magic that existed in the Majestic Wilderlands made spell casting difficult. Instead of spells, rituals were created to focus the ambient magic into items, enabling it to be concentrated. Among the most powerful items that were created during the Uttermost War were the Weapons of Power, forged by the Gods to be wielded against the demons. Many survived the Uttermost War and were used throughout the history of the Majestic Wilderlands.

Caliburn

Created by Veritas for his champion, Caliburn is the sharpest weapon ever created. This sharp blade is able to sever through most materials with ease. Normally a +3 longsword, it gains an additional +2 to hit (not damage) against metal or stone. On a natural 20 it will sever an extremity. As a favor to Veritas, the goddess Dannu enchanted the sword's scabbard granting the wearer the ability to heal 3 hit points per round. If the sword is used for evil or selfish purposes the blade will shatter in the wielder's hands. The pieces will eventually return to Veritas who will reform the sword for its next champion.

Lionspirit

Created by Mitra for her champions this blade's magic was straightforward and powerful. It is a +5 two handed sword that acts as a +5 ring of protection. It also has the ability automatically be readied at will, leaping into the wielder's hand at a thought. This ability is usable if the weapon is within 5' feet of the wielder.

Sunblazer

Another sword created by Mitra for her champions its magic is focused on fighting undead. It is a +3 longsword with the ability to shoot a ray of sunlight every 3 rounds doing 6d6 damage to any undead affected by sunlight and 3d6 to any that are not. It is able to project a circle of sunlight 15' radius around the sword wielder. Finally 1/day it was able generate an explosion of light that acts as sunlight in 100 yard radius. This effect last for 5 rounds.



Noctum "Spear of Darkness"

Created by Set for his champion, the spear's magic focuses on the ability to use darkness for offense and defense. It is a +3 spear, if used two handed it does +1 damage. It isn't balanced for throwing. -2 to hit if thrown. The wielder gains the ability to see in darkness and can create darkness in a 15' radius for a duration of 1 hour. It's most potent ability is to strike a target blind on a successful hit. A saving throw will resist. The blindness lasts for 1 hour on a failed saving throw.



Regalia of the Demon King

The Demon King was one of the lords of the demon host during the Uttermost War. He created several items of jewelry to increase his powers.

The Scepter

This is an ebony rod $\frac{3}{4}$ " inch in diameter and a foot long, topped with a carved quartz figurine in the shape of an ouroboros (a worm eating its own tail). The ouroboros is the universal symbol of demons in the Majestic Wilderlands. Every round it can cast a Finger of Death.

The Diadem

This is a cloth of gold strip two inches wide and about 36 inches long. It can be wrapped around the head and knotted in the back with the ends resting on the shoulders. It confers the ability to fly at a movement rate of 180 ft/rd. Embroidered within the strip is a continuous row of ouroboros in black silk.

The Usekh

This Egyptian style neck collar is made with strips of silk interwoven in with beads of lapis lazuli and pearls. The Usekh is enchanted with +5 protection to armor class. The lapis lazuli beads are woven to form an Ouroboros encircling the wearer's neck.

The Combined Regalia

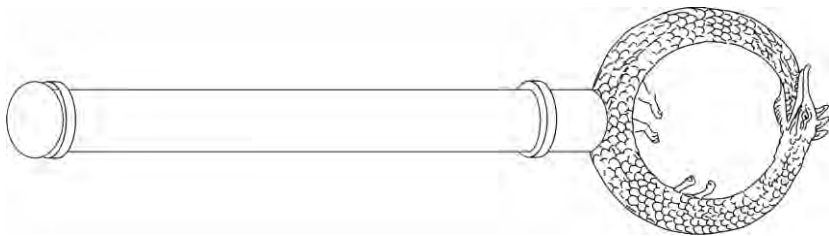
Through centuries of use the three Regalia became infused with much of the will and personality of the Demon King. The following effects occur when one or more of the items are worn.

When one item is worn it will send hints in the wielder's dream and daydreams of the location of the other two items. If the player enjoys roleplaying then have his character become obsessed about other items and devote their energies to finding them. If your player is uncomfortable with role-playing this obsession an alternative is to start throwing hints of the locations of the other items into your plot hooks and events. The player will be bombarded with reminders until they take off the item. Dealing with annoyance will have much of the same effect as roleplaying an obsession.

When two items are worn, a shadow of the Demon King will appear in the character's mind. The objective of the shadow is to tempt the character into evil and to find the final item to complete the Regalia. The shadow will assume any form (male or female) that works best to tempt the character. The shadow has ability to act as a Commune spell 1/day. The shadow will try to twist the answer to bring the most benefit to the character while doing the most evil to others. The shadow has complete access to what the character knows.

When all three items are worn, the will of the Demon King will fully manifest and fuse with the character. The main goals of the character now are: liberating the Demons from the Abyss, seeking revenge against the gods, against their followers, and achieving dominion over the Wilderlands. In the Majestic Wilderlands the first thing the reborn Demon King will do is go to Viridistan and seize control.

The character will be considered an enchanted creature and a demon for the purposes of spell casting. It is up to the referee whether the fused character is under the referee's or player's control. In either case the campaign is likely to be going in a radical new direction.



The Taigh

The Taigh (tay-guh) is a magical construct created by the Elves to protect their sylvan realms. The heart of a taigh is a permanently rooted Treant (12 HD). The boundary of the taigh can be miles in diameter and consists of a hedge several hundred yards in depth. The hedge boundary acts as an entangle spell against any intruder. Saving throws are at +5 difficulty. Failed saves result in the target being entangled and unable to move. If the saving throw is made the target can move at one-quarter speed.

The Taigh can sense the location of anybody within its bounds and can communicate telepathically with them. It can also read minds and intent. In addition to Elves, a taigh's inhabitants include many other sylvan creatures such as treants, centaurs, satyrs, nymphs, and dryads. A typical taigh grows 1 mile in diameter for every century of age.

The taigh abilities disappear if the central treant is killed. In the case of severe injury the taigh will put itself in a deep slumber until it fully heals many centuries later, its protective powers limited to a few hundred yards around the central treant.

The first taighs were created as sanctuaries for refugees fleeing the demons during the Uttermost War.



Underworld & Wilderness Adventures



The Majestic Wilderlands

This is the world of the Majestic Wilderlands. It is about the exploration of a world with a variety of cultures, politics, geography, and people. Over the past twenty-five years these elements have refined for maximum adventuring potential and to allow the players to make their mark.

A consistent background is an important foundation of roleplaying games. The background elements serve as seeds for adventures. It allows players to acquire treasures that are not just gold or magic items. Gaining connections and allies can be as valuable as anything they find in a chest.

The Majestic Wilderlands is presented as a consistent whole. But like the previous two sections the individual entities have been written so that can serve as idea seeds for your own setting. You can take one or more and weave them into your next campaign.

The assumed date for the following material is 4436 BCCC. Three years after the start date given in the various Judges Guild materials.





Regions

This is a broad overview of the Majestic Wilderlands. You may find each region as a useful springboard in which to develop a campaign of your own, even if it is not directly using the Majestic Wilderlands.

When the scale of the Majestic Wilderlands was expanded from 5 miles to the hex to 12.5 miles to the hex it opened the possibilities of incorporating different fantasy styles into the setting. While each region is influenced by the others, they also stand alone reflecting a particular style or theme.

The regions are listed from north to south

Icereach

A place of ice, tundra, and taiga, the Ice Age never left this land. Here the megafauna of the Pleistocene (mammoths, dire wolves, and woolly rhinoceros) still roam. Dwelling here are the Northerons, a Neolithic culture of humans. Along the shoreline the Skandians of Nordheim have seasonal camps to trade with the various Northerons tribes. This region is suited for roleplaying a Stone Age campaign.



Nordheim

North of the Wilderlands is Nordheim a large peninsula broken by numerous fjords. A northward current from the Winedark Sea keeps the climate warm enough to allow hardy crops (barley and rye) to grow. The Skandians inhabit Nordheim forming numerous petty kingdoms and jarldoms. Two centuries ago a rising population caused many Skandians to leave on Viking raids. These Vikings raided all across the Winedark Sea. The success of these raids has caused nearly half of the Skandian population to leave in order to colonize the newly won territories. This region is suited for roleplaying in the Viking homelands



Dunador

This region is home to a polyglot collection of races, the chief of which are the Humans, Elves, Dwarves, Gnomes, and Halflings. These races share a common culture that is among the oldest in the Majestic Wilderlands. Currently two kingdoms dominate; the human Kingdom of Dunador and the Elven Kingdom of Irminsul.

While relations are peaceful between the realms of Dunador the frontier is home to warlike tribes of Orcs and barbarians. The mountain ranges overlay an extensive underrealm filled with those who lock upon the surface with malice. This region is designed to fit with the assumptions of Swords & Wizardry and similar editions.



The Winedark Sea

The dark waters of this sea are noted for its storms and its troubled past. Currently the great city state of Sotur aids the merchant adventurers of the League of Pokrantil in defending their trade convoys from Viking pirates. The city state of Valon, one of the first colonies of the Skandians, has begun aid Sotur as its magnates are finding more profit in peaceful trade than raiding.

Warwick on the northern coast of the Padizan Peninsula still welcomes pirates and Vikings alike. This region is designed to allow for adventures involving sea-faring; both trading and raiding.



Nome

The Ghinorian Empire was the dominant culture of the Majestic Wilderlands for nearly a thousand years. Propelled by their belief as the chosen people of Mitra, they expanded wherever their explorers and ships could reach. Nome was the northernmost of the Ghinorian colonies. When the Ghinorian Empire fell several hundred years ago Nome survived to become an independent principality.



It continues to survive; overcoming the invasions of barbarians and Skandians Vikings. Tarsh is its greatest city from which the Princes of Nome rule the coast and much of the Valley of the Ancients. Two decades ago it collapsed into civil war when it's ruling Prince died without an heir. Now the Principality is reunited in an uneasy peace under the rule of Prince Valeric.

This was one of the first regions to be majorly affected by a player group. When the Majestic Wilderlands was started this was a collection of warring provinces. When Valeric reached 12th level, his player wanted to found a kingdom. Nome was defined to allow Valeric and the other players a chance of establishing realms of their own.

Viridistan, Tharia, Antil, The Padizan Peninsula

See the Main Campaign Area

Tarantis

One of the first colonies established by the Ghinorian Empire was Kalnala, located on the present site of Tarantis. It became a gateway to the other colonies of the northern Wilderlands and an important trade center for the surrounding region. When the Empire fell it tried to unite the remaining colonies into a restored Empire. Its efforts ended two hundred years ago when Ivar the Boneless, and Atar the Lion led the largest Viking raid ever against Kalnala. The city was conquered and renamed Tarantis. Over the last hundred years the raids have largely ceased and Tarantis has returned to being an important center of trade. This region is good for campaign using Vikings abroad. The hinterland of Tarantis is a frontier much like southern Russia with a fertile belt near the coast and steppes in the interior.



Karak Empire

This region plays the role of the mysterious Empire of the East. Martial Artist, The Ways of Chi, and other strange arts originate from this region. It is unified empire with an extremely complex social system. Despite being dominated by humans it is very alien to characters coming from other regions of the Wilderlands. It has little interest in expansion having reached the natural limits of geography. It dominates the Pearl Coast but prefer to rule through puppet kings rather than direct rule. The Vandas are the feared agents of the Empire.



Lenap

The city state of Lenap was founded as one of the western colonies of the Ghinorian Empire. After the Empire's fall, a thousand years ago, Lenap became an independent Principality. Similar to other Ghinorian realms the Church of Mitra dominates. Here it has grown corrupt, more oriented to accumulation of wealth than of souls. Since its foundation Viridistan and Lenap have been rivals for trade in the Trident Gulf and the Sea of Five Winds. Since the fall of Viridistan, the reach of Lenapian commerce has been expanded. This only adds to the problems of corruption that Lenap suffers.



To the northwest are the Desert Lands. This great expanse of wasteland is home several desert tribes. For centuries they were content to trade spices and minerals with Lenapian merchants. Recently a new cult has risen among them. A prophet named Horus has begun uniting the tribes promising paradise if the world is cleansed of the corrupt and unholy.

This region is setup where the good guys, the Lenapian, in fact are the problem. If left unsolved, these problems will leave Lenap vulnerable to the serious threat emerging from the desert.

Sarnia

At the southern tip of the Padizan Peninsula are the lands of Sarnia. Orchia is the northern half while the Isle of the Blest forms the southern half. Sarnia is inhabited by the Sarnic people, a race of humans believing themselves to be the chosen people of Hamakhis the god of death and judgment. They practice a system of rituals involving regular human sacrifice. Their fundamental belief is that the only with a steady supply of souls Hamakhis will be able to hold back the primordial chaos that will destroy the world.



This belief has not made them popular with their neighbors. At its height, fifteen hundred years ago, the Ghinorian Empire launched a series of crusades that resulted in the conquest of Sarnia. Then civil wars in the last decades of the Ghinorian Empire allowed the Sarnic people to free themselves. Since their liberation they divided into seven city-states the chief of which is Rallu.

The city-state promptly started fighting among each other. The incessant conflict between the city-states has caused them to take little interest of lands outside of their borders. The problems were only exacerbated by a reformation of the Church of Hamakhis led by the prophet Pegana. Every lord and high priest in Sarnia was killed or sacrificed. While ending the wars reformation impoverished Sarnia. After two centuries it is only now that Sarnia has begun to look outwards again.

One key element of the Majestic Wilderlands is that there are no evil gods as found in traditional fantasy RPG pantheons. True evil is represented by the demons. However while there no “evil” gods there are some that preach philosophies that would be considered abhorrent. Hamakhis is the worst of the lot. Sarnia is a land where his twisted philosophies are given free reign.

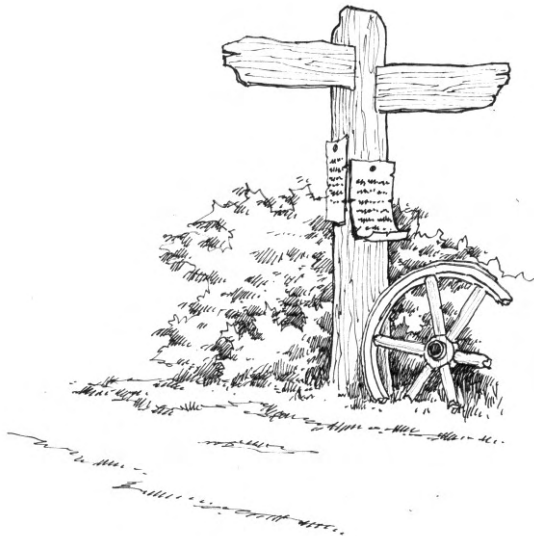
The Crimson Sea

The Crimson Sea is both a barrier and a highway between the northern Wilderlands and the southern Wilderlands. The horse latitudes, where the winds die down, run through this area. While winds in the coastal regions can offer a path north and south they are among the most dangerous in the Wilderlands. To the west are the blood drenched lands of Sarnia with its' dangers of being captured and sacrificed to Hamakhis.



North of Sarnia, the land is dominated by Orc tribes who have enough skill with boats to be a threat to any ship passing close. To the east are the Karian Islands who take a dim view of ships trespassing in their waters. The Pearl Coast, to the northeast, is dominated by xenophobic clans and tribes. The islands of the middle reaches of the Crimson Sea are dominated by descendents of seafarers left stranded due to the doldrums. Any ship passing their way is a target to plunder. The shallows of the Crimson Sea are known to be controlled by several underwater civilizations hostile to surface dwellers.

This region is designed for danger filled seafaring adventures. There is no safe harbor in the region. The best chance characters have of finding safe haven is one of the friendlier underwater civilizations.



Tlan

The Principality of Tlan is one of the surviving colonies of the Ghinorian Empire. Established on the northern edge of the Ament Plains, Tlan has never lost its frontier character. Much of this is due to many of Tlan's magnates engage in cattle ranching on the Ament Plains. Land suited for traditional manorial farming only occupies a narrow region along the coast. Unlike Lenap, the Church of Mitra in Tlan has remained true to its founding ideals.



This region is designed to work with the adjoining Ament Plains. It is setup as a fantasy Wild West. Tlan is a bastion of civilization in a sea of barbarians and monsters.

Sea of Five Winds

The Sea of Five Winds is the crossroads of the southern Wilderlands. There are no major civilizations here only the occasional outpost manned by traders from Lenap, Kynar, Antil or rarely Viridistan. The region is designed to allow adventures in the spirit of the great seafaring adventures of Greek Myth, and the Age of Sail. Each island holds wonders and dangers for the adventurers that dare to sail these seas.



Karian Isles

Comprised of two archipelagos; the Silver Skein Islands to the south and the Isles of Dawn to the north. These islands were originally occupied by the Karians, humans with a culture similar to the early Japanese. They were contacted and incorporated into the Ghinorian Empire early in its expansion.



When the Empire collapsed one of the last pretenders to the title of the Imperial Prince of Ghinor fled to the islands to regroup. He married a local princess to win the loyalty of the Karian nobles. He left and was killed while trying to reclaim the throne. The princess was pregnant and gave birth to a son who was proclaimed as the new Imperial Prince.

Legends grew about the last pretender. Some claimed he was the divine son of Mitra. His Karian successors adopted the legend as their own and assumed not only political leadership of the islands but religious leadership as well. Over the past thousand years their culture has grown more inward. They have developed an elaborate code of honor and social system.

This region was created as a concession to the popularity of Oriental roleplaying in the 80s. Those who wanted to play oriental character has a place where they could come from. A twist was added later by merging oriental mythology with the one created around Ghinor and Mitra. The role of Amaterasu was supplanted by Mitra. The code of honor taught by Mitra was transmuted over the centuries into a bushido like code.

Ament Plains

This is a vast region of open plains dominated by a megafauna of monsters. Ankheg, Bulettes, Centaurs, Chimera, various giant plains beasts, Dragonne, etc all inhabit the region. It is believed that the goddess Kalis, in the form of the Night Hag, gives birth to these monsters in order to create beasts capable of fighting the demons. The various barbarian tribes pray to Mantriv the Thunder lord and his wife Dannu to protect them from the Night Hag's spawn. Tlan

to the north and Kynar to the east are the nearest areas of civilization to the Ament Plains. When drought strikes or the population grows too large they become tempting targets for invasions. The tribal hordes will augment their rations with supplementary amounts of wild ass.



Kynar

Kynar marked the westernmost extent of the Ghinor Empire before it began sending out colonies. During the collapse of the empire, Kynar was subject to repeated invasions by various barbarian tribes out of the Ament Plains. Five hundred years ago, Merovar the Great defeated the last invasion and brought about a generation of peace for the petty kingdoms of the region. King Merovar was unable to unite Kynar under his rule. But a series of able successors steadily incorporated the rest of Kynar into the nascent kingdom.



A hundred years ago the last of the petty kingdoms was incorporated and Merovar's legacy seemed complete. A few decades later a series of bloody succession wars ravaged Kynar. Twenty years ago, Ludwig the Fifth emerged victorious and reunited the kingdom. Kynar has started to look outwards again and hopes that the old divisions are finally laid to rest.

Many of the lands designed for the Majestic Wilderlands live in "interesting" times. There are other adventures that work well with a realm that is vibrant and ready to expand. Kynar is meant to fulfill that role. Kynar has the means and, with the characters' help, the will to leap into greatness.

Khinor

Khinor is the southernmost realm of the demi-humans. Several thousand years ago, the Crystal Wars ravaged the early civilizations inhabiting the Dunador region. Demi-human refugees fled from the wars and settled the high plateau. The Dwarves dominate Khinor working with the Elves, Gnomes, and Halflings to keep their lands free of the troubles that afflict the surrounding human lands.



Their most serious issue comes from the far south. In the jungles are remnants of races that willingly worshipped demons. Led by the Serpent Men they viewed the arrival of the demi-humans as an opportunity to exact revenge. For the past six thousand years a war has been fought in the southern jungle where no quarter is given by either side.

There are few regions in the original Wilderlands where one race dominates. One of them is the central plateau in Ghinor and the Southern Reaches dominated by Dwarves. This has survived the evolution of the Wilderlands of High Fantasy into the Majestic Wilderlands. Later, when Ghinor and the history of the south were developed, the swords & sorcery elements were added in.

Ghinor

This region was once the heartland of the Empire of Ghinor. Over four thousand years ago the Ghinorian people migrated here. They were fleeing slavery from another empire ruled by the god Set. They believed they were the chosen people of the goddess Mitra. For two thousand years they were just one of many tribes in the region. Then after a devastating invasion by barbarians they resolved that never again they would be conquered. They resolved that the word of Mitra would be spread throughout the world so all will live in peace.



Over the next thousand years they spread outwards from their river valley into nearly every corner of the Wilderlands. They established numerous colonies in every direction. To make administration easier the Imperial Princes of Ghinor built the city of Tula overlooking the Sea of Five Winds. Their hubris grew the longer their reach extended. Their faith transformed into a lust for power and wealth. They gave only lip service to Mitra's worship. The throne of the Imperial Prince became a game between rival factions. Then civil war wrecked the empire.

The final blow came when a federation of barbarians known as the Ionians swept through the weakened empire. The various pretenders were killed and their leader, Andros the Great, was crowned as the Overlord of the Empire. The overseas colonies of the empire declared their independence and left to find their own destinies. At first Andros attempted to respect the belief of his Ghinorian subjects and work with the Church of Mitra. But after a failed rebellion, Andros eradicated the Church of Mitra in the Great Harrowing.

Andros' successors were not able to hold the empire together. After two centuries the last Ionian Overlord was killed. Since then the region has seen a succession of petty kingdoms and robber barons. The Church of Mitra was never able to recover here. Instead a church grew around the worship of Mantriv and Dannu imported from the Ament Plains.

The old imperial city of Tula was devastated by the various civil wars of Andros' successors. In desperation they turned to the wizards of the Order of Thoth for protection. The wizards were successful and Tula has regained its place as the largest city of the region. It is now known as the City of Wizards and one of the largest centers for trade along the Sea of Five Winds.

This region was originally detailed to provide the back history of the Main Campaign Area around City-State. The history after the fall of the Ghinorian Empire came later. The history was design to produce a region of small realms and city-state dominated by humans. Much of the politics was taken from the history of the Italian City-States of the Renaissance. It is designed for campaigns stressing intrigue and politics.

The Dawn Ocean

The extent of this ocean is unknown to the scholars of the Majestic Wilderlands. The only thing certain is that after two or three weeks mariners will encounter a gigantic maelstrom surrounded by a storm worse than any hurricane.

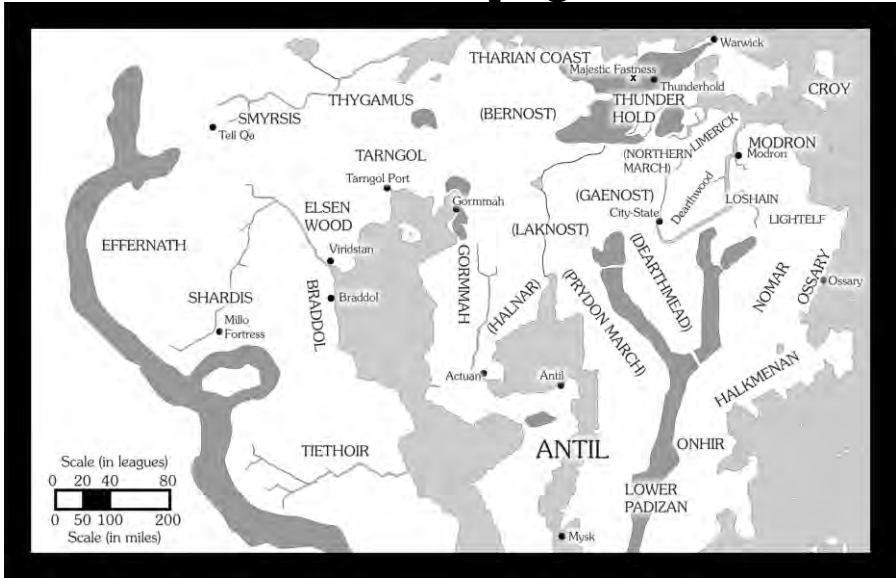


What the scholars don't know is that this is the legendary Gateway to the Abyss. Here was the island on which the Gods gathered the surviving demons. For their rebellion they were condemned to be imprisoned until the end of the world. The Abyss was created from the island. The chromatic crystals were created to seal the entrance. Each of the nine ward crystals placed on a high tower guarded by the dragons. Since then only a handful of mortals have dared to venture here.



⌘s

The Main Campaign Area



Overview

The Main Campaign Area is the where the majority of the campaigns were run in the Majestic Wilderlands. It has most detail and history and will be the focus of subsequent Majestic Wilderlands products.

Viridstan Empire

The largest city of the Majestic Wilderlands, Viridistan, is located here. This region was dominated by the Viridian race for over four thousand years in a succession of three empires. Now the last of the ruling Viridians has died and the provinces war among themselves for the scraps of empire. The region's population is evenly split between Goblins and humans. They are found allied with others as much as fighting each other. The city of Viridistan itself has recently come under the control of the Church of Set who has sworn the rid the empire of the demonic influence of the few remaining Viridians. Adventures set here are oriented towards Swords & Sorcery themes with adventurers facing ancient magics and demonic horrors.



Effernath

Effernath Province lies against the Pinnacle Mountains. Its population comprised mostly of Goblins. Shah Satyrbis rules with an iron hand to keep the normally chaotic affairs of the Goblins in check. Despite her ruthless rule the Shah has won the loyalty of many important Goblin clans through various grants and boons. Currently the Shah is preparing to fortify the Lower Leander River to check the ambitions of the Shah of Shardis.

Shardis

The upper valley of the Leander River forms the core of the Province of Shardis. The province is wealthy from trade between Viridistan and the Desert Lands. Shah Paharrib Fu is of the one of the most powerful artificers of the Order of the Viridian Eye. He is pushing the various chapterhouses of the province to produce magical devices and enchantments for the army he is gathering. When all is ready he will seize Viridistan and unite the Empire under his rule.

Millo Fortress

The Millo Fortress is an ancient citadel established during the First Empire. It is a complex network of walls and towers. From here the Viridian Emperors consolidated their hold over the goblin tribes of the Upper Leander River. Today the population is about 2/3rd Goblins and the remainder humans. During the Second Empire it became an important trade center between Viridistan and the Desert Lands. The Sandy Sword Inn lies next to the river docks and is noted as a hiring hall for drovers and barge crews for caravans.

Currently the Millo Fortress is dominated by the workshops of the Order of the Viridian Eye. During the downfall of the Second Empire the Millo Fortress was a refuge for many artificers fleeing the chaos engulfing the city of Viridistan. Since then they have dominated the town and in the last hundred years the leadership of the province.



Braddol (province)

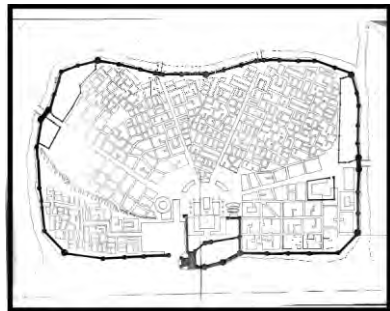
To the south of the city of Viridistan is the province of Braddol. This province is the breadbasket of the Empire its fertility only rivaled by the Emperor's farmlands near the City of Viridistan. Its population is mostly Goblins scattered among hundreds of latifundia toiling in the grain fields. It is also noted for its gladiatorial pits where the goblin elites pit their favorite warriors against one another. It takes all of Shah Yabbarin Takar wits to rule over the factious magnates of the province. Since the death of the emperor he has increased his levies and drafted work gangs to fortify the provincial outposts. He plans to wait to see who wins the early civil war battles and ally with the victors.

Braddol (town)

This town is little more than grain storehouses and docks. Dozens of barges and ships come here to load and ship grain to the city of Viridistan. The volume of the grain trade has made over a dozen goblin clans wealthy. The town's skyline is dominated by the Imperial Coliseum. Here the champions of the various provincial games meet in Grand Games held twice a year. The two Grand Games are the social events of the year and are personally attended by the Shah of Braddol.

Viridistan, City of Spices

For over four thousand years the City of Spices was home to the mighty Viridian race. They settled the city in 101 BCCC sailing north from the Trident Gulf. Claiming descent from the gods who fought in the Uttermost War they subjugated the local goblin tribes creating the First Empire.



The city grew as the stronghold of the Viridian Lords. Fortified manors were built and the entire settlement surrounded by massive walls. Inside the Viridians used goblin slaves to tend the city while they experimented with dark magic and forbidden lore.

The incessant shadow wars between the Viridians gradually reduced the population of Viridians to the point where Goblins dominated the city. During the Second Empire the spacious manors gave way to tenement warrens surrounding large workshops. These were inhabited by hordes of Goblins who labored in industries for their Viridian masters. The city of the Second Empire was a dark and grimy citadel of war.

The influx of human tribes through the Thygamus River Valley was a major factor in the collapse of the First Empire. The Second Empire's existence was filled with incessant wars against the human tribes and their elven allies. After the Second Empire's fall the Viridian sought allies among the humans and began to build the Third Empire. The population of the City of Spices became dominated by humans. The old tenements and workshops were razed and the present day city was built on top.

Today over 60% of the city is now human, 35% are Goblins and remainder a handful of other races. The city was thrown into chaos after the death of the Emperor with various factions battling in streets. Periodically shaky truces are declared as the factions exhaust themselves in the fighting. Then they collapse as the old animosities flair up again. The current truce was brought about under the leadership of a new faction, the Church of Set.

The Viridian Emperors have banned all other religions except for the Imperial Cult; which worships the Emperors as gods. After the death of the Emperor and the collapse of the Empire, missionaries and crusaders from surrounding lands began moving into Viridistan and the old empire. The newly arrived Church of Set is known as a ruthless but honest broker by the other factions. Since their arrival they were able to broker a truce. So far it has held for the last three months.

Elsenwood

The Elves of Irminsul have been enemies of the Viridians since they established Viridistan in 101 BCCC. The downfall of the Second Empire came when the Elves allied with the Elessarian kingdoms. The city of Viridistan was sacked and the eastern half the empire became dominated by humans. The Elves took control of the forest north of Viridistan and established the Duchy of Elsenwood. They continue to keep watch on the surviving Viridians.

Several centuries later the alliance between the Elves and Elessarians collapsed due to Viridian subterfuge. The Viridians established the Third Empire leaving Elsenwood a besieged outpost of the Elves. The Emperor's Wall was built to block Elven raiders from the farmlands surrounding Viridistan.

Elsenwood is protected by a Taigh centered on the Holy Mounds. The forest borders are a tangled mass of brambles and paths that twist back on themselves. This provides a defense against the Emperor's Legions. Since the Emperor's death the Elves have been secretly contacting sympathetic factions to rid the provinces of the remnants of the Viridians.

Tarngol

Since the Second Empire the province of Tarngol has been dominated by humans. The Tarngol plains are noted for their vast herds of horses and cattle. Much of the cavalry of the Empire is recruited here. Extensive mines are found around the upper reaches of the Stickthorn river in the hills of Brotbuckle Briar. The resources here have made Tarngol the most powerful province in the Empire.

Since the Emperor's death Shah Abdu Inslar has consolidated his control over the province. He has recruited a large army and navy. The shah plans to emulate his Elessarian ancestors and march on Viridistan. He is determined to become the first human emperor. His first move will be to attack Gheulost Island to seize the Carbelium mines. Arrows forged from Carbelium will give an overwhelming advantage against the other factions by allowing arrows to penetrate steel armor with ease.

Tarngol Port

This unvalled town is the capital of Tarngol Province. Here the vast resources of the province are funneled onto barges to be shipped to Viridistan and the rest of the empire. Before the Emperor's death the port was known for its disreputable character. The waterfront district is noted for its dangers for the unwary. The rows of warehouse are often scenes of bloody butchery as the dock gangs fight between themselves.

Shah Abdu has turned the port into an armed camp as he prepares to march on Viridistan. Currently a large fleet of galleys and barges lie in the harbor awaiting the order to be loaded and sail to Gheulost Island.

Smyrsis

This is the northernmost province of the empire, a site of frequent raids between Imperial forces and the realms to the north. Five hundred years ago Tharian Horse barbarians invaded through the Thygamus river valley. The Elessarian petty kingdoms in the region were cut off from Dunador's aid to the north. The Third Empire took advantage of this and conquered the region. They were consolidated into the province of Smyrsis. In the centuries since, the province had several major rebellions.

The Aenekosii family was given control of the province 150 years ago when Viridistan was ruled by Cneninadus the Just. Their firm yet fair rule effectively quelled the rebellions. When Cneninadus was killed by Hautulin, the last Viridian emperor, the Aenekosii were able to remain in control.

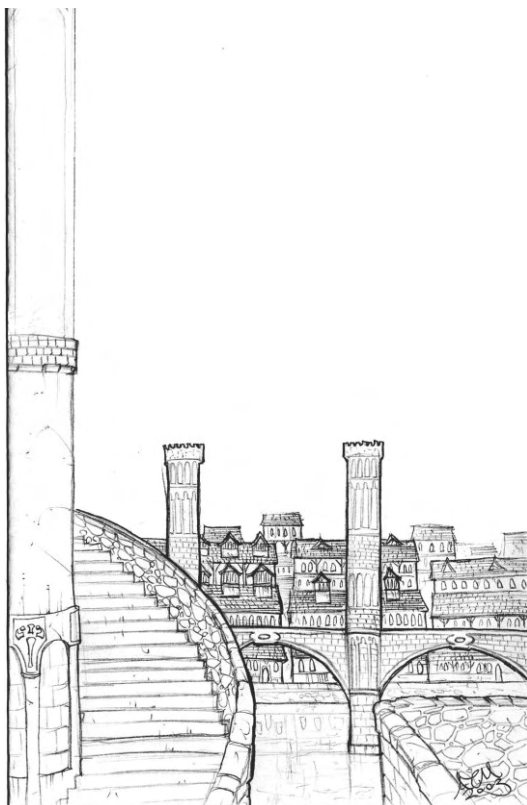
The Aenekosii are secret worshippers of Mitra and are the leading supporters of the various underground churches that are allied with the Elves. They thoroughly infiltrated the provincial branch of the Imperial Cult and Black Adders, the secret police. To keep Emperor Hautulin from suspecting; illicit temples of Set, Kalis, or Nephthys were exposed and their adherents brought to trial.

When Hautulin and wife were killed, Shah Kijawr Aenekosii proclaimed the Kingdom of Smyrsis and the restoration of the Church of Mitra. The church of Veritas, Silvanus, and Dannu were given liberty to establish themselves. Shah Kijawr has moved troops to secure the border from the other provinces. He is now in the process of negotiating an alliance with the White King of Dunador and the Elves of Irminsul.

Tell Qa

The constant raids and rebellion has caused the capital of Smyrsis be built as a secure fortress. Built on a bluff overlooking the River Flee the city is ringed with many round towers and bastions. The second largest citadel in the empire forms part of the city's defenses.

Currently Tell Qa is under strict martial law. Several inquisitions are in the process of purging the city of imperial sympathizers, illegal cult members (Set, Kalis, etc), and spies from the other factions. The old Imperial Temple has just been finished being demolished. The foundations for a new cathedral dedicated to Mitra are now being laid.



Gormmah

Gormmah is the easternmost province of the old Empire. It was established two thousand years ago during the Second Viridian Empire to prevent the eastern tribes from gaining access to the Trident Gulf. Since then it has remain a bastion of the Empire's border defenses.

The Shah of Gormmah, Drong Dirkah, has seized total control of the province in the wake of the Emperor's death. He has ruthlessly suppressed the local senates, and imposed numerous martial law regulations. At first this was welcomed as corruption and graft was a severe problem in Gormmah before the Empire's collapse. However the Shah's actions only seem to worsen the problem.

Vale of Gormmah

Surrounded by the Barradine Mountains and bordered by the Trident Gulf on the east; the Vale of Gormmah is well defended valley in the Province of Gormmah. Here is the capital of the province, the City of Gormmah. Only two narrow passes allow land access to the Vale. Both are defended by massive citadels. Despite the Shah's imposing martial law, the city seethes with discontent. Small riots break out on a weekly basis and many feel only a matter of time the entire city erupts and puts the Vale to flames.

Tharia

The Tharians horse lords swept eastward into the upper Padizan Peninsula over four hundred years ago. Their invasion brought down the Dragon Empire and eventually led to the conquest of City-State. For the last hundred years the Tharia has been united under the rule of the City State of the Invincible Overlord.



Only the Tharian Coast remains free of the Tharian Overlords thanks to the aid of Sotur. Now with the collapse of the Viridstan Empire, the Tharian Overlord is now the strongest ruler in the Majestic Wilderlands. Adventures here are a mix of wilderness exploration, political intrigue, and building a legacy.

Thygamus

The Thygamus river valley has long been a pathway for invasion. Most recently was four hundred years ago by the Tharian Horselords. The Tharian Clans conquered the lower reaches of the Thygamus River before moving eastwards into the remnants of the Dragon Empire. During this time the Shrine of the Great Lars was established at Tak Shire. The Tharians believe that the spirit of their ancestors join the Lars. Each clan has their own Lars that watches over them. The Great Lars watches over the entire Tharian nation and is comprised of the greatest of Tharian heroes.

After the invasion of the Dragon Empire the Kingdom of Thygamus was established to guard the shrine. Several clans returned and appointed a High Chief. Today the Kingdom ranges along the Thygamus River from Ruppin Athuk on the west to the shores of the Ave Sanctuary to the east. The High Chief protects the Shrine at Tak Shire. The other clans to the east including the Tharian Overlord have all sworn to uphold the sanctity of the shrine, the independence of Thygamus, and come to its aid when called on.

Tharian Coast

The clanholds of Finmark, Smitten, Irungway, Greth, Havocia, and Elixer have successfully maintained their independence from the Tharian Overlord of City-State. Two hundred years ago they joined the other clans in an alliance to fight the Viridian Empire. When the war ended in a truce, they objected to the creation of the Tharian Confederation. With the aid of Sotur and the Pokrantil League they were able to resist the Overlord and keep their independence.

Today the six clanholds remain in alliance with Sotur. They had unsuccessfully tried to aid Bernost to succeed from the confederation several times in the past one hundred years. Rumors are that another attempt is underway.

The Tharian Confederation

When the Viridian Emperor Hautulin consolidated his hold on the throne, he turned his eyes to the quarreling clans of the Tharians to the east. Nearly a hundred years ago in 4338 BCCC, the Emperor launched an invasion. The clans were united in a grand alliance. Halius of Bulwark was appointed Overlord of All Tharians and led them successfully in battle. The war lasted over twelve years and ended with a truce between the two sides. In exchange for peace the clans agreed to pay a yearly tribute to Viridistan.

During the war, City-State was under the Tyranny of Salm-Lorin, an archmage of the Order of Thoth. In a move to break the stalemate Emperor Hautulin formed an alliance with Salm-Lorin to attack the Tharian from the east. Preoccupied with the Viridians, the Overlord Halius sent his son Lucius to deal with the forces of City-State. With the aid of the Dwarves of Thunderhold and City-State rebels, Lucius dealt a crushing defeat to Salm-Lorin and conquered City-State. During the conquest Salm-Lorin killed himself by jumping off the highest pinnacle of the Cryptic Citadel. A year later Lucius conquered the Ghinorian Duchy of Dearthmead an ally of Salm-Lorin.

After the truce with Viridistan the clans agreed to allow Halius to keep the title of Overlord of All Tharians. Halius died four years later in 4351 BCCC. Lucius journeyed to the Shrine of Grand Lars at Tak Shire and asked the Oracle about the future of the Tharians. There he was told to respect the independence of the shrine but to unite the remaining clans under his rule.



With the threat of Empire of Viridistan looming to the west Lucius was able to unite all the Tharian Clans save those of the northern coast along the Winedark Sea. The six clans of the Tharian Coast were able to keep their independence with the aid of Sotur and the Pokrantil League.

In 4372 BCCC the Overlord Lucius publishes the Codex Tharia, creating the Tharian Confederation. In a magnanimous gesture he makes the Ghinorians of the Duchy of Deathmead full members. When he died in 4379 BCCC he was proclaimed Lucius the Great. The original members of the confederation were the Tharian Clans of Bernost, Laknost, and Gaenost along with the Ghinorian Duchy of Dearthmead. The Dwarven Kingdom of Thunderhold accepted allied status. Later a splinter duchy of the Kingdom of Antil joined as the Duchy of Halnar.

Originally the forces of the members of the Confederation greatly exceeded those of the Overlord. All the Overlord was possessed the clanhold of Bulwark, and the City-State. In the past century Lucius' successors have added several marches which have been kept as the Overlord's personal domain. In the present, 4436 BCCC, the Overlord Lucius III now controls forces equal to the other members of the confederation.

The Overlord is sovereign only in his personal territories. His role is to keep the peace between the clans and other members of the confederation. He is to hold courts to resolve disputes that may rise between the clans of the confederation. A Senate (Clanute) was created comprised of representatives from all clans and members of the confederation. Its role is to confirm the succession of the Overlord and to hold court in any dispute between the clans and the Overlord.

Since the fall of the Viridistan Empire, the Tharian Confederation is now the most powerful state in the Majestic Wilderlands.

Bernost

This has always been the most troublesome province of the Overlord. Bernost was carved away from the Tharian Coast a hundred years ago and its inhabitants have not forgotten this. The leading clans of the provinces are Alnar, Daral, and Ornar. Velius of Alnar has been Duke for little over a year. His father passed away in the summer of last year. The Alnars conquered Bernost when the confederation was founded and ruled with an iron hand. However Duke Velius has gone native and has secretly taken up the cause of Bernost independence as his own. Clan Daral control Hindfell and are considered loyal to the Overlord. Ornar is one of the few clans to survive the conquest. Ornar controls Catalan and several mines in the Majestic Mountains. Likely they would join clan Alnar in any rebellion although there is distrust stemming from the conquest.

Bernost also incorporates the small town of Werewood on the shores of Council Lake. This was once the capital of an empire that existed over two thousand years ago (predating the Dragon Empire). Surrounding the town are the ruins of the old capital. Most of the above ground structures have been quarried away but catacombs and the remains of an old sewer system still exist. In the woods surrounding Council Lake are ruined villas and manors many of which are still intact.

One intact structure is the Imperial Basilica. It housed the imperial archives and was refurbished during the Dragon Empire several hundred years ago. Currently it is being maintained by a circle of the Order of the Trehaen. The Order of Thoth has petitioned the Overlord to turn over the building to them but so far he has denied them.

Laknost

This province encompasses the southernmost conquests of the Tharian Horselords. The Tharian population is dwarfed by the conquered Elessarian peasantry. Unlike the Tharian Coast and Bernost the Tharians of Laknost have not integrated the Elessarians into their clans. Instead they have become radical traditionalists and reduced the peasantry to serfdom. There are four major clans in Laknost: Laknar, Venas, Beranal, and Orlandas.

Noius III of Laknar has been Duke for over 3 years. Noius is 53, one of the older Dukes of the Confederation. Noius first won renown during the Revolt of the Craftsmen in City-State over 30 years ago. He led a Throng of Tharian Cavalry that ruthlessly suppressed the riots. Since becoming Duke he has tightened enforcement of the law to keep “order” among the peasantry.

Clan Venas controls Anguiken and is noted for the quality of their horses. They keep large herds of both cattle and horse on the Battleplain of Gwaillions to the south. Clan Beranal controls Stonefolk and is noted for having a large number of Bondbuyers, Tharian merchants, that deal with Viridistan to the west. Since the collapse of the Empire they have been doing a brisk trade in horses and weaponry to the various factions. Clan Orlandas control Springle. They are noted for ruthlessly exploiting their peasantry. The discontent among the Elessarian peasantry is most pronounced here. Several nobles have protested Orlandas practices to the Overlord.

Halnar

One of the newer provinces of the Overlord, Halnar was added when the Kingdom of Antil, to the south, suffered a civil war nearly fifty years ago. Duke Chilperic's faction lost. He broke away and swore allegiance to the Overlord. His grandson Dagobert is has been Duke for 3 years. Dagobert considers himself an advocate for the Elessarian peasantry in Bernost and Laknost. The Duke has been protesting Clans Orlandas (see Laknost) treatment of their tenants to the Overlord.

The Elessarians of Halnar have a much different system of law than the Tharians do. The Elessarian do not invest their nobles with the power of justice. Instead the Trehaen, a druidic order, act as judges in legal and criminal disputes. The nobles are expected to manage their estates, lead in the time of war, and act as police. The Elessarian have clans like the Tharians but are much smaller, about the size of an extended family.

Duke Dagobert is a member of the Haldan Clan. The Haldans trace their noble lineage back to the Dragon Empire and were prominent in the founding of the Kingdom of Antil in the wake of its collapse. Despite being part of City-State there are many Haldans still living in the Kingdom of Antil. This has allowed a thriving cross-border trade to continue. The Monagans of Landmarch are traditional allies of the Haldans and manage much of the trade with Antil over the Romaillion Sea. The Dalys of Dart suffered many losses during the Antillian Civil War. Many members of this clan are driven by revenge and are active in plots against the Kingdom of Antil

The Grimlon Outlands were once the border between City-State and the Kingdom of Antil. During the Antillian Civil War they became a refuge for peasants and nobles dispossessed by the war. Several outlaw bands formed that had to be suppressed after Halnar joined City-State. The region still retains much of its lawless character and travelers move in large parties.

Prydon March

When Duke Chilperic broke away from Antil and swore allegiance to City-State. The Overlord Varius seized the opportunity to conquer the holdings of the Kingdom of the Antil on the eastern shore of the Romaillion Sea. Starting with Hunwood, Varius seized everything down to Palen Springs. After the war he kept the conquest as his personal territory creating the Prydon March to govern it. The Antillian nobles were dispossessed and their estates given to supporters of the Overlord.

In the kingdom of Antil, the power of justice resides in the Trehaen; a druidic order. Here the Trehaen were stripped their powers. Several peasant revolts organized by them have caused Varius and his successors to ban the Trehaen from the Prydon March. The surviving Trehaen have fled into the far reaches of Lagoldurma Forest where they have established several sanctuaries. Currently they are rebuilding after a failed uprising ten years ago. The main sanctuary is located in a cavern behind the Falls of Barzanit.

Gaenost

This province of the Overlord was once the heart of the Dragon Empire. It survived the fall of the empire and successfully resisted the Tharians for three hundred years. Lucius the Great conquered the province and City-State during the aftermath of the Tyranny of Salm-Lorin.

When the Confederation of Tharia was founded the clans required Lucius to give up his holdings outside of Bulwark and City-State. Gaehill, Haghill, and other towns of the region were distributed among minor clans. The Tharians nobles ruled the Ghinorians with a light hand. Here the Tharians are the ones being assimilated.

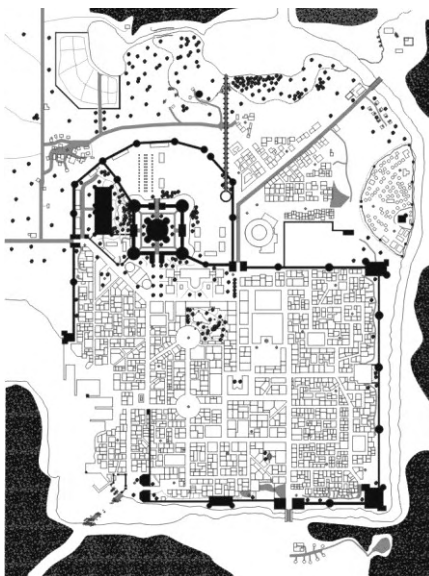
Currently Koliuz II of Clan Gaenar is the current Duke. He has ruled for over 19 years. His clan holds Gaehill and he makes a fortune off the tolls on the Rorystone Road. He is noted for the decadence of his halls and the wild and raucous parties that he throws. Clan Kasadas is another major clan with holdings around Omen and Shewolf. They control several lucrative mines. Clan Kasadas is also noted for its support of the Hellbridge Temple in City-State and the Church of Set.

Bulwark is not formally part of the province and is the ancestral seat of the Overlords. It was built before the Dragon Empire to guard the western approaches to City-State. It fell to the Tharians during the fall of the Dragon Empire and for a time was the eastern limit of their conquests. The first Tharian Overlord, Haliuz, was Lord of Bulwark. Bulwark continues to be held by the Overlord. They reside here from harvest time until the beginning of winter.

City-State

City-State was originally founded as Caelam a colony of the Ghinorian Empire. It was located at the head of the Estuary of the Roglaroon for its ideal trade location near the Elessarian realms. The colony was governed by the Order of the St Caelam, a religious order of the goddess Mitra. The Order of St Caelam was noted for being dragonriders. The Cryptic Citadel was built as an aerie for the silver dragons of the order.

As Caelam grew its administration passed to secular governors appointed by the Imperial Prince, the ruler of the Ghinorian Empire. A hundred years after Caelam's settlement, the Ghinorian heartland was overrun by barbarians leaving the colonies to fend for themselves. Caelam crowned its governor as the ruling Prince of Caelam.



As one of the newest colonies, Caelam was weak militarily and economically. The Princes of Caelam were able to maintain their independence by forging alliances with the Elessarian kingdoms to the west and the nearby demi-human realms. Eventually the threat of the Viridstan Empire caused these alliances to be consolidated into the Dragon Empire. The Prince of Caelam was crowned as the Overlord of the Dragon Empire.

At first the fusion of Ghinorian and Elessarian cultures gave the Empire strength and vitality. After a century the ongoing conflict with the demon worshippers of the Viridistan Empire fueled the rise of fanatical religious factions. Four centuries ago, this ripped the Dragon Empire apart in civil war. The Orcs of the Majestic Mountains and the Tharian Horselords separately took advantage of this and caused the collapse of the Dragon Empire.

Fleeing the ruins of the dwarven realm of the Majestic Fastness, Atrabilorin arrived in Caelam during the chaos. His leadership and skill saved Caelam from the twin threats of the Tharians and the Orcs. In gratitude the city fathers appointed him as Overlord of the City-State. The people acclaimed the dwarf as the Invincible Overlord and Caelam was known as the City-State of the Invincible Overlord from then on.

Atrabilorin was as skilled in peace as he was in war. He united the local communities (Gaehill, Haghill, and Darkfield) into the Lords' Alliance. He gathered the scattered remnants of his people and aided them in founding Thunderhold in the shadow of the Majestic Fastness. Finally he built the Rorystone Road from Thunderhold to City-State to promote trade. When he passed away the elders of City-State erected a marble mausoleum for him. They decided that nobody living could fill his shoes as the Overlord. Instead a council of Aldermen would rule the City-State with a Lord Mayor appointed each year.

The Lords' Alliance prospered as City-State became the center of a growing trade network. After a hundred years the influx of wealth caused factionalism to rise. A series of rebellions and civil wars caused the Council of Aldermen to appoint a new Overlord of City-State. They turned to Salm Lorin an Archmage of the Guild of Arcane Lore. Using his combined political and magical might, Salm Lorin eliminated his enemies. The various Lords of the Alliance were replaced by cronies and puppets. Afterwards he was known as the Tyrant.

Thunderhold escaped the Tyranny of Salm-Lorin by forging an alliance with Halius the Tharian Lord of Bulwark. Due to the Tharians fighting the Viridistan Empire, Halius could do little to aid Thunderhold despite being named Overlord of All Tharians. However when Salm-Lorin allied with Viridistan, Halius appointed his son Lucius to command the war against the Tyrant.

Lucius with his dwarven allies waged a masterful campaign against Salm-Lorin. Using the combined might of renegade mages and Lars mystics he was able to counter the magic power of the Tyrant. Within three years Lucius besieged City-State. The siege lasted for six months and the engineering skill of the Dwarves of Thunderhold ensured the outcome. With Lucius' forces pouring into City-State, Salm Lorin killed himself by throwing himself off of the highest spire of the Cryptic Citadel. Since then the City-State has been under the personal rule of the Tharian Overlords.

Dearthmead

This province was settled after the collapse of the Ghinor Empire a thousand years ago by colonists from both Caelam and Modron. It was source of conflict between the two Principalities for over two hundred years until Caelam won permanent possession.

After the fall of the Dragon Empire it became an independent Duchy and later a founding member of the Lord's Alliance with City-State. After the fall of Salm-Lorin the Duke of Dearthmead continued to fight for another two years until Lucius the Great defeated him at the battle of Goodnap. In recognition of their valor the Overlord Lucius included the Duchy as a full member of the Tharian Confederation.

Dearthmead is divided into manors and villages and organized into a feudal structure. The various lords ultimately owe fealty to the Duke of Dearthmead. Like the other provinces of the Tharian Confederation, the Overlord holds a number of estates run by members of the Overlord's clan and supporters.

Running the length of Dearthmead is the South Road an important trade route. This road runs from City-State through the South Pass to Zothay where merchants trade for goods originating in the Sea of Five Winds. Since the recent conquest of Halkmenan by Lord Divolic trade has increased tenfold as the rapacious Halkmenan Lords are no longer around to exact tolls.

The climate becomes considerably drier at the southern end of Dearthmead. This area is known as the Queans Waste. It is sparsely inhabited, a harsh and forbidding landscape. Here Reptile Men make their home. They are descended from the survivors of the Second Dragon Legion of the old Ghinorian Empire. When the empire fell the Second Dragon Legion was cut off from returning to their homeland near the Ghinor heartland in the far south. The Queans Waste was similar to their homeland and the Prince of Caelam granted it to the veterans of the legion.

Northern March

After the fall of the Dragon Empire many lands on the old imperial frontier reverted back into wilderness. They became inhabited by Orcs and other fell creatures. One area affected was region between City-State and Thunderhold. After the Overlord Lucius consolidated his rule, he formed an alliance with Thunderhold to clear the region for settlement.

The campaign lasted for three seasons and succeeded in driving the Orcs and Trolls back into Dearthwood. The Lucius built two castles; one at Bryny and another at Trollslor to keep the area free of monsters. Since the campaign was funded out of his personal treasury, Lucius kept the lands as personal territory. He created the Northern March with a Warden to govern it and lead the local troops.

Today the Northern March is one of the richest territories that the Overlord controls. The demand for Dwarven goods from Thunderhold fuels trade along the Rorystone Road. Bryny has grown into a small town where merchants from Thunderhold congregate before moving to the great annual fair at City-State.

Raiding Orcs moving out of Dearthwood are a continual problem as well as brigands roving the Moonraker Moorlands. Trollslor is noted as a staging base for expeditions into surrounding Troll Mountains. The ruins of abandoned dwarven holds in region entice adventurers.

Eastern March

Located to the east of Dearthmead, Lucius the Great's son Varius carved this march out of the wilderness fifty years ago. Orc raids on Bier and passing traffic on the Roglaroon spurred Overlord Varius into action. It took a decade before all the Orcs were driven out. To consolidate his hold on the region, The Overlord Varius built castles at Varin's Firth and Rockhollow.



The March was neglected after the conquest and much of it is still wilderness. Some trade is conducted with the Kingdom of Nomar through the pass below Neuwag's Neck. The march also sees Gnome merchants from the Kingdom of Lightelf to the east and the occasional Elf from Loshain.

Southern March

Fifteen years ago Tharian adventurers began raiding the Halkmenan Lords to the south of Dearthmead. This caused trade on the South Road to falter and then cease. Angered at the loss of income, the Overlord Tomius organized an army and routed the adventurers. To prevent another occurrence, Tomius built a castle at Jarmoco and created the Southern March.

A year ago the Overlord Lucius III appointed Lord Divolic as Warden of the Southern March. A Myrmidon of Set, Divolic was noted for his wealth and influence. A month after his appointment he revealed an army of mercenaries and began a war of conquest against the Halkmenan Lords. He took Zothay and is now besieging Halkmenan. Many feel it will only take another season before the last of the Halkmenan Lords are conquered.

Dearthmead March

This is the newest of the Marches of City-State. This was formed when the Castle of Tain was detached from the Northern March by the current Overlord; Lucius III. Raiding by Orcs from Dearthwood is a continual problem. The March was created with the object to bring all of Dearthwood under the control of the Overlord within a decade. Currently a number of adventurers are flocking to Tain attracted by the 1 gp per right orc ear bounty.

Antil

The immediate cause of the Dragon Empire's fall was an invasion by the Tharian horse lords. The invasion was a success was due to the civil war being fought between various pretenders to the throne. One of these factions survived the invasion and formed the core of the Kingdom of Antil. Since its founding the Kingdom of Antil has been divided by factionalism, which has resulted in its own civil wars.



These wars have caused a steady colonization southward along the waters that connect the Romillion Sea with the Sea of Five Winds. Various noble families migrate south. Once there they carve new baronies out of the wilderness. The citadel of Mysk is political and economic center for these nobles. Located on an island in the middle of the Maerstag Strait, it has been turned into a fortress and a trade center.

The factionalism of Antil has left it vulnerable to its stronger neighbors. Fifty years ago Overlord Varius of City-State intervened in a civil war and carved away Antil's northern frontier for himself. The current Overlord, Lucius III, now plots to take the entire kingdom. The main cities of the Kingdom of Antil are Antil, Actuan, and Mysk.

Actuan

This is the oldest and largest city of the Kingdom of Antil. It was the center of trade between Antil and Viridistan but the loss of Halnar to City-State caused a slow decline in the city's fortunes. The collapse of the Viridistan Empire has signaled the death knell of city as all trade has ceased. Many of the noble houses are spending their last gold on supplies and implements. They plan to abandon their holdings around Actuan and move south to find better fortune in building new baronies out of the wilderness.

The city and the surrounding countryside show signs of neglect. Many buildings, villages, and manors lie abandoned and their fields are returning to wilderness. The few remaining have to contend with brigands and raiders from City-State. The leading noble is Duke Pilson of Tenoch. Nearly forty years ago his father was executed when the current royal dynasty seized the throne. He blames the decline of Actuan on the King and plans a revolt to gain the throne. However his finances have gone dry since the collapse of Viridistan.

Antil

King Chilperic of Antil maintains a shaky grip on the throne. His father, King Clovis, is considered a usurper by many, and a traitor for not going to war to retake Halnar. He, like his father, favors keeping the peace with the Tharian Overlords. An important gateway to the Sea of Five Winds for City-State, the trade brings a small amount of prosperity to Antil. However to guard against the ambitions of rivals, King Chilperic has invested considerable gold to strengthen the castle and walls of the city of Antil.

Mysk

King Chilperic believes the future of his Kingdom is in expansion to the Sea of Five Winds. The citadel of Mysk is the center of this effort. King Chilperic spends nearly half the year here overseeing and funding various expeditions to the surrounding regions. His patronage has led to a marked increase in trade with Lenap and other lands surrounding the Sea of Five Winds. Mysk is a fortified castle town on an island in the middle of the Straits of Maerstag. It has a large market between the walls and the docks where merchants from all over the Sea of Five Winds can be found trading. He has appointed his son Merovech as Duke of Mysk to rule during his absences.

Padizan Peninsula

The Padizan Peninsula lies in the heart of the Majestic Wilderlands. The northeast region is dominated by demi humans while the rest is divided into several human states including the City State of the Invincible Overlord. The vegetation and climate becomes sub tropical moving south. The southern end of the peninsula is known as Orchia and it is part of the lands of the Sarnic people. The middle reaches of the Padizan Peninsula are still wilderness and are dominated by Orc tribes and their ilk.

Warwick

The City-State of Warwick is a pirate city on the northern shore of the Padizan Peninsula. Formed from the fusion of four different cultures it is one of the most dynamic places in the Wilderlands. It dominates the Carolyn Peninsula to the east; ruthlessly exploiting its inhabitants and resources for the gain of the lords of the city. The Rovers of Warwick raid throughout the Winedark Sea, battling through the convoys of the Pokantril Merchants, and against their rival Vikings. Above they hate the Tharians Overlords of the City-State. With the aid of the old dragon Ancelgorn and dark god Set their revenge may be soon at hand.



Thunderhold

The Dwarven Kingdom of Thunderhold is the largest realm of Dwarves in the Padizan Peninsula. Four hundred years ago, Zephyrus Iron-Helm founded Thunderhold as a refuge for the survivors from the fall of the Majestic Fastness. Atrabilorin, the first Overlord of City-State, was instrumental in aiding the Iron-Helms.

Thunderhold survived and when the Rorystone Road was built it became prosperous. The Kings of Thunderhold expanded the Dwarven holds at Anvil, Bridel, Carnage, and Karn into full fortresses. When City-State came under the control of Salm-Lorin the Kings of Thunderhold allied with Lucius of Bulwark in liberating the city from the Tyrant.

Today the Overlords of City-State continue the alliance with Thunderhold. The King of Thunderhold has been granted the right to appoint a senator to sit in the Senate of the Tharian Confederation. The Iron-Helms and the other Dwarves of Thunderhold still dream of reclaiming their ancestral home in the Majestic Fastness.

Orc raids from the Majestic Mountain and Troll raids from the Troll Mountains are a continual problem. Thunderhold has established the Border Warders a group of Dwarven rangers to patrols the borders of the Kingdom and the Rorystone Road. The Border Warders give warning to nearby holds and help organize the response to raids.

Majestic Fastness

Nearly six thousand years ago the Founder Empire was the leading civilization in the Wilderlands. One of its singular achievements was that it was confederation of a multitude of races coexisting in equality. However the untimely death of its Overlord resulted in a series of civil wars that destroyed the empire and the trust between the races. Only a few factions still held to the ideals of the fallen empire.



When the civil wars ended these factions fled the shattered remains of the empire and settled in the northeast corner of the Padizan Peninsula. Here they hoped to recreate the Founder's Empire and the peace that once existed between the races. They founded the Elven Kingdom of Silverwood, the Halfling Shire of Limerick, the Gnome Kingdom of Lightelf, the Human realm of Carolyn (presently Warwick), the Human realm of Merdan (presently Modron) and the Dwarven Kingdom of the Majestic Fastness. While not formally united, they were allies against the sea of monsters surrounding their realms.

The Majestic Fastness was built in a mountain as a series of levels, nearly 20 of them. Below the first level were a dozen deeps, additional levels where the Dwarves delved for gold, silver, iron, and mithril. For thousands of years the Dwarves only traded with local races but their isolation ended with the coming of the Elessarians. The quality of Dwarven weaponry and crafts was superior any other culture and soon the Dwarves had wealth beyond their wildest dreams. They used this wealth to turn the levels and deeps into magnificent works of art and architecture.

Humiliated by his defeats at the hand of the Dragon Empire, The Viridian Emperor, Galanitien plotted his enemies' downfall. The Dwarves supplying the Dragon Empire with armor that could turn aside the carbellium arrows of the Imperial Legions was a major cause of Viridistan's defeat.

Galanitien knew of an old Black Dragon named Ancelgorn who hunted the wastes west of the Pinnacle Mountains. He ensured that the dragon heard rumors of the wealth of the Majestic Fastness. With its greed awakened Ancelgorn flew into the Majestic Mountains and began to unite the disparate orc tribes into a single army. The chaos of the civil wars ripping apart the Dragon Empire provided Ancelgorn with his opportunity. With most of the Dwarven forces guarding the borders of their realm, Ancelgorn struck directly at the Majestic Fastness. Vast hordes of Orcs swarmed in the Dragon's wake overpowering the guards that remained. The Fastness was sacked and the entire countryside laid waste in the flame of the dragon's fire. After rampaging through Silverwood, Ancelgorn returned to the Majestic Fastness and made it his lair guarded by the survivors of his army.

Today Ancelgorn still dwells in the Majestic Fastness. For the last hundred years he has been concerned with the rise of the Tharian Overlords and City-State. Since the fall of the Viridistan Empire, City-State's power is unrivaled and they may finally be able to give Thunderhold the aid they need to reclaim the Majestic Fastness. He has been secretly aiding the Lords of Warwick and hopes to use them as allies against City-State. He has also been helping the followers of the dragon god Set in City-State. Hoping that if they gain control their reverence for dragons will work in his favor.

Dearthwood

Elves were among the races that fled the ruins of the Founders Empire. They formed the largest and most well supplied contingent. When they landed on the Padizan Peninsula they laid claim to the great forest north of the Estuary of the Roglaroon. Naming it Silverwood, they built the Argent Halls in the central hills as the center of their power. Around the forest they built taighs (see 84) to provide a secure border.

For several thousand years they lead an alliance of races taking the lead in the fight against any group of monsters that became a threat. Two thousand years ago their isolation ended with the coming of the Elessarians. The first series of contacts ended in conflict but soon afterwards the Elves were able to establish peaceful relations with the Elessarians.

The arrival of the Ghinorians proved much more difficult to deal with. Their belief as the chosen people of Mitra gave their colonization the aspect of a crusade. To the Elves shame the human realms of Carolyn and Merdan were lost to the Ghinorians who founded Modron on their ruins.

When the Ghinorian Empire fell the Elves decided to aid Caelam (present day City-State) in their wars against Modron. This aid proved crucial in keeping Caelam independent of Modron. Later the Elves aided the Prince of Caelam in forging the Dragon Empire. In return the Princes of Caelam swiftly punished those who tried to encroach on the borders of Silverwood. This period was one of great prosperity for the Elves of Silverwood. The trade between Caelam and Silverwood caused a flowering of the arts and crafts of both people.

All of this came to a crashing end after the fall of the Majestic Fastness. The Dragon Empire was in the process of being shattered in its civil war. The loss of the Majestic Fastness left the northern border of Silverwood exposed. Ancelgorn exploited this and led his vast army of Orcs into Silverwood. With Trolls recruited from the fens, the taighs were overwhelmed and cut down. The elven forces were too few in number to withstand the onslaught.



Despite the odds, the Elves bled Ancelgorn's forces. The entire forest turned against his army and only the flames of the dragon allowed them to make any headway. When Ancelgorn breached the Argent Halls, the Elven King Dovonthas fought the dragon alone. There was no bard around to witness the battle. No one save Ancelgorn knows what happened. But afterwards the dragon was seen fleeing northward with rips in its wings and blood dripping from its flanks. The elven survivors entered the hall and found the broken body of Dovonthas.

After the battle for the Argent Halls much of the forest's defenses were gone. Nearly all of the taighs laid dead or were dying. Dovonthas' daughter, Saravell realized that Silverwood was defenseless. The Elves crossed the estuary into Loshain and abandoned Silverwood. The orc survivors of Ancelgorn's army scattered into the forest forming new tribes. The surrounding inhabitants gave the name Dearthwood to the forest.

Four hundred years later Overlord Lucius III of City-State decided to claim Dearthwood for himself. He took Tain away from the Northern March and made it the capital of the new March of Dearthwood. He has commanded Warden Argon Palis to make the forest ready for settlement in ten years. To this end he has committed a large portion of his treasury to offering bounties for the right ears of any orc slain. In addition he has doubled patrols along the South Road between City-State and Bier. He has built a keep on the South Road as a base for expeditions into the southern extents of the forest. Another keep has been built north of Woe and the Troll Fen by the Setites of the Hellbridge Temple to act as another base.

Limerick

The Halflings of Limerick Shire are the glue that holds the alliance of races together. While the Elves are the traditional leaders it was the Halflings that worked to keep trade and communication flowing. Since its foundation Limerick Shire has supplied much of the food and everyday goods for the five races. During the fall of Silverwood and the Majestic Wilderlands their aid was instrumental in allowing the survivors to regroup. Later they helped in the foundation of Thunderhold and Loshain providing much of the supplies needed in the initial years.



Limerick Shire is ruled by a triumvirate consisting of a High Lord, Lord Sheriff, and the High Warden. The three officials are advised by a Shire Moot consisting of all property owning Halflings. The High Lord and subordinate Lords are responsible for adjudicating disputes and hearing criminal complaints. The Lord Sheriff and his Deputies enforce the shire ordinances and keep the peace. They are typically the accusing party in cases involving criminal complaints. The High Warden and his Wardens are responsible for patrolling the Shire boundaries plus organizing any expeditions needed to take care of menaces to the shire.

The fall of Carolyn and Merdain, a thousand years ago, saw an influx of human refugees into the Shire. They primarily settled around Boughrune forming a mixed human-halfling community. Soon afterwards a tradition was established that at least one of the Lords, Deputies, and Wardens of Boughrune was a human. Many humans work in the barge trade along the Estuary of the Roglaroon.

Loshain

Loshain is the largest surviving settlement of the Silverwood Elves. At the center of Loshain is a Taigh. This Taigh is a seedling of the Argent Taigh of Silverwood and is now nearly 200 years old. Because of its youth it can only protect out to 2.5 leagues (6.25 miles). The rest of the forest is actively patrolled.

The settlement of Loshain consists of several dozen lodges spread out over a square mile. Queen Saravell rules over the Elves and her lodge is found within a circular, decorative hedge. The center of which is the young Taigh itself. Queen Saravell rules over 1,000 Elves and several thousand assorted sylvan creatures (treants, dryads, satyrs, etc). She is the last survivor of her house. Her children and husband died in the burning of the Argent Halls.

The Elves are still in deep mourning and have done little to try to retake Dearthwood back. Currently they are evenly divided between three factions. Those who wish to fortify Loshain and turn away from the world. Another faction consists of those have expressed the desire to return to their ancient homeland of Irminsul in the northwest Wilderlands. And finally those who want to unite the surrounding realms, rid the forest of the Orcs, and kill the dragon Ancelgorn.

Lightelf

The Gnomes have been living in Lightelf since they arrived here several thousand years ago. Unlike the Elves, the Gnomes systematically exploited the woodlands around Lightelf instituting a system of husbandry that allowed them to be productive for centuries. Wood, hides, and herbs are traded by the Gnomes throughout the demi-humans realms. Their closest allies were the humans of Merdan; who they trusted to help with their trading.



The Gnomes became estranged from the other demi-human realms after the fall of Merdan. They were advocates of continuing the war against the Ghinorians. Without the support of the other realms there was little the Gnomes could other than offer the few refugees from Merdan a home in Ashenshaft.

This estrangement led to Lightelf not supporting Silverwood and the Majestic Fastness in the war against Ancelgorn and the Orcs. After the fall of Silverwood the Gnomes regretted their choice and offered refuge to the elven survivors. Most moved on to Loshain but a few remained with the humans of Ashenshaft. Since then, Ashenshaft has become a unique community of humans and elves. It has a high population of half-elves due to the frequent inter-marriages. Today the Gnomes patrol their borders aggressively. They have destroyed several Skandian Outposts that attempted to settle along Lightelf's coast.

Modron

This land was originally settled by the Merdan, a tribe of humans allied with the demi-humans leaving the chaos of the Founder's Empire six thousand years ago. Another human tribe accompanied the migration, the Carolyn. The Carolyn settled the peninsula east of Warwick.

A thousand years ago the Ghinorian Empire was at the height of its power and expanding wherever its ships could reach. Traders made first contact with the Merdan and soon trade grew. A combination of greed and cultural differences led to the Ghinorians coming into conflict with Merdan. The Ghinorians organized an expedition and attacked. A decade long war saw the conquest of Carolyn and Merdan and the defeat of their demi-human allies. The demi-humans withdrew behind their borders while the Ghinorians organized the colony of Modron.

When the Ghinorian Empire fell a hundred years later the Governor of Modron proclaimed himself the Imperial Prince of Ghinor and ordered the other colonies to recognize his title. Seizing the chance for revenge the demi-humans aided the colony of Caelam (present day City-State) in resisting Modron. Soon conflict with the other northern colonies of Ghinor resulted in the conquest of Modron by the Prince of Kalnala (present day Tarantis).

For several centuries Modron was part of the Restored Empire of Ghinor. This ended two hundred years ago when the Skandian Vikings invaded the Winedark Sea. When Kalnala fell (see Tarantis, Page 90) the Restored Empire collapsed and Modron was independent once again. However the Carolyn Peninsula was lost to the sea rovers that founded Warwick. For the past two hundred years, Modron has remained under siege. Continual Viking raids have caused nearly every coastal town and village to have fortifications. In order to supply the troops, ships and castles a feudal system has taken hold. Modron tries to give what aid it can to Nomar afraid that if Nomar falls they will be next.

Nomar

This was an orc infested wilderness until 500 years ago when the Imperial Prince of the Restored Empire of Ghinor decided to carve out a new province. It took a hundred years before last major orc tribe was driven out. Nomar is noted for its organized feudalism as the Imperial Prince carefully divided the holdings among his vassals.

Two hundred years ago the Skandian Vikings rampaged throughout the Winedark Sea, Kalnala fell and the Restored Empire with it (see Tarantis). Unlike the other regions of the Restored Empire, Nomar had no tradition of independence. There were three Dukes and a dozen Barons with holdings in Nomar and they began to fight among themselves to become the ruling Prince. The only time they united was to fight against a Skandian raid or invasion. They would appoint a High Duke who would temporarily command the allied army.

This worked for nearly fifty years until several Barons and Dukes began to use Skandians as mercenaries. At first the Skandians were content to leave after their contract was up but then they began to stay and bring their families over. Within a generation the majority of the coastal population became Skandian. When the nobles of Nomar attempted to expel the Skandians, High Duke Vortius was defeated and the coast was lost to the Skandians.

In the ensuing decades the Skandians united into the Kingdom of Ossary and slowly moving inland conquering a village there and a town here. Finally fifty years ago, Ambrose Pendar united the nobles and was proclaimed as Prince of Nomar. He successfully checked the Skandians and halted their invasion. A decade later he died and his brother Uthan Pendar became Prince. Uthan's son Artos Pendar has been Prince of Nomar for over ten years. However at Yuletide he disappeared throwing the Principality into chaos.

Ossary

When the Nomar nobility attempted to drive the Skandian colonists back into the sea, they cried for aid from their kin overseas. The largest fleet was led by Magnus Ravenhair, he landed in what is now Longship Havens and defeated the High Duke Vortius. On the site of his victory he built the town of Ossary and proclaimed himself king. He continued to war against Nomar; gradually expanding his holdings. Magnus also brought neighboring Skandian settlements under his rule.

Magnus' son, Haakon, continued the conquests until he was checked by Ambrose Pendar at the Battle of Fireside. Ambrose and his successors have successfully checked the ambitions of the Kings of Ossary for the past fifty years. With the disappearance of Prince Artos, King Alfgrim of Ossary feels he has the opportunity to strike Nomar a final blow.

Croy

The islands of Croy and Brezal were conquered two centuries ago in one of the earliest of the great Skandian Viking raids. During the early years of the settlement of Croy, a priest of Thor, Redall, had a vision of a lone tree next to a rent in the earth bellowing steam.



He searched the island and found it on the western end. The vision told him it was a seedling of the World Tree and to care for it. Redall built a shrine. It was soon found that breathing steam allowed prophetic visions and the shrine became a pilgrimage site for the Skandians.

Croy grew wealthy from the pilgrim trade and was soon proclaimed a kingdom. The nearby Island of Brezal was subjugated a decade later. For the past century and a half the Kingdom of Croy has been one of the wealthiest of the Skandian Kingdom. Its wealth has allowed it to become a center of scholarship and learning. King Mar maintains a large navy to thwart the ambitions of Tarantis and Ossary.

Halkmenan

1,500 years ago, at the height of their empire the Ghinorian Empire launched a series of crusades to conquer the Sarnic people (see Sarnia Page 91). Several centuries later they freed themselves during the civil wars that wracked the late Ghinoiran Empire. During this time refugees steadily migrated around the Crimson Sea. The furthest north they reached was the shores of Halkmenan. Here three city-states were established, Zothay, Halkmenan, and Horaja.

The three city-states remained at the fringes of Sarnic civilization for many centuries. Most of their wealth comes from providing a vital trading link between the Winedark Sea and the Sea of Five Winds. They worship the death god Hamakhis in his aspect as judge of the dead. One of the religion's more noted adherents was the High Priest Mung. Mung arrived in City-State over thirty years ago and helped the Overlord resolve the Revolt of the Craftsmen. In gratitude the Overlord allowed Mung to establish the Temple of Pegana to worship Hamakhis.

The arrival of Mung brought renewed interest in Halkmenan in the City-State. Trade grew and goods from the Sea of Five Winds arrived in City-State for the first time. Some plotted to seize this trade for themselves. The most successful was Lord Divolic a Myrmidon of Set. When he became Warden of the Southern March a year ago he used his wealth to raise a large army. Then in the winter he launched a surprise attack on Zothay and was able to seize the city. Currently he is besieging Halkmenan. Horaja is frantically expanding its army but the influx of refugees has caused chaos. Many feel that it is only a matter of time before all three are conquered.

Onhir

When Silverwood fell 400 years ago, a group of Elves and Dwarves sailed south to the Lower Padizan. Under the leadership of Duke Merinil and with the aid of their dwarven allies, they drove out the Orcs in the region and established the Duchy of Onhir. Unlike Loshain they have no Taigh seedling and must continually patrol the Duchy's borders. Negotiations with Queen Saravell have proved fruitless and they are thinking of mounting an expedition into Dearthwood to recover a Taigh seedling.

Khacban

Lord Bilim Redstone survived the fall of the Majestic Fastness four hundred years ago. He was able to gather many members of his clan thanks to the aid of Duke Merinil of Silverwood. When the Duke proposed that they leave the region for the Lower Padizan, Lord Bilim agreed. After helping the Elves clear out Onhir, the Dwarves moved into the mountains in the southern end of Ered Perack. There they carved out the Hold of Khacban. Currently Bilim's son Angriff Redstone is Lord of Khacban. The Dwarves have grown wealthy from trading quality weapons and armor to Halkmenan and City-State.

Lower Padizan

The Lower Padizan is one of the last strongholds of the Orcs. In the deep forests and jungles of the region Orc Tribes roam and hunt as they did for the past several thousand years. For many centuries the sub tropical climate of the region has discouraged settlement. However in recent years the Orcs have suffered several setback notably the colonization efforts by Antil to the west, and the establishment of Onhir and Khacban to the north. Rumors have come down from the north where they have heard of their cousin's triumph in vanquishing the Dwarves and Elves. Only the in-fighting of the tribes keep the Orcs of the Lower Padizan from doing the same.



Cultures & Religions

Culture is a powerful influence on those who live in the Wilderlands. It defines the customs, traditions, and rules they live under. It also defines the conflicts that occur when two cultures meet. Religion consists of the customs, traditions and rules surrounding the worship of a deity. While shaped by the nature and personality of the deities; religion encompasses how people themselves act. Some cultures believe themselves to be the chosen people of a deity. In these cases culture and religion are hard to separate.

This detail has several purposes, the first to generate interesting situations and conflicts that lead to adventure. Another is to give a foundation for players to roleplay their characters. Finally to provide a structure where player can seek rewards for their characters other than the gaining of loot.

Dannu

The fact that over 80% of the population is devoted to agriculture in one form or another means that worship of Dannu can be found throughout the Wilderlands. For most peasants the worship of Dannu is the primary focus of their religious lives. For nobles and urban classes Dannu is honored in her role as Hearth Mother. Religious orders devoted to her often subordinate themselves to other more prominent deities. In some regions this is Veritas, and others it is Thor.

In cultures where Dannu is worshipped her clergy are found in dozens of chapels and shrines throughout the rural landscape. Her priests perform rites at important dates in the agricultural calendar like plowing, planting, and harvesting. They will aid in times of famine, drought, and plague. Because of their efforts the lives of the peasantry is far better in the Wilderlands than in our history.

Among the nobility and urban classes, Dannu is honored as the hearth mother bringing blessings to the home and family. When a child is sick or the head of the family has a broken leg prayers are given to Dannu and the clergy aids in whatever way they can.

The various orders worshipping Dannu rarely get involved politically. Only in the time of corruption and neglect will their voices rise up.



Hamakhis

In most cultures Hamakhis is a distant figure known as the Judge of the Dead. When a person dies they stand before the god who judges on which afterlife they deserve. Those who are found wanting are condemned to slavery in the City of Bones. In these cultures Hamakhis is a figure of myth with no religious orders devoted to him. This aspect of the god does not appear to solicit worshippers or empower cults in his name.

Hamakhis has made one exception to his non-involvement. He has called the Sarnic tribes to be his chosen people. (see Page 91) Originally he was worshipped as the stern Lord of the Dead, judging all humans on their actions. The religion of this time was austere and stressed piety and proper behavior. The Sarnic believed that they were to be the example of righteous behavior to the Wilderlands.

However fifteen hundred years ago the Sarnic Crusades changed all that. The Ghinorians were appalled at the strange funeral rites and other customs of the original Sarnic religion and used that as an excuse for conquest. When the civil wars of the last Ghinorian Empire allowed the Sarnic people to win their freedom the religion was greatly changed.

The leaders of the rebellion were ruthless despots who literally yoked their people to the earth in order to gain the resources needed to defeat the Ghinorians. Their mages used necromancy and other dark arts in the name of Hamakhis to gain further power. They justified this by saying that only Hamakhis was holding back the chaos that threatened to engulfed creation. That only blood sacrifices give Hamakhis the needed strength to continue to do this and Sarnic people the strength needed to be free.

For several hundred years the despots and their minions reigned supreme. But a prophet, Pegana, was anointed by Hamakhis to return justice to Sarnia. The despots were over thrown by Pegana's followers and corrupt clergy swept from the temples. The human sacrifices were not entirely ended but they ceased to be used as an instrument of terror.

Today the religion is still focused on performing the proper rituals and sacrifices to aid Hamakhis in holding back the primordial chaos. The Order of Pegana exists independently of the temples to act as a watchdog for Hamakhis against the nobles and temple hierarchies. Only in outlying territories does the original worship of Hamakhis as Judge of the Dead persists.

Kalis

Alone among the deities of the Wilderlands Kalis has created no religions. Instead her focus has been on nurturing her blood children. The most numerous of which are the lycanthropes and vampires. In many cultures she is known through myth as figure of evil little better than the demons. She is known as a mother who kills her children, breeds monsters, and is responsible for fueling destructive weather. In nearly all ways she is the opposite of her sister Dannu.

The closest thing to a religion Kalis has are cults. They are small secretive organizations scattered throughout the Wilderlands. Usually a blood child, a vampire or lycanthrope is at the center of the cult. Each cult develops its own practices and rites invariably involving blood and acts of revenge. The most common cult is that of the Claws of Kalis the most feared assassins in the Wilderlands.

The only known culture with any ties to Kalis is that of the Rothani. The Rothani are wandering tribes that have no homeland. Throughout their history they settle in a region in small bands only to be driven out by the dominant culture decades or centuries later. Several hundred years ago they developed a relationship with the Blood Children of Kalis. The terms of the agreement are vague but since then most have left the Rothani alone. Otherwise the Blood Children will take an unhealthy interest in the offenders.

Mitra

The religion of Mitra is probably one of the most widespread religions of the Wilderlands. Over four thousand years ago she called the Ghinorians to be her chosen people. She called them to be the example of honor and justice throughout the Wilderlands. At their height, fifteen hundred years ago, their empire stretched into every corner of the Wilderlands challenging even Viridistan.

Mitra's religion is woven into the fabric of Ghinorian society. Her clergy preside over nearly every major event including ones normally handled by other gods like agricultural rites. A unique aspect of her religion was its stress on egalitarianism. Every Ghinorian was equal in Mitra's eyes. All were called to uphold honor and justice and that one's worth was a result of actions not class or station.

The fall of the empire shattered the Ghinorian Empire into numerous successor states. Isolated from one another the Ghinorian successor states were forced to deal with the surrounding cultures on an equal basis. In many Ghinorian lands, Mitra's religion became more tolerant. Clergy accepted non-Ghinorians as believers and started to work with other religions with similar views. There has been a negative reaction against the new doctrine of tolerance and many Ghinorian lands now deals with fundamentalists who wish to return to the old ways.

Nephthys

This goddess has two major religions devoted to her.

The first religion originated in the deep south of the Majestic Wilderlands. There she is known as Nephthys and is worshipped as the keeper of the Wheel of Fate. If a person lives their lives well then Nephthys will spin the Wheel clockwise allowing the person to be reborn into a higher station. Otherwise the wheel will be spun counter-clockwise and the person born to a lower station. Wealth is seen as a sign of Nephthys favor. The religion teaches that one should take joy in life. Festivals and celebrations occur regularly in regions dominated by Nephthys' religion, sometimes spaced as little as a week apart.

In the Desert Lands, she is known as Daysha the Mother of Fate. This religion teaches that no man may escape his fate. Many adherents are fatalistic about life. Travelers will attest that most common phrase is, "It is the will of Daysha". This fatalism often causes the tribes of the Desert Land to be more militant than the other cultures. The scholarly arts flourish in regions dominated by the worship of Daysha. Scholars are in great demand by those who desire to change or evade the fate Daysha has set before them. Most tribes of the Desert Lands are dominated by males however the Daysha clergy's is egalitarian. As a consequence females flock to Daysha's temples making up nearly 80% of her clergy.

In both religions the symbol of the goddess is a spider and the temples sport web designs.

Set

Like Mitra, Set's religion is dominated by a single culture, the Thule. Both Mitra and Set's religion shared a common origin several thousand years ago. The two gods were united in fighting demons in the southern jungles. At some point the tribes involved had a falling out. Those who followed Set became the Thule and stayed. Those who followed Mitra became the Ghinorians and migrated north to what now known as Ghinor.

Set's religion stress order, discipline, and obedience. To do any less would allow the demons to be victorious and chaos reign supreme. Eventually the different Thule tribes united into an empire dominated by the worship of Set. The stability of the Thule Empire rests on the triad of the Emperor and his army, the Theurgists of the Order of Set, and the priests of the Church of Set.

The Thule Empire eradicated the demons and their allies from the southern jungles. Afterwards they were blocked from further expansion by the Ghinorian Empire to the north. Initially content to remain as watchmen, they cheered the collapse of the Ghinorian Empire and the conquest of its heartland by barbarians. They used the opportunity to explore the Majestic Wilderlands.

When Thule explorers encountered the Viridians they were shocked when they found demons ruling an empire and breeding themselves with the mortal races (see Viridians Page 55, Half-Viridians Page 56).

This forced the Thule Empire to look outward. The empire began organizing missions northward. Because of the distance involved the empire had little hope of direct intervention. Instead the missionaries were directed to influence local cultures and do whatever they can to bring about the downfall of the Viridians. With the fall of the Viridistan Empire that goal now seems at hand.



Silvanus

The Elves count the forest lord as their patron. Unlike the gods adopted by various human cultures Silvanus is not worshipped but rather is revered as a scholar, and teacher. The clerics of Silvanus do not receive their spells through devotion or faith but rather through mediation and understanding of his teachings. As a consequence the clergy of Silvanus are taught how to manipulate magic the same as wizards in addition to the cleric spells they receive.

The reverence of Silvanus as a teacher has spread beyond the Elves into the surrounding cultures both human and demi-human. Silvanus' followers stress unity and that the Wilderlands is the common heritage of all the races. Silvanus' clergy organize themselves into circles in charge of a small region. Members of a circle are known as Rangers. A circle will invite the region's inhabitant to festivals held at each solstice and equinox. The highlight of the festival is the reenactment of the marriage of Silvanus to one of the four handmaidens of Dannu (each representing one season).

Thor

The god is known as a hunter of monsters and defender of Man. There are two major religions devoted to him in the Wilderlands

The first is that of Skandian Vikings. This religion originated in their icy homeland north of the Majestic Wilderlands and was spread throughout the Winedark Sea region during the great Viking raids two centuries ago. The religion teaches that Thor and his court are survivors of a great war. The world was deluged by demons and was threatened to be swept away by chaos. Thor and his court were able to defeat the demons and lock them up into the Abyss. But on the day of Ragnarok the gates of the Abyss will fall and battle will be joined to decide the fate of the world.

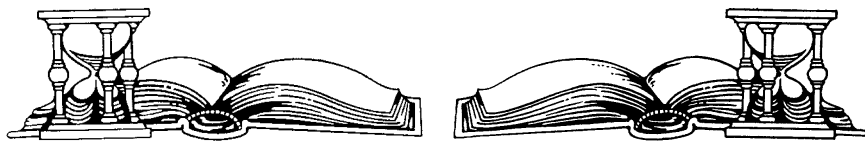
The world is filled with monsters who survived the first battle. Followers of Thor are expected to hunt down these demon-spawned creatures and kill them. Not only to protect the mortal races but to hone their skills for the day of Ragnarok. Thor's religion place a great emphasis on valor in battle. It is very popular among all social classes in lands where there are adherents.

The other major religion following this god originated among the nomadic tribes of the Ament Plains. There the god is known as Mantriv and is married to Dannu. He is advised by the wise sage Thoth and his enemy is the Night Hag (Kalis) the mother of monsters. Among the nomads he is a god of battle and his followers are expected to hunt down kill any monster they find roaming the plains.

During the fall of the Ghinorian Empire his religion spread east with the invaders into the old Ghinorian heartland, eradicating the Church of Mitra. The two cultures fused after several centuries. Many of the tenets of honor and justice preached by Mitra's religion were adopted by Mantriv's clergy. Today concept of hunting down injustice has grown to be just as important as hunting monsters.

Thoth

This god has few orders devoted to him. In most cultures he is a figure of myth representing knowledge and wisdom. Among the nomad tribes of the Ament Plains he was known as the wise shaman knowledgeable in the ways of nature and the monsters that inhabit the wilds. The legend it was his advice that allowed Mantriv to defeat his monstrous enemies.



When the Ghinorian Empire fell, the worship of Mantriv spread east behind the barbarian invaders. The worship of Mantriv supplanted the Church of Mitra. Orders soon rose that took Thoth as their patron. They took over the libraries and monasteries once maintained by the Church of Mitra. While never as important or powerful as the Orders worshiping Mantriv or Dannus they became a permanent fixture of post invasion Ghinor.

The most notable achievement of the new religion was the founding of the Wilderland's most powerful order of magic-users; the Mages of the Order of Thoth. When the followers of Thoth took over the libraries and monasteries it unleashed a renaissance in the study of magic. Among the things they discovered was the Shield of Magic which led to the founding of the Order of Thoth.

Veritas

In Dunador and the region around Sotur, Veritas is worshipped as the high lord of the gods. He forms a trinity with Silvanus the Forest Lord and Danalis (Dannu) the Hearth Mother. The religion is heavily influenced by elven culture. It stresses tolerance, justice, and respect for the land. The rangers of Silvanus operate in the Wilderness. The priests of Danalis live among the peasantry. The clergy of Veritas work mostly with the nobles, craftsmen and the urban classes. His tenets include honesty, justice, and a fair measure for all. The monasteries of the religion are noted for producing some of the finest craftsmen in the Majestic Wilderlands.

The Dwarves revere Veritas as their patron and teacher. They call him the Soul Light because he led them into freedom from slavery by the demons. Veritas taught the Dwarves their skills as craftsmen. The Dwarves believe that Veritas continues to inspire their greatest craftsmen.

Many human cultures in the Wilderland practice ancestor worship. They believe that Veritas, as the High Lord of the gods, calls the clan's or tribes ancestors into a spirit council called the Lars. Like clerics, mystics lead the rituals to honor and placate the Lars. Mystics may also receive clerical spells from the Lars. The Tharians of City-State are the most prominent culture to practice this form of worship.

Ghinorians

The Ghinorians are humans who are descendents of a once mighty empire. The Ghinorians believe that they are the chosen people of Mitra, destined to bring justice and law to the world. They are taught an ethos of duty, honor, and charity. Every Ghinorian, from the Princes to the least peasant, is taught this. Because of their love of the law, the Ghinorians are noted for their skills for organization. They bear special enmity against the Thules and other followers of Set for being tyrants and despots.

The negative side of their culture is their sense of righteousness. Ghinorians grudgingly acknowledge the existence of other gods but claims that Mitra is supreme among the deities. The Ghinorians are noted for their ruthlessness in suppressing cultures and mores they believe to be abhorrent.

During the time of the Ghinorian Empire they came to rule many of the Wilderlands cultures. Faced with this the Imperial Prince, supreme ruler of the Empire, favored the doctrine of toleration. That Mitra called the Ghinorians to be an example to other nations. That if one accepted Mitra and her church that person would be considered Ghinorian.

During the waning days of the empire this doctrine was confronted by the rise of orthodoxy which held that only true born Ghinorians were accorded special status by Mitra. The religious and civil strife caused by this issue led to the fall of the empire and continues to divide the Ghinorian successor states to this day.

Tharians

The Tharians are human and are a clan based society. They originated as horse nomads on the Sea of Grass far to the west of the Wilderlands. Each Tharian holds allegiance to his clan first and is sworn to obey the dictates of the Duke of the Clan. Each clan is subdivided into Septs, which in turn are comprised of 4 to 5 extended families. Typically a Baron leads each Sept, and the head of each family is called a Lord.



The old Tharians primarily herded cattle and developed horse riding and breeding into a high art. Every free Tharian must own a horse and have the means to upkeep it. When a Tharian comes of age his Lord presents him with a horse and welcomes him into the ranks of the clan's warriors. A Duke or Baron can recognize a particularity gifted Warrior with the rank of Knight. With Lord's permission the Duke or Baron can also have the new Knight come into his personal service. Knights of the Duke typically call themselves a Knights Banner to distinguish themselves from those knights in the service of a Baron.

Instead of becoming a warrior upon accepting a horse, a Tharian may become a Bondbuyer. The Bondbuyers are those Tharians who go out and buy what the clans cannot make for themselves. They serve as diplomats between the clans. Tharian custom often involves purchasing bonds of loyalty with the trading of horses. Those Bondbuyers with great age or wisdom are called Master Bondbuyers.

Tharian females are allowed to choose either route on their majority. Even marriage doesn't mean that a Tharian woman has to stop being a warrior or a bondbuyer. However when a Tharian woman gives birth to a child that woman has to take care of the child until the child's majority. The women of the clan traditionally supervise the breeding of Tharian horses.

The Tharians believe their ancestors are called into a spirit council called the Lars. The Mystics of the clan's Lars act the in same way as clerics of other religions.

Elessarians

The Elessarians are humans and a clan based society with their clans no larger than an extended family. When an Elessarian reaches the age of 16 he or she is allowed to choose the clan in which he will receive their adult training.

An Elessarian Clan has a single trade, and all its members help in the clan's occupation. Typical trades are: farming, blacksmithing, arcane lore, innkeeping, caravan work, and others. The property of a clan is held in common with only personal items held by individuals. If for some reason the clan splits then Elessarian law provides for equitable division between the groups. The "classic" adventuring band has its origins in Elessarian clan law and is a legally recognized profession.



The Elessarian peoples hold the idea of the law in great respect. Their ideal is a well ordered land wisely managed by those who follow the law. In their culture, the law is not about abstract concepts justice or fairness. Elessarian law concerns itself with the actions of individuals. Their law relies on the concept of wrong. If it is proved that a party is wronged then they are owed a wergild, the wrong-price. This concept of wrong has been refined throughout centuries in decisions made in hundreds of trials.

The Trehaen (Tree-hay-in) are the judges and magistrates of the law. While the Elessarian keep records, traditional custom expect the Trehaen to have the law completely memorized. Because of the techniques used to memorize the Law the Trehaen have branched out to study bardic lore and magic. The Trehaen not only teaches memorization of the law but also instills the principles of making wise decisions.

Unlike other lands Elessarian Kings and nobles do not act as judges. Instead they are commanders and leaders of the realm's military forces. The Trehaen will issues writs authorizing the King or nobles to arrest individuals or enforce judgments.

Skandians

The Skandians are humans and a branch of the Northerons who inhabit the icy lands north of the Majestic Wilderlands. Two hundred years ago the climate of their homeland improved causing a large expansion of population. This caused many to start migrating southwards. They initially arrived as explorers and merchants.

Rufgar the Lame then turned pirate and seized control of Valon away from Sotur and the Pokrantril League. His success ignited the imagination of the Northerons and many returned as Vikings not traders. Rufgar named his new realm the Kingdom of Skand and the Vikings were universally known as Skandians.



From Valon the Skandian continued their Viking raids throughout the Winedark Sea. In a matter of a few decades they seized Warwick, Brezal, and Croy. The northern Ghinorian successor states were in a midst of a civil war and their naval strength was low. Kalnala the largest of the Ghinorian successor states was conquered by the Vikings. Kalnala was renamed Tarantis and from there Ossary was founded. The Skandians still are the dominant power in the Winedark Sea but the surviving realms of Modron, Nome, and Sotur have begun to fight back.

Skandian culture emphasize personal honor. Honor is won by heroic deeds in battle and trade. They have a strict code that they live by. For example it is dishonorable to attack an enemy when he engaged in a fight with another. Because Thor is their patron god the Skandians also exalt those who undergo dangerous quests against the monsters inhabiting the Wilderlands.

Elves

The Elves are created to be the glory of the Wilderlands. Their existence is tied to the Wilderlands and they will live as long as the Wilderlands exist. They are tied to the land at a spiritual level and are given great gifts to shape and heal it. To the Elves shame many of their kind joined the demons, motivated by the desire to control the world as they see fit. The most powerful of these Dark Elves became Demon Lords themselves. At the end of the war only those Dark Elves that repented and not twisted with chaos were permitted to remain in the Wilderlands.

The Elves love beauty and nature, every aspect of their lives is influenced by this. While crafting they not only put skill into the object but builds it in a way that shows the beauty of the materials used. A wooden spoon will be craved in a way to show the type of tree it came from. A silk tunic, the colors of the moth the silk was spun from. Many take this obsession as sign of weakness. This is a dangerous misconception; the Elves study the arts of war as hard as they study the other arts. Elven Swordmasters are the best in the Wilderlands.

They will not let any other races despoil the Wilderlands. They will protect the plants and animals within it from harm. They protect the innocents of other races from those who would prey on them. The Elves can be defeated but all attempts at conquest and enslavement have failed.

Dwarves

Short and stocky, the Dwarves were created as a hardy race designed to endure the worse conditions in the mines of the Demons. However along with their bodies their spirit proved to be hardy as well. The demons could never break them as slaves and many escaped into the wilderness to join the rebellion against the Demons.

Because of this Dwarves feel most at home underground in deep mines and caverns. Their homes are magnificent works of art hewn from the living rock. They revel in work and will pursue a task for days without rest. Dwarves are the finest craftsmen of the Wilderlands, while the Elves can match in quality Dwarves out produce in quantity. They are also innovators in metallurgy and engineering; many of the advances in these two fields originated in Dwarven Halls.



The Dwarves are extremely protective of their family. A legacy of their creation by the Demon Lords has left them with the ability to produce only a few children. Among those who are born 75% are male. With so many without a spouse or immediate family the clan has become the focus of the ambition of many Dwarves. A dwarf will fight as fiercely for a nephew or niece as they would their own children. Dwarves hold their feelings in reserve and are perceived as a dour and cheerless race. Privately their halls ring with song and laughter shared with family and good friends.

Their infertility has caused them to regard their home as sacred and its defense the most important priority. Many of the Dwarves who adventure do so in hopes of gaining for their home a decisive advantage.

Halflings

In most aspects Halflings are similar to bigger cousins Man. However their small size has left them with a marked disadvantage dealing with the monsters haunting the Wilderlands. This in combination with their initial training as farmers has caused Halflings to be far more cooperative with each other compared to normal human. They know if they fight among themselves they will be prey for the larger and nastier creatures and races around them.

A legacy of their origins is their interest in agriculture. Like many of the other races created by the Demon Lords they continued their vocation after their liberation. Growing the food needed to feed the armies of the revolt. When victory came they continued this tradition their lands becoming the breadbaskets feeding the other demi-human realms.

The Halflings are the greatest allies of the Elves in promoting harmony among the races. They take a leading role in the Rangers and other organizations that reach across the boundaries that separate the races. They view that should the various alliances fail then their own lands will open to bandits and worse.

These views have opened a darker side of the Halfling race. They take pride their unbroken history of cooperation among themselves and view the troubles that afflict other races with contempt and condescending. In private talks between the elders they blame the Elves for whole mess in the first place as they couldn't maintain cooperation among themselves resulting in the Dark Elves becoming Demons.

Since the Halfling race lacks physical strength and is no more gifted magically the only means they have to deal with threats is manipulation and guile. They will plant rumors, lie, and steal to nullify any threat to their race. Their ideal is to transform a potential conflict into one of mutual cooperation. But they will do what takes to nullify the threat if that can't be achieved.

Gnomes

Gnomes are similar to Dwarves but do not share their low birth rates or the imbalance between male and females. As a consequence their culture is not as obsessed with defending their families and survival. They share the stubbornness of the Dwarves and this has manifested as hatred of injustice.

Their hatred of injustice has a darker manifestation. When fighting another race or culture they will wage Total War against their enemies. Their armies will practice scorched earth tactics on both offense and defense. They will send handpicked troops behind enemy lines to strike any target supporting the enemy including non-combatants. Many gnome magic-users are skilled at illusions to support these attacks.

They help the Halflings in their efforts to keep the peace between the races. The Gnomes are noted for their ability as mediators and are often called to adjudicate disputes between the races. They are noted for their keen wits and are notorious pranksters. Like Dwarves, Gnomes have clans that they hold an allegiance too. Their clan gatherings are known for their bawdy entertainment which stands in stark contrast to their ruthlessness in war.

Goblins

Goblins are obsessed; it is the defining characteristic of their race. Each goblin obsesses about something different and focus on it completely and utterly to the exclusion of all else. Most Goblins realize they have to pay attention to realities of day to day living. They do the minimum needed. The only reason that Goblin settlements are not stinking cess-pools with garbage at every corner is that there are Goblins obsessed with cleanliness. Coupled with their obsession is the need to show off and for approval. If two or more goblin shares the same obsession intense competition will results until one goblin shows a clear superiority.

Goblins show minimal loyalty to family and friends; it not that they are malicious; it is that Goblins don't care. Some families share similar obsessions and manage to form bonds similar to human clans. Luckily after giving birth goblin females will become obsessed with the survival of their young. They are the major force behind what familial ties that goblin society has.

Goblin-leaders are often obsessed with the Goblin race as a whole. The best have learned to manipulate their subordinate's obsessions into a coordinated whole. In addition they play on the Goblins need for recognition by using pageantry and public festivals to award those Goblins who have done well.

The Viridians have acted as a civilizing influence on the goblin race. Despite the Viridians decline, the mores and customs they instilled continue to persist. In many locales human continue to moderate the worst excesses of goblin society. Outside of Viridstan the situation for Goblins is much grimmer. Goblins tribes have trouble rising above an obsession for survival or dominance. Surrounding cultures often have to fend off raids from these uncivilized tribes.

Orcs

Orcs are defined by aggression. The Demon Lords took humans and bred in a fierce aggressiveness that only subsided in the presence of a strong leader. The rebels tried integrating liberated Orcs as they did other races but soon were forced to drive them out as their aggressiveness caused major issues. After the war, the Orcs turned on themselves in a fratricidal struggle for power. Only their high birth rate saved the race and allowed them to spread throughout the Wilderlands. They soon dominated the Padizan Peninsula.

Since then their culture have remained stagnate. Their technology only advanced when a clever orc utilized a captive to teach him one of the crafts of another culture. Today the most advanced Orcs are at an early Iron Age level of technology capable of smelting iron but not steel and construct crude siege weapons.

Orc society is organized in a system of the strongest rules. Polygamy dominates Orc society with the strongest Orcs having the largest number of females in his harem. In a third of the orc tribes females actually dominate using a system of polyandry. Female Orcs are just as aggressive as male Orcs.

As a legacy of their original breeding, Orcs can be dominated by other races. The most notable recent example is the dragon Ancelgorn rallying the Orcs to sack the Majestic Fastness and Silverwood. This involves being able to defeat the strongest orc leader and promptly dealing with challenges from subordinate Orcs.

Sarnic

The Sarnic believe that they are the chosen people of Hamakhis, that their practice of human sacrifice strengthens Hamakhis in holding back the chaos. The average Sarnic is highly superstitious and lives a life of ritual that covers nearly every activity both mundane and spiritual. Their society is highly stratified with dozens of ranks in each social class. The Sarnic lands are noted for the practice of Necromancy. Zombies, and skeletons are used as labor in dangerous engineering projects. Many members of the temple hierarchy and the Order of Pegana are free willed undead.

Much of this social system was created in the aftermath of winning their freedom from the Ghinorians. The rebel leaders became petty tyrants and used the sacrifices as an instrument of terror. The reforms of Pegana broke the power of the tyrants. But various Sarnic city-states continue to be dominated by the temples. The Order of Pegana lives outside of the city-states and the White Robes of the Order act as an inquisition against abuse and corruption of the Black Robes of the Temples.

Silvani

The Silvani are the various cultures that have had long term contact with the Elves. These include the demi-humans races and the Elessarians. These cultures place a great value on individual worth and exalt those who excel at a craft, or an art. While the various Silvani cultures have their disputes with other; they will band together when an outside culture attacks. The Silvani greatest weakness is their tendency to only think of long term goals and not recognize short term threats. This weakness as resulted in several Silvani cultures to be conquered by the Viridians, Tharians, and Ghinorians. This also has led to the downfall of the dwarven realms of the Majestic Fastness and the elven realm of Silverwood.

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